

Full Disclosure

A 1-Round D&D Living Kingdoms of Kalamar[®] Adventure

by Andrew Garbade

The treaty between Pekal and Cosdol is in tatters, but one last push by Prince Kafen may save the alliance, and ensure the presence of another ally in the war with Kalamar. But the pending arrangement is not without peril, as many others with their own agendas try to manipulate both sides. Bet Rogala is awash in rumor and suspicion, and the characters must find a way to save the Prince, and all of Pekal. This adventure closes the story arc which began in *The Rub*, then continued in *A Simple Detail* and *A Bit of Truth*. For ATLS 1, 3, 5, 7, and 9.

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This is an RPGA[®] Network scenario for the Dungeons & Dragons[®] game. A four-hour time block has been allocated for each round of this scenario. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Calculating Average Table Level (ATL)

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

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

ATL _____

ADVENTURE NOTES

This module is an official supplement to the Living Kingdoms of Kalamar campaign. It is designed for 4 to 6 characters ranging from 1st to 9th level. It is advised that PCs go through this adventure with a full party, as the challenges presented may overwhelm a small party of adventurers.

You, the Judge (the authority figure of the table and the administrator of the adventure), need a copy of the Dungeons & Dragons[®] 3rd Edition revised Player's Handbook and Dungeon Master's Guide (v.3.5) for this event. The adventure takes place in the Kingdoms of Kalamar setting in the Principality of Pekal. Therefore, the Judge should also have the Kingdoms of Kalamar[®] Core Sourcebook and the Kingdoms of Kalamar Player's Guide.

Specific statistics for key Non-Player Characters (NPCs) and other materials are included in the appendix at the back of this adventure as well as throughout the adventure text itself. Certificates that may be photocopied are also included. The Judge should read this adventure entirely no less than once before playing in order to ensure a precise flow of events, as there are many aspects relating to the flavor and culture that are important to the Living[™] Kingdoms of Kalamar campaign and to this adventure.

CALENDAR AND CLIMATE

The weather in Bet Rogala is mild for this time of year, though winter is just around the corner. Slight traces of frost rim the edge of Lake Eb'Sobet, and the fields have been harvested. The streets of the capital seem to capture the wind, making certain alleys and lanes seem much colder than others. Many common folk spend time indoors, and only those with important business leave their hearths and mead.

MODULE NOTES

Due to its nature, this adventure has many instances where the players may decide to venture away from the presented encounters. The judge should be prepared to try and draw them back as swiftly as possible, while still encouraging role-play opportunities. Specifically, the players may want to inform the Town Watch or their contacts at several points during the adventure. These are absolutely acceptable, though any help should be received "off-screen" and not directly influence anything in the encounters.

For example, one encounter assumes the PCs stake out a warehouse for a meeting. The judge should be prepared to prompt the players if necessary by various means; perhaps a member of the Grey Legion is tailing them "just in case" at the request of Captain Balinor. He can help out by suggesting a few of them infiltrate the warehouse while he and other party members watch the outside. There are any number of possibilities for this kind of assistance, though the judge needs to consider options depending on the group of players and their characters.

All of the above sort of goes without saying in the realm of RPGA gaming, but it always pays to repeat sound advice. ☺

Cosdol and Eldor are featured in the adventure somewhat in the background (though importantly, NPC information is not always precise according to canon – they are biased). Information on these two countries can be found in the Kingdoms of Kalamar Campaign Sourcebook.

Finally, several spells from the Kingdoms of Kalamar Player's Guide are included in Appendix II: NPCs and Monsters. The judge should be familiar with these spells prior to running the adventure.

BACKGROUND

In *The Rub*, the PCs saved the life of Welstern Vrindolvus, Ambassador of Cosdol, sent to begin diplomatic relations with Pecal. During *A Simple Detail*, information was discovered that Cosdol and Pecal had entered into a secret military alliance. In *A Bit of Truth*, the PCs discovered that the military alliance was in fact part of a larger plot whereby Cosdol was moving their forces into place for an attempt to overthrow Prince Kafen, and take over rulership of Pecal. All of these events are the direct result of PC actions in these adventures – none of these were pre-ordained, so what follows in these pages is the culmination of this part of the story.

Doppelgangers working for Kalamar have entered into an alliance with agents of Brandobia to try and salvage their basic plans – the overthrow of Prince Kafen, and assumption of rulership over Pecal. With Kalamar now in the picture, the two different sides have agreed in principle to split Pecal between the countries, though the exact division is still contested.

Unfortunately, many of the doppelgangers in Pecal have been killed in the past year in freak accidents, usually involving nosy adventurers. As a result, their ranks are thin, and they are relying on some of the less talented members of the group to carry out missions. One of these made the mistake of appearing as a high-ranking Pecal general in the wrong place at the wrong time. He was caught and killed when he tried to order some of the real General's men to undertake some irrational actions. The General – Dravlin Balenir – decided to try and track down these creatures. On the advice of Captain Balinor (commander of the Grey Legion), the

General sends for adventurers to accomplish the mission.

The enemies in this adventure are using merchant terms of typical cloth goods to represent various stages of their plot. "Cotton" is the word used for the present state – preparation and planning. "Velvet" means everything is according to plan, and everyone should be ready to act on a moment's notice.

The Brandobians also have another word – "Silk." This word is code for ending relations with the doppelgangers, and the entire scope of the operation has changed.

ADVENTURE SYNOPSIS

Introduction:

This introduction allows the judge time to get comfortable with the characters, as well as provide a suitable hook for drawing them into the adventure.

Encounter 1:

The characters meet General Dravlin Balenir, a commander in the Pecal Army. His men have killed a doppelganger, and he wants adventurers to try and track down and kill or capture any others they find. Character introductions take place in Encounter 1.

Encounter 2:

The PCs meet Welstern Vrindolvus, former Cosdol Ambassador to Pecal, now exiled from his country, and current advisor to Prince Kafen.

Encounter 3:

The characters enter the warehouse where the doppelganger was found and journey through the maze-like tunnels of an old culvert – the precursor to the more modern sewer system of Beg Rogala.

Encounter 3a:

The PCs must explore several tunnels to find the correct path.

Encounter 3b:

This encounter is the correct way through the culvert to the doppelgangers' lair. A trap waits for the unwary.

Encounter 4:

The characters continue to explore the old sewer system, encountering a trap, then the lair of the doppelgangers.

Encounter 5:

The PCs stake out a warehouse near Lake Eb'Sobet in the hopes of learning more about the plot against the Prince.

Encounter 6:

The PCs must get a code word to Brandobian agents before the situation deteriorates into chaos.

Awards

Experience Points

Appendix I: NPCs and Monsters

Appendix II: Additional Rules

Appendix III: Player Handouts

INTRODUCTION

Summary: This introduction allows the judge time to get comfortable with the characters, as well as provide a suitable hook for drawing them into the adventure.

The weather has turned foul in Bet Rogala, and the normally cool winter has instead turned frigid and wet. Snow blankets the city; according to gossip, the most in over a decade. Only those with pressing business are outside this dismal morning.

Suddenly, the door bursts open, and snow flies in. Just as quickly, the door closes, and a man in a heavy wool cloak brushes snow off his clothes. He appears to be a Kalamaran human with short black hair, and a neatly trimmed beard.

Pausing a moment to survey the room, his eyes come to rest on you. Walking briskly toward you, his cloak shifts around, allowing a glimpse of his sword and chainmail.

Arriving in front of you, he snaps to attention, "Sir (or Madam), I have an invitation for you to meet with a representative of the Pecal Military forces about a potential threat to the country. Would you please accompany me?"

The soldier answers questions if asked, but insists they leave as soon as possible. The soldier is undeniably polite, but also firm and to

the point. For reference, he is essentially a lieutenant – a lower-tier officer. Some possible questions and answers are below:

What kind of threat is it?

Sir/Madam, I was not given that information.

Who are we going to meet?

Sir/Madam, I am not sure. My orders came from my superior, Captain Balinor. (Yes, the same Captain Balinor who is in charge of the Grey Legion).

