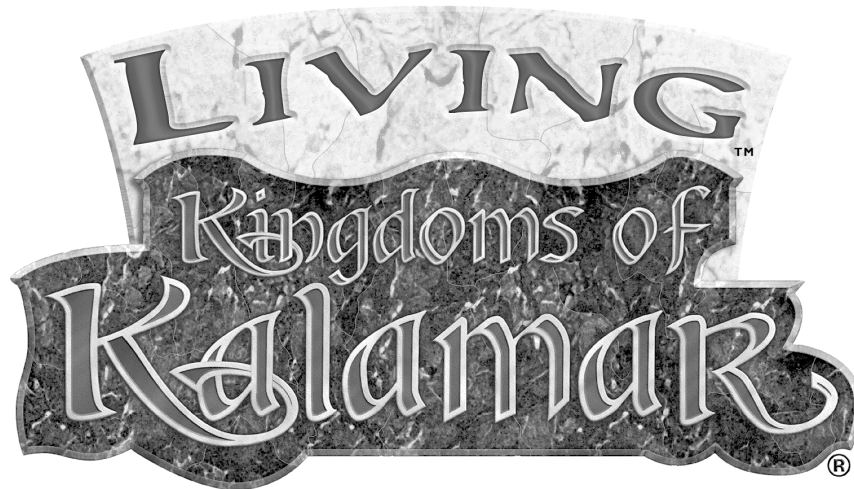


LKoK-1



If I were a Rich Man

A One Round *Living*[™] *Kingdoms of Kalamar* Adventure
for characters of 1st or 2nd level only level only

by Daniel S. Donnelly

A nearby village needs the characters' help to turn their bad luck around.

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Introduction

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

You, the Dungeon Master® (DM), will need a copy of the Dungeons & Dragons® 3rd Edition Player's Handbook, Dungeon Master's Guide, and Monster Manual for these events. All the adventures take place in the *Kingdoms of Kalamar®* campaign setting in the Principality of Pekal. Therefore, the DM should also have the *Kingdoms of Kalamar* campaign sourcebook and the *Kingdoms of Kalamar Player's Guide*.

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

Text that appears in shaded boxes is player information, that you may read aloud or paraphrased as appropriate. Each encounter includes abbreviated monster and NPC statistics. Specific statistics for key Non-Player Characters (NPCs), as well as monsters and other material are included in an Appendix at the back of the book. This adventure includes certificates that may be photocopied and handed out to players as appropriate.

The DM should read this adventure entirely at least once before playing in order to ensure smooth play, as there are many important aspects relating to flavor and culture.

Background

This whole adventure revolves around events put into place many generations ago. Before the Principality of Pekal gained their independence, before even the formation of the College of Magic in the Kalamaran Empire. Back during the construction of Kolokar's Barrier far to the east of Pekal.

It all began with an extremely dedicated cleric of Kasatori, the God of passion and wine. This cleric whose name has long been forgotten had made one of the greatest discoveries, the wondrous grapes and wine created by a tiny settlement of Dejy of Shyta-na-Doby. Of course back then it was not known as the City of Celebration, or the City of Wine. It was a small tribal village struggling to survive.

The cleric knew what the Dejy tribesman had but he did not have the charisma or faith in himself to teach the Dejy about Kasatori. Thus it was that he stole away, shunts of vine secured tightly within his robes. He wandered southeast coming to a large body of water. At first he thought it might be the Elos Bay, however he had found Lake Eb'Sobet.

He built a small vineyard near where the village of Corifar now stands. During the spring and summer months he cultivated the grapevines, hoping to create the world's greatest wine. Unfortunately, he was not knowledgeable in the weather of what would become Pekal. A wave of cold weather similar to the one that the PCs will have just endured came suddenly through the area. His grapes were going to die.

Coming quickly to this conclusion the cleric began a terrible and desperate ritual. In the small building that was his home he quickly prepared for what he must do. Using his own body as a sacrifice to Kasatori he pleaded with the Father of Wine to protect his child (the grape vine) and ensure that it would remain safe until another member of The Passionate Peoplehood could come to tend it.

No one can know the thoughts of a god, however Kasatori must have heard the cleric's prayer. The building, land, and vine were all protected from the coming frost. Kasatori provided protection and nourishment for the grapes, however, he did not send any of his clergy to find the building. Instead, omens, riddles and prophecies were created that slowly lead the clergy to Shyta-na-Doby where his is now the only temple in the City of Wine.

Kasatori's grand magics have now begun to fade. The Bloody Hood, a constellation in Tellene's sky (see Kingdoms of Kalamar pg 232), signaled a metaphysical change in the lands. Where the small building was once impossible to locate physically or magically, it can now be discovered. Of course, the first to discover the building were the goblins. Not understanding what they had found, they finished most of the wine and used the warm land to survive the cold. And this is where the PCs will enter the story.

Adventure Synopsis

This is a standard adventure set within the town of Lebolegido, a little west of the capital of Bet Rogala. In order to run this adventure you must make sure that you should read and understand the environment of the Principality of Pekal. This information can be located in the Pekal Gazetteer and the Kingdoms of Kalamar Campaign Setting.

This scenario places the PCs into a situation that they are simply being charitable to a small group of farmers outside the city that are having problems. It is a very good module for low-level characters, as they will tend to use their minds and teamwork. It will also introduce the players and characters to the area of Lebolegido. This large town is very close to the capital, as well as being a major port on Lake Eb'Sobet. More information regarding Lebolegido can be located below.

The gist of the matter is that the small farming community near what was once Corifar has been plagued with difficulties since their neighboring friends were killed over six months ago by raiders. The difficulties have led the leader of the village to personally go into Lebolegido with the village's small amount of trade goods looking to hire help. Enter the PCs.

The module is broken out into the following encounters:

Introduction:

The event starts in the market district of the city. There are a number of PCs and other notable NPCs moving about, some of the more famous PCs from the campaign can be stopped and spoken with. Finally, the PCs will find a lonely farmer trying to sell some "not so" fresh fruit. He is definitely being snubbed by the mainstream of the market place.

Par'loma will introduce himself and try to sell his wares as well as he can. The PCs will find out that he really has a problem and they may be inclined to help him. There are other items and shops open to the PCs in the market place.

Encounter One: Traveling Music Please

The PCs will have to travel to the village with Par'loma and his cart by mule. The mule and the small cart are the only items that Par'loma has with him. This encounter allows the characters to interact and develop some sense of being a team.

Encounter Two: Bears in the Woods

Prior to entering the woods that separate the party from their destination, Par'loma declares that it is time to rest for the night and he does not want to sleep in the woods as they are reputedly haunted. Had the party left town first thing in the morning, they could have traversed the woods before dark. The players will encounter a family of wild bears.

Encounter Three: Almost there

After coming out of the woods the players catch sight of some smoke off in the distance. As they rush up, they will find that a farm has been attacked, the able-bodied males have been killed, two young girls have escaped harm because they were safely hidden away and the other two remaining humans were spirited away by the marauding goblins. The players will learn, if they investigate that the two survivors were taken by goblins and they may attempt a rescue.

Encounter Four: Arrival in the Village

As they arrive in town, the few villagers presently in town will see the party and have mixed reactions. Some will be happy that the party is there, but some will be very put out that the party has been hired to solve their problem for them.

Some of the villagers will push for the adventurers to settle in the village as it will increase the ability of the village to defend itself. Otherwise, the villagers will try to draft the players into helping with various tasks such as digging a well (possible adventure here if they choose to assist), planting some trees, and an old fashioned barn-raising. During these tasks, the players can learn many pieces of information that will help them in solving the mystery.

Encounter Five: Celebration / Raid

At the end of the week, the village holds a party to celebrate the barn-raising. Assuming the players are not working in their armor and carrying their weapons (if they do, they will take damage from over-exertion), they will have to use available tools such as hammers, axes, pitchforks and daggers to fend off the small goblin raiding party.

Encounter Six: The Goblin Lair

In all likelihood, the players will want to gird-up and find the goblin's lair to finish off the job. When they do this, they will find out the true problem, the lair is a desecrated temple of Kasatori and contains an imprisoned water elemental. How the PCs handle the experience in the Temple will determine the future health of the farmlands around the area.

Conclusion-A:

The PCs succeed but do not reveal themselves as heroes. They are offered a farm in the valley of their very own. Par'loma also offers his thanks and pays off the party in mostly product and some gold.

Conclusion-B:

This conclusion assumes that the PCs either did not complete the event or did so while villagers noticed their spellcasting or adventurer trappings.

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

Encounter Three

- If the majority of your players have 2nd level characters increase the number of goblins to 18. This will also adjust the tracking DC by (-2).
- If there is at least one 3rd level character in the group give the warchief two levels of barbarian. This increases his Atk by +2, hp by +14 and gives him standard barbarian abilities.

Encounter Five

- If the majority of your players have 2nd level characters increase the number of goblins to 12.
- If there is at least one 3rd level character in the group add a warchief with two levels of barbarian. This increases his Atk by +2, hp by +14 and gives him standard barbarian abilities. Also, give the shaman a level of barbarian adding +1 to his Atk and +7 to his hps.

