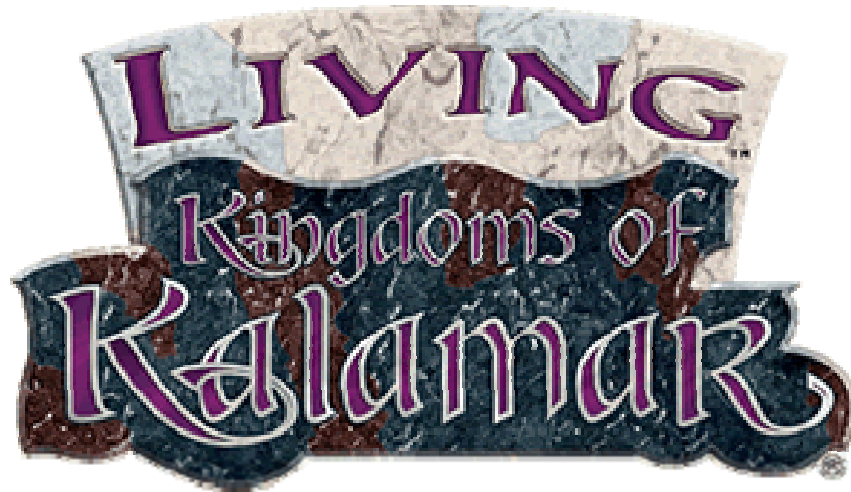


LKOK-31



On the House

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

For characters from 1st to 9th level

by Alana and Tom Abbott

Edited by Michael Meike

A quarrel between a member of the Alewives Guild and the Porters Guild leads to a bet--and a job--for adventurers. The result is an adventure of derring-do, daring-don't, and back breaking labor for the Man...

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

Calculating Average Table Level (ATL)

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

Once you calculate the ATL write it down here as you will need it later 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

Springtime has bloomed across Pekal, with many trees and wildflowers sprouting buds early thanks to the long bouts of rain over the past few weeks. Generally mornings find the outdoors covered in spring dew, which is gone by noon as the sunny skies brighten the day, with the occasional light shower in the evening, resulting in cool nights. The last few days, however, have seen a constant light shower of rain.

Tellene's three moons are visible at night and disappear by day, and the soothsayers all seem to agree that this is a sign that everything is right with the world for the moment.

MODULE NOTES

This module is not combat intensive, but is intended to be humorous; feel free to ham it up!

BACKGROUND

For forty years, Pekal's Local Lifters (otherwise known as the Porters Guild) have been a major force among Pekal's laborers. They have something of a monopoly in the areas of transport of goods and unloading and loading of ships in Bet Rogala, Baneta, and Pekal's other major trading locations. While the guild protects its members from unfair treatment by the noble and merchant classes, it is also extremely protective of its territory--and "scabs" who work outside of the guild's protection are looked upon very unfavorably. Often, these scabs find themselves in "random" bar fights or sundry other brawls; the Local Lifters pride themselves on being able to take a hit for the team, and aren't afraid to create a small ruckus now and again, so long as no one is injured *too* badly...

The Alewives and Brewers Guild is a far more recent development among the merchants of Pekal. Only ten years ago, a Fhokki alewife, Sorcia daughter of Sortha, tired of mistreatment by the innkeeper who was her employer, struck

it out on her own to demand equal rights for the men and women in the tavern and brewing industry, and created the Alewives and Brewers Guild. Sorcia, now the owner of the Laughing Bed Inn, is the head of the Alewives and Brewers Guild. Normally, their relationship with the Pekal's Local Lifters is mutually beneficial. However, with local tensions rising in Pekal due to the threat and reality of war, members of both guilds have been more sensitive than usual to any actions that seem to potentially injure that relationship. The Porters Guild in Bet Rogala seems to have been increasing their rates recently, and many guilds have expressed concerns about this increase. The adventurers themselves may have noticed a slight increase in prices.

ADVENTURE SYNOPSIS

Introduction:

The adventure begins in an alleyway behind the Laughing Bed Inn in Bet Rogala. The PCs overhear the owner of the Laughing Bed Inn, Sorcia daughter of Sortha, arguing loudly with Kyshk Yakkik, a half-hobgoblin member of the Porters Guild. Their argument culminates in a bet: Sorcia claims any set of adventurers could do as good a job or better than members of the Porters Guild. Kyshk takes her up on the bet, and Sorcia hires the PCs to take the place of the Porters Guild on a job to pick up cargo from Baneta and bring it back to the Laughing Bed Inn.

NOTE: If a member of the party is a member of the Porters Guild, be sure to point out to them reasons why they should still participate in this adventure--they can act as a "mercenary" without influencing the bet.

Encounter 1:

Outside the gates of Bet Rogala, several members of the Porters Guild confront the PCs. If the PCs have sided with Sorcia, the porters threaten the PCs with the intent of intimidating them into changing their minds.

Encounter 2:

Upon reaching Baneta, the PCs discover that the dockhands, most of them Porters Guild members, are unwilling to help. However, the adventurers do find a friendly face, a young member of the Bardic College at Baneta, Nali KuKira. She gives them leads on locals who would have knowledge about their cargo.

Nali KuKira's information is good, but the locals won't help strangers - scabs, no less - without a good reason. The PCs must bargain with or provide appropriate information to several local contacts to obtain the information they need regarding the cargo they are to pick up.

Encounter 3a:

City Guard officer Kelpraz Sternog minds the docks, keeping her stern eye trained on any who might be attempting illegal activity, including smuggling operations. The attitude of the dockhands towards the PCs makes her suspicious, and the PCs have to proceed with proper diplomacy. She requests the proper documentation for their work and the cargo they are to pick up, as well as information about their employer in Bet Rogala. If the PCs win her over, she provides information about the ship, its previous ports, its cargo, and its crew, but not the captain's potential whereabouts. She also stamps their paperwork, supporting them as legal transporters of goods from the docks.

Encounter 3b:

Moradun J'Tali, a teacher of folk music at the Bardic College, knows many sailors and has information about nearly all the ships that go in and out of port. However, in order to receive information from J'Tali, the PCs must offer something in exchange: a folk song, dance, or story from their homeland. J'Tali gives the PCs information about where to find the captain and warns them he is tricky around new people.

Encounter 3c:

At the captain's favorite haunt works Taari the Rose, an alewife originally hailing from Reanaaria Bay. If the PCs can impress her, Taari is more than happy to introduce them to the Captain as though they are old friends.

Encounter 3d:

The adventurers may seek out information regarding the possible price gouging in Bet Rogala with the guild bosses of Baneta. If the PCs are able to convince the guild bosses that they have good intentions regarding the porters guild and are not trying to make the guild look foolish, the guild bosses listen to their concerns. The guild bosses take these rumors to heart and promise to investigate further. (If the PCs succeed here, they do not receive the Scorn of the Porters Guild at the conclusion of the module.)

Encounter 4:

With the knowledge gained from the locals, the PCs meet up with Captain Alemar Seetoov, a high elven captain who has taken a Reanaarese last name. He has been trying to deal with his normal contact at the Porters Guild and has been given quite the runaround; because of this, he's in no mood to make things easy on the PCs, and he attempts to sell the PCs the goods at a higher price than normal. The PCs can either accept this cost or bargain him down. If they agree to deliver a letter to the Shrine of the Traveler in Bet Rogala, addressed to his daughter, he is in a better mood to negotiate.

Encounter 5:

When the PCs succeed, the Porters Guild is none too happy and attempt intimidation techniques to stop the adventurers from completing the mission. The result is a terrible brawl.

Encounter 6:

The gnome Shem Two-Patch has a horse and wagon for sale. Provided that the PCs are polite and promise to take good care of the horse, they have the option to purchase it.

Encounter 7:

On the way back to Bet Rogala, the adventurers are set upon by bandits. If any of the bandits survive, the PCs discover that they are defectors from the Tokite army. With proper diplomacy, the PCs may be able to win the Tokite defectors over to the cause of the Pekalese war effort, getting them to agree to exchange information about the Tokite army for a pardon for their banditry.

Conclusion:

If the adventurers manage to bring all the cargo back, intact and on time, they receive the favor of Sorcia, daughter of Sortha, and the Alewives Guild. (This allows them a certain number of uses of free room and board at the Laughing Bed, as well as a discount at other taverns.) They also receive the scorn of the Porters Guild.

If the adventurers fail to deliver the cargo, they receive the scorn of both guilds, and the failure is publicized by the Porters Guild to make sure that other businesses in town keep coming to the Porters for business.

INTRODUCTION

Summary: The adventure begins in an alleyway behind the Laughing Bed Inn in Bet Rogala. The PCs overhear the owner of the Laughing Bed Inn, Sorcia daughter of Sortha, arguing loudly with Kyshk Yakkik, a half-hobgoblin member of the Porters Guild. Their argument culminates in a bet: Sorcia claims any set of adventurers could do as good a job or better than members of the Porters Guild. Kyshk takes her up on the bet, and Sorcia hires the PCs to take the place of the Porters Guild on a job to pick up cargo from Baneta and bring it back to the Laughing Bed Inn.

NOTE: If a member of the party is a member of the Porters Guild, be sure to point out to them reasons why they should still participate in this adventure--they can act as a "mercenary" without influencing the bet.

DM NOTE: Be sure to know which meta-orgs or guilds the PCs are members of before the start of the game. Because this module deals heavily with guild politics, their alliances and contacts may be drawn on over the course of the module.

The drizzle that has been continuous for the last several days is coming down a little harder than usual this afternoon. To avoid the rain, you and several other adventurers have decided to make your way to the Laughing Bed for the warmth of drinks and good conversation.

As you reach the inn, you hear loud shouts of an argument coming from the inn's side door. A glance into the alley way next to the inn reveals a large Fhokki woman yelling into the face of a bulky half-hobgoblin, who is returning yells with equal fervor. A smashed crate lies near their feet.

Because both NPCs are yelling in different languages simultaneously, it takes some concentration to figure out what they're saying. PCs who speak Fhokki or Kargi make listen checks DC 15 to decipher each one.

Sorcia, daughter of Sortha: Female, Fhokki, Exp 9

Kyshk Yakkik: Male, half-hobgoblin, Exp 4

Yakkik, in Kargi: ***"This never would have happened under the Old Innkeeper. Man***

knew how to keep his place--which is something you and your people ought to learn if you don't want the guild coming down on you..."

Sorcía, in Fhokki: **"You stupid, useless oaf! You and the guild have overcharged me for the last time. You abuse my people and how dare you tell me to mind my place!"**

If the PCs step in at this point, the two continue to argue. Each may, in fact, glare at the PCs for interrupting, or react to them in some other fashion based on the discretion of the Judge. The argument continues in Merchant's Tongue and can be understood by anyone who speaks that language.

The Fhokki woman looks at the half-hob coldly. "Are you threatening me?"

The half-hobgoblin shrugs, not intimidated by her icy tone. "Not a threat so much as a statement. We don't so much like folk who don't give us our due and stay clear of our work."

This sets the Fhokki woman's fury off anew. "If you would do the job well, there wouldn't be an issue. As it is, any half-brained band of adventurers could do the job better than you!"

Though this isn't exactly an invitation for the adventurers to step in, it is possible they'll volunteer at this point. They may also attempt to quell the argument at this point (diplomacy, DC 15+ATL). If they succeed, proceed to the facts behind the argument.

If not, the argument continues:

Though a half-hobgoblin's face is difficult to read, the porter's expression appears almost smug. "Any half-brained band of adventurers, you say?"

The Fhokki woman violently crosses her arms, and her jaw juts out with stubbornness. "I would bet on it."

"Well then," says the porter, gesturing broadly to all of you, "Why don't we put it to the test?" He bows, somewhat mockingly, in your direction. "Assuming, of course, that

you adventurers are half-brained and willing?"

Adventurers accept?

Sorcía invites them and Yakkik inside to discuss the terms of the bet.

Adventurers decline?

The module is over.

NOTE: If one of the adventurers is a member of the Porters Guild, Yakkik recognizes them and pulls them aside on the way in to the Laughing Bed, requesting that the PC keep their membership a secret--a sure way for the Porters to win the bet!

The Fhokki woman introduces herself. "I am Sorcía, owner of the Laughing Bed. Please step inside." She leads you all inside to one of the few empty tables. The half-hobgoblin lets out a whistle, and a nervous-looking human male of mixed heritage and a dwarf soon join you.

"I am Kyshk Yakkik, and these are my boys Bloran" he gestures to the dwarf "and Twitch." The nervous-looking man waves. Yakkik nods to Sorcía. "Well then, tell them your gripes..."

- Sorcía claims that the Porters Guild is charging her more than other inns for their services. She indicates that she believes it is because she is a human woman running the establishment.
- Yakkik assures the adventurers that Sorcía's rates are the same rates they would charge any new owner of an inn who hasn't yet proven to be a reliable employer.
- Sorcía says that her staff is poorly treated by members of the Porters Guild and cites inappropriate use of language (calling female members of her wait-staff wenches and etc.), attempted intimidation, and three counts of brawling by members of the guild in the past two months.
- Yakkik claims that Sorcía's staff members continuously get in the way of the Porters, who are just trying to do their jobs and receive their payment. He also states that she has been late with payment twice in the past four months, and that once didn't pay the full value of the contract.

- Sorcia counters that she shorted the value of the contract because the goods were delivered late and damaged--something she is tempted to do again tonight due to the broken crate in her alley (which she sent her staff to bring into the kitchen).
- Sorcia claims that the Porters Guild has been increasing their prices over the past three weeks. If this continues, she and others will have a hard time staying in business.
- Yakkik says that rates do increase from time to time, but this is a reflection of the demand for the guild's services as well as the dangers involved in the transporting of the goods. Bandits and raiding parties are commonplace upon the roads of Pekal, and it is only fair that the workers be compensated for long hours and the increased exposure to danger.

A Sense Motive check DC 10 reveals that both Sorcia and Yakkik are completely honest in what they say, in that they both believe what they are saying and they both believe the other is in the wrong. Both also feel that a bet is a good way to settle the argument; if Sorcia wins, the Porters agree to reduce their rates for Sorcia by 10% for a year, but if the Porters win, they increase their rates for Sorcia by 10% for a year. Twitch, the nervous-looking human, seems a bit dubious about the proceedings, but that could just be his nature.

The job covered by the bet involves:

- Pick-up of a shipment: 18 casks of *celaar* (Reanaarian Ale) from Baneta.
- Payment is a flat rate of (Number of PCs x 35 Victories plus 65 Victories) Victories, which covers all of their expenses as well as their individual payment. Sorcia expects the *celaar* to cost 65 Victories.
- The ship carrying the *Celaar* is the *Akalaaser*, the captain of which is Alemar Seetoov. The PCs must contact the captain when they reach Baneta and purchase the *celaar* from him.
- The PCs are expected to hire a wagon. Yakkik interjects that this wagon must be hired without the aid of any member of the Porters Guild or the bet is defunct.
- The PCs must meet with the Captain in one week; travel to Baneta on foot takes nearly seven days. If the PCs choose to

walk, they should arrive in Baneta on the day they are to meet with the Captain.

- The cargo must be back in Bet Rogala nineteen days from today. This allows for rest tonight, seven days to Baneta, one day to rest and load up, and ten days for the return travel, as a cart or wagon travels more slowly and takes ten days to return from Baneta.
- Sorcia offers the PCs free rooms tonight at the Laughing Bed before they begin, as typically traveling porters use the Porters Guild house for housing--a resource unavailable to the PCs--and because she has rooms available.

The adventurers may choose at this point not to take this job, in which case the module is over. If they accept the job, Sorcia presents them with all of the appropriate paperwork they need to pick up the cargo, as well as the 80 victories up front, and a contract which she requires them to sign. She has the adventurers sign a second copy of the contract, which she keeps for herself.

Yakkik, Bloran, and Twitch leave the table after the negotiations are complete, but PCs may notice (DC 12 Sense Motive) that Twitch seems to want to speak with them. If they appear to intend to leave the inn, he catches them as they leave to speak with them. If they look as though they are staying the night, Twitch comes back to talk to them. If one of the members of the Porters Guild is among them, he addresses them first. (Twitch speaks low Kalamaran and Merchant's Tongue.)

"Pardon," says Twitch. "Don't mean to be interruptin' high-brow adventurers and what not, but, well, y'see..." He sighs, turning a small cloth hat around and around in his hands. "It's like this. 'S true, what she says-- Guild has been raisin' prices here in Bet Rogala. No denyin' it. Thing is, I haven't seen any sort o' increase in my own health and well bein' as part of it, y'know?"

"So, Kyshk, he's lookin' to move on up the ranks. Swank half-hob like him shouldn't have problems. Only he believes whatever his boss tells him, not thinkin' straight as he's lookin' to move up. Y'see? I been thinkin' that maybe the extra costs is goin' to line someone else's coffer, y'know? No good sense in raising prices all over town 'less

someone's benefittin'. Anyhow, to my thinkin', the Guild House in Baneta might have choice words about that sort of thing happenin' up here. Since you're headed down... you think you might pop in for a lark? Just see if they've heard of the increase? If it's guild wide? I would be much obliged. So would the boys. Us on the low rungs don't hear much about what's goin' up--just pay our dues and do what work as comes, y'know?"

If the PCs agree to do this, Twitch gives them the Guild House address in Baneta. He warns them that Yakkik has most likely already sent a runner to Baneta to alert them that scabs are coming down--so it may take creative work on their part to start any conversation with the guild bosses. He also gives them the name of a guild member who just transferred to Baneta--Lamorga Nanazi, a Svimohzish woman. He asks that his name be left out of any discussions they have though--he doesn't want to be dismissed from the guild for causing trouble. If any of the adventurers are members of the Porters Guild, he wishes them the best of luck, and wishes them the blessings of the Traveler and the Fate Scribe on their journey.

DM Note: *Celaar* sells for 1 Seefarth per mug. It is very potent. If players choose to imbibe at any point in this adventure, they should roll a fortitude check DC 13 or lose 1d3 wis/1d3 dex for the course of the evening.