Will I be paid for my time?

The Captain did not mention anything about compensation.

Where are we going?

I was asked to take you to Headquarters for the Pecal Army.

Answer other questions as needed, though the man knows little else about the assignment. More general questions (*where do we stand on Tokis right now?*) are met with "***I'm sorry, but I am not at liberty to discuss that information***" type answers.

Allow the PCs time to grab their gear, then continue to **Encounter 1**.

ENCOUNTER 1 **Midnight Rendezvous**

Summary: The characters meet General Dravlin Balenir, a commander in the Pecal Army. His men have killed a doppelganger, and he wants adventurers to try and track down and kill any others they may find.

Led into a small room, you see several other people around a circular table. An older man stands in the far corner, "Welcome," he says. "Be seated."

Allow the players time to introduce their characters.

"First, thank you for coming. Forgive my blunt nature, but I have little time. I am General Balenir, one of the Pecal Army commanders stationed in Bet Rogala.

In two days there is to be a meeting between representatives of the Prince and those of Cosdol. As some of you may know, there

was recently some turmoil between the two nations. Further investigation revealed that certain factions within the government of Cosdol were behind the situation, and they have been dealt with by their King.

This meeting was scheduled at the request of the King to try and mend the alliance. The Prince agreed. Here is where you come in. Please follow me.”

The man walks briskly out of the room and down the hall to a door guarded by two heavily armed and armored soldiers. One of the guards knocks two times on the door. As your group gets closer, the door swings open into a large chamber, with only a wooden table in the center. There is something on the table, stretching nearly six-feet, and seeming oddly humanoid in shape. The details are obscured by a gray cloth covering the entire top of the table. Six more guards are standing at attention around the perimeter of the room, all clad as the ones outside.

The man walks up to the table and pulls the cloth to the floor. “Who recognizes this?”

The form on the table is a gaunt, gray-skinned humanoid with long spindly limbs and a distorted head. It seems to have glassy, black eyes, but the rest of its face is blank. Several wounds are on the body.

This is a doppelganger, and the General wants to know if anyone has seen them before.

“This one was found impersonating me yesterday in Old Town. Luckily, some of my men discovered it before any damage could be done. We are not sure of its motives, or how long it has been in the city, but once its true identity was revealed, it did its best to escape. When cornered, it attacked my men, and was killed.

What concerns me, however, is the fact that it had several sealed envelopes. We opened them and examined them to find what appeared to be orders for cloth of some kind, though that is not the oddest thing. They were all written in Brandobian. Coincidentally, everyone from Cosdol speaks Brandobian. With the meeting coming up so soon, and the recent rumors

about military movements from the Cosdol soldiers, I and others in the government are very concerned.

I need some people to investigate the area where we found this creature and see if they can find anything that would help us determine its motives.

Let’s go back to the room, and we can discuss the job further. Turning to one of the guards, “cover this thing up.”

The general returns to the meeting room with the PCs. Some sample questions and answers are below:

Where did you find the creature?

At an abandoned warehouse in Old Town. Normally it houses miscreants or homeless. My men were aiding the Watch in the investigation of some murders down there, and they saw the creature emerge from the building.

What did it say/do?

Not too much, really. My men had just received their orders from me in this very room, so when the creature showed up out of nowhere and began giving countering orders, they thought it suspicious. My men asked a few questions, and apparently hit some nerves because the creature tried to flee back into the warehouse.

May we examine the creature?

Of course. I’ll make sure you are allowed inside the room.

Examining the creature reveals nothing exciting, save that it appears rather young on a **Heal check DC 20**. It died from multiple sword wounds, and has been dead only about 20 hours.

What do you expect us to find?

I’m not sure. It’s obvious that this creature had an agenda, but we don’t yet know what that was. Unfortunately, none of the priests we sent for to speak with its corpse were able to gain any information (rendering any more speak with dead spells useless for six more days).

So what is our job?

Just investigate the warehouse where we found the doppelganger. Act on whatever you deem worthwhile, but report back to me if and when you find something important (i.e. any evidence that points to a direct threat on the Prince or Pekal). If I am unavailable, any of the men in this office are able to hear about this investigation.

What can you tell us about the warehouse?
Well, it appears the doppelganger came from the old culvert system – the precursor to the more modern sewer system. The culverts are little more than ditches underground near the edges of the streets to collect excess rain water. That system extends throughout Old Town, and runs into the Lake in several places. My men are now guarding the building, in case more come out.

Do we get paid?
That is outside my jurisdiction. I was only asked to give you the mission.

The messenger said he was sent by Captain Balinor? Who is he, why is he sending for us?
Etc.

Captain Balinor is a member of the military who is very familiar with using adventurers to solve problems like this – namely those where a troop of soldiers may not be as successful as a group of resourceful people such as yourself. I confess he had to convince me, but I trust his judgment in the matter.

Why not send the Gray Legion?
Certain people are unable to break away from their duties at the moment. These people don't just sit around looking for things like this to happen you know; they are deeply involved for months at a time on an assignment, so resources aren't always available.

What happened to the envelopes and their contents?

They were forwarded to the College of Magic for examination, though your contact at the palace should know something of them.

Answer other questions as appropriate, though the General doesn't know much more. He is telling the truth, and PC **Sense Motive** checks reveal as much.

After all the questions are finished, continue below:

“Well, you are working for Pekal, so you must have authorization. One of the Prince's Advisors has drawn up paperwork authorizing you to investigate. One of my men is ready to lead you there right now. Good luck.”

Continue to **Encounter 2**.

ENCOUNTER 2 **Another Option**

Summary: The PCs meet Welstern Vrindolvus, former Cosdol Ambassador to Pekal, now exiled from his country, and current advisor to Prince Kafen.

The man quickly leads you through the main streets of Pekal, seemingly ignoring the weather. Several guards move to stop you as your group reaches the palace, but after a brief look at the servant, quickly move back into their towers.

Reaching the palace, the servant barks orders as many others come to relieve you of winter clothing. He turns to you:

“Please, weapons larger than a dagger must remain here.”

Arguments in favor of keeping weapons are useless – NO exceptions. There are extenuating circumstances in the palace right now, and nobody is exactly sure how the PCs will respond to seeing Welstern Vrindolvus. Anyone who refuses to relinquish their weapon is allowed to wait in the foyer, but may not accompany their fellow adventurers to the meeting.

Once all weapons (medium one-handed and larger) are turned over to the servants, continue below:

Magical warmth rises from the floor, making the palace warm on this cold winter day. Moving briskly through the wide corridors, the servant eventually stops at one of the numerous oak doors. Knocking twice, he waits a moment before opening the door. Standing aside in the hall, he motions for you to enter.

Inside is a large room with a square table and chairs for eight. A wood desk rests against the far wall, and several shelves line the wall. Books and papers of all shapes and sizes rest on the shelves.

Standing beside the desk is a tall gray-haired Brandobian man. Dressed in the robes of an Instructor, he also wears a large chain indicating his status as a Senior Advisor to the Prince.

If the players have met Welstern Vrindolvus before, they recognize him. If no players have met him, he introduces himself as a recent addition to the Prince's staff.

"Ah, you have arrived. I wish to thank you for agreeing to go on this mission, no doubt the General has filled you in on the details."

Walking toward you, he nods his thanks to the servant in the hall. The servant takes his cue and pulls the heavy door closed.

"I have your papers all ready, however, I also have some intimate knowledge of Cosdol and its inhabitants should you have any questions."

The papers he gives the PCs name them Officials of the Crown, which basically gives them status as members of the Town Watch. They can basically investigate the doppelgangers, and request help if necessary, though they are not free to take any means they wish to solve the problems (for example, wizards are still bound by the Code of Conduct for the College of Magic).

Welstern is being very honest in everything stated – he is speaking for the Prince in this matter, and he believes everything he says. **Sense Motive** checks from PCs should indicate this, although the judge may keep the exact truth a bit gray to add to the suspense.