Adventure Hooks

This is where the adventurers enter the story. The winter months are still upon Tellene however, the unusual bitter cold of the last weeks has finally begun to wane. Pekal rarely suffers a frost

and thus the farmers are able to usually plant in mid-winter and again in late summer giving them two harvests a year. Below are several ways to draw the PCs into the plot:

- If playing as part of The Living Kalamar campaign the characters should be on their way to Bet Rogala to make a name for themselves. The capital has much to offer adventurers. Either the caravan the adventurers were traveling with stopped here to wait out the unlikely cold, or the adventurers stopped themselves prior to continuing.
- If the characters have played *The Steel Guard*, one of the introductory adventures for the Living Kalamar campaign, Midalita B'Rogupar would have steered them towards Lebolegido to sell off the orc/ettin equipment on their way to Bet Rogala.
- If you are not using official Living Kalamar characters, you will need to determine why the characters are in Lebolegido. Below is a summary of the information that is generally known regarding Lebolegido, try to determine why your characters would want to visit the town.

The Town of Lebolegido, The Water Town

Population: Town population, 3,518. Humans (Kalamaran, Brandobian and Deji) are in the majority, but there are plenty of non-humans and a neighborhood of Fhokki as well. The town is part of the Central District of the Principality.

At a Glance: Home to eight members of the Honorable, Lebolegido is almost large enough to be considered a city. It is a bustling town with a very active market. Six large keeps surround the town and the small Ribelis River which flows slowly into Lake Eb'Sobet. The town is partially walled, the city architects leaving plenty of room for additional growth. There are a number of large farms on the outskirts of town and many small villages nearby.

Government: a council of twelve governs the town. Six of the Honorable currently sit on the Council. The other six members of the Council include four of the more profitable merchants of the town, the local army commander and Jiloba B'Lobatar, an adventurer who resides in the town. The Council rarely meets; the town runs itself very well. They do elect a yearly mayor from among the Council members. Currently Ranselita Fortron, a merchant of Brandobian ancestry is serving as mayor.

Economy: Lebolegido is situated at the junction of three roads. The Merchant Way runs through Lebolegido between Favido and Bet Rogala. There is also another cobblestone road that leads due south into the greater farmlands of the Central District. Lebolegido is also a major port, the second largest port and the largest natural harbor on Lake Eb'Sobet. The town is an agricultural paradise with food goods from around Tellene making their way into Lebolegido's market. It also has a number of artisans within its walls that specialize in creating the most spectacular figureheads. These artisans are a very tight group and without exception are all of pure Fhokki ancestries. It is unknown where they find their muse, but without a doubt there is a long waiting list for their products.

The truth is that the Fhokki have a relationship with a number of artisans from the bottom of Lake Eb'Sobet. These underwater artisans exchange their designs with those of the land dwellers.

Military: Fort Lakeside rests just to the northeast of Lebolegido and there is a small garrison of troops that reside in the fort. Two of the Honorable are retired army officers who tend to deal with any military or militia requirements. Colonel Sortureer Seetoo, was once in command of all the Principality's naval marines. He is the local expert regarding sea stories and tales of the creatures of the deep. Master of Sergeants Kurgaz Vakhtunaz, was one of the first half-hobgoblins to be promoted in the army of the Principality. He is the first Honorable of half-hobgoblin ancestry. The local commander is Captain Romari, a gnomish warrior from the Kamarela Mounds. He is very competent but does tend to consult Kurgaz or Sortureer when he

is unsure of a decision. The garrison is made up of 64 men and women, a quarter of them archers.

Major Temples: There are actually three temples in the town of Lebolegido. The Church of the Life's Fire has the largest following in the city although there are almost as many that worship at The Home Foundation. There is a small temple with two full time clerics of the Halls of the Valiant.

While the majority of townsfolk worship at one of the three major temples, there is a small minority that dedicates their worship to one of the two small shrines in the town. First there is a very old shrine dedicated to Ravarr the Traveler. This shrine is hand carved of knotted oak and stands almost 15 feet tall. The original Fhokki travelers that settled in the area almost 170 years ago carried the shrine from the northern lands to Lebolegido.

The second shrine in Lebolegido is dedicated to Natirel the Strategist. This shrine stands outside of the gladiatorial school constructed entirely of captured weapons. It is in front of this shrine that gladiators make their pledges and the society of The Blooded meet.

Mages & Sages: The only well known wizard in town is Jiloba B'Lobatar. Jiloba is very talented and is currently researching spells and magic for use underwater. She can often be found down near either the river or the lake. Jiloba is specialized in the area of transmutative magic and occasionally the rumor starts up that she may be leaving soon to begin teaching in Bet Rogala's College of Magic.

Colonel Sortureer Seetoo is very well known as a source of information regarding the sea and all its creatures. He is also well spoken and known for the surprisingly detailed information that he has regarding the various navies of the Kingdoms. What is not known to the public is the fact that Colonel Sortureer Seetoo has continued contact with Rolon from the city of Aasaer. Rolon keeps the Colonel up to date with the information that he hears regarding the various navies. He receives this information regularly via the Clergy of the Merciful Fates.

Jiloba B'Lobatar, female, human, Wiz9: CR 9; Medium Humanoid (5 ft. 6-in tall); HD 9d4+18; hp 46; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (Deflection +3, Dex +3); Attack +4 melee, or +7 ranged; SV Fort +7, Ref +8, Will +9; AL LN; Str 10, Dex 16, Con 14, Int 20, Wis 10, Cha 14.

Skills and Feats: Alchemy +12, Bluff +4, Handle Animal +4, Hide +10, Knowledge (arcana) +15, Knowledge (nobility) +9, Listen +4, Move Silently +8, Scry +10, Search +10, Spot +5; Brew Potion, Combat Casting, Craft Wands, Improved Initiative, Spell Focus (transmutation), [Scribe Spell].

Possessions: 3 daggers, 1 masterwork dagger, pouch with components and 20 gp, 2 waterbreathing potions, ring of protection +3, cloak of the manta ray.

Wizard Spells Known (4/6/5/4/3/2): 0th - *resistance, daze, light, disrupt undead, mage hand, mending, open/close, detect magic, read magic;* 1st - *alarm, endure elements, shield, comprehend languages, identify, hypnotism, sleep, magic missile, change self, color spray, animate rope, burning hands, enlarge, erase, expeditious retreat, feather fall, jump, magic weapon, message, reduce, shocking grasp, spider climb;* 2nd - *arcane lock, protection from arrows, detect thoughts, locate object, see invisibility, daylight, blur, invisibility, magic mouth, mirror image, alter self, blindness/deafness, bull's strength, cat's grace, darkvision, endurance, knock, levitate, pyrotechnics, rope trick, whispering wind;* 3rd - *dispel magic, tongues, hold person, lightning bolt, wind wall, displacement, gentle repose, blink, fly, gaseous form, greater magic weapon, haste, keen edge, secret page, shrink item, slow, water breathing;* 4th - *remove curse, stoneskin, detect scrying, locate creature, scrying, lesser geas, wall of ice, dimension door, polymorph self, rary's mnemonic enchanter;* 5th - *hold monster, seeming, animal growth, fabricate, passwall, stone shape, telekinesis.*

Languages Spoken: Bandobian, Elven, Kalamaran, Merchant's Tongue, Dwarf, Halfling, Gnome
Sub-Race: mixed heritage

Note: Jiloba has a familiar named Kanga which she found and bound to in Svimohzia. It is a large leopard that can usually be found curled up next to her chair either in her house or in the

Council chambers. The other council members have gotten used to the cat and no one voices a complaint.

The other sage in town goes by the name of Kemp. Kemp is a large man standing well over 6'6" tall. He does not have any specific racial appearance so the players would be unable to tell where he is from. He is jovial and always happy to help out townsfolk and travelers. He is well known for his knowledge of maritime wrecks as well as the identification and uses of all types of herbs and plants that grow either near or in bodies of water. He does not often get to speak to people regarding his first love, that of treasure seeker. He moved to Lebolelegido almost 12 years ago and has helped the townsfolk with herbal remedies made of various plants and herbs that can be found near the river and lake. The truth is that Kemp is hiding. He made his fortune almost 15 years ago when he was part of an adventuring group that raided and looted an underwater lair. The group did not know that the lair was the home of a group of underwater vampires and slavers. The group went their own way after they returned to shore. When Kemp heard that a number of his old adventuring group died mysteriously, he paid a great deal of gold to have his death faked. He left immediately and settled in Lebolelegido after a year of wandering. Using the name Kemp he has tried to leave the past behind, but still he watches and waits never quite trusting strangers.

"Kemp", male, human, Bar7: CR 7; Medium Humanoid (6 ft. 6-in tall); HD 7d12+14; hp 68; Init +2 (+2 Dex); Spd 40 ft.; AC 14 (+2 Dex); Attack +8/+3 melee, or +9/+4 ranged; AL CG; SQ Uncanny Dodge, Rage 2/d; SV Fort +7, Ref +4, Will +1; Str 12, Dex 14, Con 15, Int 11, Wis 8, Cha 9.

Skills and Feats: Climb +5, Handle Animal +3, Intimidate +7, Intuit Direction +7, Jump +7, Listen +6, Knowledge (history sea wrecks) +10, Profession (herbalist) +7, Ride +8, Swim +6, Wilderness Lore +5; Intimidate, Fearsome Appearance, Natural Swimmer, Run

Possessions: leather armor, greatsword.