The PCs may spend the evening as they choose, gathering information, making contacts with the various guilds they belong to in order to arrange for transportation or other possible advantages. They may also leave early, getting a head start on their progress to Baneta.

Shrewd players may find ways to cut expenses on their travel to and from Baneta to maximize the amount they are paid. However, the Judge should make them aware of every expense as they come to it, and any group allied with the Porters Guild makes it difficult or expensive for the adventurers to proceed. This should be played at the Judge's discretion; feel free to make the players roll dice for diplomacy, intimidation, or various other techniques as seems appropriate.

Yakkik loses no time in alerting the rest of the Porters Guild to their situation. Any PC who

decides to keep an eye on the porter sees him immediately approach other Local Lifters working in the area and sees them all go in separate directions, spreading the word as quickly as possible.

ENCOUNTER 1

Summary: Outside the gates of Bet Rogala, several members of the Porters Guild confront the adventurers. If the adventurers have sided with Sorcia, the porters threaten the adventurers with the intent of intimidating them into changing their minds.

If the adventurers choose to stay the night at the Laughing Bed, this encounter happens in the morning. If the adventurers leave as immediately as they can, this encounter happens in the late afternoon/evening.

Just inside the City Gates, three members of the Porters Guild greet them. The porters question the PCs about their intent. The porters openly scorn them, making threats and doing their best to intimidate the PCs into working for the Porters Guild.

Feel free to play with the interaction among the three porters; consider using *The Three Stooges* as inspiration. The three are not the brightest, and the adventurers may be able to run intellectual circles around the porters. The PCs may even be able to bluff their way through, suggesting that they're actually working for the Porters as a type of double agents.

This encounter should *not* escalate to physical combat. If the PCs attempt to deal violently with the porters, the porters call for the City Guard and the adventurers are charged with Assault (which is punishable by a 100 Victory fine per criminal involved, as well as two nights in prison).

Doolmar: Male, Reanaarian

Gutar: Female, Half-Orc

Arturr: Male, Fhokki

Tactics: Despite their threatening attitude, these three do not intend to start any fights. They do NOT call in other Guild members to fight for them. They do, however, call for the City Guard.

They also Aid Another on their Intimidate checks. (See Appendix I for full NPC statistics.)

Doolmar, standing at 5'2", may not seem like an imposing figure, even though he has dwarf-like girth. He is, however, the brains of this group and the leader in conversation.

Gutar is very protective of her companions. If one of the adventurers threatens physical force, she immediately calls the City Guard. If the City Guard arrives at this point, the adventurers are charged with Civil Disturbance and are charged a total of 25 victories and must spend the night in jail. (The adventurers may counter that the porters are attempting extortion; this causes the porters to drop their charge and the City Guard to dismiss the disturbance, though they remain wary of the adventurers until they leave the city.)

Arturr is simply brawn among brawn. He likes to crack his knuckles and repeats small phrases after Doolmar.

If the PCs are able to convince the trio of porters that they are working for the Porters Guild (Bluff DC 10+ATL), the porters provide the adventurers with the names of a contact in Baneta, Lamorga Nanazi, who is able to help them in meeting the crew of the *Akalaaser*.

The PCs travel for six and a half to seven days, depending on the speed at which they are traveling. The road is very good and many merchants are traveling along the path. Nothing more transpires along the route to Baneta, however, and they all arrive safely and soundly.

ENCOUNTER 2

Summary: Upon reaching Baneta, they discover that the dockhands, most of them Porters Guild members, are unwilling to help. However, the adventurers do find a friendly face, a young member of the Bardic College at Baneta, Nali KuKira. She gives them leads on locals who would have knowledge about their cargo.

Arrival in Baneta is not everything the PCs could hope for. Though it is easy enough to find the docks district, finding people willing to talk to them is difficult. The sailors and dock hands seem to have been alerted to the quarrel between the adventurers and the Porters Guild, and the PCs are summarily ignored by all the workers they encounter.

The day is warm, and the sun shines brilliantly on the water at the docks of Baneta. Many sailors and dock hands are unloading and loading cargo into large sailing ships with banks of oars. From down the river a short distance you can hear the whistles, shouts, and pounding of men working on boats that have been damaged in the war.

Though the docks are filled with workers, it seems impossible to get any of them to notice you. What you first took to be preoccupation with work seems more likely to be purposeful ignorance of your existence, as a few sailors on board one of the ships seem to share a laugh in your general direction. A Svimohzish woman works diligently on one of the unloading crews, but she never looks in your direction and seems intent on not noticing you.

In fact, the only person whose obliviousness seems honest is a young Kalamaran girl wearing a bright blue hat that flops down one side of her face due to the weight of a rather large feather. Her bright red hair is tied back in a braid, and she sits on a piling just out of the way of the stream of workers, scratching notes with a quill on a paper on her lap.

This Kalamaran girl is Nali KuKira, a young student at the Bardic College. She is scratching down notes on the songs being sung by the sailors as they work, and she has begun work translating the various whistles the sailors use to communicate to each other. Nali, though a bard, is very shy unless she is performing, and tends to hide behind her hand while she talks.

Nali KuKira: Female, Kalamaran, brd 5

Talking to Nali

About her work--Nali is very humble when talking about her work, freely giving credit to her professors. One of these is Moradun J'Tali, a professor of folk music and stories at the Bardic College. He is the expert in Baneta about dock-side politics and knows practically every sailor that comes through port. Nali herself hopes to be a writer of ballads eventually, and she has enjoyed some limited popularity in her first ballad, which told the tale of the Crying Cleric and the Knight of the Branded Hand. Her debut

performance was at the Crying Angel in Bet Rogala.

About the docks--Nali has been spending a lot of time recently around the docks and has met many of the regular workers, all of whom are very loyal to the Local Lifters of Pekal. The person who seems to be in the know about everything that transpires in this district is Kelpraz Sternog, a member of the City Guard of Baneta.

About Captain Seetoov--Nali doesn't know of anyone called Captain Seetoov, but she does know a girl who knows all the business of all the Reanaarians who come to port. Her name is Taaree the Rose, and she's one of the alewives at the Kaerzee Public House, the favorite haunt of all the Reanaarian sailors at Baneta's port.

About why people are hostile--The behavior is certainly not usual. She's heard a rumor that the Local Lifters are boycotting a bunch of scabs trying to infringe on their territory.

About where to rent/buy a wagon and horse--There are stables in town that sell horses near the Honorable district. She recommends going either there or to the Couriers offices and seeing if there are any available there to rent. If the PCs seem to her to be an agreeable, friendly group likely to treat animals well, she passes along a rumor: a gnomish tailor named Shem Two-Patch is looking to sell his horse and wagon to a good home, as he recently inherited better quality of both (go to Encounter 6 for interacting with Shem Two-Patch.)

More about the contacts she mentions:

- Moradun J'Tali is happy to share his work with others, as long as they're willing to share something with him. He's an older Kalamaran professor and has a long beard. She gives them directions to his office at the Bardic College.
- Kelpraz Sternog, a half-hobgoblin, is a stickler for paperwork and keeping things in order. She's very hard on smugglers, and with the corsairs hired to work for the navy often docking in port, she's had to keep an extra close watch to make sure that illegal goods don't make their way into the city.
- Taaree the Rose is a Reanaarian beauty and heartbreaker, which Nali expresses with genuine admiration and perhaps a

little bit of jealousy. Her talents don't stop there: her Reanaarian take on brewing has been a hit with locals, and several taverns in Baneta have purchased her brew from the Kaerzee Public House. She's best known for an apple cider she brews just one season out of the year, and she's delighted to be complimented on it.

After giving them directions to the various locations, Nali bids them a cheerful farewell.

If the PCs decide to approach the Svimohzish woman, she is reluctant to speak with them. On a diplomacy roll of DC 10+ATL or bluff of DC 15+ATL she stops and hears them out. She remains incredibly suspicious of them, though.

Talking to Lamorga

About the bet--Yes, she's familiar with the bet. She's not fond of scabs. She doesn't see why adventurers--who make a much better living stealing treasures from abandoned castles and rescuing the daughters of members of the Honorable have any business taking wages from those who would rightfully be earning it.

About the Local Lifters--The Baneta Branch has over 2,000 members. They're largely happy with their local bosses, and they have good relationships with the merchants who dock here. If pressed, she admits that the merchants have to have good relations with them if they want any of their stock moved.

About the increase in rates--Increase in rates? There hasn't been an increase in rates in Baneta. If there had been, it would certainly have been reflected by an increase in the porters wages!

About the guild house--Take scabs to the guild house? Well, it might give the Baneta guild bosses a good laugh. She'll certainly lead the way, once she's done unloading the ship she's currently on the job for. She'll be at the docks all day, and they can come back and find her when they're ready.

About Captain Seetoov or the Akalaaser--She has nothing to say about any work they are doing in relation to the bet. If they have questions, they can wander up and down the docks until they're blue in the face.

ENCOUNTER 3a

Summary: City Guard officer Kelpraz Sternog minds the docks, keeping her stern eye trained on any who might be attempting illegal activity, including smuggling operations. The attitude of the dockhands toward the adventurers makes her suspicious, and the adventurers have to proceed with proper diplomacy. She requests the proper documentation for their work and the cargo they are to pick up, as well as information about their employer in Bet Rogala. If the adventurers win her over, she provides information about the ship, its previous ports, its cargo, and its crew, but not the captain's potential whereabouts. She also stamps their paperwork, supporting them as legal transporters of goods from the docks.

One of the possible contacts Nali KuKira recommends is Kelpraz Sternog, an officer in the City Guard of Baneta. Sternog served in the army for a time and has no patience for troublemakers. There have been problems with smuggling in Baneta lately, and she watches each boat loaded and unloaded with a sharp eye. She is able to keep tight watch on the Porters Guild, but outsiders present unknown variables, and she is naturally suspicious.

Though stern, Sternog is an honest and honorable member of the City Guard and is extremely loyal to the crown. She does not accept bribes; any attempt to bribe her actually results in the arrest of the adventurers for Bribery of a Crown Official--costing them 1d6 thousand victories and two weeks of time spent in a Banetan jail.

Officer Kelpraz Sternog greets you with the same suspicious gaze you have been awarded by nearly everyone in the docks district. The half-hobgoblin crosses her arms and taps a gnarled finger against her elbow as you approach. "Present your paperwork and state your business," she says curtly in Merchant's Tongue.

Winning over Sternog requires a DC 15+ATL Diplomacy check. She expects the adventurers to be forthright with information about their work and their employer. Players gain bonuses or penalties for mentioning any of the following:

- Member of the City Guard of Bet Rogala: +2

- Having been invited to join/joining the Steel Ribbons: +2
- Having been invited to join the Leboleghido Tactical Academy/having impressed Bellur Wrut: +2
- Wearing a Ribbon of Distinguished Service: +1 (as is noted on the cert for this item)
- Wanted in Baneta: -2
- Having been arrested/having a criminal record: -2
- Not presenting proper paperwork as requested: -5

If the players succeed in presenting their case appropriately, Sternog loosens up and stamps their paperwork.

Officer Sternog touches her eyebrow with her long fingers. "That stamp should take care of you if anyone questions your legal right to work as porters here in Baneta. If you have any trouble, feel free to look me up."

She provides the following information about the *Akalaaser*, her crew, and her captain:

- Captain Seetoov is a very honest merchant; he has never been known to smuggle or even deal in questionable merchandise.
- The *Akalaaser* hails out of Reanaaria Bay, originally coming from Zoa.
- Seetoov and his crew tend to travel from Reanaaria Bay and sail through the Kalamaran Sea around Svimohzia, making their way up the Western coast of Elos Bay. While this may be an effort to avoid Tokite and Kalamaran embargoes, Sternog suspects that the captain prefers not to trade at Bet Kalamar and Bet Seder if he can avoid it, due to his own feelings about the war.
- Every time the *Akalaaser* comes into port at Baneta, a small portion of her crew--usually two or three sailors--leave the ship to join the Pekalese war effort. They usually volunteer to join the navy. Captain Seetoov is known for hiring local youths looking to head out to sea for the first time, and has more than once taken students from the Bardic College on as crew members for a tour.
- The *Akalaaser* tends to carry *celaar* and *kaerzee*--Reanaarian alcohol and cider--

on a regular basis. Often the ship also carries grains, textiles, lumber, and metals, depending on what ports they've been to before their arrival in Baneta. Occasionally they've been known to bring up Svimohzish ponies and horses if there's a buyer lined up.

- Members of the Alewives Guild of Pekal have been unable to replicate the taste of Reanaarian *celaar*, which is why they'll pay so much to have it imported.
- Not even Taaree the Rose, the alewife at the Kaerzee Public House, has been able to brew *celaar* in Pekal--although her *kaerzee* is reputed to be very good indeed.
- The captain and crew are extremely irritated with the embargoes placed by the Kalamaran Empire on the trade routes, as it disrupts their trade. There is talk among the crew of wanting to join the war effort on behalf of Pekal.
- Captain Seetov is a very honest businessman (and he never participates in the slave trade, which he finds repulsive). He has no intention of offering his ship and services to Pekal for the war at this juncture.
- She does not know where the captain is, although she's certain that he'll be back by evening.

If the PCs don't win her over:

Unable to trust your credentials, Sternog hands back your paperwork with a suspicious frown. "I can't help you," she says gruffly, "and I'll be keeping an eye on you while you're here in Baneta, you can guarantee it."

ENCOUNTER 3b

Summary: Moradun J'Tali, a teacher of folk music at the Bardic College, knows many sailors and has information about nearly all the ships that go in and out of port. However, in order to receive information from J'Tali, the PCs must offer something in exchange: a folk song, dance, or story from their homeland. J'Tali gives the PCs information about where to find the captain and warns them he is tricky around new people.

Another of the possible contacts the PCs can choose to pursue through Nali KuKira's

recommendations is Moradun J'Tali--her professor of folk music at the Bardic College.

J'Tali has been a professor at the Bardic College for nearly ten years. A low ranking member of the House of Kadana, the ruling house of Basir, J'Tali spoke out against the war on Pekal as soon as it started, writing a long ballad about the Empire's fall from glory and the rightful independence of Pekal. His cousin Princess Dela agreed with his opposition to the war, although she felt both his approach and his sentiment were improper, and in order to save him from Emperor Kabori's wrath and to keep her own good standing in the Vast, she exiled him immediately. J'Tali's exile was indeed followed by a death warrant from Emperor Kabori himself. J'Tali fled, but his song stayed; though illegal, it has become an underground ballad in The Vast for all those who oppose Kabori's iron-fisted rule. (A bardic knowledge check DC 15+ATL or Knowledge: Basir check DC 18+ATL would give players some knowledge of J'Tali's reputation.) Given political asylum, as well as a position at the Bardic College, J'Tali no longer writes, instead focusing on studying music and tales from other lands--something that has always been his passion.

Following Nali KuKira's directions through the Bardic College brings you to the beaded door of an office; a plaque of engraved brass on the wall outside bears the name Moradun J'Tali, Professor of Folklore and Folk Music. Through the strands of beads, a figure inside appears to notice you and waves for you to enter. "Come in," calls out a baritone voice from within. As you enter, you see a thin man with graying red hair and a thick beard sitting behind a large desk. Around the room are instruments from various lands, and the man is peering over some paperwork with an overlarge quill perched in his hand.

"Oh," he says, slightly surprised. "You're not students. Is there something I can do for you?"

Allow the PCs to introduce themselves and explain their situation. As they're speaking, J'Tali rises, showing his full height of six-and-a-half feet, and leans on the front of his desk. After hearing what they have to say, he nods, then offers them a deal: in exchange for what information he has, they must trade a song, dance, or tale from their homeland. The players

may choose to make a perform check (DC 10+ATL), or may play this out and be rewarded according to the judge's discretion.

From him, they receive the following information:

- Captain Seetoov, when he's in port, is a regular at the Kaerzee Public House. He can almost always be found there.
- Seetoov is a tricky fellow, however, especially in a climate of war. He likes to have a specific pattern, and when that pattern is interrupted in port, he reacts with suspicion.
- Although he has a Reanaarese last name, Seetoov is a high elf. The story is that Seetoov married into a Reanaarian family, producing a whole passel of half-elven children. To make himself more at home among the family, he took on their traditional last name (although they rarely use it, being Reanaarian).
- He is a follower of Huunaav, the Traveler.
- His daughter is a cleric of the Traveler, who resides most often in Bet Rogala. He often sends letters to her to the small shrine there.
- He far prefers doing business in Reanaarese or low elven to conducting business in any other language.
- One of the local folk stories about the Kaerzee Public House is this: alewife Taari the Rose came from Saaniema in the Reanaaria Bay to escape an undesired marriage. On the way, she traveled through Geanavue and became thick as thieves with Jandy, the infamous gnome con artist. She fled the law and continued on through Aasaer, the City of Pirates, where she challenged the pirate Aasaer to a duel--and won! In Zoa she encountered the ghosts of six dwarves and wandered with them through the streets at night. She joined a pirate crew and ended up in Svowmahni, where she and the pirate crew were apprehended by Shazan Wavemaster--but he was so taken with her skills and beauty that he offered her free travel to anywhere in Tellene. She chose to come to Baneta, and here she has stayed. ***"And if you believe all that," says J'Tali, "there's a very nice island I'd like to sell you in the middle of Elos Bay."***

With a perform check that meets a DC 20 or higher, the PC earns an "Impressed Moradun J'Tali" cert, and is invited to come back for personal training at the end of the school term.

ENCOUNTER 3c

Summary: At the captain's favorite haunt works Taari the Rose, an alewife originally hailing from Reanaaria Bay. If the PCs can impress her, Taari is more than happy to introduce them to the Captain as though they are old friends.

Taari the Rose, Nali's third contact, is every bit as beautiful as Nali mentioned. The quality of her ale seems secondary to the quality of her customer service, as she seems to know every single person in the Kaerzee Public House and she treats them like family. She's quick to smile and laugh, but just as quick with a sharp barb designed to prick an overzealous ego.