The PCs should have questions. Some sample questions and answers are below:

How is it you know so much about Cosdol?
Yes, well, I used to be a Royal nephew of King Welren of Cosdol. My former position in this city was Ambassador to Pecal. To make this short, through a set of circumstances a bit beyond my control, my family disowned

me, and I was exiled. The Prince and I had become friends, so I swore myself to his service, and gained this position.

How do we know you aren't still working for Cosdol?

Aside from the facts that I swore an oath to serve Prince Kafen, convinced him to give me this position, and have joined the College of Magic as an Instructor, I really have no other proof. But consider this, would you want to go back to a family that thinks you a greedy incompetent traitor? One whose very name has been stricken from the Royal Family history? Would you want to go back to them, or take some small measure of satisfaction by gaining vengeance? Perhaps justice is a better word, but I think you get my meaning.

When we last saw you, there was some very questionable information that was apparently some kind of plot to overthrow the Prince...

Yes, I am sorry to say that much of it was true. I was banished for letting the information fall into the wrong hands. Fortunately, I proved my innocence to the Prince, and was asked to join his Court.

What can you tell us about Cosdol?

Everyone there is fairly hard-working and tolerant of one another. I have a hard time believing that the current plot is any of their doing. Unfortunately, the previous attempt to sneak troops into Pecal was also conceived and carried out by high-ranking members of the Cosdol military, so I guess anything is possible.

Could this be the work of a group who hate the King? (or cult, etc)

I guess it could, though the only enemies Cosdol really has are the inhabitants of Eldor, the country to the south. But that is a long-standing feud that has little to do with international politics.

How are you all so different?

Cosdol as I said is a very tolerant nation – any who are willing may enter and exit the country freely. As a people we do not discriminate based on race or religion, though there are always the random miscreants. Eldor, however, practices institutionalized racism – only Brandobian humans have their place in that country's

society; other humans are regarded as lesser cousins, while demi-humans are little more than monsters.

What caused all this?

Who knows – misperceived slights, jealousy, sheer stupidity. As I said, it has been that way for decades.

What happened to the envelopes?

They were sent to the College of Magic for examination. If it helps, it seems that the creature carrying them is the one who wrote them, and he did it early yesterday.

What was on them?

There were two separate orders. One contained a request for velvet, while another was an arrangement to transport cotton west to Lebolegido. Others are investigating in that city as we speak.

Should we contact you if we discover anything?

If you contact the General, or any of his men, that should suffice. If you feel the need for urgency, use the writ I gave you to encourage the Town Watch to give you what help you require.

The General said you were arranging payment for our services.

Yes, when you have finished your investigation, I shall indeed reward you. The exact nature of which has yet to be determined, but I think you shall appreciate the Prince's generosity.

What can you tell us about the warehouse?

The culverts under the warehouse appear to be the place where the doppelganger emerged. They are old and crumbling, so be careful, but they shouldn't be too dangerous. The sewer system in Old Town has taken much of the water out of them, so only heavy downpours really affect the culverts very much.

ENCOUNTER 3

On the Trail

Summary: The characters enter the warehouse where the doppelganger was found and journey through the maze-like tunnels of an old culvert – the precursor to the more modern sewer system of Beg Rogala.

The warehouse is easy to find, and several poorly-disguised guards obviously watch the place while trying to remain inconspicuous. Inside, a portion of the floor has fallen away near the door, leading down into an old drainage system.

It is dark inside the culvert, with only small amounts of light filtering through the snow from above. The PCs can easily climb down the crumbled floor to enter the culverts, though they require light sources to see once inside.

The culvert is cramped, wet, and dark. The bricks that form the narrow passage are obviously old, but seem to be stable. Very little sunlight reaches into this gulley from the street overhead, and a small river of fetid water runs down the center. The stench of the place is revolting, and odd fungi and lichen covers the floor and lower portions of the walls. Shadows play along the walls ahead, and strange echoes surround you.

Important Rules about the Culvert

The walls are *brick masonry*. It takes a **DC 20 Climb** check to travel along a masonry wall.

The floors are *slippery* and made of *hewn stone*. A **DC 15 Balance** check is required to run or charge across such a floor. Failure means the character can still act, but can't run or charge in this round.

Rules about the italicized terms are taken directly from Core Rulebook II.

Additionally, the *scent* special ability does not function in this network of tunnels, due to the overwhelming stench. If any creature/PC attempts to use *scent* to track creatures, they must make a **Fort save DC 15** or become shaken.

The culvert is 5' wide through the entire system.

When the PCs have descended into the culvert system, continue to **Encounter 3A** and **3B**.

ENCOUNTER 3A:

Unexplored tunnels 1, 2, and 3

Summary: The PCs must explore several tunnels to find the correct path.

After a few minutes, the PCs come to a large intersection. Allow them to search the area, but this entire network has received very meticulous attention, including multiple *pass without trace* spells and several hours of work by skilled rangers. Higher level spells or psionics may allow the PCs to avoid this encounter entirely, though the judge should try to run it if possible.

Most of the passages are dead ends, all ending at curved brick walls. The culvert network was only built for a portion of the old city, and never expanded. When the PCs go into one of these tunnels, the judge should roll on the random encounter table below. Descriptions of the different encounters are located immediately after the table. The PCs should NOT get the same encounter twice.

The judge is encouraged to run all the random encounters as time allows. The characters should at least encounter “Undead,” “Dead mind flayer,” and “Treasure.”

d100 Random Encounter Table

Roll	Result
0-30	Nothing
31-50	Undead
51-70	Black mold
71-90	Feral dogs
91-99	Dead mind flayer
100	Treasure!

Nothing

This is just a dead end. There is nothing of any interest here, though the judge is encouraged to allow the PCs to search through the mold and fungus at the end of the tunnel for as long as they want.

Undead

At the end of this tunnel, a large grate takes up the entire floor. The water flowing into the grate enters a natural fissure leading deep into the ground. Oddly, there seems to be a sturdy chain attached to the brick wall, reaching down through the grate into the darkness below (but the chain is not attached to the grate).

Some years ago, a band of thieves discovered that one of their band named Krina was stealing from other members. To discourage others from such behavior, the leaders decided to make an example of this female thief. First they branded her forehead with a large hand-shaped iron – signifying her being found guilty of theft. They

then cut off her arms at the elbow, and killed her. As a final insult, one of the thieves (a wizard) raised her as a zombie. The thieves then chained the zombie to the wall, and threw the body into the fissure. The zombie dangles there to this day, unable to act, but unable to finally find rest.

The characters are able to raise the chain with a **DC 15 Strength** check. The grate can be opened (one side is hinged) with a **DC 10 Strength** check. At the end of the 30’ chain is the zombie. The chain is wrapped around its body multiple times, then locked. The zombie is in horrible shape, as it has been hanging in this disgusting morass of waste and filth for decades. The little flesh it has remaining is bloated and diseased, and its clothes are slimy tatters. Since it was never given any instructions by its creator, it doesn’t take any actions, even if attacked. It simply wanders around if allowed, though it does not willingly fall down into the fissure. The fissure narrows to only a few inches wide about 40’ down.

Zombie: medium undead; hp 5, AC 11.

Black mold

This patch of black mold actually grows as a parasite within the lichen and other mold in the area. It is located in the 5-foot square at the end of the tunnel. If disturbed (i.e. if PCs move into the square, or search it), a cloud of spores is ejected into the air. Anyone within 15’ of the black mold must attempt a Fort save DC 13. Failure means the character loses 1d2 temporary Constitution, and is sickened for 1 minute. Success means the character is only sickened for 1 round. Fire destroys black mold.

PCs within 10’ of the black mold should receive an attempt to make a **Spot DC 15** to notice it. Success reveals the lichen and mold seems unusually thick here, and is a darker shade of green/gray than in other areas of the tunnels.

A **Knowledge (dungeoneering) DC 20** correctly identifies black mold, and its qualities (the spores, their damage, what destroys it).