Languages Spoken: Brandobian, Elven, Orc, Deji, and Merchant Tongue

Sub-Race: mixed human

Deity: The Powermaster (Sitiri)

Personality: Kemp is a very large powerful man of rough looks. He is however very kind and gentle. He has one of those soft grips especially for a big man. He has gone by the name of Kemp for as long as he can remember in fact it was one of the first words he ever remembered. He does not know his heritage at all or any of his blood relatives. Many have thought he was part Fhokki or part Orc or Hobgoblin, no one seems to be sure.

Underworld: Besides any thieves that find themselves moving through town, Lebolelegido does not have any organized thieves' guild. There are various rogues that make a slim living by acquiring food and goods illegally in the market, however this number remains low. It does have one dark secret though. A small group of highwaymen make Lebolelegido their home. They are lead by Rel, a human of mixed ancestry. Rel and his men, work most days unloading boats on the docks of Lebolelegido. Occasionally, when there are no ships due in, they make their way out of town and attempt to locate a small caravan, which they know they can overpower. Of course, being known in the market they almost always know which caravans they can attack and which they should avoid. The Black Brothers, as the outlaws are known by, strike once a month at the most and have been very successful despite all that has been done to catch them. Their reputation stresses non-violence towards those that do not resist and has allowed them to often carry out their robberies without injuring anyone.

Interesting Sites: The school of Gladiatorial combat is the only such school in the Principality. It is open to the public most days although a nominal 1 sp fee applies to view the school's practice sessions. The other interesting site is approximately a days travel south of the city along the banks of the river. The river is only about 15-30 feet across at its widest and as travelers follow the river they only find a large multi-tier fountain where the source of the river would normally be

found. This fountain is high up on a hill and the water cascades down the fountain spilling into the river basin. The fountain is in the shape of a series of large basins each centered with a great stone hammer. Sages have often thought that the fountain might be the creation of a member of the Tempestions, however examination by members of The Thunderer's Temple have proven negative. In the spring, after the rains, townsfolk and villagers often come to the fountain and place a small gift into its waters. Traditionally the gifts are designed as small boats, leading to a long parade of floats flowing down the river and out into the Lake.

Special Notes: It is very likely that Lebolegido will soon be classified as a city due to its burgeoning size. Although only 4,950 people make the town their permanent home, the number is growing. Additionally, the town hosts anywhere from 50-150 additional people each day be through caravans, boat crews or gladiators training at the school.

As the town is often the host of a large number of visitors, there are a number of inns and taverns within its walls that cater to the travelers. Among the more popular inns and taverns are The Happy Maiden (run by a female sorcerer of 1st level), the Lovely Jug (halfling run tavern known for its beer), The Pale Dragon (run by an elven warrior 5th level), and The Emerald Bow (tavern/inn run by half-hobgoblin barbarian who does not like elves).

A special note about the Emerald Bow. Many newcomers to Lebolegido believe that the Inn is named after a color and a weapon. That is not correct! Juzak, the owner named it after an elven warrior who colored his hair bright green and he forced them to bow to his skill. He has never liked elves and this dislike is usually shared by the staff at the inn. They will not attack or harm an elf, however service is bound to be terrible.

Setting the Scene

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

1) **Blood on the Hood.**

The Hood is a rotating group of stars which forms a dagger. It is visible in the north sky during the winter months. The Hood initially appears blade down, but slowly rotates and reaches its zenith on the winter solstice. It then declines and disappears with its blade down. During the last week of extreme cold temperatures two shooting stars left red trails down the blade of the Hood

2) **Calendar and climate.**

Tellene has its own calendar (see the Kingdoms of Kalamar core sourcebook p233.) This adventure takes place during the Renewal (the 1st month of Tellene's 13-month calendar). This will mean that the average daily temperature should be 50 +2d6 degrees Fahrenheit, dropping by 15-25 degrees at night. For this adventures the temperature have been approximately 15 degrees colder than normal and are now only 5 degrees colder than normal.

Players Introduction

The cold of winter is still remembered but the sun is out and the market place is half filled with the merchants that risked a late cold to travel to Pen'Dino. Still you are not alone as you brave the chill in the air and wander around the market. You can see a number of "shoppers" viewing the various shops as well as each other.

Allow the PCs to take time introduce and describe themselves to each other. They can also buy any Players Handbook or Kalamar Player's Guide equipment that they wish up to a total (per

character) of 50 gp. After the PCs have met each other nosing around the marketplace you can continue with the following text:

Your attention is drawn to one particular stand in which a farmer stands attempting to sell a number of fruits and vegetables. He does not seem to be having much success although by the looks of his wagon, he does not have much to sell.



Allow the PCs to approach him if they wish. The farmer is dressed in plain wool clothing and is selling his wares out of the back of a wagon. If the PCs do not approach him, he stays in the marketplace looking to sell his goods. He may approach the PCs if they look like adventures, but if they do not go near him, he remains until almost dark. Display IQ Illustration #1

The following facts can be found by talking to the farmer:

- The farmer's name is Par'loma
- He is from a small village to the south of Lebolegido near the estates of the late Honorable Kulan.
- His village has been having some terrible luck and most of the crops were destroyed last fall. He believes that there is some type of magic in the area that is causing the issues but he does not fully understand what the threat to the village may be.
- He is trying to sell what goods he has to hire mercenaries from the Gladiator School to come to the village and solve their problems, however, so far he has only made 6 sp.
- He is the leader of the village. Most of the younger men died during a recent raid or joined the army to battle the forces of Tokis.
- He will offer the PCs the 6 sp plus the wagon and fruit (worth another 6 sp) to come with him to his village to see if they can help.
- He will spend up to 12 sp plus the wagon in hiring the party.
- He will add that the party can keep any treasure they liberate from the raiders.
- You may describe the "monsters" but use a vague description so the players are not sure that they are dealing with goblins. Use words such as smelly, barefoot, came at night, about man-sized etc.

Par'loma, male, human, Com3: CR 2; Medium Humanoid (5 ft. 10-in tall); HD 3d4+6; hp 16; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (Dex +1); Attack +3 melee, or +2 ranged; SV Fort +2, Ref +2, Will +3; AL NGN; Str 14, Dex 13, Con 12, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +5, Handle Animal +8, Listen +4, Profession (Farmer) +5, Sense Motive +3, Spot +4; Alertness, Iron Will, Toughness

Possessions: cart, mule, 36 pounds of fruits and vegetables, 16 sp and 6 cp.

Languages Spoken: Kalamaran and Merchant Tongue

Sub-Race: Kalamaran

Deity: Regorike (The Raiser)

Personality: Down to earth, worried, a little palsy in his hands.

This is the major offer in the module. If the PCs refuse their adventure is over.

Once the PCs agree to help Par'loma continue with Encounter One.

Encounter One Traveling Music Please

The PCs should prepare for a short overland journey. If they ask, Par'loma will tell them it took him two days to get here from the village and he expects it will take him the same amount of time

to get back to the village. Par'loma has a small wagon and a mule to pull it. Since he still has some food that he could not sell, he will be okay for rations.

The afternoon has gotten a little colder as you start through the southern gates. Par'loma leads the way driving his small wagon with "Enisa" the mule that pulls the wagon. You have been traveling for about four hours, the sun is beginning to set low on the horizon and Par'loma is looking for a place to stop for the evening.

It will be up to the PCs to find a place to stay for the night. Par'loma is used to just sleeping in his wagon and trusting Enisa to wake him if trouble is nearby. However the PCs are probably a little more paranoid bunch of people.

If a PC has any of the following skills then they can attempt a DC (10) check in order to find a nice place to rest that is fairly defensible: Knowledge (nature), Knowledge (military tactics), Search, or Wilderness Lore.

As the night settles in Par'loma will ask the PCs about themselves. He wants to know about the type of people that he hired. He can tell them a story if they ask him about himself:

The PCs will surely have some questions, some may even ask about Par'loma's family. He will look very solemn, his parents and his first wife both died that winter and his brother was one of the men taken. He can tell the PCs about his current wife and their daughters as well.

Par'loma lives with his wife of 45 years, Cowaren. Cowaren is a year older than Par'loma, a delicate 64 years old. They had four daughters who have moved out of the village and reside in different villages and towns in the area. They have two extra bedrooms in their modest home and although the rooms have very little space, they are at least private bedrooms.

The night will go peaceably, although Par'loma will be questioning any of the details that the PCs go through in preparing the camp.

Well, this is a story about when my family and I lived outside Melidu. The entire village was celebrating a grand harvest that winter evening when one of the men looking out the window noticed a number of torches approaching the village. We bundled up to see who would be traveling about and if they needed anything.

Well, we were surprised to see armed warriors, at least a hundred of them lead by this woman in stunning armor. She seemed to exude a sense of leadership that no one would argue with. She asked for the hospitality of our village. She even paid in gold. Well, we had had a good harvest and it was only for a night, you see the troops were moving on in the morning. So what was the issue.

In the morning the troops moved on, I had gone with a couple other men into the woods to gather wood for the evening fires. We did it every morning, keeps you young. When we came back two of the men of the village were dead and the army had taken a number of the other men from the village. All of our harvest had also been taken and we were completely without food for the cold winter.