From the outside, the Kaerzee Public House looks almost as though it has been built from the leftovers of ships that have run aground. The windows are shaped like port holes, and from the roof of the building rises a short mast topped with a crow's nest. The decor on the inside is similar; a broken steering wheel is mounted on the wall behind a very striking woman whose dark curls tumble loosely around her shoulders. She looks in your direction as you enter, raises an eyebrow, and nods to a young boy at the end of the bar. The child is Reanaarian, only about seven or eight, but he speaks in a very confident voice as he approaches you. "Miss Taari says welcome to Kaerzee Public House," he says, first in Reanaarese, then in low Kalamaran. "I'll point you to a table if you'd like."

Taari the Rose isn't easily impressed. Praising her gets the PCs everywhere, however, as does talk of Reanaaria Bay. Once Taari decides the patrons are family, they're family.

Winning over Taari requires a diplomacy check DC 15+ATL. She doesn't mind a long conversation, but the pub is busy, and adventurers had better make the talk worth her while in coin. Players gain bonuses or penalties for mentioning any of the following:

- +1 for every drink purchased

- +2 for being of Reanaarian descent or speaking Reanaarese
- +2 for mentioning any of her exploits (or for, in any other way, flattering her)
- -2 for mentioning the PCs are working counter to the Porters Guild (as she doesn't want trouble for her establishment)
- -1 for ordering water

PCs may try to intimidate Taari. If so, make an opposed intimidate vs. sense motive.

PCs may also try to bribe Taari. While Taari accepts bribes--as it is good economy to exchange services for money--this does not endear the PCs to her in the same way, and they do not get any bonuses in dealing with Captain Seetoov from her.

If the PCs win Taari over, Taari agrees to arrange a meeting with Captain Seetoov for that evening, and promises she'll take care of everything.

If PCs do not succeed in acquiring her services, read the following:

The alewife shrugs, turning her attention to collecting empty mugs from the bar. "I don't give out information about my patrons," she says. "You're welcome to sit and drink awhile if you're certain he'll turn up."

ENCOUNTER 3d

Summary: The adventurers may seek out information regarding the possible price gouging in Bet Rogala with the guild bosses of Baneta. If the PCs are able to convince the guild bosses that they have good intentions regarding the porters guild and are not trying to make the guild look foolish, the guild bosses listen to their concerns. The guild bosses take these rumors to heart and promise to investigate further. (If the PCs succeed here, they do not receive the Scorn of the Porters Guild at the conclusion of the module.)

The guild house of the Local Lifters of Pekal in Baneta is located near the docks district. Lamorga leads you to a two story house, humble, but well kept, with a sign propped next to its door proclaiming itself to be the Porters Guild House in ten different languages. A small bell rings as Lamorga leads you inside. There are three older, very

burly men of mixed human heritage inside, looking over various paperwork scattered on the desks in the small front room.

"Brought in the scabs," she says cheerfully. "Thought you might enjoy a laugh."

One of the men looks up at you with an appraising glance. "Have them come in and sit down, then," he tells Lamorga.

She nods in thanks and gestures to a row of straight-backed chairs next to the door. "They'll be with you in a minute," she says curtly.

Before Lamorga leaves, she chooses the PC who seems least physically intimidating, and hisses at them, "Remember, we'll be watching you." The bell rings on her way out.

Make the players wait for a few moments while one of the men inside organizes his papers, then approaches them, clearing his throat with authority. One of the other men lumbers over as well. The first introduces himself as Downy and introduces his compatriot as Ray. They are both guild bosses.

"Well, then," says Downy. "A whole crew of scabs, sitting in my Guild House. Never thought I'd see the day."

"In our day," says Ray, "scabs wouldn't dare set foot in the Guild House. So you've got to be thinking to yourselves that you've got something to say. That or you're feelin' pretty lucky."

"Well?" says Downy. "Which is it?"

It takes some persuasion to convince Downy and Ray that the adventurers aren't just average scabs--they're scabs who want the best for the members of the Porters Guild. Provided they role play well, have whichever player is doing the most talking make diplomacy checks. (Others who are also contributing to the conversation are allowed to aid.) If they succeed in two consecutive diplomacy checks DC 12+ATL, Downy and Ray look at each other in surprise and become involved in the conversation. They are concerned about the increase in rates--when did it start? Is it across all the industries in Bet Rogala or is it localized? Who was the member of the Porters Guild

involved in the negotiations of the bet? What are the names of the adventurers?

"Downy," says Ray, "I think maybe we'd better write this down..."

Downy goes over to a stack of paperwork, and with a large quill, scrawls down the details he's just heard.

The more information the PCs give the guild bosses, the more willing the guild bosses are to believe them. Even rumors they may have heard are helpful. Once the PCs have finished with what they know, the guild bosses thank them, looking very concerned.

"We appreciate your bringing this to our attention," says Downy. "I imagine Jakarni will want to hear about this himself. I'm sure he'll see it cleared up."

"Bad for business, this kind of talk," says Ray.

If the adventurers fail to win over Downy and Ray, they are escorted out without further ceremony.

NOTE: If the PCs succeed with Downy and Ray, they do *not* receive the Scorn of the Porters Guild.

ENCOUNTER 4

Summary: With the knowledge gained from the locals, the PCs meet up with Captain Alemar Seetoov, a high elven captain who has taken a Reanaarese last name. He has been trying to deal with his normal contact at the Porters Guild and has been given quite the runaround; because of this, he's in no mood to make things easy on the PCs, and he attempts to sell the PCs the goods at a higher price than normal. The PCs can either accept this cost or bargain him down. If they agree to deliver a letter to the Shrine of the Traveler in Bet Rogala, addressed to his daughter, he is in a better mood to negotiate.

If the PCs have the help of Taari, they are ushered into a private room with a large round table, obviously designed for business meetings such as this. If the PCs have no aid at this point, they must succeed at a DC 10+ATL Spot check to identify Captain Seetoov. After the PCs state

their business, Seetoov nods and asks Taari for the private room.

Captain Alemar Seetoov carries himself with all the grace one expects from a high elf, and walks with the firm balance one expects from a sailor. His brown hair is tied into a tight ponytail at the nape of his neck, and his rolled up sleeves reveal the tattoo of a shooting star on his right fore-arm. He sits at the table looking at each of you with obvious frustration.

(DC 15 Knowledge: Religion check reveals that the shooting star is the symbol of The Traveler. Any clerics of the Traveler recognize this immediately.)

"The Local Lifters of Pekal," he starts with irritation, speaking in clipped Merchant's Tongue, "have given me quite the run around on how to meet up with the representatives of my buyer. It doesn't matter to me why this has occurred; it has, however, made my day extremely frustrating, and I should like our business to be conducted quickly and efficiently. Please show me your documentation and we may begin."

Regardless of what paperwork the PCs show Seetoov, he nods, and then explains that due to the trouble he has gone through, he is inclined to charge a full 75 Victories for his cargo. Talking him down to the expected price of 65 requires a DC 13+ATL Diplomacy check. A DC 10+ATL Diplomacy check succeeds in lowering the price to 70. A DC 18+ATL Diplomacy check wins him over, and he gives the PCs a discount, charging them only 60 Victories for the load of *celaar*.

Players gain bonuses or penalties for mentioning any of the following:

- Being introduced by Taari: +2
- Doing business in Reanaarese or low Elven: +2
- Being a follower of the Traveler: +2
- Offering to deliver a letter to his daughter in Bet Rogala: +2
- Being a follower of the Storm Lord: -1
- Trying to use their lack of association with the Porters Guild to haggle his price down: -2

Whatever deal they manage to strike pleases Seetoov, and he takes the money they have agreed upon and arranges with them to unload their cargo in the morning.

ENCOUNTER 5

Summary: When the PCs succeed, the Porters Guild is none too happy and attempt intimidation techniques to stop the adventurers from completing the mission. The result is a terrible brawl.

Once all the business has been conducted, Captain Seetoov says goodbye to Taari and heads out. Taari asks the adventurers if they have a place to stay; they may stay in her common room for 5 Seefarths pieces each, or rent single rooms for 9 Seefarths per room. As they work out the details with Taaree, the sounds of a healthy tavern brawl begin behind them. If they try to quell the brawl, mugs are thrown in their general direction in an effort to bring them into the fray. All brawlers are doing only non lethal damage. If they try not to get involved in the brawl, the members of the Porters Guild (who started it) make a point of bringing them in.

This encounter is the final conflict with the Local Lifters. Now that a brawl has started, the porters have no qualms in attacking the PCs openly, doing only non lethal damage.

All ATL's:

Torist Rhil
Lamorga Nanazi
Porters x6

Tactics: The brawl begins with six porters (see statistics in Appendix I). **Torist Rhil** taunts the PCs in an attempt to draw them into the brawl. He openly attacks them regardless of the PCs response. **Lamorga** calls in more porters. While the other brawlers do not focus on the PCs, the porters turn their attention exclusively to the adventurers.

If the PCs draw steel or use lethal damage at any point, the porters (or, if the PCs allied with the porters, Taari herself) call for the City Guard. Otherwise, Taari is happy to just let things play out. (If the PCs get across to her that they're being singled out by the Porters Guild, Taari

calls the City Guard, and the porters may be arrested for Extortion.)

The PCs may attempt various ways to quell the brawl before the brawlers are worn out. Allow players to be creative in how this is done. If they manage to quell the brawl and keep damage at a minimum, Taari offers the PCs rooms on the house.

ENCOUNTER 6

Summary: The gnome Shem Two-Patch has a horse and wagon for sale. Provided that the PCs are polite and promise to take good care of the horse, they have to option to purchase it.

If the PCs completed the mission for Sorcia and they have not yet rented or purchased a horse and wagon, Taari can arrange this for them. If they won Taari over in Encounter 3 or quelled the brawl in Encounter 5, she is able to arrange this rental for them for 5 Victories. If not, they are charged 10 Victories for the rental.

If the PCs would like to make the attempt to steal a horse and wagon, they should be allowed to try this. The DC for this sort of creative procurement should involve several Move Silently checks (being opposed by a City Guard with a Listen skill modifier of +3+ATL), several Hide checks (being opposed by a City Guard with a Spot skill modifier of +3+ATL), a DC 20 Open Locks check, and a DC 10 Handle Animal check.

The PCs may also seek out Nali KuKira's friend, Shem Two-Patch the tailor.

Following the directions given to you by Nali KuKira, you reach a small shop with exquisite curtains in its windows. Hanging above the door is a sign with a symbol of two overlapping patches next to a needle and a spool of thread. The inside of the shop is bustling with a family of gnomes, mending, stitching, and creating new articles of clothing. The oldest of them, a male gnome with a short, gray goatee wearing half-moon glasses approaches as you enter.

"Greetings, travelers! Welcome to Shop Two-Patch, home of the finest family of tailors in all of Pekal, if you'll excuse my immodesty. I am Shem Two-Patch, the owner and forefather of our little effort."

Choose a single character--either the one with the poorest clothing or the one who has suffered the most injuries over the course of the adventure. Two-Patch inspects the character's clothing and clicks his tongue.

"And you've arrived not a moment too soon, my dear friend. Please, sit down. I'll have one of the young ones take your measurements and we'll get you something new right away." He smiles and pauses to catch his breath, but continues before anyone can interrupt. "I think you'd look superb in something blue. It might be a little bold for the times, I know, but one of your obvious reputation as an adventurer can afford to be bold now and again. We can fit you in one of the more daring styles, as well, should that fit your persona. So, will it be a single outfit or two?" Shem looks over the rims of his half-moon glasses, awaiting your response.

Shem offers the PCs any tailoring services while they are there. Due to their time constraints, he can even have their clothing shipped to Bet Rogala when finished (as, of course, it takes longer than an hour or two to design and create what they want for a perfect fit). Mending of clothing costs only 2 copper per article of clothing being mended. Full outfits PCs may purchase include:

Artisan: 1 Victory
Basiran Dancer: 25 Victories
Cold Weather: 8 Victories
Courtier: 30 Victories
Entertainer: 3 Victories
Explorer: 10 Victories
Monk: 5 Victories
Noble: 75 Victories (includes Brocaded fabric, ecarlate, and/or fur in cost)
Royal: 200 Victories (includes any expensive materials in the cost)
Sailor: 1 Seefarth
Scholar: 5 Victories
Traveler: 1 Victory

Any of these styles can be made with more expensive materials. Unless noted otherwise in the above list, a PC can request specific materials as listed.

Brocaded (silk with raised patterns, usually woven with bright, metallic thread, often silver or gold): add 20 Victories/article of clothing

Camlet (exotic, upper-class fabric made of a combination of silk and camel hair): add 20 Victories/article of clothing

Ecarlate (high quality, red or purple-dyed woolen cloth worn by nobility and royalty): add 12 Victories/article of clothing

Semi-rare Fur trim: add 20 Victories (Common fur trim can be included in the normal cost of an outfit.)

Silk (one of the most desired garment materials in Tellene): add 20 Victories/article of clothing

Velvet (rare, expensive material worn only by wealthy nobles and royalty): add 20 Victories/article of clothing

Shem is happy to show them his operation, and even after they inform him that they're interested in his horse, he simply insists on showing them his operation first, explaining about the various types of fabric and how difficult it is to get Velvet out of Kalamar now that trade is faltering.

Once the PCs bring him around to discussing the horse, he is slightly reluctant to bring up the sale.

"Wynn has been with the family for more than a few years now," Shem explains. "She's a good horse; got plenty of years left, don't worry. It's just that, well, we've come to care about her, and while I can't afford to stable two horses, I do want to know that she's in good hands. So tell me, where do you plan on stabling her?"

Shem continues to question the PCs. Feel free to make his comments as outrageous or as reasonable as seems appropriate. Suggestions are listed below.

- What can you tell me about the roof design on the stable where you intend to keep her? Is it made of thatch, slate, or some of that crazy elven woven leafwork?
- Have you ever participated in any ritual where the hair of a horse's nose was one of the main focuses of the ceremony?
- What do you expect her typical carrying load to be?
- Can you tell me what kind of feed you expect her to receive? Will she have apples (cored, sliced, and peeled) as a treat often enough to keep her happy,

but rarely enough to keep her teeth in good condition?

- In what language will you most often speak to her?

The answers to the questions are unimportant, as long as the PCs seem genuinely concerned about the well being of the horse. (If they comment stupidly about sacrificing the horse to the next group of orcs they encounter or something along that line, Shem immediately stops negotiations with that PC and asks that the PC leave the shop. Shem does *not* give the other PCs a discount if their companion is asked to leave). Shem opens negotiations at 100 Victories. If the PCs role play well, he offers to sell them Wynn and the cart for 92 Victories. With a DC10+ATL Diplomacy check or superb roleplaying pointing out the horse is older and the wagon is used, and because Shem is really such a soft salesman, he haggles to as low as 80 Victories. This is a certed item.

ENCOUNTER 7

Summary: On the way back to Bet Rogala, the adventurers are set upon by bandits. If any of the bandits survive, the PCs discover that they are defectors from the Tokite army. With proper diplomacy, the PCs may be able to win the Tokite defectors over to the cause of the Pekalese war effort, getting them to agree to exchange information about the Tokite army for a pardon for their banditry.

However they procure the cart, they meet Captain Seetoov at his ship in the morning. The PCs are allowed to load their wagon with no trouble from the porters.

If they offered to take a letter:

"Thank you again for being willing to deliver this to my daughter," says Captain Seetoov. He hands you a letter sealed with wax and addressed to Noor Winthalas, Shrine of the Traveler, Bet Rogala.

Without further trouble, the adventurers make their way back to Bet Rogala. Travel with the cart is slower than their travel to Baneta, but the weather is good and the travel is comfortable and, for the most part, unhindered.

On the last day of your journey, as you round Lake Eb'Sobet on the final stretch toward Bet

Rogala, you see a broken-down carriage just ahead of you. The sun glints off the lake, making it difficult to see if anyone is on the other side, needing aid.

Give the PCs a chance to make Spot checks against the Hide checks of the bandits who are behind the carriage. If the PCs do not spot the bandits, the bandits receive a surprise round to attack.

Ramir Heran: Male, Kalamaran, Rgr

Sul'Mar Romal: Male, Kalamaran, Rgr

Durasa Romal: Female, Kalamaran, Rgr

Tactics: The bandits are interested in making money off of merchants on their way to Bet Rogala. They are *not* interested in losing their lives, and if one of them drops, the others immediately surrender to the PCs. If any bandit has only 2 hit points remaining, he surrenders.

Assuming the PCs allow them to surrender, they are able to get the following information on a DC 10+ATL Diplomacy or Intimidate check:

- The three are Tokite defectors.
- They fled their appointments in the Tokite army in hopes of making their way to the Young Kingdoms and beyond King Adoku's reach.

If the PCs make a DC 12+ATL Diplomacy/Intimidate check, they learn:

- Durasa and Sul'Mar are expecting a child six months from now.
- They are extremely afraid of the Tokite army, and they suspect King Adoku's wrath could reach them even here.

If the PCs make a DC 15+ATL Diplomacy/Intimidate check, they learn:

- The defectors would really prefer to be farmers to pretty much anything.
- They only took to banditry because they themselves were attacked by bandits just north of Favido, and they are trying to steal enough money to get into Bet Rogala and continue north from there.

If the PCs make a DC 18+ATL Diplomacy/Intimidate check, they learn:

- The defectors would leap at the chance to come under Pekalese protection.
- Should the adventurers suggest having the defectors exchange what information they have about the Tokite army in exchange for a pardon from their banditry, the defectors jump at this chance.

If the PCs arrive back in Bet Rogala without the defectors, read the following:

The sun is shining down on the walls of Bet Rogala as you make your way home. Two members of the Guard stand at the gate, taking gate tolls from all the merchants who pass by. One of them looks over your group calculatingly. "One horse, one wagon, one adventurer, and several mercenaries?" she asks, as though unsure which designation is best suited for your group.