Feral dogs

A pack of feral dogs has claimed this part of the network as a lair. There are a half-dozen canines here, all apparently come from typical small house breeds (think Boston Terrier,

Chihuahua, Shih-Tzu, and Dachshund, not Retriever, Great Danes, Dalmatians, etc.). None of these dogs is a threat to the PCs, and though they do growl menacingly, they do not attack. This encounter is just for some minor comic relief – and to mess with some of the more paranoid PCs' minds.

Any characters that offer the dogs food are received with a bit less hostility, but the dogs do not follow the PCs out of their lair, and attempt to run away if attacked. They appear healthy, if a bit unkempt.

Feral Dog: small animal; hp 4; spd 20 ft; AC 12.

Dead mind flayer

There is a dead and decaying mind flayer dumped in the corner. **Heal DC 20** reveals it has probably been dead a few months, but is badly decomposed due to the humidity. Fungi and moss have already started to grow on the remains, and the clothing is in tatters.

Most characters probably have never seen a mind flayer, so the judge is encouraged to make this creature seem as alien as possible.

However, ALL psionic PCs know exactly what this creature is, and that it possessed many powerful mental abilities. That it would be on the surface, so far away from its underground domain, is very troubling. Depending on the table, the judge may want to take the player of the psionic character away from the others to reveal this information.

The mind flayer is wearing an amulet with a shattered blue crystal. This was a *Lesser Amulet of the Salamander*, and any PC with a *Ring of the Salamander* recognizes the same type of blue crystal on the amulet as their ring. The amulet is broken, so it does not glow when in the presence of psionic power. It is not certified, though some characters may wish to retrieve and keep it. It has no value if sold.

Treasure

Search DC 25 or **Spot DC 20** notices a small wooden chest partially hidden among the fungi and lichen on the floor. It appears very old, and has a very old and bulky lock that by today's standards wouldn't even be considered "poor."

The chest is locked, but the wood has nearly rotted away, and the lock is rusted out. Attempts to pick the lock fail as the rust has fused the

inside together. Of course, a **Strength check DC 5** is all that is required to yank the lock off the rotted chest.

The chest contains 6 pp, 18 gp, 42 sp, 85 cp, 2 sapphires with a market value of 20 each, and a pearl necklace with a market value of 120 gp (the gems and necklace may be sold for ½ market value). PCs who examine the sapphires notice they appear to be cut so as to fit in a pommel or hilt.

It costs 15 gp to have a sapphire added to a pommel in Bet Rogala, and increases the market value of the weapon by 30 gp. A sapphire may be added to any hilted weapon (battleaxe, mace, rapier, dagger, etc), mundane, masterwork, or magical. Simply make a note on the character sheet, log sheet, or cert about the addition of a sapphire to a weapon.

ENCOUNTER 3B: **The Right Way**

Summary: This encounter is the correct way through the culvert to the doppelgangers' lair. A trap waits for the unwary.

After the judge exhausts the potential encounters in **Encounter 3A**, the final passage leads to a series of traps, then on to the main lair of the enemy. The traps are located 50' past the intersection.

These traps are built to first discourage, then kill intruders. The first trap is the Crumbling Wall Trap. It is designed so that a portion of the culvert wall collapses in a particular area, partially covering up the passage. Several minutes are required to clear the passage by strength, though spells may make this easier. When it springs, the second trap becomes active, though it is set off according to its own trigger. If the PCs manage to disable the Crumbling Wall Trap, the second trap is still there, but is not set to activate.

Brief details about the traps:

Crumbling Wall Trap – blocks of stone and brick fall out of the wall into the designated area.

Alchemist's Fire Trap – several full jugs of alchemist's fire are hidden near the ceiling. When it is set off, these jugs tip over, pouring their contents on the affected area.

Fireball Trap – A fireball erupts in the culvert, forcing saving throws from all in the radius.

Empowered Fireball Trap – see above, except the spell has been empowered through the feat. At ATL 9, there are two simultaneous empowered fireballs, requiring separate damage rolls and saving throws.

ATL 1

Crumbling Wall Trap; CR 1, mechanical; location trigger; no reset; Atk +10 (2d6, rocks); Search DC 18; Disable Device DC 18.

Alchemist's Fire Trap; CR 1, mechanical; location trigger (activated by Crumbling Wall Trap); no reset; Atk +10 (1d6, fire); multiple targets (all targets within a 5 ft. x 15 ft. area); Search DC 18; Disable Device DC 18.

ATL 3

Crumbling Wall Trap; CR 3, mechanical; location trigger; no reset; Atk +15 (2d6, rocks); Search DC 20; Disable Device DC 20.

Alchemist's Fire Trap; CR 3, mechanical; proximity trigger (activated by Crumbling Wall Trap); no reset; Atk +15 (2d6, fire); multiple targets (all targets in 5 ft. x 15 ft. area); Search DC 20; Disable Device DC 20.

ATL 5

Crumbling Wall Trap; CR 5, mechanical; location trigger; no reset; Atk +19 (4d6, rocks); Search DC 21; Disable Device DC 21.

Fireball Trap; CR 5; spell; location trigger (activated by Crumbling Wall Trap); no reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 15 Reflex save half damage); Search DC 28; Disable Device DC 28.

ATL 7

Crumbling Wall Trap; CR 6, mechanical; proximity trigger; no reset; Atk +25 (8d6, rocks); multiple targets (all targets in 5 ft. x 10 ft. area); Search DC 22; Disable Device DC 22.

Empowered Fireball Trap; CR 7; spell; location trigger (activated by Crumbling Wall Trap); no reset; spell effect (*empowered fireball*, 9th-level wizard, 9d6 + half fire, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30.

ATL 9

Crumbling Wall Trap; CR 9, mechanical; proximity trigger; no reset; Atk +25 (10d6, rocks); multiple targets (all targets in 5 ft. x 15 ft. area); Search DC 22; Disable Device DC 22.

2x Empowered Fireball Trap; CR 9; spell; location trigger (activated by Crumbling Wall Trap); no reset; spell effect (*empowered fireball*, 9th-level wizard, 10d6 + half fire, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30.

ENCOUNTER 4 Enemy Mine

Summary: The characters continue to explore the old sewer system, encountering a trap, then the lair of the doppelgangers.

The tunnel continues into the darkness for some time. The distant echo of dripping water and the constant smell of rotting plants threatens to overwhelm your senses.

In the distance ahead, a dim light comes into view.

The tunnel ahead curves, providing the reason the PCs could not make out the light before now. They first see the light when they are 20' away.

It is a standard *everburning torch* set into the bricks of the wall, with a metal plate partially covering its illumination. Characters may keep this item, though it is not certified.

The torch is set into the wall next to a locked iron gate reaching from the floor to the ceiling. Behind the gate is a small room with a wooden door on the far side. The gate may be opened with **DC 15 Open Locks** check.

The simple wooden door is also locked. A **DC 15 Listen** check reveals there are sounds of talking and movement inside. **DC 20** recognizes Low Kalamar inflection and pronunciations, and several male voices. **DC 25** indicates there are three different voices. There are no cracks by which characters may spy into the room. **DC 20 Open Locks** unlocks the door.

If the characters are unnecessarily loud (i.e. destroying either the gate or the door), or must attempt more than two **Open Locks** checks on the wooden door, the doppelgangers inside hear them and prepare for combat.

If the PCs manage to get the wooden door open without revealing themselves, read the boxtext below. If the doppelgangers heard the PCs, modify the text below accordingly.

Prince Kafen stands on a small box, looking himself over in a mirror. He is dressed in the latest court finery, with a slender rapier at one side, and a broad dagger at the other. On his left and right stand two gangly creatures with gray skin and spindly limbs. As one, all turn to the open door.

Tactics

The PCs have interrupted one of the doppelgangers training to impersonate Prince Kafen. He and his two companions immediately engage the PCs, trying to bottle them up in the narrow doorway.

Even though one of the doppelgangers has weapons, it does not use them – it uses the slam attack as per the stat block in **Appendix I: NPCs and Monsters**.

ATL 1 (EL 4)

3x Doppelganger

Change hit points to “12” for all three creatures.