We found out later than the woman and the army was actually from Tokis, I guess it really did not matter much to us, since we lost a number of the old and the young to nature that winter.

On the second day of traveling, Enisa will get fussy. She will refuse to move any further unless the PCs unhitch her from the wagon and allow her to eat some of the very nice grass in the area.

If the PCs try to get physical with Enisa she will show them who is boss by trying to nip and kick at anyone who gets into range. This little encounter is designed to allow a PC with animal skills to utilize them, otherwise Par'loma will take care of the mule.

Mule, female, Enisa, CR 1; Large Animal; HD 3d8+9; hp 22; Init +1 (Dex); Spd 30 ft.; AC 13 (-1 size, +1 Dex, +3 natural); Atk 2 hooves +4 melee (hoof 1d4+3 damage); Face/Reach 5 ft. by 10 ft./5 ft.; AL N; SV Fort +6, Ref +4, Will +1; Str 16, Dex 13, Con 17, Int 2, Wis 11, Cha 6
Skills and Feats: Listen +6, Spot +6

Encounter Two Bears in the Wood

Par'loma moves off of the Southern road, which heads towards Qynt and moves in an easterly direction. A forbidding copse of trees seems his destination. He pulls Enisa to a stop just outside the woods, "I know we got a little more light out but I think it is best to be outside of them woods. Folks say its haunted."

Telling the PCs that the woods are haunted is an almost sure-fire way to get them to explore the woods, or set up extra watches. It really does not matter much since the night will pass without any trouble. Of course, if the PCs want to explore the woods they will run into a large bear and its mate. The bear will charge, as the mate seems to protect a small group of trees. They have a number of cubs in the tight bundle of fallen trees. The PCs can run from the encounter, but if they stand the bear fights fanatically for its family.

Black Bears, adult (2), Medium-Sized Animal; CR 2; HD 3d8+6; hp 19; Init +1 (Dex); Spd 40 ft.; AC 13 (+1 Dex, +2 natural); Atk 2 claws +6 melee, bite +1 melee (Claws 1d4+4, bite 1d6+2 damage); Face/Reach 5 ft. by 5 ft./5 ft.; SQ Scent; AL N; SV Fort +5, Ref +4, Will +2; Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6.
Skills and Feats: Climb +6, Listen +4, Spot +7, Swim +8

If the PCs do not go exploring, they will see the bears during the ride in the morning. If the PCs move slowly away either the night before or the next day, the bears will leave them alone. They have food and have no reason to attack unless they believe the PCs threaten their four cubs.

If the PCs kill the adult bears they will find four bear cubs that they can keep. The cubs are worth 25 gp each to any animal trainer.

Encounter Three Almost There

The remainder of the trip is very uneventful, even Enisa seems to be looking forward to getting back to her home village. You start to see a few worked fields, although the village is still no where to be found.

"We're almost there now, this is Stilt's farm. He is a real lucky man, a good family and a good harvest this year. He is also a very generous man since most of the village is surviving the winter on his harvest."

Allow the PCs to respond to and ask any questions of Par'loma. After they have, choose the player that has shown the least involvement in the game so far to notice that there is smoke over in the distance. They do not need to make any type of spot check, telling them of the smoke at a break in the game or apart from the others, so that they must role-play the scene. (Hopefully, the other players will appreciate the attempt to get everyone involved.)

There is indeed smoke coming from the direction of the farmhouse, continue with the following as the PCs get closer. Display IQ Illustration #2

You move quickly towards the farmhouse, but already know what you are going to find. The main farmhouse is burning and the small barn is almost burnt to the ground. A number of bodies lie in the middle of the yard and the only sign of anything living is a wandering cow, out in one of the nearby fields.



The barn

This is a total loss, even if the smoldering timbers were extinguished now, nothing would be salvageable.

The Bodies in the Yard

One of the bodies is an extremely tall human male about 30 years old. He was stabbed through the lower abdomen. The other two males are younger being 16 and 13. This is Stilt and two of his sons.

The Farmhouse

Although there is no one inside the farmhouse it can possibly be salvaged. The fire can be magically extinguished in no more than three rounds. The only spell that the PCs should have that will accomplish this would be *create water* as cast by a cleric, druid or paladin, otherwise, they can set up a bucket brigade from the well. It will take a minimum of 10 buckets full of water to extinguish the fire. In the process of getting the water, they should notice the girls down in the well. (Spot DC 12) NOTE: The farmhouse will be lost if it burns for more than 25 rounds. There are up to four buckets available near the farmhouse and the well.

The Well

: If any of the PCs look in the well, they can see two little girls hiding at the bottom. The girls are Silts daughters Ruta and Fina. Their daddy lowered them into the well when he saw the goblins coming. It was their defensive plan. There is a small ledge in the well, it is very cold, however the goblins could not get to the girls. In fact, they never even found them.

At this point let the players decide what they are doing. The obvious answers are trying to track the goblins, rescue the girls, if they have not already done so., or put out the fire that is slowly consuming the farmhouse. The girls will hold on to the bucket and it only requires a Strength check of 12 to wheel them up from the well. If they decide to rescue the girls before putting out the fire, it will take an additional three buckets for each round they take helping the girls up to the ground level. It will take two rounds per girl to get them up out of the well. Thus, if the PCs rescue the girls first it will then require 22 buckets of water to save the farmhouse. Since the farmhouse will be a complete loss in 25 rounds the PCs had better be good if they rescue the girls first. The girls will be scared and will not calm down for the players, but after a few minutes with Par'loma, they will start to relax slightly.

To track the goblins, the PCs will need to make a tracking (wilderness lore) check of some sort. Apply the appropriate modifiers as detailed below using a base difficulty of 15 due to the semi-frozen ground.

IMPORTANT NOTE: Although normally a tracking base difficulty of 15 would require the Track feat, in this case the goblins and their prisoners left more signs of their passing than just tracks, thus anyone may attempt to utilize Search to follow the tracks.

- (+1) difficulty due to the size of the creatures being tracked (small)
- (-4) difficulty due to the number of goblins in the group
- (+3) difficulty if they try in the yard of the building after they have already searched around. If they look about the farm, they can avoid this modifier by finding the goblin tracks going through one of the fields.

Now the PCs will have to decide whether to chase after the goblins or stay, of course the fact that Ruti and Fina can tell the PCs that their mother was taken by the goblins along with their little brother, might make a difference. Role-play the conversation (or if the players don't think of going off to rescue them, Par'loma can suggest it to the players.

Ruti and Fina, female, human, Com1; 3 HP each.

The PCs will need to make three tracking checks with a DC of 12 in order to catch sight of the goblins. You should make each of the rolls more than just a roll of the dice by using some of the following examples of clues. NOTE: There are more than three since they might lose the track (no one makes a successful check) in which case they must add one to the total number they need. So if they miss only once they need four successful rolls.

- A tattered hem of a dress
- A goblin arrow broken in the dirt
- A piece of raw corn with some bites out of it
- A body of a dead goblin - it was wounded fighting Stilt and died on the way back
- The movement of birds in the distance - they were disturbed by the goblins
- A woman's sandal

Once the PCs catch sight of the goblins read the following:

You finally come upon the goblin raiders. They are resting, arguing about something.

In fact, they are arguing over the boy Tadam and Stilt's wife Aramise. If any of the PCs speak goblin they will quickly be able to determine this fact. The two captives are tied up in the middle of the camp and around them stand a number of goblins.

If any of the PCs understands goblin, the warchief wants to sacrifice one to The Dark One now then bring the other to appease the shaman. A younger warrior is telling him that the shaman wanted all the family and will already be upset that they only have two.

Goblins (10), CR 1/4; Small Humanoid (Goblinoid); HD 1d8; hp 4; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather); Atk Morningstar +1 melee (1d8-1 damage); SQ Darkvision 60 ft.; AL LE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8
Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness

Goblin Warchief, CR 1/4; Small Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather); Atk Morningstar +1 melee (1d8-1 damage); SQ Darkvision 60 ft.; AL LE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 121, Int 10, Wis 11, Cha 8
Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness

If the PCs throw area of effect spells into the middle of the goblins the spells WILL affect the captives.

Aramise will be very pleased to be rescued. Her son, Tadam is not speaking and in fact will not speak the entire trip back. He is in shock and it will take either time or a *Greater Restoration* spell to restore his sanity. She will be extremely happy if the PCs tell her about Ruti and Fina's survival and will thank them to the point of annoyance.

The PCs will probably help restore part of the house and help Aramise get settled back in. They may ask her to come back to the village with them, an offer that she will accept. Par'loma will tell her to lie to the rest of the farmers about her escape. He does not want the abilities of the PCs to be known to the other villagers yet.

At this point Par'loma will ask the PCs to get into the "clothing" that can be retrieved from the farmhouse. The players may refuse, but it will lower Par'loma's stature in the village. The village is very independent and although it trusts the other people of Pekal, they are not often hosts to adventurers or soldiers and it will make them nervous. This way they can blend in with the other farmers and not raise any concerns. All armor and weapons can be hidden in his wagon. If the players agree, Par'loma will continue with the following:

"Thank you for your consideration. The other villagers would not understand me bringing in mercenaries. However settlers are acceptable. New farmers for the fields. We often put new settlers up for a while as they work out where they want to farm and get to know the others. I will be run out of the village if they knew I hired mercenaries, so please don't use your magic at all. I can explain the goblin fight and your physique by saying you are former soldiers, but we will need a story that explains your desire to become farmers."