If the PCs are honest and declare themselves as adventurers, they are charged 1 Victory each plus 1 Victory for the wagon and 5 Seefarths for the horse. If they choose to go as mercenaries, all but the lead adventurer pay 8 Seefarths instead of the full Victory.

If the PCs arrive back in Bet Rogala with the defectors, read the following:

The sun is shining down on the walls of Bet Rogala as you make your way home. Two members of the Guard stand at the gate, taking gate tolls from all the merchants who pass by. One of them looks over your group calculatingly, and her eyes open in recognition. She gestures to the other guard, who whistles for someone on the other side. Several other City Guard members come through and look appraisingly over your captives. "That looks like the Tokite Trio all right," one of the guards mutters.

The PCs and the defectors are ushered in through the gates in the company of several City Guards and taken directly to the guardhouse. The defectors may attempt to explain what is going on, but they are silenced; PCs are politely asked to wait to explain until they reach the Constabulary. There they are met by Galis Belis. (Players may have met Belis in The Domino Effect.)

"Well," says Belis, "I see you've brought to the City Guard a trio of known bandits. Congratulations."

Belis allows the PCs to explain the situation. He takes their words seriously, gesturing for one of the lower ranking guards to take notes. He seems pleased by the news, and although the PCs bargained with the bandits on behalf of the City Guard without the guard's knowledge, he is impressed with the result.

"In that case," he says, "I believe the reward for bringing them in should be a little higher. Would 100 Victories for each defector suffice?" Belis smiles. "Of course, that's before the gate tax--I believe you owe us 1 Victory each, plus a Victory for the wagon and 5 Seefarths for the horse..."

The PCs are rewarded 300 Victories to divide amongst themselves and are allowed on their way.

CONCLUSION

Summary: If the adventurers manage to bring all the cargo back, intact and on time, they receive the **Favor of Sorcia, daughter of Sortha, and the Alewives and Brewers Guild** cert. (This allows them a certain number of uses of free room and board at the Laughing Bed, as well as a discount at other taverns.) They also receive the **Scorn of the Porters Guild** cert (unless they received amnesty from the guild bosses in Encounter 3d).

If the adventurers fail to deliver the cargo, they receive both the **Scorn of Sorcia, Daughter of Sortha, and the Alewives and Brewers Guild** cert and the **Scorn of the Porters Guild** cert (unless they received amnesty from the guild bosses in Encounter 3d), and their failure is publicized by the Porters Guild to make sure that other businesses in town keep coming to the Porters for business.

Conclusion #1

Use this conclusion if the PCs complete the mission on behalf of Sorcia, daughter of Sortha:

Back at the Laughing Bed Inn, Sorcia and her staff are happy to help unload the cargo. Sorcia is delighted to have everything back on time and is pleased that everything seems

to have gone well. She asks you to consider the Laughing Bed your second home, and hopes you will come by often. She offers to toast to your success with a mug of celaar for each of you--on the house!

Conclusion #2

If the PCs arrive back after their deadline, or without all the cargo:

You arrive at the Laughing Bed Inn amidst the jeers of porters standing around outside the front door. Sorcia comes to the door and watches your approach with disappointment. As you reach her, she shakes your hands.

"Thank you again for making this effort," she says, "but it looks as though the porters do their job better than anyone else. I'm sorry to have troubled you."

Over the next few days, you hear chatter on the streets about how a group of adventurers tried to replace the Porters Guild and failed. The merchants seem to be taking the lesson to heart, and the guild seems to have more customers than ever.

**This Ends
On the House**

Awards

TREASURE

Introduction: 80 victories (to be used to cover expenses for the job; includes the official payment for the PCs)

Encounter 7:

(Only if the three Tokite bandits are killed, or if the PCs take their equipment)

Leather armor x3: 15 gp

Week's rations x3: 5 gp, 2 sp, 5 cp

Shortspears x12: 6 gp

Dagger x3: 3 gp

Throwing axes x6: 24 gp

60 gold Arus (may be exchanged for 42 Victories)

Total saleable goods: 95 gp, 2 sp, 5 cp

(Only if the three Tokite bandits are delivered to the City Guard)

300 victories to divide amongst themselves.

Total possible gold: 395 gp, 2 sp, 5 cp

A judge who "eats" this adventure (runs the adventure before playing it) receives 200 gp. The character that receives this reward must be the same character that received the xp reward for eating this adventure.

OTHER AWARDS

--**Wagon and Light Horse.** PCs may buy a wagon and light horse from Shem Two-Patch. This wagon allows them a place to store items they own while they are adventuring, or allows them to carry more equipment when they travel. Cost of upkeep for the horse and wagon is 15 gold pieces per adventure. There are many more details and they are all on the one page certificate. Note that only ONE of these certs are given out.

--**Impressed Moradun J'Tali.** While performing at the Bardic College at Baneta, you managed to impress one of the senior instructors, Moradun J'Tali. He has offered to train you personally at the end of the school term. This cert allows you to join the first tier of the Bardic College of Baneta regardless of whether you meet the requirements. Three of these certificates are in the cert pack. If you need more for your table (a table of bards perhaps) then you will have to print more.

--**Favor of Sorcia, Daughter of Sortha, and the Alewives and Brewers Guild.** You have done a favor for Sorcia, Daughter of Sortha. To show her thanks, she allows you up to ten modules worth of use of free room and board in her inn, the Laughing Bed. For the duration of those modules, you may use the room to store any equipment you don't wish to carry over the course of the adventure. In addition, as the Head of the Alewives and Brewers Guild, Sorcia's influence with other taverns in the city allows you to reduce prices at any of the taverns run by the Alewives and Brewers Guild in Bet Rogala by 10%. There are six of these certificates.

--**Favor of the Porters Guild.** You have done a favor for the Porters Guild. To show their thanks, the porters reduce all rates for transporting goods in all of Pekal by 10%. Over the course of five modules, you may call upon members of the Porters Guild to aid you if you are in need as an Apprentice of the Porters Guild. There are six of these certificates.

--**Scorn of Sorcia, Daughter of Sortha, and the Alewives and Brewers Guild.** You have betrayed the trust of Sorcia, Daughter of Sortha. Due to her influence as the Head of the Alewives and Brewers Guild, you find that all prices charged to you at the inns and taverns run by the Alewives and Brewers Guild in Bet Rogala have increased by 10%. There are six of these certificates.

--Scorn of the Porters Guild. You have performed actions which have shamed the Porters Guild in the public eye. You find that all prices charged to you for the transport of goods in all of Pekal have increased by 10%. There are six of these certificates.

Experience Points

| EXPERIENCE | CHARACTER LEVEL | |
|--|------------------------|------------|
| | 1-4 | 5-9 |
| Introduction: Accepting a role in the bet | 30 xp | 60 xp |
| Encounter 1: Dealing with the porters without violence | 30 xp | 60 xp |
| Encounter 2: Getting information from Nali And/or the porters and sailors | 50 xp | 100 xp |
| Encounter 3a: Winning the trust of Sternog | 25 xp | 50 xp |
| Encounter 3b: Performing for and receiving information from J'Tali | 25 xp | 50 xp |
| Encounter 3c: Becoming welcomed into the "family" of Taari the Rose | 25 xp | 50 xp |
| Encounter 3d: Participating in the battle between the Porters and the Brotherhood | 75 xp | 150 xp |
| Encounter 4: Successfully retrieving the celaar | 50 xp | 100 xp |
| Encounter 5: Avoid dealing any permanent damage to Patrons/porters involved in the brawl | 30 xp | 60 xp |
| Encounter 6: Converting the Tokite bandits to the Pekalese cause | 50 xp | 100 xp |
| Discretionary Experience for Role Playing | 110 xp | 220 xp |
| Total Possible Experience | 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.

DM Note: Due to the variety of choices available during Encounter 3, mathematically PCs could possibly receive more experience than is allotted for the mod. Do not allow this to happen. PCs receiving enough experience to put their actual total over the Total Possible Experience receive the Total Possible Experience instead.

A judge who "eats" this adventure (runs the adventure before playing it) receives the Total Possible Experience according to their character's level. The character that receives this reward must be the same character that received the gold reward for eating this adventure.

Appendix I: NPCs and Monsters

ATL 1

Encounter 1

Doolmar: Male human, Reanaarian Com2: CR 1; Size M (5 ft., 2 in. tall); HD 2d4+4; hp 11; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +2 melee(1d6+2/x2 club), or +2 ranged(club); SV Fort +2, Ref +1, Will +0; SQ: Metaorg bonuses; AL LN; Str 13, Dex 12, Con 14, Int 10, Wis 11, Cha 10.

Languages spoken: Merchant's Tongue, Low Kalamaran

Skills and Feats: Bluff +2, Diplomacy +1, Intimidate +3, Profession (porter) +5, Skill Focus (Intimidate), Endurance

Special Qualities: Porter Lifter: 20% discount on healing at the Temple of Silver Linings, +1 on Intimidate when with another guild member, can summon 2d2 guild members when calling for help

*Total Intimidate bonus for this encounter, is +4. Aiding Another can add an additional +4.

Possessions: Club pouch with 4 coppers in it

Gutar: Female, Half-Orc, Com1: CR 1/2; Size M (5 ft., 9 in. tall); HD 1d4+2; hp 6; Init +0 (+0 Dex); Spd 30 ft.; AC 10 (+0 Dex); Attack +3 melee(1d8+3/x2 heavy mace), or +0 ranged; SV Fort +2, Ref +0, Will +0; SQ: Metaorg bonuses; AL LN; Str 16, Dex 10, Con 14, Int 8, Wis 11, Cha 8.

Languages spoken: Merchant's Tongue,

Skills and Feats: Intimidate +3, Profession (porter) +2, Skill Focus (Intimidate)

Special Qualities: Porter Lifter: 20% discount on healing at the Temple of Silver Linings, +1 on Intimidate when with another guild member, can summon 2d2 guild members when calling for help

*Total Intimidate bonus for this encounter, is +4. Aiding Another can add an additional +4.

Possessions: Heavy Mace, pouch with 1 copper in it

Arturr: Male, Fhokki Com1/Ftr1: CR 1; Size M (6 ft., 5 in. tall); HD 1d4+3 + 1d10+3 +3; hp 17; Init +1 (+1 Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 armor); Attack +5 melee(1d8+3/x2 heavy mace), or +1 ranged; SV Fort +2, Ref +1, Will +0; SQ: Metaorg bonuses; AL LN; Str 16, Dex 12, Con 16, Int 8, Wis 11, Cha 8.

Languages spoken: Merchant's Tongue,

Skills and Feats: Intimidate +4, Profession (porter) +5, Weapon Focus (Heavy Mace), Toughness, Endurance

Special Qualities: Porter Lifter: 20% discount on healing at the Temple of Silver Linings, +1 on Intimidate when with another guild member, can summon 2d2 guild members when calling for help

*Total Intimidate bonus for this encounter, is +4. Aiding Another can add an additional +4.

Possessions: Heavy Mace, pouch with 15 copper in it

Encounter 2

Nali KuKira: Female, Kalamaran, Brd 5: CR 5; Size M (5 ft., 5 in. tall); HD 5d6+5; hp 27; Init +2 (+2 Dex); Spd 30 ft.; AC 15 (+2 Dex, +2 armor); Attack +6 melee(1d6+2/18-20/x2 masterwork rapier), or +5 ranged(1d10/19-20/x2 heavy crossbow); SV Fort +2, Ref +6, Will +4; SQ: bardic knowledge, bardic music 5/day, countersong, fascinate, inspire courage +1, inspire competence; AL CG; Str 12, Dex 14, Con 12, Int 14, Wis 10, Cha 17.

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

Skills and Feats: Balance +2, Bluff +8, Concentration +9, Decipher Script +3, Diplomacy +6, Disguise +6, Gather Information +11, Hide +4, Listen +8, Move Silently +5, Perform (lyre) +14, Perform (sing) +11, Perform (whistle) +8, Spellcraft +8, Tumble +5 Skill Focus (Perform: Lyre), Weapon Finesse (rapier), Combat Casting

Special Qualities: *Countersong (Su):* Nali can counter magical effects that depend on sound by making a Perform check for each round of countersong. Any creature within 30 feet of Nali who is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of his or her saving throw if desired. Countersong lasts for 10 rounds

Fascinate(Sp): Nali can cause up to 2 creatures within 90 feet that can see and hear her to become fascinated with her (sit quietly, -4 penalty on skill checks made as reactions, such as Listen and Spot checks). The bard's Perform check result is the DC for the opponent's Will save. Any obvious threat breaks the effect. Fascination lasts 15 rounds.

Inspire Competence (Su): An ally within 30 feet who can see and hear Nali gets a +2 competence bonus on skill checks with a particular skill for as long as he can hear the music. Inspire confidence lasts for up to 20 rounds.

Inspire Courage (Su): Allies (including Nali) who can hear her receive a +1 morale bonus on saves against charm and fear effects and a +1 morale bonus on saves on attack and weapon damage rolls. The effects last for 5 rounds after the ally can no longer hear Nali.

Bard Spells Known (3/4/2; save DC 13+ spell level); 0--Detect Magic, Ghost Sound, Know Direction, Light, Lullaby, Read Magic; 1-- Charm Person, Comprehend Languages, Sleep, Ventriloquism; 2-- Cure Moderate Wounds, Eagle's Splendor, Suggestion.

Possessions: masterwork rapier, Leather armor, masterwork lyre, buckler, journal, ink, pouch with 100 gp.

Lamorga Nanazi: Female, Svimohzish, Mnk 1: CR 1; Size M (5 ft., 5 in. tall); HD 1d8+2; hp 10; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (+2 Dex, +2 Wisdom), touch 14, flat footed 12; Attack +2 (Unarmed) or +2(nunchaku) melee or +0/+0 Flurry of Blows (1d6+2/x2 unarmed.), or +2 ranged; SV Fort +4, Ref +4, Will +4; SA: flurry of blows, Stunning Fist; SQ:., meta-org bonuses; AL LN; Str 15, Dex 15, Con 14, Int 10, Wis 14, Cha 10.

Languages spoken: Merchant's Tongue, Low Kalamaran

Skills and Feats: Balance +6, Concentration +6, Jump +6, Intimidate +2, Profession (porter) +6, Dodge, Stunning Fist, Improved Initiative

Special Qualities: Monk's AC bonus, improved damage, flurry of blows, Porter's Guild Lifter: 20% discount on healing at the Temple of Silver Linings, +1 on Intimidate when with another guild member, can summon 2d2 guild members when calling for help

Possessions: Monk's robes, pouch with 5 gold, nunchaku

Encounter 3

Slave: Male human, Com1: HD 1d4+2; HP 6; Init +1 (Dex); Spd 30ft; AC 11 (+1 Dex); Atk: +1 melee (1d3+1 unarmed), +1 ranged (1d3+1 rock); SA: None; SQ: None; AL: CG; SV Fort: +2; Ref +3 Will +2; Str 12, Dex 12, Con 14, Int 10, Wis 14, Cha 12

Skills and Feats: Craft (Basketweaver) +4, Handle Animal +5, Listen +6, Use Rope +5. Feats: Endurance, Lighting reflexes

Possessions: None.

The Brotherhood of the Broken Chain

Vanamir (Red hawk) Seritan, Balan (The Tower) Dilomas, Nelata (Sparrow) Fapeki, Pilamel (Falcon) Patris, Feledar (Orca) Remosa,

FTR 3; Human Male; HD 3d10; HP 22; Init +2 (Dex); Spd 30ft; AC 15 (+3 Studded Leather Armor, +2 Dex) ; Atk: +5 melee (1d6+2 Quarterstaff [x2]), +5 ranged (1d4, Sling [x2]); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +3; Ref +5 Will +4; Str 13, Dex 14, Con 11, Int 13, Wis 12, Cha 15

Skills and Feats: Climb +5, Disguise +5, Heal +3, Speak: Low Kalamaran, Merchant's Tongue, Spot +3, Swim +3, Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (quarterstaff)

Possessions: Disguise Kit, Healer's Kit, Peasant's Outfit, Quarterstaff, Sap, Short Sword, Sling w/15 Bullets, Studded Leather Armor, 7 GP, 50' Rope,

Description: Members of the Brotherhood of the Broken Chain rely on being able to fade in and out of the crowd. To aid this they wear loose fitting commoner's clothes and cloaks. Although most have some sort of facial hair it is uncertain if this is natural or part of their disguise. They go by nicknames rather than their own for security's sake. Most of the Brotherhood worships the Guardian. Typical brotherhood members chafe at the many injustices that 'civilized' society has to offer. They appear to have amazing self-restraint and it is extremely rare for one to act against injustice while at their real station in life. Once darkness falls and they are wearing the garb of the brotherhood however, they readily deal with those that prey on the weak and unfortunate.

Porters x10

Exp 1; Human Male; HD 1d6+2; HP 8; Init +1 (Dex); Spd 30ft; AC 11 (+1 Dex); Atk: +2 melee (1d6+2 Club, 1d3+2 unarmed), +1 ranged (1d3+2, rock); SA: None; SQ: Meta-org bonuses; SR: None; AL: LN; SV Fort: +2; Ref +1; Will +3; Str 15, Dex 12, Con 14, Int 10, Wis 12, Cha 10

Skills and Feats: Climb +6, Handle Animal +4, Jump +6, Intimidate +5, Profession (Porter) +5, Swim +6, Endurance, Power Attack

Special Qualities: The porters are Apprentices in the Porter's Guild. The relevant benefits are the (included) +1 bonus to Intimidate when with another Guild member and the ability to call more Porters. When in a town or near any potential Guild members (at a caravansary, wharf, construction site, etc..) if a Guild member identifies himself as such and calls for help, 1d3+1 uninvolved Guild members will leap to his aid. These members are 1st-level experts armed with simple or improvised weapons. Any porters that get called by this bonus have the same statistics as given here. None of these "secondary" porters can call for more.

Possessions: Commoners outfits, 20 silver, Club with sign on it.