ATL 3 (EL 6)

2x Doppelganger

Doppelganger Wiz3

ATL 5 (EL 8)

2x Doppelganger Bri2

Doppelganger Wiz3

ATL 7 (EL 10)

2x Doppelganger Bri4

Doppelganger Wiz5

ATL 9 (EL 12)

2x Doppelganger Bri4

Doppelganger Wiz8

After combat, the PCs should find several pieces of paper on the table and some inside a leather sack. All are written in Low Kalamaran.

These are available in **Appendix III: Player Handout #1**. A **Decipher Script DC 20** allows them to determine the order of the notes. Here is the chronological order: Note 5, 3, 2, 6, 1, 5. An **Intelligence check DC 10** allows the PCs to

conclude that Note #4 was the only one on the table – all the others were in the sack.

The players now some decisions to make. They should notify the authorities; if so, the Town Guard agrees to back them up as necessary, though they do not accompany the PCs into the warehouse. When the PCs are ready to find to go, continue to **Encounter 5**.

ENCOUNTER 5 **Smuggling for Fun and Profit**

Summary: The PCs stake out a warehouse near Lake Eb'Sobet in the hopes of learning more about the plot against the Prince.

The docks are busy as members of the Porters and Longshoremans Guilds move through the streets going about their business. All wear heavy wool clothing, likely offering ample protection against the chill in the air. Unlike other areas of the city, it seems the streets here have been cleared to ensure the business of the district continues unabated.

Ahead, the warehouse described in the letter rests under a blanket of snow. Unlike other warehouses, the large delivery doors of this warehouse are closed. In fact, while several other buildings have cleared areas around their perimeters, it seems like nobody has disturbed this warehouse since the storms hit the city (4 days ago).

There are numerous ways into the building, but any blatantly obvious breaking and entering results in the Town Watch coming to investigate. The easiest are one of two doors – one on the back, one on the side. Both are large wooden doors that require Open Locks DC 15 to open. If none of the PCs has access to this skill, the Harbor Master, members of the Longshoremen or Porters guilds, or even the Town Watch may assist if requested. Some PCs may even know Peer Steeltumbler who owns Peer More Locks in Old Town. Though the dwarf is surly, he agrees to help for 25 gp.

Additionally, PCs may choose to **Gather Information** about the building if they choose. And if any of the PCs are members of the Porters or Longshoremen, they may Gather

Information with a +15 circumstance bonus if asking about the building.

DC 5 "I don't know anything."

DC 10 "Yeah, nobody's been around there for a few days."

DC 15 "There was a big shipment a couple days ago, almost two ships full. Don't know what was carried, but I know the boys who did it say it was heavy."

DC 20 "The warehouse is owned by a foreign company that just came to Bet Rogala. They're from across the western mountains in Cossel, or Condel or something." (it is in fact Cosdol, but the NPC just isn't entirely sure).

DC 25 "Well, I tell you, those men on the ships weren't all Lake sailors. Some of the terms they used are only for open water shipping. And come to think of it, they had funny accents. I did hear one of them insult one of the Porters, he's lucky Blutt didn't hear it. That half-orc is a decent fellow, but he's got a temper." (if any of the PCs speaks Brandobian, the NPC confirms that was what he heard)

DC 30 "Those guys weren't just weird, there was something really strange about how they moved – almost like they had all been in the army or something – you know, stiff, turning on their heels, stuff like that."

Once the PCs gain entrance, they may become concerned because several of the boxes that were obviously full are now empty. Other boxes contain weapons of all sorts, mainly spears, swords, and crossbows.

Once in the warehouse, the PCs should decide how to handle the upcoming meeting with the agents. There are three choices presented herein, but the judge should be open to creative options. In any case, the military and town guard are willing to secretly have men stationed nearby outside the warehouse, but desperately want to find out the details of the operation before moving. In any event, it is somewhat up to the PCs to discover the details before the deus ex machina NPCs come to spoil the fun.

The judge is encouraged to be familiar with this encounter to adapt to creative solutions outside the scope of this adventure.

When the PCs have a plan, continue below. This assumes that at least one of the PCs is inside the warehouse, and normal speech is possible. The judge should modify this box-text as needed (keeping in mind the importance of the code words). Also, everyone speaks Merchant's Tongue during this scene.

The silence of the warehouse is broken by a door opening near the back of the building. Light flashes through the opening, quickly cut off as the door closes. Two figures emerge from the shadows, both wearing heavy winter clothes. Removing their hoods confirms their origins – Brandobian humans.

"Are we early?" one of the men asks.

"We must be," mutters the other.

Pulling off his gloves and holding them at his side, the older man stares at the ceiling, "So do you prefer velvet or silk?"

The younger man replies in a harsh tone, "Silk, of course. I do not enjoy dealing with animals. We can deliver velvet without them."

Still staring into the rafters, "You doubt the wisdom of this venture?"

"Of course not, but we do not want to have excessive inventory."

Lowering his head to look at the younger man, he smirks, "Agreed. Velvet is fine for now, but we must consider silk as our market expands."

Both of them continue to look around the warehouse absently. The younger man eventually pulls a small dagger from his boot and begins examining the blade in the dim light.

A creak from the side door draws their attention, and both whip around to face the noise. The dagger is quickly sheathed, though in the streaming light, it is clear both men carry several other weapons.

Light again intrudes inside the warehouse as the side door opens. Two more figures enter, closing the door behind them. Like the original pair, these also wear winter gear.

Pulling their hoods back, a man and a woman, both Kalamaran, approach the Brandobians.

“We have come as instructed. What is the word?” asks the Kalamaran man.

“Cotton” replies a Brandobian.

Nodding, the Kalamaran man continues, “We need to decide tonight if we change the word. Any later and our allies cannot act in time.”

“Forces cross the border in two months. The army has orders to defend the eastern border, including Baneta. Lebolegido and Bet Rogala expect to have token forces, primarily from veterans and hired mercenaries.”

One of the Brandobians grimaces, “Will your people be ready?”

The woman speaks, “Yes. Our brother has been preparing for several weeks, and even our most gifted have difficulty choosing between the original and the copy.”

“Good. How does Kabori propose to settle our concerns?”

Both the Kalamaran remain silent for a moment. Turning slightly to the woman, the man looks back at the Brandobians, “Emperor” he stresses, “Kabori offers the land from Lebolegido, along the western edge of the Lake, north to Paru’Bor.”

Both Brandobians stare at the two Kalamarans. One says quietly, “We need access to the Kalokopeli – that was our request. You can keep the north.”

“Emperor Kabori believes this is a generous offer.”

The younger Brandobian begins to speak, but is cut off by the woman, “AND he is willing to aid your countrymen when they claim their rightful lands. After all, is not the

reunification of a sundered Brandobia more important than a claim to some scrub forest? Why should the Empires of Eldor and Kalamar co-exist as friends?”

“Besides,” continues the Kalamaran man, “you shall have access to the forest, just no claim to settle there.”

Both Brandobians look intently at one another for a long moment. Finally, one turns to the Kalamarans, “Agreed. Tell Emperor Kabori that the King of Eldor consents to his offer.”

Both Kalamarans smile as they begin putting their winter clothes back on. As she straightens her heavy coat, the woman replies, “Excellent. We give the orders tonight.”

The Brandobians also begin preparing themselves to venture outside, “Then you deliver velvet tonight?”

Pulling up his hood, the Kalamaran man answers, “Yes, we shall tell our brothers. You tell your friends. We shall deliver velvet.”

If the PCs do not act, the Kalamarans (really doppelgangers) leave the warehouse, followed a moment later by the Brandobians.

In case the PCs desperately want to fight these individuals, their statistics can be found in **Appendix I: NPCs and Monsters**.

If allowed to leave, the doppelgangers return to the culvert tunnels to contact their “brother” agents. The Brandobians move through the city to a tavern where they can contact their agents.

If any officials are notified (General Balenir or Advisor Vrindolvus), the Town Guard is ready to arrest anyone leaving the meeting. If officials are not notified, allow the PCs the opportunity to capture one of the groups – either the Kalamarans/doppelgangers or the Brandobians. After this is completed, continue to **Conclusion A**.