If the players refuse, he will ask them again. If they still refuse, he will tell the players that he will tell the villagers that he met them traveling and was talking about the problems that the village was having. The players, in their obvious generosity, have offered to help out. The players will have to offer to do the task for nothing more than any loot they recover from the goblins and the good feelings of doing a good deed.

If the players agreed, the PCs will have to create a cover story. Make sure that all the PCs at the table have a role. Couple off male and female characters and younger characters might be children of the older characters. Keep in mind that Par'loma will let the PCs know if their covers would not fly in the village.

If the players are remaining in character and not assuming a cover, role-play the encounter with the villagers, remember the villagers are going to be a little leery of adventurers and it will take a little time to warm up to the players. The villagers will feed and host the players willingly as long as the players are willing to perform manual labor tasks to help out the villagers.

IMPORTANT NOTE: It is not **REQUIRED** for the PCs to take on the aspect of farmers. The villagers will simply be much more reserved around them. If they can create a valid reason for their being with Par'loma that will help tremendously.

Encounter Four Arriving at the Village

The rest of the trip is uneventful and you are lead into the Center Square of the six building village. Par'loma leads you to a small mill next to a running brook. "This is my home and where you can stay. I am sure the others in the village will call you on. That is our way, a way to get to know everyone and show that you want to help the village survive. I know this may be rough on you but please do what you can."

If the PCs ask Par'loma what he means by all this he will say that often the villagers work together to get things accomplished. This is partially due to the fact that they are only poor farmers (average yearly income 3-8 gp) and partially because working together makes it a community project and makes the work a little easier.

Par'loma will NOT accept money from the PCs. Nor will any of the other villagers. They are happy with the work they do and believe that greed will shatter their village. Par'loma lives with his wife of 45 years, Cowaren. Cowaren is a year older than Par'loma, a delicate 64 years old. They had four daughters who have moved out of the village and reside in different villages and towns in the area. They have two extra bedrooms in their modest home and although the rooms have very little space, they are at least private bedrooms.

Over dinner Cowaren will tell Par'loma that the brook flooded again and washed a great deal of soil away. They are planning to plant trees in the morning so hopefully when the brook floods again, the trees will help stop the erosion. The first ten-day in the village will go like this:

Day One: Tree Planting
Day Three: Plowing for Widow Silari
Day Seven: Digging a New Well for Ol'Balamir
Day Nine: Barn Raising for Zandi Takhti
Day Ten: Celebration at the Takhti Barn

Day One Tree Planting

It seems that the majority of the small farming village has turned out to plant trees this afternoon. You are teamed up with Niras, one of the older farmers in the area. Niras is a workhorse lugging large trees from the nearby woods to the edge of the brook.

This is a small task for the PCs. They have to help place the trees and dig the holes for the trees. Any of the PCs with any type of forest lore or who are followers of nature will not have any problems with this. The individual tasks involved are:

Digging the holes: Tiring and boring but necessary. They need to dig a total of 12 holes. Each hole will take a ½ hour to dig minus five minutes per Strength/Constitution average DC check over 14. Thus an 16/12 character receives a +2 adjustment to the DC check (average of +3 and +1). If they get a total of 16 on their check, they finish the hole in 20 minutes. A successful DC check is NOT needed for each hole. If a PC fails to make a DC 5 check it indicates that the character has tired or pulled a muscle and must rest for an hour or dig at half Strength/Constitution.

Niras will be talking to the PCs while they are digging and positioning the trees. He has a number of questions that he will ask, all in an attempt to get his daughters married off to good providers, directing a different question to each of the single males in the group. Remember if there is a female character in the party they may be posing as a married couple. Only characters of marrying age will be questioned (13+ for humans). If the players have chosen to remain as adventurers, omit the questions that are inappropriate.

- **“So what might you be thinking of planting?”** No matter what the answer is, he will say, **“Kind of expensive crop to be trying on your first go, aren’t you worried about the costs?”** – He is of course, attempting to determine the amount of money that the PC has available to him or her.
- **“So have you considered whether you are going to farm or raise cattle? It is pretty good cattle or sheep country if you can afford to start a herd.”** - Same issue as above with of course the tie-breaker going to a PC that admits that he or she is going to be raising cattle.
- **“So do you have any family coming to help you start your farm or will they be showing up after it gets going?”** Of course he is looking to see what type of relatives he might be getting or if the PCs are out on their own.
- To Elves and Half-Elves (obvious) characters – **“So where exactly do your people come from, I have heard of dwarves to the south and rumors of some elves up in the woods.”** Niras understands that elves and humans can marry however he does not understand at all the relationship between the races and the issues involved.
- Other Non-Human Characters – **“You know, we never did have any _____ farmers in the village, don’t you have family or anything like that or are they coming later?”** Here Niras is letting a little prejudice enter the picture. He is worried that a lot of gnomes, dwarves, halflings, etc will be coming into the farming community.

Day Three Plowing for Widow Silari

The tree planting should have been an interesting time, but nothing too terrible. Go ahead and role-play the PCs meeting a couple of the other NPCs in the village. Once they get through day two continue with the following.

Planting trees was interesting and a day of talking to all the villagers was distinctly different than most adventures, however at dinner that night Par’loma looks you over carefully. “Get some rest, in the morning, I expect they will really give you a workout.” Sure enough before the roosters had even started to crow a knocking came to Par’loma’s door. Slowly waking up, Par’loma began to light a few lamps as Cowaren begins to prepare a hardy biscuit breakfast.

Allow the PCs to role-play waking up at 3:30 am. This is an encounter with more information but they should all be able to get downstairs for some biscuits and gravy. Once they are ready Par’loma can tell them the following information:

- He was correct, the villagers have another task for the PCs, one that is a lot harder.
- Widow Silari owns a small herd of sheep and with the assistance of her daughter they manage the herd and provide cloth to the village.
- She wants to plant a few rows of crops to supplement the crops traded to her for wool and clothing.
- She does not own a plowhorse or any oxen, however her husband had been planning on opening up a field for crops and had built a good sturdy plow.

- The rest of the young men in the village are busy today and Widow Silari was wondering if you might be able to plow the field for her. She is willing to provide each of you a new wool sweater as payment.

This sounds like fun right? The trick is that the PCs are going to become the plow horses for the young Widow. The field is perhaps 500 yards by 300 yards. Not too big, however for the PCs it will probably seem like miles.

In order to pull the plow, the PC will need to have Strength of at least 14. Two PCs can work together as long as their Strength is at least 16 put together. The number of rounds that a PC or team of PCs will be able to pull can be calculated using the following tables:

Constitution	Round	Constitution Loss
3-8	1-4	3 per round
	5+	4 per round
9-12	1-4	2 per round
	5+	3 per round
13-16	1-5	1 per round
	6+	2 per round
17	1-6	1 per round
	7+	2 per round
18	1-7	1 per round
	8+	2 per round
19+	1-8	1 per round
	9+	2 per round

* Use a PC team's average Constitution when using the chart above

** If a PC has the Endurance feat he or she loses Constitution at half the rate.

*** If one member of a team fails his or her roll, then the team can still be successful if the other member made his or her roll by more than the one team member missed his or her roll.

In order to plow the entire plot the PCs will have to make 12 successful rolls. A successful roll is a DC 12 Fortitude save. Obviously that means more than one team will be required. The Constitution loss comes back at 1 Constitution per fifteen minutes of rest with adequate liquids. IMPORTANT NOTE: If the PCs ask, they can see that Widow Silari and her daughter are watching them so that magic can not be easily used. However, the *bull's strength* spell or *endurance* spell might help out in this case and it is not a visible spell.

At lunch Widow Silari and her daughter will come out and bring the PCs a very nice lunch with mutton sandwiches and fresh cool water. They will be amazed at how much the PCs have gotten accomplished no matter how much or how little they have actually completed. Widow Silari will attempt to allow the PCs to rest for at least 90 minutes, and up to 120 minutes before she needs to get back to the sheep and her weaving.

Let the PCs work as long as they can, they started about 7 AM and they can work as late at 7 PM if they need to.

Keep track of which PCs pulled for how long. Each successful pull is a ½ hour worth of work.

At the end of the day, Widow Silari has a large dinner prepared for the PCs. She will invite many of the families if the field was completely plowed by the PCs. There will be a lot of joking and laughing and people will start to talk about selling their horses and oxen if the PCs are going to be staying around.

Use this opportunity to have Cowaren talk to the selected PC about their ideas of a family and the responsibilities of all the members of a family to work together. She will use the excuse of Widow Silari and the fact that she has no sons, and a daughter that is not old enough to be married. Without a husband, she has no one to plow the fields or protect the farmhouse, however, where would a husband be without a wife to keep the house, fix the meals, mend the clothing...etc.

Days Four through Six Minor tasks

The players will be asked to perform small minor tasks such as carrying firewood for one of the widows, watering livestock that has no ready water source, moving heavy items for various villagers and so forth.