Torist Rhil: Male, Brandobian, Rog1: CR 1; Size M (6 ft., 1 in. tall); HD 1d6+2; hp 8; Init +3 (+3 Dex); Spd 30 ft.; AC 14 (+3 Dex, +1 Armor), touch 13, flat footed 11; Attack +1 (1d6+1/x2 Sap) or +3 ranged(1d3+1/x2, rock); SV Fort +2, Ref +5, Will +2; SA: Sneak attack +1d6; SQ:, meta-org bonuses, trapfinding; AL LN; Str 12, Dex 16, Con 14, Int 14, Wis 14, Cha 10.

Languages spoken: Merchant's Tongue, Low Kalamaran

Skills and Feats: Appraise +6, Bluff +4, Diplomacy +4, Forgery +6, Hide +7, Intimidate +5, Knowledge (Baneta) +6, Listen +6, Profession (porter) +6, Sense Motive +6, Sleight of Hand +7, Dodge, Martial Weapon Proficiency (Sap)

Special Attacks: Sneak attack +1d6. A sap deals only non-lethal damage.

Special Qualities: trapfinding, Porter's Guild Lifter: 20% discount on healing at the Temple of Silver Linings, +1 on Intimidate when with another guild member(included above), can summon 2d2 guild members when calling for help

Possessions: Padded armor, sap, pouch with 40 gp, quill, parchment, paper, notebook

Description: Torist Rhil is a mover and shaker in the Porters guild in Baneta. He's crooked, but he's smart. He knows it's harder to get caught at forgery than at murder, and that the punishments aren't nearly as bad. Hence, he never, EVER carries a lethal weapon. He pulls his weight in both the literal and figurative sense in the guild, and isn't above strongarm tactics, while remaining just this side of illegal.

Encounter 5

Use **Lamorga Nanazi** from Encounter 2, 6 Porters from Encounter 3, and **Torist Rhil** from Encounter 3.

Encounter 6

Ramir Heran: Male, Kalamaran, Rgr 1: CR 1; Size M (6 ft., 0 in. tall); HD 1d8+1; hp 9; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 Armor), touch 12, flat footed 12; Attack +5 (1d6+3/x2 Shortspear) or +4 ranged(1d6+3/x2, shortspear); SV Fort +3, Ref +4, Will +1; SA: - SQ:, 1st favored enemy (orcs), wild empathy AL CN; Str 17, Dex 14, Con 12, Int 12, Wis 12, Cha 9.

Languages spoken: Merchant's Tongue, Low Kalamaran

Skills and Feats: Climb +7, Heal +5, Hide +6, Jump +7, Knowledge (nature) +4, Listen +6, Move Silently +6, Survival +5, Combat Reflexes, Track, Weapon Focus (Shortspear)

Special Attacks: --

Special Qualities: wild empathy, 1st favored enemy

Possessions: leather armor, 1 week's rations, 4 shortspears, 1 dagger, pouch w/20 gold, map of Pekal

Sul'Mar Romal: Male, Kalamaran, Rgr 1: CR 1; Size M (6 ft., 0 in. tall); HD 1d8+1; hp 9; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 Armor), touch 12, flat footed 12; Attack +5 (1d6+3/x2 Shortspear) or +4 ranged(1d6+3/x2, shortspear); SV Fort +3, Ref +4, Will +1; SA: - SQ:, 1st favored enemy (orcs), wild empathy AL CN; Str 17, Dex 14, Con 12, Int 12, Wis 12, Cha 9.

Languages spoken: Merchant's Tongue, Low Kalamaran

Skills and Feats: Climb +7, Heal +5, Hide +6, Jump +7, Knowledge (nature) +4, Listen +6, Move Silently +6, Survival +5, Combat Reflexes, Track, Weapon Focus (Shortspear)

Special Attacks: --

Special Qualities: wild empathy, 1st favored enemy

Possessions: leather armor, 1 week's rations, 4 shortspears, 1 dagger, pouch w/20 gold, map of Pekal

Durasa Romal: Female, Kalamaran, Rgr 1: CR 1; Size M (6 ft., 0 in. tall); HD 1d8+1; hp 9; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 Armor), touch 12, flat footed 12; Attack +5 (1d6+3/x2 Shortspear) or +4 ranged(1d6+3/x2, shortspear); SV Fort +3, Ref +4, Will +1; SA: - SQ.: 1st favored enemy (orcs), wild empathy AL CN; Str 17, Dex 14, Con 12, Int 12, Wis 12, Cha 9.

Languages spoken: Merchant's Tongue, Low Kalamaran

Skills and Feats: Climb +7, Heal +5, Hide +6, Jump +7, Knowledge (nature) +4, Listen +6, Move Silently +6, Survival +5, Combat Reflexes, Track, Weapon Focus (Shortspear)

Special Attacks: --

Special Qualities: wild empathy, 1st favored enemy

Possessions: leather armor, 1 week's rations, 4 shortspears, 1 dagger, pouch w/20 gold, map of Pekal

ATL 3

Encounter 1

Doolmar: Male human, Reanaarian Com2: CR 1; Size M (5 ft., 2 in. tall); HD 2d4+4; hp 11; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +2 melee(1d6+2/x2 club), or +2 ranged(club); SV Fort +2, Ref +1, Will +0; SQ: Metaorg bonuses; AL LN; Str 13, Dex 12, Con 14, Int 10, Wis 11, Cha 10.

Languages spoken: Merchant's Tongue, Low Kalamaran

Skills and Feats: Bluff +2, Diplomacy +1, Intimidate +3, Profession (porter) +5, Skill Focus (Intimidate), Endurance

Special Qualities: Porter Lifter: 20% discount on healing at the Temple of Silver Linings, +1 on Intimidate when with another guild member, can summon 2d2 guild members when calling for help

*Total Intimidate bonus for this encounter, is +4. Aiding Another can add an additional +4.

Possessions: Club pouch with 4 coppers in it

Gutar: Female, Half-Orc, Com1: CR 1/2; Size M (5 ft., 9 in. tall); HD 1d4+2; hp 6; Init +0 (+0 Dex); Spd 30 ft.; AC 10 (+0 Dex); Attack +3 melee(1d8+3/x2 heavy mace), or +0 ranged; SV Fort +2, Ref +0, Will +0; SQ: Metaorg bonuses; AL LN; Str 16, Dex 10, Con 14, Int 8, Wis 11, Cha 8.

Languages spoken: Merchant's Tongue,

Skills and Feats: Intimidate +3, Profession (porter) +2, Skill Focus (Intimidate)

Special Qualities: Porter Lifter: 20% discount on healing at the Temple of Silver Linings, +1 on Intimidate when with another guild member, can summon 2d2 guild members when calling for help

*Total Intimidate bonus for this encounter, is +4. Aiding Another can add an additional +4.

Possessions: Heavy Mace, pouch with 1 copper in it

Arturr: Male, Fhokki Com1/Ftr1: CR 1; Size M (6 ft., 5 in. tall); HD 1d4+3 + 1d10+3 +3; hp 17; Init +1 (+1 Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 armor); Attack +5 melee(1d8+3/x2 heavy mace), or +1 ranged; SV Fort +2, Ref +1, Will +0; SQ: Metaorg bonuses; AL LN; Str 16, Dex 12, Con 16, Int 8, Wis 11, Cha 8.

Languages spoken: Merchant's Tongue,

Skills and Feats: Intimidate +4, Profession (porter) +5, Weapon Focus (Heavy Mace), Toughness, Endurance

Special Qualities: Porter Lifter: 20% discount on healing at the Temple of Silver Linings, +1 on Intimidate when with another guild member, can summon 2d2 guild members when calling for help

*Total Intimidate bonus for this encounter, is +4. Aiding Another can add an additional +4.

Possessions: Heavy Mace, pouch with 15 copper in it

Encounter 2

Nali KuKira: Female, Kalamaran, Brd 5: CR 5; Size M (5 ft., 5 in. tall); HD 5d6+5; hp 27; Init +2 (+2 Dex); Spd 30 ft.; AC 15 (+2 Dex, +2 armor); Attack +6 melee(1d6+2/18-20/x2 masterwork rapier), or +5 ranged(1d10/19-20/x2 heavy crossbow); SV Fort +2, Ref +6, Will +4; SQ: bardic knowledge, bardic music 5/day, countersong, fascinate, inspire courage +1, inspire competence; AL CG; Str 12, Dex 14, Con 12, Int 14, Wis 10, Cha 17.

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

Skills and Feats: Balance +2, Bluff +8, Concentration +9, Decipher Script +3, Diplomacy +6, Disguise +6, Gather Information +11, Hide +4, Listen +8, Move Silently +5, Perform (lyre) +14, Perform (sing) +11, Perform (whistle) +8, Spellcraft +8, Tumble +5 Skill Focus (Perform: Lyre), Weapon Finesse (rapier), Combat Casting

Special Qualities: *Countersong (Su):* Nali can counter magical effects that depend on sound by making a Perform check for each round of countersong. Any creature within 30 feet of Nali who is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of his or her saving throw if desired. Countersong lasts for 10 rounds

Fascinate(Sp): Nali can cause up to 2 creatures within 90 feet that can see and hear her to become fascinated with her (sit quietly, -4 penalty on skill checks made as reactions, such as Listen and Spot checks). The bard's Perform check result is the DC for the opponent's Will save. Any obvious threat breaks the effect. Fascination lasts 15 rounds.

Inspire Competence (Su): An ally within 30 feet who can see and hear Nali gets a +2 competence bonus on skill checks with a particular skill for as long as he can hear the music. Inspire confidence lasts for up to 20 rounds.

Inspire Courage (Su): Allies (including Nali) who can hear her receive a +1 morale bonus on saves against charm and fear effects and a +1 morale bonus on saves on attack and weapon damage rolls. The effects last for 5 rounds after the ally can no longer hear Nali.

Bard Spells Known (3/4/2; save DC 13+ spell level); 0--Detect Magic, Ghost Sound, Know Direction, Light, Lullaby, Read Magic; 1-- Charm Person, Comprehend Languages, Sleep, Ventriloquism; 2-- Cure Moderate Wounds, Eagle's Splendor, Suggestion.

Possessions: masterwork rapier, Leather armor, masterwork lyre, buckler, journal, ink, pouch with 100 gp.

Lamorga Nanazi: Female, Svimohzish, Mnk 3: CR 3; Size M (5 ft., 5 in. tall); HD 3d8+6; hp 24; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 14 (+2 Dex, +2 Wisdom), touch 14, flat footed 12; Attack +5(Unarmed) or +4(nunchaku) melee or +3/+3 Flurry of Blows (1d6+2/x2 unarmed), or +4 ranged; SV Fort +5, Ref +5, Will +5; SA: flurry of blows, Stunning Fist; SQ:., meta-org bonuses, evasion, Still Mind; AL LN; Str 15, Dex 15, Con 14, Int 10, Wis 14, Cha 10

Languages spoken: Merchant's Tongue, Low Kalamaran

Skills and Feats: Balance +8, Concentration +8, Jump +12, Intimidate +3, Profession (porter) +8, Combat Reflexes, Dodge, Improved Initiative, Stunning Fist, Weapon Focus (unarmed strike)

Special Qualities: Monk's AC bonus, improved damage, flurry of blows, evasion, Still Mind, Porter's Guild Supervisor: 20% discount on healing at the Temple of Silver Linings, +2 on Intimidate when with another guild member, can summon 2d3 guild members when calling for help

Possessions: Monk's robes, pouch with 5 gold, nunchaku, 2x Potions of Cure Light Wounds

Encounter 3

Slave: Male human, Com1: HD 1d4+2; HP 6; Init +1 (Dex); Spd 30ft; AC 11 (+1 Dex); Atk: +1 melee (1d3+1 unarmed), +1 ranged (1d3+1 rock); SA: None; SQ: None; AL: CG; SV Fort: +2; Ref +3 Will +2; Str 12, Dex 12, Con 14, Int 10, Wis 14, Cha 12

Skills and Feats: Craft (Basketweaver) +4, Handle Animal +5, Listen +6, Use Rope +5. Feats: Endurance, Lighting reflexes

Possessions: None.

The Brotherhood of the Broken Chain

Vanamir (Red hawk) Seritan, Balan (The Tower) Dilomas, Nelata (Sparrow) Fapeki, Pilamel (Falcon) Patris, Feledar (Orca) Remosa, FTR 3; Human Male; HD 3d10+6; HP 28; Init +2 (Dex); Spd 30ft; AC 15 (+3 Studded Leather Armor, +2 Dex) ; Atk: +6 melee (1d6+2 Quarterstaff [x2]), +5 ranged {1d4, Sling [x2]}; SA: None; SQ: None; SR: None; AL: CG; SV Fort: +5; Ref +5 Will +4; Str 14, Dex 14, Can 14, Int 12, Wis 12, Cha 14

Skills and Feats: Climb +6, Disguise +5, Heal +3, Speak: Low Kalamaran, Merchant's Tongue, Spot +3, Swim +4, Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (quarterstaff)

Possessions: Disguise Kit, Healer's Kit, Peasant's Outfit, Quarterstaff, Sap, Short Sword, Sling w/15 Bullets, Studded Leather Armor, 7 GP, 50' Rope,

Description: Members of the Brotherhood of the Broken Chain rely on being able to fade in and out of the crowd. To aid this they wear loose fitting commoner's clothes and cloaks. Although most have some sort of facial hair it is uncertain if this is natural or part of their disguise. They go by nicknames rather than their own for security's sake. Most of the Brotherhood worships the Guardian. Typical brotherhood members chafe at the many injustices that 'civilized' society has to offer. They appear to have amazing self-restraint and it is extremely rare for one to act against injustice while at their real station in life. Once darkness falls and they are wearing the garb of the brotherhood however, they readily deal with those that prey on the weak and unfortunate.

Porters x10

Exp 3; Human Male; HD 3d6+6; HP 20; Init +1 (Dex); Spd 30ft; AC 11 (+1 Dex); Atk: +4 melee (1d6+2 Club, 1d3+2 unarmed), +3 ranged (1d3+2, rock); SA: None; SQ: Meta-org bonuses; SR: None; AL: LN; SV Fort: +3; Ref +2; Will +4; Str 15, Dex 12, Con 14, Int 10, Wis 12, Cha 10

Skills and Feats: Climb +8, Handle Animal +6, Jump +8, Intimidate +7, Profession (Porter) +7, Swim +8, Dodge, Endurance, Power Attack,

Special Qualities: The porters are Apprentices in the Porter's Guild. The relevant benefits are the (included) +1 bonus to Intimidate when with another Guild member and the ability to call more Porters. When in a town or near any potential Guild members (at a caravansary, wharf, construction site, etc..) if a Guild member identifies himself as such and calls for help, 1d3+1 uninvolved Guild members will leap to his aid. These members are 1st-level experts armed with simple or improvised weapons. Any porters that get called by this bonus have the same statistics as given here. None of these "secondary" porters can call for more.

Possessions: Commoners outfits, 20 silver, Club with sign on it.

Torist Rhil: Male, Brandobian, Rog3: CR 3; Size M (6 ft., 1 in. tall); HD 3d6+6; hp 20; Init +3 (+3 Dex); Spd 30 ft.; AC 14 (+3 Dex, +1 Armor), touch 13, flat footed 11; Attack +5 (1d6+1/x2 Sap) or +5 ranged(1d3+1/x2, rock); SV Fort +3, Ref +6, Will +3; SA: Sneak attack +2d6; SQ: meta-org bonuses, trapfinding, evasion, trapsense +1; AL LN; Str 12, Dex 16, Con 14, Int 14, Wis 14, Cha 10.

Languages spoken: Merchant's Tongue, Low Kalamaran

Skills and Feats: Appraise +8, Bluff +6, Diplomacy +10, Forgery +8, Hide +9, Intimidate +10, Knowledge (Baneta) +8, Listen +8, Profession (porter) +8, Sense Motive +8, Sleight of Hand +11, Dodge, Martial Weapon Proficiency (Sap), Weapon Finesse

Special Attacks: Sneak attack +2d6. A sap deals only non-lethal damage.

Special Qualities: trapfinding, evasion, trap sense +1, Porter's Guild Supervisor: 20% discount on healing at the Temple of Silver Linings, +2 on Intimidate when with another guild member(included above), can summon 2d3 guild members when calling for help

Possessions: Padded armor, sap, pouch with 40 gp, quill, parchment, paper, notebook, Potion of Cure Light Wounds (which he will use if he gets damaged)

Description: Torist Rhil is a mover and shaker in the Porters guild in Baneta. He's crooked, but he's smart. He knows it's harder to get caught at forgery than at murder, and that the punishments aren't nearly as bad. Hence, he never, EVER carries a lethal weapon. He pulls his weight in both the literal and figurative sense in the guild, and isn't above strongarm tactics, while remaining just this side of illegal.

Encounter 5

Use **Lamorga Nanazi** from Encounter 2, 6 Porters from Encounter 3, and **Torist Rhil** from Encounter 3.

Encounter 6

Ramir Heran: Male, Kalamaran, Rgr 3: CR 3; Size M (6 ft., 0 in. tall); HD 3d8+3; hp 21; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 Armor), touch 12, flat footed 12; Attack +7 (1d6+3/x2 Shortspear), or +5/+4 shortspear /throwing axe (1d6+3/x2 shortspear/ 1d6+1/x2 throwing axe) or +6 ranged(shortspear) or +5 ranged (throwing axe); SV Fort +4, Ref +5, Will +2; SA: combat style (Two-weapon fighting) SQ:, 1st favored enemy (orcs), wild empathy; AL CN; Str 17, Dex 14, Con 12, Int 12, Wis 12, Cha 9.