If the PCs have made some effort to notify officials have been notified, continue to the box-text below.

One of the Guards comes over to your group. “We got everyone, though those Brandobians put up quite a fight. We found these on their bodies.”

He hands you matching keys attached to small wooden tokens. Engraved on each is a small oak leaf. These appear to be keys one might find in a inn or large tavern somewhere in the city.

Knowledge (local – Bet Rogala) DC 15 identifies the keys belonging to The Elder Oak, a small tavern and inn located on the south side of Bet Rogala.

Gather Information DC 20, or 20 gp in “information bribes” also reveals the same.

The PCs may choose to “stake out” the Inn before entering, though that is up to them. At some point, they should have the idea to impersonate the Brandobians, or at least try to deliver a code word.

Continue to **Encounter 6** as appropriate.

ENCOUNTER 6 **Word of the Day**

<p>Summary: The PCs must get a code word to Brandobian agents before the situation deteriorates into chaos.</p>
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The small tavern contains several large lamps and a roaring fire. A large Fhokki man jumps off a stool next to the door and slams it as soon as you enter. Grabbing a mop, he swiftly cleans the floor of the snow that followed you inside. Hanging on the wall next to his stool is a hefty wooden club, about the size of a dwarf’s forearm (about 14 inches long, with a head 8 inches in diameter).

The interior is smoky, though the light wood of the furniture and walls seems in good repair. The room is busy, but not crowded; perhaps two dozen people in total. The bar is short, and several servers move around the room – it appears this establishment does its business by serving patrons at their tables rather than having them come to the bar. A thick stew seems to be the meal of choice, with a side of mead or ale – varying by table.

Glancing over the crowd, something becomes apparent; all of the people in this tavern appear to of human descent.

If the PCs are not disguised as the Brandobians, then no matter what they say or do, they do not get anything important out of anyone. Searching the Brandobians’ rooms turns up nothing of importance.

If the PCs are disguised as the Brandobians – and only two of them enter as such - continue below. The other agents are smart enough to know that when two Brandobians contacts suddenly become four Brandobian contacts, something is wrong.

In the back of the room, three men stand up and look directly at you. They nod quickly, then move through a door at the other end of the common room. Before the last moves through the door, he waits at the door, and looks back at you.

The Brandobian agents expect the PCs to follow them immediately. The last is waiting for the PCs to enter the room before he closes the door.

Though the agents know the two who were at the meeting, they don’t know them very well. This works in the PCs’ favor for detecting their ruse.

When the PCs move into the meeting room, read the following:

The man at the door closes it behind you and bolts it. The other two men are seated at a table. One of them says, “So you made it back. I assume our ‘friends’ are still as difficult to deal with as ever?”

The other laughs and continues, “What is the word, sir?”

The PCs are expected to give one of the following words: cotton, velvet, or silk. If not, the agents become suspicious.

If the PCs give one of those words, the men accept without question, though *silk* obviously pleases them with comments like, “It sure will be good to rid ourselves of those scum.”

After that, the men leave the room and depart the inn, eager to meet with other agents. Much more discussion on the topic arouses their suspicion.

Any actions by the PCs that causes the Brandobian agents to become suspicious has one definite effect. The agents (as a group) get Spot, Listen, and Sense Motive checks at +(3+ATL) against the PCs. If any of these checks beat the characters' results, they have been discovered.

The agents do not, however, reveal that they have discovered the ruse, and act normally under all circumstances.

When this encounter is finished, proceed to **Conclusion B**.

CONCLUSION A

It has been a few days since you last spoke with military officials about the assignment you completed. Further investigation of the culvert turned up little you did not discover, though the warehouse contained many interesting items – most of them weapons of some kind or another.

One afternoon, a messenger finds you and hands you a note. Wearing the livery of Prince Kafen, he wait patiently for you to read it.

“My friends, I know you did everything in your power to end the threat to the Prince, and for that he thanks you. He has allowed me to reward you, so I shall. Use what I give you in good health, and know that your service shall not be soon forgotten.”

All the characters receive the **Favor of Advisor Welstern Vrindolvus**.

CONCLUSION B

It has been a few days since you last spoke with military officials about the assignment you completed. Further investigation of the culvert turned up little you did not discover, though the warehouse contained many interesting items – most of them weapons of some kind or another.

One afternoon, a messenger finds you and hands you a note. Wearing the livery of Prince Kafen, he wait patiently for you to read it.

“My friends, I know you did everything in your power to end the threat to the Prince, and for that he thanks you. From what we can tell, your service went beyond the requirements of your instructions, and so everyone in the government is very impressed with your work. The Prince has allowed me to reward you, so I shall. Use what I give you in good health, and know that your service shall not be soon forgotten.”

All the characters receive a **Favor of Advisor Welstern Vrindolvus** cert.

All the characters also receive a **Ring of Minor Curing** cert.

Awards

TREASURE

Encounter 3A: 6 pp, 18 gp, 42 sp, 85 cp; 2 sapphires (sale 10 gp each); pearl necklace (sale 60 gp)

Encounter 3B: rapier (sale 10 gp); dagger (sale 1 gp); royal outfit (sale 100 gp)

Conclusion: Favor of Advisor Welstern Vrindolvus; Ring of Minor Curing

Total Possible Gold: 274 gp

OTHER AWARDS

Favor of Advisor Welstern Vrindolvus

Advisor Welstern Vrindolvus appreciates your work in discovering more about the ring of Brandobian agents infiltrating Pekal. This cert may be combined with two **Appreciation of Welstern Vrindolvus** certs (from *A Simple Detail* or *A Bit of Truth*) for ONE of the following benefits: *+1 enhancement* to a suit of armor OR a shield. This favor only enables the character to enchant a masterwork item. Items that have magical enchantments (i.e. already *+1* items) may not be further enchanted. This favor is only good for one such enhancement.

Ring of Minor Curing

This ring allows the wearer to cast *cure minor wounds* one time per day. If used, it recharges itself at sunrise the following morning.

Experience Points

EXPERIENCE	CHARACTER LEVEL	
	1-4	5-9
Encounter 3B: Avoiding the Crumbling Wall trap	20 xp	40 xp
Avoiding the secondary trap	20 xp	40 xp
Encounter 4: Entering the lair without alerting the doppelgangers	30 xp	60 xp
Defeating the doppelgangers	50 xp	100 xp
Encounter 5: Gaining access to the warehouse without help	30 xp	60 xp
Encounter 6: Not arousing suspicion in the Brandobian agents	50 xp	100 xp
Giving the Brandobian agents either "cotton" or "silk"	50 xp	100 xp
Conclusion A or B:	50 xp	100 xp
Discretionary Experience for Role Playing	100 xp	100 xp
Total	400 xp	800 xp

Experience in Living Kingdoms of Kalamar is gained depending on the level of the PC. Regardless of ATL, experience should be awarded by character level, even if some PCs at the table receive different amounts.

Appendix I: NPCs and Monsters

Doppelganger

All doppelgangers in this adventure have the following traits:

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks. When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

ENCOUNTER 4

ATL 1

Doppelganger (CR 3): Medium Monstrous Humanoid (Shapechanger); HD 4d8+4 (12 hp); Init +1; Spd 30 ft. (6 squares); AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; BAB/Grp +4/+5; Atk Slam +5 melee (1d6+1); SA Detect thoughts; SQ Change shape, immunity to *sleep* and charm effects; SV Fort +4, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13; AL CN.

Skills and Feats: Bluff +10*, Diplomacy +3, Disguise +9* (+11 acting), Intimidate +3, Listen +6, Sense Motive +6, Spot +6; Dodge, Great Fortitude.

Languages: Low Kalamaran, Merchant's Tongue, Undercommon, Brandobian.

ATL 3

Doppelganger (CR 3): Medium Monstrous Humanoid (Shapechanger); HD 4d8+4 (22 hp); Init +1; Spd 30 ft. (6 squares); AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; BAB/Grp +4/+5; Atk Slam +5 melee (1d6+1); SA Detect thoughts; SQ Change shape, immunity to *sleep* and charm effects; SV Fort +4, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13; AL CN.