Day Seven Digging the Well

By day seven the soreness from the plow should be starting to wear off. If any of the players that state that they have a high Constitution and Strength and have been doing physical activity for years, ask them if that activity had ever been pulling something for hours. It uses a lot of the back muscles and neck muscles besides the legs. The PCs should be sore and it will take a while to restore the muscles. Of course, nothing happens in the next couple of days. The PCs may be thinking that the whole story is just a ploy to get some free labor, they might be right because on the morning of Day Seven:

As you begin to help with the morning dishes, there comes a knock on the door. An older man stands framed in the morning sun. "Balamir, how are you doing?" says Par'loma inviting the man in to the house.

"Me well dried up, at least I think that is what happened. I guess I will need to dig another, and without me sons, I don't think I can do it me-self. Do you think these new kind folks can help me with digging a new well?"

Time for the PC labor force to strike again. There is an option to turn him down, but Par'loma and Cowaren will appear to be struck if the PCs turn him down.

They might examine the old well. There does not seem to be any water in the well although many of the stones have fallen from the sides of the well and they rest in heaps at the bottom of the well. If they do, especially if they send someone down the well, use the following description:

The well is very deep, most of the stones having fallen away many years ago revealing hard packed earth. About 50 feet down the well, you see what must be the bottom of the well, a tumble of fallen stones amidst a small trickle of water.

Any PCs down the well, can make a Spot check DC 10. If they are successful, they will notice that there does seem to be a small passage behind a group of the fallen stones. Other stones will need to be removed to get into the passage.

It will take a considerable effort to reopen this well. There are about 35 large 10-20 pound stones resting at the bottom of the well. These will have to be lifted to the top of the well or replaced along the well sides. The bottom of the well is very near the water table and only requires about

an hour of digging through the soft mud to open up the well to the water. Of course, it is not easy digging since there does not seem to be any structure for a digger to stand upon.

But since the PCs are down at the bottom of the well out of sight, they can get away with using their magical abilities. Otherwise it is just an issue of time. It will also take an hour to clear away the stones that block the passage on the side of the well. If the PCs go exploring down the passage continue with the boxed text at the end of this section.

If the PCs dig a new well, they will have to go about 60 feet into the earth. The shovels and effort will mean that it is at least a two-day effort.

If the PCs send a smaller member of their group into the small tunnel continue with the following:

The passage leads back into the darkness, it is small, no wider than 18-24 inches across, curving rapidly to the right.



It will be rather difficult to widen the passage. A dwarven character will easily be able to instruct others on widening the passage, or any character with Profession (mining). Otherwise it is simply a time consuming activity, which the PCs may or may not wish to accomplish.

If the PCs shrink or find a way to increase the size of the tunnel, they can determine that the tunnel goes on for about 100 yards. That is a lot of tunnel to increase the width of its passage. It opens into a small 6' high, 30' by 30' cavern in the deep ground. Here is what appears to be a shrine to an unknown deity. There does not appear to be any traps and only the small wand on the top of the shrine detects as magical. Display IQ Illustration #3

If the wand is touched or moved in any way, a large stone fist will rise out of the ground and a deep voice will claim,

"To those that steal from the mighty Gozer, death is their only reward. Consider this before offering to Gozer that which is his!"

This was a small practical joke made many years ago by a pair of gnomish illusionists. They were experimenting with illusions and dug into the earth to try a couple of new spells. When Balamir's family first came to this area found a small natural depression that conveniently was ideal to build a well. They never knew of the small tunnel leading to the experiment.

The experiment was with illusions of the permanent variety. The altar and the cavern are very real, in fact so is the wand. However, an illusionary fist appears to defend the wand if it is moved. The fist is a figment and can not harm any of the PCs, however, it could really give them a start.

The wand has the following inscribed upon the wood, in gnomish:

"Dozer" - *enlarge* spell (3 charges remaining) – spell cast at 3rd level.

Day Nine: The Barn Raising

Depending upon how much time the PCs took digging the well, they may be still a little sore after the digging. **Make sure the PCs are aware that it has rained heavily since they finished the well.** The PCs should know that there is going to be a barn raising today. The whole village will turn out to help build the barn over on the Takhti farm. Zandi Takhti is the newest member of the community besides the PCs. The halfling is ready to put up a permanent barn and the whole village comes to help. It takes a good day of work to cut down trees and prepare the barn's structure, then to put up the barn and nail it in place.

The key to this encounter is not the actual work. It is the interactions with the other members of the village. The key work stages include:

- Cutting Down the Trees (Men)
- Stripping Branches from the Trees (Women)
- Splitting Beams from the fallen Trees (Men)
- Drilling Holes into the Beams (Women)
- Carrying the Beams from the Woods to the Barn Site (Men)
- Cooking the meals and bringing water (Women and Children)
- Cutting Rope to help secure the barn (Women and children)

The key to this encounter is that the PCs will be singled out by a number of the villagers and asked about a subject. The subjects are listed below: NOTE: ignore any that do not fit if the characters are not under cover.

To Female PCs:

- (*Sisi, Wife of Resemer*) will speak to the PC. Asking her about her plans for the future. Does she have an eye on one of the other new farmers or is she promised to one of them. Her son Onsar is very muscular and they are currently looking to find him a match.
- (*Oi'Balamir will approach a less comely female PC*) - he will tell the PC that he lives alone and although he is very old, he would take care of her in style if she would live with him and take care of the house. He is one of the richest farmers in the village with over 75 gp salted away.
- (*Balan will approach any female PC with a Charisma of over 15*) - Balan is interested in developing a relationship, but knows the appropriate behavior. He will ask who the PCs guardian is so that he may ask about her.
- (*Balamir will approach any female PC with a Charisma of over 15*) - Balamir is also interested in developing a relationship but he is not as proper. He will ask the PC if she wants to go for a short walk. He will take the path towards the well and out to a barn for some serious relationship building, if the PC allows it.

To the Male PCs

- (*Widow Tomara Charisma 16*) - the widow has a problem in that she lost her husband and all the other workers for her dairy farm. She will approach one of the male PCs to see if he would like to come work her farm. She can pay him up to 50% of her products and of course it comes with room and board.
- (*Widow Silari Charisma 12*) - another widow with the same problem. She will talk to the PCs about her daughter (Charisma 17) just to watch their eyes. She is not looking to bring a wolf into the sheep herd.
- (*Inora wife of Niras*) - Niras and his wife should have their eyes on one of the men by now. Inora will walk up to them during the barn raising and bring water. She will introduce them formally to Olita (Charisma 13) then send the girl to get more water. She will offer the PC a dowry of 2 goats, 1 sheep, a pig and the back 2 acres of cultivated farmland.
- (*Gimani the daughter of Parama Gomanas*) - She is interested in getting to know any of the eligible PCs. Especially the muscular ones. She will bring that PC a lot of water. If the PC is

observant he will notice that her mother Hilu'A is aware of the conversation but does not seem annoyed. She has a 10 Charisma.

- *(Aseña the daughter of Parama Gomanas)* - Like Gimani she is bringing water to the PCs, however, she will be interested in the PC that has shown brains. Physical looks are nice but she loves to read and converse and wants to find a husband that does the same.

Any PC of either gender or for those not of human, elf or half-elf races:

- *(Doron will approach)*

My son was injured a while ago and from your skills and methods, I do not believe you are here to be farmers. Don't worry I will not say anything. However, I would like it if you would bring Ragil back to Lebolegido or Bet Rogala and see if any can heal his injuries. I would give you two cases of wine to sell in the city for your own profit."

If the players are not undercover, modify the above conversation to fit.

Ragil requires a *restoration* spell to restore his vitality, and then he will still require some rest before he can resume working with his dad. In order to locate a cleric with the ability to cast this magic the PCs will need to return the child after seeing a cleric in Lebolegido. The two cases of wine will pay for almost the entire cost of the spell leaving only 100 gp remaining.

Encounter Five Celebration / Raid

The walls of the barn swing up slowly as the young men quickly climb up steadied ladders to secure the frames. A great cheer goes out as the barn finally stands on its own. Another cheer goes out as Widow Silari arrives with a wonderful lamb roast and fresh mutton sandwiches for all.

There is wine for all and the food and spirits stay high through the end of the day and into the night. The villagers hang lanterns and Balamir pulls a old fiddle out of a worn case and starts to play. Many of the villagers begin to dance in celebration.

Here is a chance for the PCs to dance with one of the NPCs that either they have shown interest, or have had interest shown. Also, the PCs can dance together. Most of the village is dancing, the two widows are not dancing, as they are looking after the young children. Even the little kids are dancing about and having fun.

Get the PCs intentions and allow them to dance among themselves or with the NPCs. If someone is not dancing one of the NPCs will come over and grab him or her and bring him or her into the dance.

For purposes of this encounter, they are dancing near the barn, there are a few haystacks nearby and the field of crops. Piled near the barn are the hammers, saws, and wooden support staves that they used to build the barn.

After you give the PCs time to celebrate a little (at least a half-hour of PC time) continue with the following:

The dancing and celebrating is interrupted by a sudden scream. Looking towards the scream you see Resemer's daughter Gorana pointing towards the edge of the fields on the far side of the barn, coming out of the fields is a large number of short green creatures....goblins! They seem to be throwing torches into the fields as they move into towards the villagers.