Languages spoken: Merchant's Tongue, Low Kalamaran

Skills and Feats: Climb +9, Heal +7, Hide +8, Jump +9, Knowledge (nature) +8, Listen +8, Move Silently +8, Survival +9, Combat Reflexes, Dodge, Endurance, Track, Weapon Focus (Shortspear)

Special Attacks: Combat style (two-weapon fighting)

Special Qualities: wild empathy, 1st favored enemy

Possessions: leather armor, 1 weeks rations, 4 shortspears, 1 dagger, pouch w/20 gold, map of Pekal, 2 throwing axes

Sul'Mar Romal: Male, Kalamaran, Rgr 3: CR 3; Size M (6 ft., 0 in. tall); HD 3d8+3; hp 21; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 Armor), touch 12, flat footed 12; Attack +7 (1d6+3/x2 Shortspear), or +5/+4 shortspear /throwing axe (1d6+3/x2 shortspear/ 1d6+1/x2 throwing axe) or +6 ranged(shortspear) or +5 ranged (throwing axe); SV Fort +4, Ref +5, Will +2; SA: combat style (Two-weapon fighting) SQ:, 1st favored enemy (orcs), wild empathy; AL CN; Str 17, Dex 14, Con 12, Int 12, Wis 12, Cha 9.

Languages spoken: Merchant's Tongue, Low Kalamaran

Skills and Feats: Climb +9, Heal +7, Hide +8, Jump +9, Knowledge (nature) +8, Listen +8, Move Silently +8, Survival +9, Combat Reflexes, Dodge, Endurance, Track, Weapon Focus (Shortspear)

Special Attacks: Combat style (two-weapon fighting)

Special Qualities: wild empathy, 1st favored enemy

Possessions: leather armor, 1 weeks rations, 4 shortspears, 1 dagger, pouch w/20 gold, map of Pekal, 2 throwing axes

Durasa Romal: Female, Kalamaran, Rgr 3: CR 3; Size M (6 ft., 0 in. tall); HD 3d8+3; hp 21; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 Armor), touch 12, flat footed 12; Attack +7 (1d6+3/x2 Shortspear), or +5/+4 shortspear /throwing axe (1d6+3/x2 shortspear/ 1d6+1/x2 throwing axe) or +6 ranged(shortspear) or +5 ranged (throwing axe); SV Fort +4, Ref +5, Will +2; SA: combat style (Two-weapon fighting) SQ:, 1st favored enemy (orcs), wild empathy; AL CN; Str 17, Dex 14, Con 12, Int 12, Wis 12, Cha 9.

Languages spoken: Merchant's Tongue, Low Kalamaran

Skills and Feats: Climb +9, Heal +7, Hide +8, Jump +9, Knowledge (nature) +8, Listen +8, Move Silently +8, Survival +9, Combat Reflexes, Dodge, Endurance, Track, Weapon Focus (Shortspear)

Special Attacks: Combat style (two-weapon fighting)

Special Qualities: wild empathy, 1st favored enemy

Possessions: leather armor, 1 weeks rations, 4 shortspears, 1 dagger, pouch w/20 gold, map of Pekal, 2 throwing axes

ATL 5

Encounter 1

Doolmar: Male human, Reanaarian Com2: CR 1; Size M (5 ft., 2 in. tall); HD 2d4+4; hp 11; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +2 melee(1d6+2/x2 club), or +2 ranged(club); SV Fort +2, Ref +1, Will +0; SQ: Metaorg bonuses; AL LN; Str 13, Dex 12, Con 14, Int 10, Wis 11, Cha 10.

Languages spoken: Merchant's Tongue, Low Kalamaran

Skills and Feats: Bluff +2, Diplomacy +1, Intimidate +3, Profession (porter) +5, Skill Focus (Intimidate), Endurance

Special Qualities: Porter Lifter: 20% discount on healing at the Temple of Silver Linings, +1 on Intimidate when with another guild member, can summon 2d2 guild members when calling for help

*Total Intimidate bonus for this encounter, is +4. Aiding Another can add an additional +4.

Possessions: Club pouch with 4 coppers in it

Gutar: Female, Half-Orc, Com1: CR 1/2; Size M (5 ft., 9 in. tall); HD 1d4+2; hp 6; Init +0 (+0 Dex); Spd 30 ft.; AC 10 (+0 Dex); Attack +3 melee(1d8+3/x2 heavy mace), or +0 ranged; SV Fort +2, Ref +0, Will +0; SQ: Metaorg bonuses; AL LN; Str 16, Dex 10, Con 14, Int 8, Wis 11, Cha 8.

Languages spoken: Merchant's Tongue,

Skills and Feats: Intimidate +3, Profession (porter) +2, Skill Focus (Intimidate)

Special Qualities: Porter Lifter: 20% discount on healing at the Temple of Silver Linings, +1 on Intimidate when with another guild member, can summon 2d2 guild members when calling for help

*Total Intimidate bonus for this encounter, is +4. Aiding Another can add an additional +4.

Possessions: Heavy Mace, pouch with 1 copper in it

Arturr: Male, Fhokki Com1/Ftr1: CR 1; Size M (6 ft., 5 in. tall); HD 1d4+3 + 1d10+3 +3; hp 17; Init +1 (+1 Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 armor); Attack +5 melee(1d8+3/x2 heavy mace), or +1 ranged; SV Fort +2, Ref +1, Will +0; SQ: Metaorg bonuses; AL LN; Str 16, Dex 12, Con 16, Int 8, Wis 11, Cha 8.

Languages spoken: Merchant's Tongue,

Skills and Feats: Intimidate +4, Profession (porter) +5, Weapon Focus (Heavy Mace), Toughness, Endurance

Special Qualities: Porter Lifter: 20% discount on healing at the Temple of Silver Linings, +1 on Intimidate when with another guild member, can summon 2d2 guild members when calling for help

*Total Intimidate bonus for this encounter, is +4. Aiding Another can add an additional +4.

Possessions: Heavy Mace, pouch with 15 copper in it

Encounter 2

Nali KuKira: Female, Kalamaran, Brd 5: CR 5; Size M (5 ft., 5 in. tall); HD 5d6+5; hp 27; Init +2 (+2 Dex); Spd 30 ft.; AC 15 (+2 Dex, +2 armor); Attack +6 melee(1d6+2/18-20/x2 masterwork rapier), or +5 ranged(1d10/19-20/x2 heavy crossbow); SV Fort +2, Ref +6, Will +4; SQ: bardic knowledge, bardic music 5/day, countersong, fascinate, inspire courage +1, inspire competence; AL CG; Str 12, Dex 14, Con 12, Int 14, Wis 10, Cha 17.

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

Skills and Feats: Balance +2, Bluff +8, Concentration +9, Decipher Script +3, Diplomacy +6, Disguise +6, Gather Information +11, Hide +4, Listen +8, Move Silently +5, Perform (lyre) +14, Perform (sing) +11, Perform (whistle) +8, Spellcraft +8, Tumble +5 Skill Focus (Perform: Lyre), Weapon Finesse (rapier), Combat Casting

Special Qualities: *Countersong (Su):* Nali can counter magical effects that depend on sound by making a Perform check for each round of countersong. Any creature within 30 feet of Nali who is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of his or her saving throw if desired. Countersong lasts for 10 rounds

Fascinate(Sp): Nali can cause up to 2 creatures within 90 feet that can see and hear her to become fascinated with her (sit quietly, -4 penalty on skill checks made as reactions, such as Listen and Spot checks). The bard's Perform check result is the DC for the opponent's Will save. Any obvious threat breaks the effect. Fascination lasts 15 rounds.

Inspire Competence (Su): An ally within 30 feet who can see and hear Nali gets a +2 competence bonus on skill checks with a particular skill for as long as he can hear the music. Inspire confidence lasts for up to 20 rounds.

Inspire Courage (Su): Allies (including Nali) who can hear her receive a +1 morale bonus on saves against charm and fear effects and a +1 morale bonus on saves on attack and weapon damage rolls. The effects last for 5 rounds after the ally can no longer hear Nali.

Bard Spells Known (3/4/2; save DC 13+ spell level): 0--Detect Magic, Ghost Sound, Know Direction, Light, Lullaby, Read Magic; 1-- Charm Person, Comprehend Languages, Sleep, Ventriloquism; 2-- Cure Moderate Wounds, Eagle's Splendor, Suggestion.

Possessions: masterwork rapier, Leather armor, masterwork lyre, buckler, journal, ink, pouch with 100 gp.

Lamorga Nanazi: Female, Svimohzish, Mnk 5: CR 5; Size M (5 ft., 5 in. tall); HD 5d8+10; hp 38; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 15 (+2 Dex, +2 Wisdom, +1 monk), touch 15, flat footed 13; Attack +6(Unarmed) or +5(nunchaku) melee or +5/+5 Flurry of Blows (1d8+2/x2 unarmed), or +5 ranged; SV Fort +6, Ref +6, Will +6; SA: flurry of blows, ki strike, Stunning Fist; SQ: meta-org bonuses, evasion, Still Mind, slow fall, purity of body; AL LN; Str 15, Dex 15, Con 14, Int 10, Wis 15, Cha 10
Languages spoken: Merchant's Tongue, Low Kalamaran
Skills and Feats: Balance +10, Concentration +10, Jump +14, Intimidate +4, Profession (porter) +10, Combat Reflexes, Dodge, Improved Initiative, Stunning Fist, Weapon Focus (unarmed strike)
Special Qualities: Monk's AC bonus, improved damage, flurry of blows, evasion, Still Mind, purity of body, Porter's Guild Supervisor: 20% discount on healing at the Temple of Silver Linings, +2 on Intimidate when with another guild member, can summon 2d3 guild members when calling for help
Possessions: Monk's robes, pouch with 5 gold, nunchaku, 2x Potions of Cure Light Wounds

Encounter 3

Slave: Male human, Com1: HD 1d4+2; HP 6; Init +1 (Dex); Spd 30ft; AC 11 (+1 Dex); Atk: +1 melee (1d3+1 unarmed), +1 ranged (1d3+1 rock); SA: None; SQ: None; AL: CG; SV Fort: +2; Ref +3 Will +2; Str 12, Dex 12, Con 14, Int 10, Wis 14, Cha 12
Skills and Feats: Craft (Basketweaver) +4, Handle Animal +5, Listen +6, Use Rope +5. Feats: Endurance, Lighting reflexes
Possessions: None.

The Brotherhood of the Broken Chain

Vanamir (Red hawk) Seritan, Balan (The Tower) Dilomas, Nelata (Sparrow) Fapeki, Pilamel (Falcon) Patris, Feledar (Orca) Remosa,
FTR 5; Human Male; HD 5d10+10; HP 46; Init +2 (Dex); Spd 30ft; AC 15 (+3 Studded Leather Armor, +2 Dex); Atk: +8 melee (1d6+2 Quarterstaff [x2]), +7 ranged (1d4, Sling [x2]); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +6; Ref +6 Will +5; Str 14, Dex 15, Con 14, Int 12, Wis 12, Cha 14
Skills and Feats: Climb +8, Disguise +6, Heal +3, Speak: Low Kalamaran, Merchant's Tongue, Spot +4, Swim +4, Cleave, Great Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (quarterstaff)
Possessions: Disguise Kit, Healer's Kit, Peasant's Outfit, Quarterstaff, Sap, Short Sword, Sling w/15 Bullets, Studded Leather Armor, 7 GP, 50' Rope
Description: Members of the Brotherhood of the Broken Chain rely on being able to fade in and out of the crowd. To aid this they wear loose fitting commoner's clothes and cloaks. Although most have some sort of facial hair it is uncertain if this is natural or part of their disguise. They go by nicknames rather than their own for security's sake. Most of the Brotherhood worships the Guardian. Typical brotherhood members chafe at the many injustices that 'civilized' society has to offer. They appear to have amazing self-restraint and it is extremely rare for one to act against injustice while at their real station in life. Once darkness falls and they are wearing the garb of the brotherhood however, they readily deal with those that prey on the weak and unfortunate.

Porters x10

Exp 5; Human Male; HD 5d6+10; HP 32; Init +1 (Dex); Spd 30ft; AC 11 (+1 Dex); Atk: +6 melee (1d6+3 Club, 1d3+3 unarmed), +4 ranged (1d3+3, rock); SA: None; SQ: Meta-org bonuses; SR: None; AL: LN; SV Fort: +3; Ref +2; Will +5; Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 10
Skills and Feats: Climb +11, Handle Animal +8, Jump +11, Intimidate +9, Profession (Porter) +9, Swim +11, Dodge, Endurance, Power Attack,
Special Qualities: The porters are Apprentices in the Porter's Guild. The relevant benefits are the (included) +1 bonus to Intimidate when with another Guild member and the ability to call more Porters. When in a town or near any potential Guild members (at a caravansary, wharf, construction site, etc..) if a Guild member identifies himself as such and calls for help, 1d3+1 uninvolved Guild members will leap to his aid. These members are 1st-level experts armed with simple or improvised weapons. Any porters that get called by this bonus have the same statistics as given here. None of these "secondary" porters can call for more.
Possessions: Commoners outfits, 20 silver, Club with sign on it.

Torist Rhil: Male, Brandobian, Rog5: CR 5; Size M (6 ft., 1 in. tall); HD 5d6+10; hp 32; Init +3 (+3 Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 Armor), touch 13, flat footed 12; Attack +6 (1d6+1/x2 Sap) or +6 ranged(1d3+1/x2, rock); SV Fort +3, Ref +7, Will +3; SA: Sneak attack +3d6; SQ: meta-org bonuses, trapfinding, evasion, trapsense +1, uncanny dodge; AL LN; Str 12, Dex 17, Con 14, Int 14, Wis 14, Cha 10.

Languages spoken: Merchant's Tongue, Low Kalamaran

Skills and Feats: Appraise +9, Bluff +8, Diplomacy +12, Forgery +9, Gather Information +10, Hide +9, Intimidate +12, Knowledge (Baneta) +9, Listen +9, Profession (porter) +10, Sense Motive +9, Sleight of Hand +12, Dodge, Martial Weapon Proficiency (Sap), Weapon Finesse

Special Attacks: Sneak attack +3d6. A sap deals only non-lethal damage.

Special Qualities: trapfinding, evasion, trap sense +1, uncanny dodge Porter's Guild Supervisor: 20% discount on healing at the Temple of Silver Linings, +2 on Intimidate when with another guild member(included above), can summon 2d3 guild members when calling for help

Possessions: leather armor, sap, pouch with 40 gp, quill, parchment, paper, notebook, Potion of Cure Light Wounds (which he will use if he gets damaged)

Description: Torist Rhil is a mover and shaker in the Porters guild in Baneta. He's crooked, but he's smart. He knows it's harder to get caught at forgery than at murder, and that the punishments aren't nearly as bad. Hence, he never, EVER carries a lethal weapon. He pulls his weight in both the literal and figurative sense in the guild, and isn't above strongarm tactics, while remaining just this side of illegal.

Encounter 5

Use **Lamorga Nanazi** from Encounter 2, 6 Porters from Encounter 3, and **Torist Rhil** from Encounter 3.

Encounter 6

Ramir Heran: Male, Kalamaran, Rgr 5: CR 5; Size M (6 ft., 0 in. tall); HD 5d8+5; hp 33; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 Armor), touch 12, flat footed 12; Attack +9 (1d6+3/x2 Shortsword), or +7/+6 shortspear /throwing axe (1d6+3/x2 shortspear/ 1d6+1/x2 throwing axe) or +8 ranged(shortsword) or +7 ranged (throwing axe); SV Fort +5, Ref +6, Will +2; SA: combat style (Two-weapon fighting) SQ: 1st favored enemy (orcs), 2nd favored enemy(goblins) wild empathy, animal companion; AL CN; Str 17, Dex 15, Con 12, Int 12, Wis 12, Cha 9.

Languages spoken: Merchant's Tongue, Low Kalamaran

Skills and Feats: Climb +10, Heal +7, Hide +8, Jump +10, Knowledge (nature) +9, Listen +9, Move Silently +8, Search +6, Spot +9, Survival +9, Combat Reflexes, Dodge, Endurance, Track, Weapon Focus (Shortsword)

Special Attacks: Combat style (two-weapon fighting)

Special Qualities: wild empathy, 1st favored enemy, 2nd favored enemy, animal companion (wolf, see page 121 of the DMG)

Possessions: leather armor, 1 weeks rations, 4 shortspears, 1 dagger, pouch w/20 gold, map of Pekal, 2 throwing axes,

Spells: (1; save DC 12) 1st-entangle

Sul'Mar Romal: Male, Kalamaran, Rgr 5: CR 5; Size M (6 ft., 0 in. tall); HD 5d8+5; hp 33; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 Armor), touch 12, flat footed 12; Attack +9 (1d6+3/x2 Shortsword), or +7/+6 shortspear /throwing axe (1d6+3/x2 shortspear/ 1d6+1/x2 throwing axe) or +8 ranged(shortsword) or +7 ranged (throwing axe); SV Fort +5, Ref +6, Will +2; SA: combat style (Two-weapon fighting) SQ: 1st favored enemy (orcs), 2nd favored enemy(goblins) wild empathy, animal companion; AL CN; Str 17, Dex 15, Con 12, Int 12, Wis 12, Cha 9.

Languages spoken: Merchant's Tongue, Low Kalamaran

Skills and Feats: Climb +10, Heal +7, Hide +8, Jump +10, Knowledge (nature) +9, Listen +9, Move Silently +8, Search +6, Spot +9, Survival +9, Combat Reflexes, Dodge, Endurance, Track, Weapon Focus (Shortsword)

Special Attacks: Combat style (two-weapon fighting)

Special Qualities: wild empathy, 1st favored enemy, 2nd favored enemy, animal companion (wolf, see page 121 of the DMG)

Possessions: leather armor, 1 weeks rations, 4 shortspears, 1 dagger, pouch w/20 gold, map of Pekal, 2 throwing axes,

Spells:(1; save DC 12) 1st-*entangle*

Durasa Romal: Female, Kalamaran, Rgr 5: CR 5; Size M (6 ft., 0 in. tall); HD 5d8+5; hp 33; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 Armor), touch 12, flat footed 12; Attack +9 (1d6+3/x2 Shortspear), or +7/+6 shortspear /throwing axe (1d6+3/x2 shortspear/ 1d6+1/x2 throwing axe) or +8 ranged(shortspear) or +7 ranged (throwing axe); SV Fort +5, Ref +6, Will +2; SA: combat style (Two-weapon fighting) SQ: 1st favored enemy (orcs), 2nd favored enemy(goblins) wild empathy, animal companion; AL CN; Str 17, Dex 15, Con 12, Int 12, Wis 12, Cha 9.