Skills and Feats: Bluff +10*, Diplomacy +3, Disguise +9* (+11 acting), Intimidate +3, Listen +6, Sense Motive +6, Spot +6; Dodge, Great Fortitude.

Languages: Low Kalamaran, Merchant's Tongue, Undercommon, Brandobian.

Doppelganger Wiz3 (CR 6): Medium Monstrous Humanoid (Shapechanger); HD 4d8+3d4+7 (30 hp); Init +1; Spd 30 ft. (6 squares); AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; BAB/Grp +4/+6; Atk Slam +6 melee (1d6+1); SA Detect thoughts; SQ Change shape, immunity to *sleep* and charm effects; SV Fort +5, Ref +5, Will +9; Str 12, Dex 13, Con 12, Int 14, Wis 14, Cha 13; AL CN.

Skills and Feats: Bluff +12*, Concentration +4, Craft (alchemy) +5, Diplomacy +3, Disguise +9* (+11 acting), Intimidate +3, Knowledge (arcana) +5, Listen +6, Sense Motive +6, Spellcraft +5, Spot +6; Combat Casting, Dodge, Great Fortitude, Scribe Scroll.

Languages: Low Kalamaran, Merchant's Tongue, Undercommon, Brandobian.

Spells Memorized (4/3/2; DC 12+spell level): 0-level: *jolt*, *mage hand*, *ray of frost*, *unnerve*; 1-level: *burning hands*, *magic missile*, *pounding stones*; 2-level: *glitterdust*, *scare*.

ATL 5

Doppelganger Bri2 (CR 5): Medium Monstrous Humanoid (Shapechanger); HD 4d8+2d8+6 (30 hp); Init +1; Spd 30 ft. (6 squares); AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; BAB/Grp +5/+6; Atk Slam +6 melee (1d6+1); SA Detect thoughts, sneak attack +1d6; SQ Change shape, immunity to *sleep* and charm effects, improved bluff; SV Fort +6, Ref +6, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13; AL CN.

Skills and Feats: Bluff +10*, Diplomacy +3, Disguise +9* (+11 acting), Intimidate +7, Listen +6, Move Silently +3, Sense Motive +6, Spot +6; Dodge, Great Fortitude.

Languages: Low Kalamaran, Merchant's Tongue, Undercommon, Brandobian.

Doppelganger Wiz3 (CR 6): Medium Monstrous Humanoid (Shapechanger); HD 4d8+3d4+7 (30 hp); Init +1; Spd 30 ft. (6 squares); AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; BAB/Grp +4/+6; Atk Slam +6 melee (1d6+1); SA Detect thoughts; SQ Change shape, immunity to *sleep* and charm effects; SV Fort +5, Ref +5, Will +9; Str 12, Dex 13, Con 12, Int 14, Wis 14, Cha 13; AL CN.

Skills and Feats: Bluff +12*, Concentration +4, Craft (alchemy) +5, Diplomacy +3, Disguise +9* (+11 acting), Intimidate +3, Knowledge (arcana) +5, Listen +6, Sense Motive +6, Spellcraft +5, Spot +6; Combat Casting, Dodge, Great Fortitude, Scribe Scroll.

Languages: Low Kalamaran, Merchant's Tongue, Undercommon, Brandobian.

Spells Memorized (4/3/2; DC 12+spell level): 0-level: *jolt*, *mage hand*, *ray of frost*, *unnerve*; 1-level: *burning hands*, *magic missile*, *pounding stones*; 2-level: *glitterdust*, *scare*.

ATL 7

Doppelganger Bri4 (CR 7): Medium Monstrous Humanoid (Shapechanger); HD 4d8+4d8+6 (39 hp); Init +1; Spd 30 ft. (6 squares); AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; BAB/Grp +7/+8; Atk Slam +8 melee (1d6+1); SA Detect thoughts, sneak attack +1d6, eyes of fury; SQ Change shape, evasion, immunity to *sleep* and charm effects, improved bluff, uncanny dodge; SV Fort +7, Ref +7, Will +7; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 14; AL CN.

Skills and Feats: Bluff +10*, Diplomacy +3, Disguise +9* (+11 acting), Intimidate +9, Listen +6, Move Silently +6, Sense Motive +6, Spot +7; Dodge, Great Fortitude.

Languages: Low Kalamaran, Merchant's Tongue, Undercommon, Brandobian.

Doppelganger Wiz5 (CR 8): Medium Monstrous Humanoid (Shapechanger); HD 4d8+5d4+9 (36 hp); Init +1; Spd 30 ft. (6 squares); AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; BAB/Grp +6/+7; Atk Slam +7 melee (1d6+1); Full Atk Slam +7/+2 (1d6+1); SA Detect thoughts; SQ Change shape, immunity to *sleep* and charm effects; SV Fort +5, Ref +6, Will +10; Str 12, Dex 13, Con 12, Int 15, Wis 14, Cha 13; AL CN.

Skills and Feats: Bluff +12*, Concentration +7, Craft (alchemy) +6, Diplomacy +5, Disguise +9* (+11 acting), Intimidate +3, Knowledge (arcana) +6, Listen +6, Sense Motive +6, Spellcraft +7, Spot +6; Combat Casting, Dodge, Great Fortitude, Scribe Scroll, Spell Penetration.

Languages: Low Kalamaran, Merchant's Tongue, Undercommon, Brandobian

Spells Memorized (4/4/3/1; DC 12+spell level): 0-level: *jolt*, *mage hand*, *ray of frost*, *unnerve*; 1-level: *burning hands*, *grease*, *magic missile*, *pounding stones*; 2-level: *glitterdust*, *scare*, *scorching ray*; 3-level: *fireball*.

ATL 9

Doppelganger Bri4 (CR 7): Medium Monstrous Humanoid (Shapechanger); HD 4d8+4d8+6 (39 hp); Init +1; Spd 30 ft. (6 squares); AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; BAB/Grp +7/+8; Atk Slam +8 melee (1d6+1); SA Detect thoughts, sneak attack +1d6, eyes of fury; SQ Change shape, evasion, immunity to *sleep* and charm effects, improved bluff, uncanny dodge; SV Fort +7, Ref +7, Will +7; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 14; AL CN.

Skills and Feats: Bluff +10*, Diplomacy +3, Disguise +9* (+11 acting), Intimidate +9, Listen +6, Move Silently +6, Sense Motive +6, Spot +7; Dodge, Great Fortitude.

Languages: Low Kalamaran, Merchant's Tongue, Undercommon, Brandobian.

Doppelganger Wiz8 (CR 11): Medium Monstrous Humanoid (Shapechanger); HD 4d8+8d4+11 (43 hp); Init +1; Spd 30 ft. (6 squares); AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; BAB/Grp +8/+9; Atk Slam +10 melee (1d6+1); Full Atk Slam +10/+5 (1d6+1); SA Detect thoughts; SQ Change shape, immunity to *sleep* and charm effects; SV Fort +6, Ref +7, Will +12; Str 12, Dex 13, Con 12, Int 16, Wis 14, Cha 13; AL CN.

Skills and Feats: Bluff +12*, Concentration +7, Craft (alchemy) +6, Diplomacy +5, Disguise +9* (+11 acting), Intimidate +3, Knowledge (arcana) +6, Listen +6, Sense Motive +6, Spellcraft +7, Spot +6; Combat Casting, Dodge, Great Fortitude, Scribe Scroll, Spell Penetration, Pyro.

Languages: Low Kalamaran, Merchant's Tongue, Undercommon, Brandobian

Spells Memorized (4/5/4/4/2; DC 13+spell level): 0-level: *jolt*, *mage hand*, *ray of frost*, *unnerve*; 1-level: *burning hands*, *burning hands*, *grease*, *magic missile*, *pounding stones*; 2-level: *glitterdust*, *scare*, *scorching ray*, *scorching ray*; 3-level: *fireball*, *fireball*, *haste*, *slow*; 4-level: *greater invisibility*, *enervation*.