The PCs probably do not have their armor or weapons handy, although a dagger may be acceptable, as might an axe. They should be limited to the tools that are available in the area. There are a variety of farm implements if the PCs look you can use anything from this list: handaxe (dmg 1d6 x3), sickle (small Dmg 1d6 x2), quarterstaff (dmg 1d6 x2), shovel (dmg 1d4 x2), horse whip (dmg 1d2 x2 - exotic), rake (dmg 1d3 x3).

If the players agreed to go under cover as potential settlers, use the following encounter.

Goblins (6), CR 1/4; Small Humanoid (Goblinoid); HD 1d8; hp 4; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather); Atk Morningstar +1 melee (1d8-1 damage); SQ Darkvision 60 ft.; AL LE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8
Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness

Goblin Shaman, Shm2, CR 2; Small Humanoid (Goblinoid); HD 3d8+3; hp 18; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather); Atk Morningstar +2 melee (1d8 damage); SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +1, Will +2; Str 10, Dex 13, Con 12, Int 10, Wis 14, Cha 8
Skills and Feats: Hide +6, Listen +5, Move Silently +4, Spot +5; Combat Casting
Clerical Spells Remaining (4/3): *inflict minor wounds, resistance, detect magic, doom, cause fear, bane*

If the players are remaining as adventurers that are willingly helping the villagers, they may have weapons nearby, but it is doubtful that they will be wearing their armor and other weapons. Unless a player specifically states that the character is wearing armor, assume they are unarmored.

In this case, use the following encounter.

Goblins (12), CR 1/4; Small Humanoid (Goblinoid); HD 1d8; hp 4; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather); Atk Morningstar +1 melee (1d8-1 damage); SQ Darkvision 60 ft.; AL LE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8
Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness

Goblin Warchief, CR 1/4; Small Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather); Atk Morningstar +1 melee (1d8-1 damage); SQ Darkvision 60 ft.; AL LE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 121, Int 10, Wis 11, Cha 8
Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness

Goblin Shaman, Shm2, CR 2; Small Humanoid (Goblinoid); HD 3d8+3; hp 18; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather); Atk Morningstar +2 melee (1d8 damage); SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +1, Will +2; Str 10, Dex 13, Con 12, Int 10, Wis 14, Cha 8
Skills and Feats: Hide +6, Listen +5, Move Silently +4, Spot +5; Combat Casting
Clerical Spells Remaining (4/3): *inflict minor wounds, resistance, detect magic, doom, cause fear, bane*

Once three goblins (six if the players kept their arms nearby) have been slain, they will retreat. The players can give immediate chase or obtain arms and armor (unless they are keeping their identities under wraps).

Most of the men of the village will grab staves and try to protect the women. Remember, if the PCs really show any of their magical skills it will doom their mission and the elder of the city. If the PCs decide to track down the lair of the goblins continue with the next encounter.

Encounter Six The Goblin Lair

The trail left by the goblins is very simple to follow small burning patches of burning vegetation. The path eventually leads into the woods and deeper still. Eventually it leads to a small clearing in which no plants grow. There are ample signs that this is where the goblins live. Also in the clearing is a round black stone building.



If the PCs are not stealthy then they will be heard or seen by the remaining goblins in the camp. If they have defeated all the previous goblins then the only remaining goblins here will be 6 female goblins and 4 young goblins. All the female and young goblins will attempt to escape into the woods and will not battle the PCs. Display IQ Illustration #4

If any of the PCs take the time to examine the clearing they will find out the following pieces of information:

- The clearing is actually burnt earth, not just cleared land.
- The clearing is an exact circle of 40-foot radius.
- The building is in the direct center of the clearing.
- It is hot in the clearing. 80 degrees Fahrenheit.

When the PCs begin to explore the building you can use the following description and the details below:

The stone structure has an archway of mist leading into the perfectly round 15-foot high chamber. Inside the chamber are various iron instruments, torch scones on the walls, and an obsidian altar in the center of the room. Rising from the altar is a 10-foot column of water that seems to move, rotating around an unseen structure. Display IQ Illustration #5



- The building itself is very hot, inflicting 1 point of damage per round of contact (Reflex DC 10 to avoid).
 - There is a green pasty circle drawn around the altar. If inspected, it is unbroken and does radiate magic.
 - The column of water may be identified as a water elemental.
 - There are symbols on the altar that anyone making a Knowledge (religion) DC 12 check can identify as related to Kasatori.
- Vines grow up all around the altar, there are also three bottles of wine left inside the building (Spot DC 15 to find). The vines are grapevines and a number of grapes can be found on the

vines (not ripe). Water from the elemental seems to spill slowly down the sides of the altar giving the vines just enough water.

The PCs might try to talk to the elemental in the column, and they can. It's name is Sisslithiss and it has been trapped here for almost 500 years. It knows a knowledgeable person can not release it. In other words, if you know what you are doing, it will not work. Sisslithiss is a full hit point Medium Water Elemental. It is not expected that the PCs will attack it, however if they do the statistics can be located on page 84 of the Monster Manual.

The PCs might consider trying to free the elemental, to do so you will need to use your best judgment. The best way is probably to get one of the children in the village to clean the ring of green moss from around the altar, or perhaps a summoned creature. Of course, they may come up with additional methods. If they do decide to break the ring, it can only be done by someone who does not know the consequences of his or her actions. If they succeed the elemental will slowly dissipate after telling the PCs that they can call once upon its name for assistance.

Water Elemental, Large Elemental (Water): CR 5; HD 8d8+32; hp 68; Init +2 (+2 Dex); Spd 20 ft., swim 90 ft.; AC 20 (-1 size, +2 Dex, +9 natural); Atk Slam +10/+5 melee (2d8+7 damage); Face/Reach 5 ft. by 5 ft. / 10 ft.; SA Water mastery, drench, vortex; SQ Elemental, damage reduction 10/+1; Fort +10, Ref +4, Will +2; Str 20, Dex 14, Con 19, Int 6, Wis 11, Cha 11; Listen +11, Spot +11; Cleave, Power Attack.

"So long, my thanks, it is good that what was might be again. You have my thanks. Remember me for I will remember you." With that the elemental disappears, leaving a glowing altar of black stone, although the heat is rapidly decreasing.

Conclusion A Complete Success

Use this conclusion only if the PCs defeated the goblins and did not show off any of their spellcasting or magical abilities in front of the villagers. Combat skills are okay since it might appear as if they just got lucky, although armor and other equipment would not be normal. Of course, if the PCs came up with a valid reason that they were armored and armed and did nothing to startle or alienate the villagers while in the village, you should use this conclusion as well.

With the goblins being defeated, the townsfolk are amazed at your bravery at chasing after the lair of the foul creatures. Either way, they are very pleased with how you helped out the community and lent a protective hand when necessary. They are happy to continue the celebrations and make you the offer of a permanent farm here in the village.

The PCs can accept the invitation to join the farmers however, they will have to semi-retire to become farmers. This is a possibility and it might be what some PCs would like to do. So we will leave that option open. However, most adventurers are probably not ready to stay at a farm. They will need to make their excuse as to why they decided not to stay. This might be awkward, but after all it is a very dangerous area, perhaps too dangerous for the PCs. If they do stay, award them a certificate from the appendix of the adventure - Note becoming a farmer is a great time commitment by the PC and will result in much less time for the character to be available to adventure.

Conclusion B Incomplete Success

Use this conclusion if the PCs have operated “under cover” and revealed their spellcasting or adventurer skills, or if the PCs have run from the goblins or have been defeated by them. Yes, Par'loma has not only lost the position of leader of the village, but he will lose the respect of the others and must leave the village. Harsh but he knew the risks. He is very disappointed in the PCs, but they only did what comes naturally to them. He will go to a village to the west of Lebolegido where one of his sons farms and try to make a new life.

The townsfolk are pleased to see you still alive, however you can tell that something has changed between you. Par'loma comes quickly up to you, "I am afraid they have determined that you are not farmers, like I have claimed. They have named Doron the new leader of the village, so Cowaren and I will probably try our luck at one of the other small villages near the city. Might we ask you to escort us back to the city, we can make our way from there."

This Ends If I were a Rich Man



If I Were a Rich Man



Daniel S. Donnelly



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Experience Point Summary:

Player's Introduction:

- 10 xp for accepting the job but refusing to take the small amount of silver that the farmer was offering

Encounter One:

- 10 xp – for telling their own tale of the war to Par'loma

Encounter Two:

- 20 xp - defeating the bear(s) in the woods OR
- 25 xp – for realizing the bear(s) were protecting young and leaving them be.

Encounter Three:

- 10 xp for rescuing the two girls in the well
- 50 xp for rescuing both Tadam and his mother from the goblins UNHARMED OR
- 25 xp for rescuing both Tadam and his mother alive although harmed by the PCs magic OR
- -50 xp for killing either Tadam or his mother, double the penalty if they killed both of them

Encounter Four:

- 5 xp for participating in all the village activities including digging the well, plowing the fields, etc

Encounter Five

- 50 xp for defeating the goblins

Encounter Six

- 25 xp for freeing the elemental

Conclusion

- 25 xp for NOT revealing their nature as adventurers to the villagers.