Languages spoken: Merchant's Tongue, Low Kalamaran

Skills and Feats: Climb +10, Heal +7, Hide +8, Jump +10, Knowledge (nature) +9, Listen +9, Move Silently +8, Search +6, Spot +9, Survival +9, Combat Reflexes, Dodge, Endurance, Track, Weapon Focus (Shortspear)

Special Attacks: Combat style (two-weapon fighting)

Special Qualities: wild empathy, 1st favored enemy, 2nd favored enemy, animal companion (wolf, see page 121 of the DMG)

Possessions: leather armor, 1 weeks rations, 4 shortspears, 1 dagger, pouch w/20 gold, map of Pekal, 2 throwing axes,

Spells:(1; save DC 12) 1st-*entangle*

ATL 7

Encounter 1

Doolmar: Male human, Reanaarian Com2: CR 1; Size M (5 ft., 2 in. tall); HD 2d4+4; hp 11; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +2 melee(1d6+2/x2 club), or +2 ranged(club); SV Fort +2, Ref +1, Will +0; SQ: Metaorg bonuses; AL LN; Str 13, Dex 12, Con 14, Int 10, Wis 11, Cha 10.

Languages spoken: Merchant's Tongue, Low Kalamaran

Skills and Feats: Bluff +2, Diplomacy +1, Intimidate +3, Profession (porter) +5, Skill Focus (Intimidate), Endurance

Special Qualities: Porter Lifter: 20% discount on healing at the Temple of Silver Linings, +1 on Intimidate when with another guild member, can summon 2d2 guild members when calling for help

*Total Intimidate bonus for this encounter, is +4. Aiding Another can add an additional +4.

Possessions: Club pouch with 4 coppers in it

Gutar: Female, Half-Orc, Com1: CR 1/2; Size M (5 ft., 9 in. tall); HD 1d4+2; hp 6; Init +0 (+0 Dex); Spd 30 ft.; AC 10 (+0 Dex); Attack +3 melee(1d8+3/x2 heavy mace), or +0 ranged; SV Fort +2, Ref +0, Will +0; SQ: Metaorg bonuses; AL LN; Str 16, Dex 10, Con 14, Int 8, Wis 11, Cha 8.

Languages spoken: Merchant's Tongue,

Skills and Feats: Intimidate +3, Profession (porter) +2, Skill Focus (Intimidate)

Special Qualities: Porter Lifter: 20% discount on healing at the Temple of Silver Linings, +1 on Intimidate when with another guild member, can summon 2d2 guild members when calling for help

*Total Intimidate bonus for this encounter, is +4. Aiding Another can add an additional +4.

Possessions: Heavy Mace, pouch with 1 copper in it

Arturr: Male, Fhokki Com1/Ftr1: CR 1; Size M (6 ft., 5 in. tall); HD 1d4+3 + 1d10+3 +3; hp 17; Init +1 (+1 Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 armor); Attack +5 melee(1d8+3/x2 heavy mace), or +1 ranged; SV Fort +2, Ref +1, Will +0; SQ: Metaorg bonuses; AL LN; Str 16, Dex 12, Con 16, Int 8, Wis 11, Cha 8.

Languages spoken: Merchant's Tongue,

Skills and Feats: Intimidate +4, Profession (porter) +5, Weapon Focus (Heavy Mace), Toughness, Endurance

Special Qualities: Porter Lifter: 20% discount on healing at the Temple of Silver Linings, +1 on Intimidate when with another guild member, can summon 2d2 guild members when calling for help
*Total Intimidate bonus for this encounter, is +4. Aiding Another can add an additional +4.
Possessions: Heavy Mace, pouch with 15 copper in it

Encounter 2

Nali KuKira: Female, Kalamaran, Brd 5: CR 5; Size M (5 ft., 5 in. tall); HD 5d6+5; hp 27; Init +2 (+2 Dex); Spd 30 ft.; AC 15 (+2 Dex, +2 armor); Attack +6 melee(1d6+2/18-20/x2 masterwork rapier), or +5 ranged(1d10/19-20/x2 heavy crossbow); SV Fort +2, Ref +6, Will +4; SQ: bardic knowledge, bardic music 5/day, countersong, fascinate, inspire courage +1, inspire competence; AL CG; Str 12, Dex 14, Con 12, Int 14, Wis 10, Cha 17.

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

Skills and Feats: Balance +2, Bluff +8, Concentration +9, Decipher Script +3, Diplomacy +6, Disguise +6, Gather Information +11, Hide +4, Listen +8, Move Silently +5, Perform (lyre) +14, Perform (sing) +11, Perform (whistle) +8, Spellcraft +8, Tumble +5 Skill Focus (Perform: Lyre), Weapon Finesse (rapier), Combat Casting

Special Qualities: Countersong (Su): Nali can counter magical effects that depend on sound by making a Perform check for each round of countersong. Any creature within 30 feet of Nali who is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of his or her saving throw if desired. Countersong lasts for 10 rounds

Fascinate(Sp): Nali can cause up to 2 creatures within 90 feet that can see and hear her to become fascinated with her (sit quietly, -4 penalty on skill checks made as reactions, such as Listen and Spot checks). The bard's Perform check result is the DC for the opponent's Will save. Any obvious threat breaks the effect. Fascination lasts 15 rounds.

Inspire Competence(Su): An ally within 30 feet who can see and hear Nali gets a +2 competence bonus on skill checks with a particular skill for as long as he can hear the music. Inspire confidence lasts for up to 20 rounds.

Inspire Courage (Su): Allies (including Nali) who can hear her receive a +1 morale bonus on saves against charm and fear effects and a +1 morale bonus on saves on attack and weapon damage rolls. The effects last for 5 rounds after the ally can no longer hear Nali.

Bard Spells Known (3/4/2; save DC 13+ spell level); 0--Detect Magic, Ghost Sound, Know Direction, Light, Lullaby, Read Magic; 1-- Charm Person, Comprehend Languages, Sleep, Ventriloquism; 2-- Cure Moderate Wounds, Eagle's Splendor, Suggestion.

Possessions: masterwork rapier, Leather armor, masterwork lyre, buckler, journal, ink, pouch with 100 gp.

Lamorga Nanazi: Female, Svimohzish, Mnk 7: CR 7; Size M (5 ft., 5 in. tall); HD 7d8+14; hp 52; Init +6 (+2 Dex, +4 Improved Initiative); Spd 50 ft.; AC 15 (+2 Dex, +2 Wisdom, +1 monk), touch 15, flat footed 13; Attack +8(Unarmed) or +7(nunchaku) melee or +7/+7 Flurry of Blows (1d8+2/x2 unarmed), or +7 ranged; SV Fort +7, Ref +7, Will +7; SA: flurry of blows, ki strike, Stunning Fist; SQ: meta-org bonuses, evasion, Still Mind, slow fall 30 feet, purity of body, wholeness of body; AL LN; Str 15, Dex 15, Con 14, Int 10, Wis 15, Cha 10

Languages spoken: Merchant's Tongue, Low Kalamaran

Skills and Feats: Balance +10, Concentration +10, Hide +7, Intimidate +4, Jump +18, Move Silently +7, Profession (porter) +10, Combat Reflexes, Dodge, Improved Initiative, Improved Trip, Mobility, Stunning Fist, Weapon Focus (unarmed strike),

Special Qualities: Monk's AC bonus, improved damage, flurry of blows, evasion, Still Mind, purity of body, Slow fall 30 feet, wholeness of body, Porter's Guild Supervisor: 20% discount on healing at the Temple of Silver Linings, +2 on Intimidate when with another guild member, can summon 2d3 guild members when calling for help

Possessions: Monk's robes, pouch with 5 gold, nunchaku, 2x Potions of Cure Light Wounds

Encounter 3

Slave: Male human, Com1; HD 1d4+2; HP 6; Init +1 (Dex); Spd 30ft; AC 11 (+1 Dex); Atk: +1 melee (1d3+1 unarmed), +1 ranged (1d3+1 rock); SA: None; SQ: None; AL: CG; SV Fort: +2; Ref +3 Will +2; Str 12, Dex 12, Con 14, Int 10, Wis 14, Cha 12

Skills and Feats: Craft (Basketweaver) +4, Handle Animal +5, Listen +6, Use Rope +5. Feats: Endurance, Lightning reflexes

Possessions: None.

The Brotherhood of the Broken Chain

Vanamir (Red hawk) Seritan, Balan (The Tower) Dilomas, Nelata (Sparrow) Fapeki, Pilamel (Falcon) Patris, Feledar (Orca) Remosa,

FTR 7 Human Male; HD 7d10+14; HP 60; Init +2 (Dex); Spd 30ft; AC 15 (+3 Studded Leather Armor, +2 Dex); Atk: +10/+5 melee (1d6+2 Quarterstaff [x2]), +9 ranged (1d4, Sling [x2]); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +7; Ref +6; Will +5; Str 14, Dex 15, Con 14, Int 12, Wis 12, Cha 14

Skills and Feats: Climb +12, Disguise +6, Heal +3, Speak: Low Kalamaran, Merchant's Tongue, Spot +6, Swim +6, Cleave, Dodge, Great Cleave, Iron Will, Lightning Reflexes, Mobility, Power Attack, Weapon Focus (quarterstaff),

Possessions: Disguise Kit, Healer's Kit, Peasant's Outfit, Quarterstaff, Sap, Short Sword, Sling w/15 Bullets, Studded Leather Armor, 7 GP, 50' Rope

Description: Members of the Brotherhood of the Broken Chain rely on being able to fade in and out of the crowd. To aid this they wear loose fitting commoner's clothes and cloaks. Although most have some sort of facial hair it is uncertain if this is natural or part of their disguise. They go by nicknames rather than their own for security's sake. Most of the Brotherhood worships the Guardian. Typical brotherhood members chafe at the many injustices that 'civilized' society has to offer. They appear to have amazing self-restraint and it is extremely rare for one to act against injustice while at their real station in life. Once darkness falls and they are wearing the garb of the brotherhood however, they readily deal with those that prey on the weak and unfortunate.

Porters x10

Ftr1/Exp 6; Human Male; HD 1d10+2 + 6d6+12; HP 46; Init +1 (Dex); Spd 30ft; AC 11 (+1 Dex); Atk: +8 melee (1d6+3 Club, 1d3+3 unarmed), +6 ranged (1d3+3, rock); SA: None; SQ: Meta-org bonuses; SR: None; AL: LN; SV Fort: +6; Ref +3; Will +6; Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 10

Skills and Feats: Climb +13, Handle Animal +9, Jump +13, Intimidate +11, Profession (Porter) +10, Swim +12, Dodge, Endurance, Improved Bull Rush, Improved Unarmed strike, Power Attack,

Special Qualities: The porters are Apprentices in the Porter's Guild. The relevant benefits are the (included) +1 bonus to Intimidate when with another Guild member and the ability to call more Porters. When in a town or near any potential Guild members (at a caravansary, wharf, construction site, etc..) if a Guild member identifies himself as such and calls for help, 1d3+1 uninvolved Guild members will leap to his aid. These members are 1st-level experts armed with simple or improvised weapons. Any porters that get called by this bonus have the same statistics as given here. None of these "secondary" porters can call for more.

Possessions: Commoners outfits, 20 silver, Club with sign on it.

Torist Rhil: Male, Brandobian, Rog7: CR 7; Size M (6 ft., 1 in. tall); HD 7d6+14; hp 44; Init +3 (+3 Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 Armor), touch 13, flat footed 12; Attack +8 (1d6+1/x2 Sap) or +8 ranged(1d3+1/x2, rock); SV Fort +4 Ref +8, Will +4; SA: Sneak attack +4d6; SQ: meta-org bonuses, trapfinding, evasion, trapsense +2, uncanny dodge; AL LN; Str 12, Dex 17, Con 14, Int 14, Wis 14, Cha 10.

Languages spoken: Merchant's Tongue, Low Kalamaran

Skills and Feats: Appraise +11, Bluff +10, Diplomacy +20, Forgery +9, Gather Information +12, Hide +9, Intimidate +16, Knowledge (Baneta) +11, Listen +11, Profession (porter) +12, Sense Motive +13, Sleight of Hand +13, Dodge, Negotiator, Martial Weapon Proficiency (Sap), Weapon Finesse

Special Attacks: Sneak attack +4d6. A sap deals only non-lethal damage.

Special Qualities: trapfinding, evasion, trap sense +2, uncanny dodge Porter's Guild Foreman: 20% discount on healing at the Temple of Silver Linings, +4 on Diplomacy and Intimidate when with another guild member(included above), can summon 2d4 guild members when calling for help

Possessions: leather armor, sap, pouch with 40 gp, quill, parchment, paper, notebook, Potion of Cure Moderate Wounds(which he will use if he gets damaged)

Description: Torist Rhil is a mover and shaker in the Porters guild in Baneta. He's crooked, but he's smart. He knows it's harder to get caught at forgery than at murder, and that the punishments aren't nearly as bad. Hence, he never, EVER carries a lethal weapon. He pulls his weight in both the literal and figurative sense in the guild, and isn't above strongarm tactics, while remaining just this side of illegal.

Encounter 5

Use **Lamorga Nanazi** from Encounter 2, 6 Porters from Encounter 3, and **Torist Rhil** from Encounter 3.

Encounter 6

Ramir Heran: Male, Kalamaran, Rgr 7: CR 7; Size M (6 ft., 0 in. tall); HD 7d8+7; hp 45; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 Armor), touch 12, flat footed 12; Attack +11/+6 (1d6+3/x2 Shortspear), or +9/+4 shortspear and +8/+3 throwing axe (1d6+3/x2 shortspear/ 1d6+1/x2 throwing axe) or +10/+5 ranged(shortspear) or +9/+4 ranged (throwing axe); SV Fort +6, Ref +7, Will +3; SA: improved combat style (Two-weapon fighting) SQ: 1st favored enemy (orcs), 2nd favored enemy(goblins) wild empathy, animal companion, woodland stride; AL CN; Str 17, Dex 15, Con 12, Int 12, Wis 12, Cha 9.

Languages spoken: Merchant's Tongue, Low Kalamaran

Skills and Feats: Climb +12, Heal +7, Hide +10, Jump +12, Knowledge (nature) +11, Listen +11, Move Silently +11, Search +6, Spot +11, Survival +10, Blind-fight, Combat Reflexes, Dodge, Endurance, Track, Weapon Focus (Shortspear),

Special Attacks: Improved, Combat style (two-weapon fighting)

Special Qualities: wild empathy, 1st favored enemy, 2nd favored enemy, animal companion (wolf, see page 121 of the DMG), woodland stride

Possessions: leather armor, 1 weeks rations, 4 shortspears, 1 dagger, pouch w/20 gold, map of Pekal, 2 throwing axes

Spells:(2; save DC 12) 1st-*entangle*, *longstrider*

Sul'Mar Romal: Male, Kalamaran, Rgr 7: CR 7; Size M (6 ft., 0 in. tall); HD 7d8+7; hp 45; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 Armor), touch 12, flat footed 12; Attack +11/+6 (1d6+3/x2 Shortspear), or +9/+4 shortspear and +8/+3 throwing axe (1d6+3/x2 shortspear/ 1d6+1/x2 throwing axe) or +10/+5 ranged(shortspear) or +9/+4 ranged (throwing axe); SV Fort +6, Ref +7, Will +3; SA: improved combat style (Two-weapon fighting) SQ: 1st favored enemy (orcs), 2nd favored enemy(goblins) wild empathy, animal companion, woodland stride; AL CN; Str 17, Dex 15, Con 12, Int 12, Wis 12, Cha 9.