ENCOUNTER 5

All ATLS

Doppelganger (CR 3): Medium Monstrous Humanoid (Shapechanger); HD 4d8+4 (22 hp); Init +1; Spd 30 ft. (6 squares); AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; BAB/Grp +4/+5; Atk Slam +5 melee (1d6+1); SA Detect thoughts; SQ Change shape, immunity to *sleep* and charm effects; SV Fort +4, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13; AL CN.

Skills and Feats: Bluff +10*, Diplomacy +3, Disguise +9* (+11 acting), Intimidate +3, Listen +6, Sense Motive +6, Spot +6; Dodge, Great Fortitude.

Languages: Low Kalamaran, Merchant's Tongue, Undercommon, Brandobian.

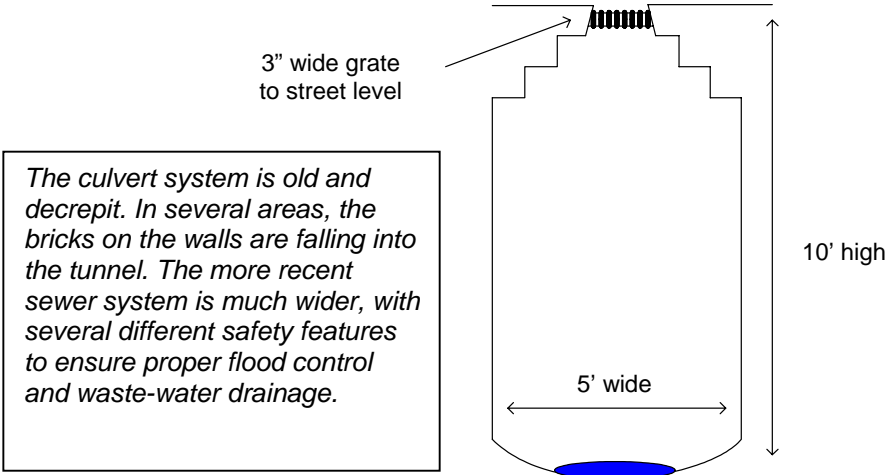
Brandobian Rog2 (CR2): Medium humanoid (human); HD 2d6+2 (10 hp); Init +3; Spd 30 ft. (6 squares); AC 13 (+3 Dex), touch 13, flat-footed 10; BAB/Grp +1/+2; Atk Rapier +3 (1d6+1/18-20) or dagger +3 melee (1d4+1/19-20); SA Sneak attack +1d6; SQ Evasion, trapfinding; Sv Fort +1, Ref +6, Will +0; Str 12, Dex 16, Con 12, Int 13, Wis 10, Cha 10; AL LN.

Skills and Feats: Bluff +4, Climb +4, Escape Artist +8, Hide +8, Intimidate +5, Move Silently +8, Tumble +8; Weapon Finesse, Run.

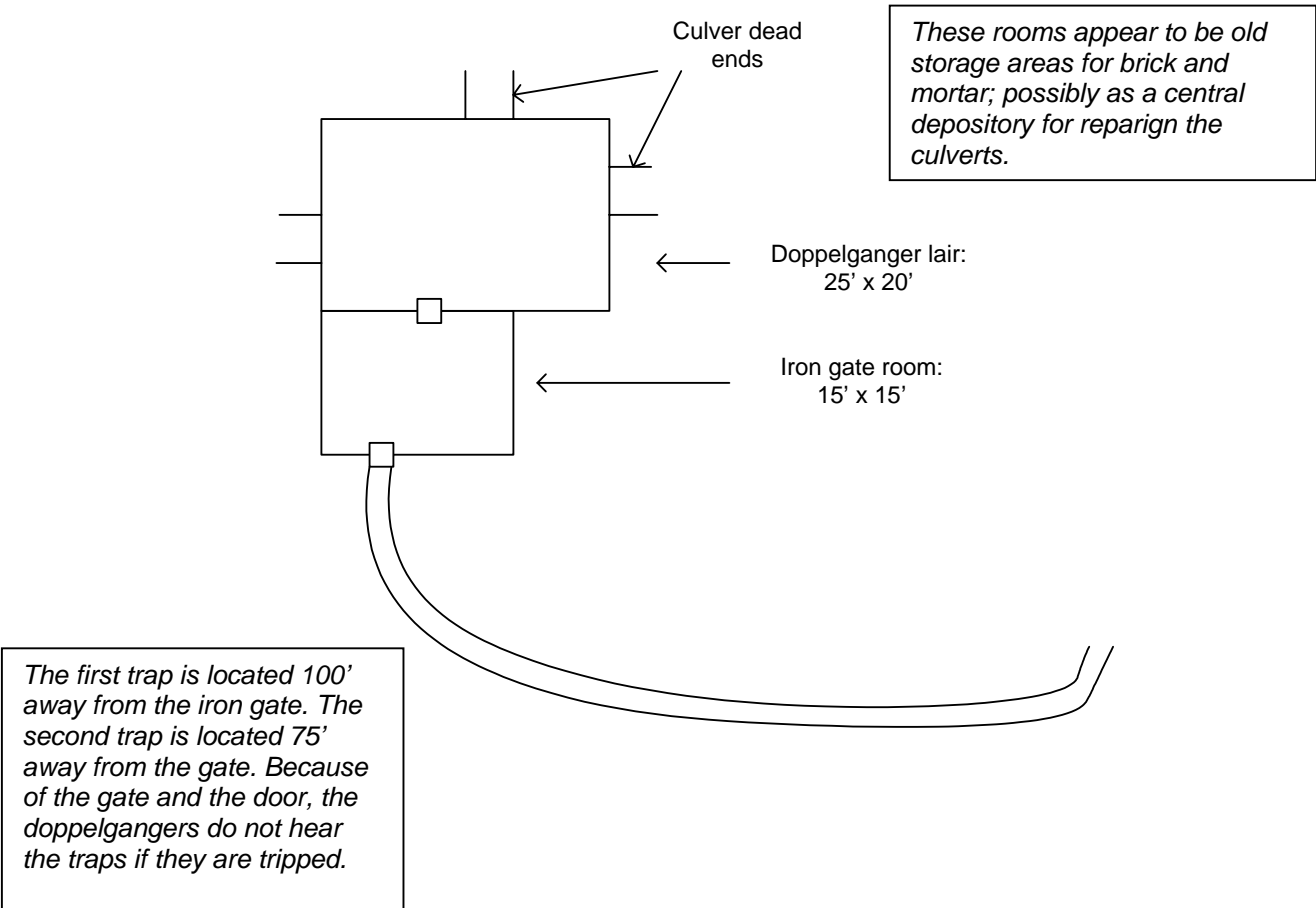
Languages: Brandobian, Low Kalamaran, Merchant's Tongue.

Appendix II: Additional Rules

Culvert detail



Overhead map of doppelganger lair



APPENDIX III: Player Handout 1

Note #1

... they are becoming more and more cautious in our dealings. We have offered them several parcels of land in exchange for their help, but they insist on the forest south of Pekal. Our scouts have not found anything of note, but they continue searching.

Note #2

Some Guild members came around asking questions the other day. We stalled them for the time, but we may have to start using them to avoid suspicion.

Note #3

The shipment arrived from Lebolegido. Our men got everything inside without difficulty. Our partners came by that night to inspect the cargo. They left well-pleased.

Note #4

The cotton trade is going well, but our buyers are more interested in velvet for the coming months. Expect velvet to hit the market in early spring. There are also rumors of silk traders moving around our partners' business operations. Apparently, these silk traders are very insular, and do not accept any who do not do business under their yoke. Obviously, the silk trade could adversely affect our market share in Bet Rogala, and the rest of the Young Kingdoms. The decision is scheduled for tonight.

Note #5

A new storage facility was acquired the other day through some mutual friends. You should have no trouble finding it – south of the Harbor Master's Office, near the Lake, with blue doors.

Note #6

Several guild men helped with the cargo today. Everything is going well, and they have been satisfied.