Role-Playing Award 0-50 xp

Experience Point Maximum: 260 xp

Special Bonus Experience (Not Tiered)

40 xp for arranging for Ragil to get healed

Treasure Summary: possible treasure only

- 6 sp, a worn wagon and 6 sp worth of fruit
- 4 bear cubs worth 25 gp each
- A *wand of enlarge* (5 charges) - caster level 3rd
- Boon of Sisslilithiss
 - +10 ranks of swim for 1 hour
 - Water Walking once for 1 hour
 - Create Water once for 20 gallons

If you are playing in the Living Kalamar campaign this adventure is worth a maximum of 300 xp to your character. Your group may also divide the worth of the goblin's equipment. Goblin morningstars are worth 3 gp each and goblin studded leather is worth 10 gp each. The

total amount depends on the actions of the PCs but should not exceed 60 gp a player. The reason the maximum amount is listed at 60 gp. is that carrying all the equipment would be very difficult and even if they do carry the equipment, there will be a lower price for all of it since it will be harder for the merchant to sell multiple sets.

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

Other Certificate Needed:

Ownership of a Farm in the Country - 40 time units

Ownership of a Farm in the Country and Marriage to:

Marriage to Olita (no farm, she wants to go to Bet Rogala)



The ImageQuest™ Adventure Illustrator is designed for use by the DM during play. The DM should display the appropriate graphic to the players as they reach each encounter. The adventure text prompts the DM as to the precise time that each picture should be displayed. The DM's thumb should cover the picture number while the players are viewing the illustration so the players do not gain any unearned clues. DMs should also fold the page so that only one image is visible when showing to the players. Any maps, parchment or other items included in this book are for DM use ONLY, unless labeled "Player Aid". We recommend each Player Aid be photocopied and given to the players as circumstances dictate.



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Appendix A:

Village Roster

Families inside the village:

Par'loma and Cowaren – this elderly couple live in a spacious stone building in the center of the square. It doubles as the village meeting hall when village meetings occur.

Resemer (32 yrs), his wife Sisi (30 yrs), son (15 yrs) Onsar, son (12 yrs) B'Unil, daughter (13 yrs) Gorana – Resemer is the cobbler, smith, miller of the village. He runs a general store of such where he store the goods that the farmers need while grinding the wheat, repairing leather and working with any metal gear that needs repaired.

Tiro (18 yrs), his wife Ravi (19 yrs), daughter Inala (4 yrs) – Tiro is the local druid of The Raiser (Regorike) and he lives in a small earthen shelter in the village proper. He makes daily rounds to the different farms.

Tiro, male, human, dru2: CR 2; Medium Humanoid; HD 2d8+3; hp 16; Init +1 (Dex); Spd 30 ft.; AC 11 (Dex); Atk +2 quarterstaff melee (1d6+1); AL LN; SV Fort +3, Ref +1, Will +6; Str 12, Dex 13, Con 11, Int 14, Wis 16, Cha 13.

Skills and Feats: Animal Empathy +6, Diplomacy +3, Handle Animal +6, Heal +5, Knowledge (nature) +7, Listen +5, Spot +5, Swim +4, Wilderness Lore +8; Track, Toughness

Druid Spells Remaining (4/3): create water, know direction, mending, resistance, animal friendship, calm animal, cure light wounds

Languages Spoken: Kalamaran, Sylvan, Draconic, Elven and Merchant Tongue

Sub-Race: Kalamaran

Doron (43 yrs), his wife Valerie (38 yrs) and their son Ragil (21 yrs) – Ragil was injured in an accident involving a run-away horse a number of years back and Valerie still cares for him, while Doron works on his small apple orchard and winery. He always has 2d10 bottles of very good red wine available for sale. He sells them at 1 sp a bottle. Any PC that “knows” wine can tell that they would probably sell for at least 10 gp a bottle in the city and has a chance that they have seen one for sale in Lebolegido for 15 gp - general Intelligence check DC 19.

Old Balamir (53 yrs) –Old Balamir survived the attack by Tokis but his family and his sons were taken. The grief of this destroyed his wife who died six months ago. Old Balamir still works out on his farm. The farm surrounds the lands west of the village. He works them with a pair of oxen that appear to be as old as Old Balamir himself. The others in the village often invite him to dinner and they care for him the way that they would care for someone in their own family. In a way, they all feel part of the same family.

Niras (31 yrs – but solid white hair), his wife Inora (30 yrs), daughter Olita (16 yrs), daughter Famaril (14 yrs), and daughter Mepate (13 yrs) – Niras has a problem. He lost his one son to the army but now has three daughters and very little wealth to help get them married. He and his wife will be talking the PCs (male PCs) to possible determine the character of the PC. If the PC seems nice, Inora will approach them trying to feel out how much it will talk in dowry for them to considering marrying Olita. Olita is not bad looking but has her sights set higher than this farming village and the other villagers know this. Her charisma of 13 is above the average of this working village.

Families outside the Village:

Widow Silari (26 yrs) and her daughter Asena (11 yrs) – the widow lost her husband about 5 years ago while he was away fighting for Pecal. She has continued to herd the sheep

her husband once took care of and now her daughter herds them and she weaves the wool. The village assists with the shearing of the sheep for a share of the wool.

Parama Gomanas (37 yrs) his wife Hilu'A (37 yrs) and their sons Sepitar and Sepotali (18 yrs) and their daughters Gimani and Asena (16 yrs) – Parama and his family are fairly new to the village. They moved here from the Tokis border hoping to make a new start. Both he and his wife have twin siblings that died early in the war and it was not surprising that they had two sets of twins. The boys are helping with the farming and the girls although well into the marrying age, have not been married since Parama and Hilu'A believe that they should marry for love.

Wilake (27 yrs) and Lisanara (15 yrs) – this new couple was married about five months ago. Lisanara is the youngest daughter of Par'loma and Cowaren. She was something of a surprise to the couple but they raised her best they knew and she turned into a very respectable and talented woman. She has a great singing voice and is the equivalent of a 1st level bard. Wilake is a retired city guard. He wanted to settle down and grow food, instead of watching for thieves and raiders.

Wilake, male, human, Ftr3: CR 3; Medium Humanoid (6 ft., 1 in. tall); HD 3d10+3; hp 25; Init +4 (Improved initiative); Spd 30 ft.; AC 10 (does have chain shirt but does not wear it anymore); Atk +4 longsword melee (1d8+2 damage); AL LG; SV Fort +4, Ref +1, Will +1; Str 14, Dex 10, Con, 12, Int 14, Wis 10, Cha 13.

Skills and Feats: Craft +3, Heal +2, Hide +2, Listen +4, Jump +1, Move Silently +3, Ride +5, Spot +4; Improved Initiative, Power Attack, Skill Focus (spot), Weapon Focus (longsword), Alertness

Possessions: He does have a chain shirt in his farmhouse, along with 6 javelins.

Languages Spoken: Kalamaran, Deji and Merchant Tongue

Sub-Race: Kalamaran

Lisanara , female, human, Brd1: CR 1; Medium Humanoid (5 ft., 4 in. tall); HD 1d6+3; hp 9; Init +2 (Dex); Spd 30 ft.; AC 13 (Dex); Atk +0 melee (damage by weapon); AL NG; SV Fort +3, Ref +4, Will +3; Str 10, Dex 14, Con, 16, Int 13, Wis 12, Cha 16.

Skills and Feats: Hide +3, Knowledge (monsters) +4, Knowledge (races) +4, Knowledge (nobility) +3, Perform (Instrument, Flute) +6, Perform (Sing) +6; Dodge, Mobility

Possessions: Flute, dagger, pouch with 2 sp

Languages Spoken: Kalamaran, Deji, Fhokki, Gnome, Halfling, Elven and Merchant Tongue

Sub-Race: Kalamaran

Vik'rel (36 yrs) and his wife Lesares (25 yrs) along with their son Dilolas (5 yrs) – This couple work hard on their farm, blessed with a large draft horse that Vik'rel found wandering his farmland last winter.

Widow Tomara (22 yrs) and her daughters Nelata (7 yrs) and Korasela (6 yrs) She lost her husband, his brother and his brother's three sons to a terrible disease that struck them down before any healer could be summoned. Still she and her daughters manage to still run the small dairy that her husband's family owned, milking the herd of 12 cows and processing the milk to produce milk and cheese.

Balan (32 yrs) and Balamir (30 yrs) – these two brothers work a small farm and raise chickens as well. Balan is very good with animals and actually trains/raises dogs that help guard the roosts. They are not confirmed bachelors but have not had their interests peaked however the Gomanas girls have sparked an interests, as will any really good looking female PC.

Zandi Takhti (30 yrs) his wife Catusron (30 yrs) and their sons Borin (12 yrs), Furum (10 yrs) and Nurdan (8 yrs) – Zandi is originally from the Kamarala Mounds his family having been one that did not support the independence for the Principality. His family was very much in the minority and although they did nothing to prevent the revolution, they were outcast. Zandi grew up disagreeing with his parent and he despises the laws and privileges of high birth. They moved

here after he finally broke with the rest of his imperial loving family and have begun to be very successful farmers, having a great fall harvest and a good growing season so far.