Languages spoken: Merchant's Tongue, Low Kalamaran

Skills and Feats: Climb +12, Heal +7, Hide +10, Jump +12, Knowledge (nature) +11, Listen +11, Move Silently +11, Search +6, Spot +11, Survival +10, Blind-fight, Combat Reflexes, Dodge, Endurance, Track, Weapon Focus (Shortspear),

Special Attacks: Improved, Combat style (two-weapon fighting)

Special Qualities: wild empathy, 1st favored enemy, 2nd favored enemy, animal companion (wolf, see page 121 of the DMG), woodland stride

Possessions: leather armor, 1 weeks rations, 4 shortspears, 1 dagger, pouch w/20 gold, map of Pekal, 2 throwing axes

Spells:(2; save DC 12) 1st-*entangle*, *longstrider*

Durasa Romal: Female, Kalamaran, Rgr 7: CR 7; Size M (6 ft., 0 in. tall); HD 7d8+7; hp 45; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 Armor), touch 12, flat footed 12; Attack +11/+6 (1d6+3/x2 Shortspear), or +9/+4 shortspear and +8/+3 throwing axe (1d6+3/x2 shortspear/ 1d6+1/x2 throwing axe) or +10/+5 ranged(shortspear) or +9/+4 ranged (throwing axe); SV Fort +6, Ref +7, Will +3; SA: improved combat

style (Two-weapon fighting) SQ: 1st favored enemy (orcs), 2nd favored enemy(goblins) wild empathy, animal companion, woodland stride; AL CN; Str 17, Dex 15, Con 12, Int 12, Wis 12, Cha 9.
Languages spoken: Merchant's Tongue, Low Kalamaran
Skills and Feats: Climb +12, Heal +7, Hide +10, Jump +12, Knowledge (nature) +11, Listen +11, Move Silently +11, Search +6, Spot +11, Survival +10, Blind-fight, Combat Reflexes, Dodge, Endurance, Track, Weapon Focus (Shortspear),
Special Attacks: Improved, Combat style (two-weapon fighting)
Special Qualities: wild empathy, 1st favored enemy, 2nd favored enemy, animal companion (wolf, see page 121 of the DMG), woodland stride
Possessions: leather armor, 1 weeks rations, 4 shortspears, 1 dagger, pouch w/20 gold, map of Pekal, 2 throwing axes
Spells:(2; save DC 12) 1st-*entangle*, *longstrider*

ATL 9

Encounter 1

Doolmar: Male human, Reanaarian Com2: CR 1; Size M (5 ft., 2 in. tall); HD 2d4+4; hp 11; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +2 melee(1d6+2/x2 club), or +2 ranged(club); SV Fort +2, Ref +1, Will +0; SQ: Metaorg bonuses; AL LN; Str 13, Dex 12, Con 14, Int 10, Wis 11, Cha 10.
Languages spoken: Merchant's Tongue, Low Kalamaran
Skills and Feats: Bluff +2, Diplomacy +1, Intimidate +3, Profession (porter) +5, Skill Focus (Intimidate), Endurance
Special Qualities: Porter Lifter: 20% discount on healing at the Temple of Silver Linings, +1 on Intimidate when with another guild member, can summon 2d2 guild members when calling for help
 *Total Intimidate bonus for this encounter, is +4. Aiding Another can add an additional +4.
Possessions: Club pouch with 4 coppers in it

Gutar: Female, Half-Orc, Com1: CR 1/2; Size M (5 ft., 9 in. tall); HD 1d4+2; hp 6; Init +0 (+0 Dex); Spd 30 ft.; AC 10 (+0 Dex); Attack +3 melee(1d8+3/x2 heavy mace), or +0 ranged; SV Fort +2, Ref +0, Will +0; SQ: Metaorg bonuses; AL LN; Str 16, Dex 10, Con 14, Int 8, Wis 11, Cha 8.
Languages spoken: Merchant's Tongue,
Skills and Feats: Intimidate +3, Profession (porter) +2, Skill Focus (Intimidate)
Special Qualities: Porter Lifter: 20% discount on healing at the Temple of Silver Linings, +1 on Intimidate when with another guild member, can summon 2d2 guild members when calling for help
 *Total Intimidate bonus for this encounter, is +4. Aiding Another can add an additional +4.
Possessions: Heavy Mace, pouch with 1 copper in it

Arturr: Male, Fhokki Com1/Ftr1: CR 1; Size M (6 ft., 5 in. tall); HD 1d4+3 + 1d10+3 +3; hp 17; Init +1 (+1 Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 armor); Attack +5 melee(1d8+3/x2 heavy mace), or +1 ranged; SV Fort +2, Ref +1, Will +0; SQ: Metaorg bonuses; AL LN; Str 16, Dex 12, Con 16, Int 8, Wis 11, Cha 8.
Languages spoken: Merchant's Tongue,
Skills and Feats: Intimidate +4, Profession (porter) +5, Weapon Focus (Heavy Mace), Toughness, Endurance
Special Qualities: Porter Lifter: 20% discount on healing at the Temple of Silver Linings, +1 on Intimidate when with another guild member, can summon 2d2 guild members when calling for help
 *Total Intimidate bonus for this encounter, is +4. Aiding Another can add an additional +4.
Possessions: Heavy Mace, pouch with 15 copper in it

Encounter 2

Nali KuKira: Female, Kalamaran, Brd 5: CR 5; Size M (5 ft., 5 in. tall); HD 5d6+5; hp 27; Init +2 (+2 Dex); Spd 30 ft.; AC 15 (+2 Dex, +2 armor); Attack +6 melee(1d6+2/18-20/x2 masterwork rapier), or +5 ranged(1d10/19-20/x2 heavy crossbow); SV Fort +2, Ref +6, Will +4; SQ: bardic knowledge, bardic music

5/day, countersong, fascinate, inspire courage +1, inspire competence; AL CG; Str 12, Dex 14, Con 12, Int 14, Wis 10, Cha 17.

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

Skills and Feats: Balance +2, Bluff +8, Concentration +9, Decipher Script +3, Diplomacy +6, Disguise +6, Gather Information +11, Hide +4, Listen +8, Move Silently +5, Perform (lyre) +14, Perform (sing) +11, Perform (whistle) +8, Spellcraft +8, Tumble +5 Skill Focus (Perform: Lyre), Weapon Finesse (rapier), Combat Casting

Special Qualities: *Countersong (Su):* Nali can counter magical effects that depend on sound by making a Perform check for each round of countersong. Any creature within 30 feet of Nali who is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of his or her saving throw if desired. Countersong lasts for 10 rounds

Fascinate(Sp): Nali can cause up to 2 creatures within 90 feet that can see and hear her to become fascinated with her (sit quietly, -4 penalty on skill checks made as reactions, such as Listen and Spot checks). The bard's Perform check result is the DC for the opponent's Will save. Any obvious threat breaks the effect. Fascination lasts 15 rounds.

Inspire Competence(Su): An ally within 30 feet who can see and hear Nali gets a +2 competence bonus on skill checks with a particular skill for as long as he can hear the music. Inspire confidence lasts for up to 20 rounds.

Inspire Courage (Su): Allies (including Nali) who can hear her receive a +1 morale bonus on saves against charm and fear effects and a +1 morale bonus on saves on attack and weapon damage rolls. The effects last for 5 rounds after the ally can no longer hear Nali.

Bard Spells Known (3/4/2; save DC 13+ spell level); 0--Detect Magic, Ghost Sound, Know Direction, Light, Lullaby, Read Magic; 1-- Charm Person, Comprehend Languages, Sleep, Ventriloquism; 2-- Cure Moderate Wounds, Eagle's Splendor, Suggestion.

Possessions: masterwork rapier, Leather armor, masterwork lyre, buckler, journal, ink, pouch with 100 gp.

Lamorga Nanazi: Female, Svimohzish, Mnk 9: CR 9; Size M (5 ft., 5 in. tall); HD 9d8+18; hp 66; Init +6 (+2 Dex, +4 Improved Initiative); Spd 60 ft.; AC 16 (+2 Dex, +6 Wisdom, +1 monk), touch 15, flat footed 13; Attack +9/+4(Unarmed) or +8/+3(nunchaku) melee or +9/+9/+4 Flurry of Blows (1d10+2/x2 unarmed), or +8/+3 ranged; SV Fort +8, Ref +8, Will +9; SA: flurry of blows, ki strike, Stunning Fist; SQ: meta-org bonuses, improved evasion, Still Mind, slow fall 40 feet, purity of body, wholeness of body; AL LN; Str 15, Dex 15, Con 14, Int 10, Wis 16, Cha 10

Languages spoken: Merchant's Tongue, Low Kalamaran

Skills and Feats: Balance +10, Concentration +10, Hide +7, Intimidate +7, Jump +26, Move Silently +7, Profession (porter) +14, Deflect Arrows, Dodge, Improved Initiative, Improved Trip, Mobility, Spring Attack, Stunning Fist, Weapon Focus (unarmed strike),

Special Qualities: Monk's AC bonus, improved damage, flurry of blows, Improved evasion, Still Mind, purity of body, Slow fall 30 feet, wholeness of body, Porter's Guild Supervisor: 20% discount on healing at the Temple of Silver Linings, +2 on Intimidate when with another guild member, can summon 2d3 guild members when calling for help

Possessions: Monk's robes, pouch with 5 gold, nunchaku, 2x Potions of Cure Light Wounds

Encounter 3

Slave: Male human, Com1; HD 1d4+2; HP 6; Init +1 (Dex); Spd 30ft; AC 11 (+1 Dex); Atk: +1 melee (1d3+1 unarmed), +1 ranged (1d3+1 rock); SA: None; SQ: None; AL: CG; SV Fort: +2; Ref +3 Will +2; Str 12, Dex 12, Con 14, Int 10, Wis 14, Cha 12

Skills and Feats: Craft (Basketweaver) +4, Handle Animal +5, Listen +6, Use Rope +5. Feats: Endurance, Lightning reflexes

Possessions: None.

The Brotherhood of the Broken Chain

Vanamir (Red hawk) Seritan, Balan (The Tower) Dilomas, Nelata (Sparrow) Fapeki, Pilamel (Falcon) Patris, Feledar (Orca) Remosa, FTR 9; Human Male; HD 9d10+18; HP 76; Init +6 (Dex, Improved Initiative); Spd 30ft; AC 15 (+3 Studded Leather Armor, +2 Dex); Atk: +12/+7 melee (1d6+2 Quarterstaff [x2]), +11 ranged (1d4, Sling [x2]); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +8; Ref +7; Will +6;

Str 15, Dex 15, Con 14, Int 12, Wis 12, Cha 14

Skills and Feats: Climb +14, Disguise +6, Heal +3, Speak: Low Kalamaran, Merchant's Tongue, Spot +6, Swim +14, Cleave, Dodge, Great Cleave, Hammer and Anvil, Iron Will, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Weapon Focus (quarterstaff),

Possessions: Disguise Kit, Healer's Kit, Peasant's Outfit, Quarterstaff, Sap, Short Sword, Sling w/15 Bullets, Studded Leather Armor, 7 GP, 50' Rope,

Description: Members of the Brotherhood of the Broken Chain rely on being able to fade in and out of the crowd. To aid this they wear loose fitting commoner's clothes and cloaks. Although most have some sort of facial hair it is uncertain if this is natural or part of their disguise. They go by nicknames rather than their own for security's sake. Most of the Brotherhood worships the Guardian. Typical brotherhood members chafe at the many injustices that 'civilized' society has to offer. They appear to have amazing self-restraint and it is extremely rare for one to act against injustice while at their real station in life. Once darkness falls and they are wearing the garb of the brotherhood however, they readily deal with those that prey on the weak and unfortunate.

Porters x10

Ftr1/Exp 8; Human Male; HD 1d10+2 + 8d6+16; HP 58; Init +1 (Dex); Spd 30ft; AC 11 (+1 Dex); Atk: +10/+5 melee (1d6+3 Club, 1d3+3 unarmed), +8/+3 ranged (1d3+3, rock); SA: None; SQ: Meta-org bonuses; SR: None; AL: LN; SV Fort: +6; Ref +3; Will +7; Str 17, Dex 12, Con 14, Int 10, Wis 12, Cha 10

Skills and Feats: Climb +15, Handle Animal +11, Jump +15, Intimidate +13, Profession (Porter) +12, Swim +14, Dodge, Endurance, Improved Bull Rush, Improved Unarmed strike, Power Attack, Improved Overrun

Special Qualities: The porters are Apprentices in the Porter's Guild. The relevant benefits are the (included) +1 bonus to Intimidate when with another Guild member and the ability to call more Porters. When in a town or near any potential Guild members (at a caravansary, wharf, construction site, etc.,) if a Guild member identifies himself as such and calls for help, 1d3+1 uninvolved Guild members will leap to his aid. These members are 1st-level experts armed with simple or improvised weapons. Any porters that get called by this bonus have the same statistics as given here. None of these "secondary" porters can call for more.

Possessions: Commoners outfits, 20 silver, Club with sign on it.

Torist Rhil: Male, Kalamaran, Rog9: CR 9; Size M (6 ft., 1 in. tall); HD 9d6+18; hp 56; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+4 Dex, +2 Armor), touch 13, flat footed 12; Attack +10/+5 (1d6+1/x2 Sap) or +10/+5 ranged(1d3+1/x2, rock); SV Fort +5 Ref +10, Will +5; SA: Sneak attack +5d6; SQ: meta-org bonuses, trapfinding, evasion, trapsense +3, improved uncanny dodge; AL LN; Str 12, Dex 18, Con 14, Int 14, Wis 14, Cha 10.

Languages spoken: Merchant's Tongue, Low Kalamaran

Skills and Feats: Appraise +13, Bluff +13, Diplomacy +21, Forgery +11, Gather Information +14, Hide +10, Intimidate +18, Knowledge (Baneta) +13, Listen +13, Profession (porter) +14, Sense Motive +15, Sleight of Hand +16, Dodge, Improved Initiative, Negotiator, Martial Weapon Proficiency (Sap), Weapon Finesse

Special Attacks: Sneak attack +4d6. A sap deals only non-lethal damage.

Special Qualities: trapfinding, evasion, trap sense +2, uncanny dodge Porter's Guild Foreman: 20% discount on healing at the Temple of Silver Linings, +4 on Diplomacy and Intimidate when with another guild member(included above), can summon 2d4 guild members when calling for help

Possessions: leather armor, sap, pouch with 40 gp, quill, parchment, paper, notebook, Potion of Cure Moderate Wounds(which he will use if he gets damaged)

Description: Torist Rhil is a mover and shaker in the Porters guild in Baneta. He's crooked, but he's smart. He knows it's harder to get caught at forgery than at murder, and that the punishments aren't nearly as bad. Hence, he never, EVER carries a lethal weapon. He pulls his weight in both the literal and figurative sense in the guild, and isn't above strongarm tactics, while remaining just this side of illegal.

Encounter 5

Use **Lamorga Nanazi** from Encounter 2, 6 Porters from Encounter 3, and **Torist Rhil** from Encounter 3.

Encounter 6

Ramir Heran: Male, Kalamaran, Rgr 9: CR 9; Size M (6 ft., 0 in. tall); HD 9d8+9; hp 57; Init +3 (+3 Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 Armor), touch 13, flat footed 12; Attack +13/+8 (1d6+3/x2 Shortspear), or +11/+6 shortspear and +10/+5 throwing axe (1d6+3/x2 shortspear/ 1d6+1/x2 throwing axe) or +13/+8 ranged(shortspear) or +12/+7 ranged (throwing axe); SV Fort +7, Ref +8, Will +4; SA: evasion, improved combat style (Two-weapon fighting) SQ: 1st favored enemy (orcs), 2nd favored enemy(goblins) wild empathy, animal companion, woodland stride, Swift tracker; AL CN; Str 17, Dex 16, Con 12, Int 12, Wis 12, Cha 9.

Languages spoken: Merchant's Tongue, Low Kalamaran

Skills and Feats: Climb +14, Heal +8, Hide +13, Jump +14, Knowledge (nature) +13, Listen +13, Move Silently +14, Search +9, Spot +11, Survival +10, Blind-fight, Combat Reflexes, Dodge, Endurance, Track, Weapon Focus (Shortspear),

Special Attacks: Improved, Combat style (two-weapon fighting)

Special Qualities: Evasion, wild empathy, 1st favored enemy, 2nd favored enemy, animal companion (wolf, see page 121 of the DMG), woodland stride, swift tracker

Possessions: leather armor, 1 weeks rations, 4 shortspears, 1 dagger, pouch w/20 gold, map of Pekal, 2 throwing axes

Spells:(2; save DC 11+ spell level) 1st-*entangle*, *longstrider*, 2nd-*cure light wounds*

Sul'Mar Romal: Male, Kalamaran, Rgr 9: CR 9; Size M (6 ft., 0 in. tall); HD 9d8+9; hp 57; Init +3 (+3 Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 Armor), touch 13, flat footed 12; Attack +13/+8 (1d6+3/x2 Shortspear), or +11/+6 shortspear and +10/+5 throwing axe (1d6+3/x2 shortspear/ 1d6+1/x2 throwing axe) or +13/+8 ranged(shortspear) or +12/+7 ranged (throwing axe); SV Fort +7, Ref +8, Will +4; SA: evasion, improved combat style (Two-weapon fighting) SQ: 1st favored enemy (orcs), 2nd favored enemy(goblins) wild empathy, animal companion, woodland stride, Swift tracker; AL CN; Str 17, Dex 16, Con 12, Int 12, Wis 12, Cha 9.

Languages spoken: Merchant's Tongue, Low Kalamaran

Skills and Feats: Climb +14, Heal +8, Hide +13, Jump +14, Knowledge (nature) +13, Listen +13, Move Silently +14, Search +9, Spot +11, Survival +10, Blind-fight, Combat Reflexes, Dodge, Endurance, Track, Weapon Focus (Shortspear),

Special Attacks: Improved, Combat style (two-weapon fighting)

Special Qualities: Evasion, wild empathy, 1st favored enemy, 2nd favored enemy, animal companion (wolf, see page 121 of the DMG), woodland stride, swift tracker

Possessions: leather armor, 1 weeks rations, 4 shortspears, 1 dagger, pouch w/20 gold, map of Pekal, 2 throwing axes

Spells:(2; save DC 11+ spell level) 1st-*entangle*, *longstrider*, 2nd-*cure light wounds*

Durasa Romal: Female, Kalamaran, Rgr 9: CR 9; Size M (6 ft., 0 in. tall); HD 9d8+9; hp 57; Init +3 (+3 Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 Armor), touch 13, flat footed 12; Attack +13/+8 (1d6+3/x2 Shortspear), or +11/+6 shortspear and +10/+5 throwing axe (1d6+3/x2 shortspear/ 1d6+1/x2 throwing axe) or +13/+8 ranged(shortspear) or +12/+7 ranged (throwing axe); SV Fort +7, Ref +8, Will +4; SA: evasion, improved combat style (Two-weapon fighting) SQ: 1st favored enemy (orcs), 2nd favored enemy(goblins) wild empathy, animal companion, woodland stride, Swift tracker; AL CN; Str 17, Dex 16, Con 12, Int 12, Wis 12, Cha 9.

Languages spoken: Merchant's Tongue, Low Kalamaran

Skills and Feats: Climb +14, Heal +8, Hide +13, Jump +14, Knowledge (nature) +13, Listen +13, Move Silently +14, Search +9, Spot +11, Survival +10, Blind-fight, Combat Reflexes, Dodge, Endurance, Track, Weapon Focus (Shortspear),

Special Attacks: Improved, Combat style (two-weapon fighting)

Special Qualities: Evasion, wild empathy, 1st favored enemy, 2nd favored enemy, animal companion (wolf, see page 121 of the DMG), woodland stride, swift tracker

Possessions: leather armor, 1 weeks rations, 4 shortspears, 1 dagger, pouch w/20 gold, map of Pekal, 2 throwing axes

Spells:(2; save DC 11+ spell level) 1st-*entangle*, *longstrider*, 2nd-*cure light wounds*