



Declassified

A 1-Round Legends of Kalamar: Heroes of Pekal®
Adventure

by No One of Consequence

A secret [CLASSIFIED] involving [CLASSIFIED] [CLASSIFIED] [CLASSIFIED]. Who [CLASSIFIED] [CLASSIFIED] what [CLASSIFIED]. Can the [CLASSIFIED] [CLASSIFIED] [CLASSIFIED] [CLASSIFIED] [CLASSIFIED] [CLASSIFIED] [CLASSIFIED] [CLASSIFIED]?

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Calculating Average Table Level (ATL)

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

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

ADVENTURE NOTES

This module is an official supplement to the Legends of Kalamar: Heroes of Pekal campaign. It is designed for 4 to 6 characters ranging from 1 to 15 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 GM (the authority figure of the table and the aGMinistrator of the adventure), need a copy of Core Rulebook I, Core Rulebook II, and Core Rulebook III 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 Legends of Kalamar: Heroes of Pekal campaign and to this adventure.

CALENDAR AND CLIMATE **[CLASSIFIED FOR SECURITY REASONS]**

MODULE NOTES

The mystery of LKoK-32 is a tale of misinformation. Originally planned to be the placeholder for the concluding adventure in the "Beauty is Everlasting" story arc, there was some confusion in the organization of the adventures. The last adventure, A Rose by any Other Name, became LKoK-33 instead.

LKoK-32 however appeared in the Living Kalamar adventure listings at the Kenzer and Company web page, and was titled A Rose in the Sun. Where this title came from is anyone's guess, as no adventure was planned with that title.

This led to many players believing that LKoK-32: A Rose in the Sun was in fact released. When the players went to the RPGA database looking for it, they discovered that no such adventure was listed. Inquiries about the adventure were made to the RPGA, to Kenzer and Company, and to the campaign director. Needless to say, there were a lot of conflicting and confusing answers, and many players chose to contribute their own unofficial and misleading information to the mix.

All of this occurred during some difficult times in the Living Kalamar campaign, and there was much miscommunication from director to author to RPGA staff to Kenzer management. As a result of this no one really knew what happened to this adventure, and no one seemed to be able to provide a clear answer on where it went.

Fast forward a year or two later, and the mystery of this adventure was solved by former Lead Director Alana Abbott, who was brought on board to clean up the fracturing campaign and get it back on track. Direct contact was established to the parties involved at the time of the so-called release of LKoK-32, and the misplaced placeholder error was discovered.

Thus, there is really no LKoK-32: A Rose in the Sun. It never existed. It was never written... never planned. Someone simply made a labeling mistake and it was posted on two official web sites on accident.

Of course, some folks aren't convinced of the truth of LKoK-32, and there really is no way of convincing such folks. They know what they know and are content to believe in the fantasy of some great cover-up and conspiracy theory surrounding this adventure. As everyone knows, the staff of an organized play campaign is like unto a big bureaucratic government that uses lies and disinformation to lure their players into a complacent state of mind, all in order to secretly take over the fantasy gaming world.

With this spirit in mind, it is my pleasure to present this adventure to those who seek the REAL truth behind LKoK-32. May it bring you closure and answer all of your doubts and fears involving the Living Kingdoms of Kalamar campaign.

Signed:
No One of
Consequence

GM's Note: It is REQUIRED that ALL characters have played at least 31 LKoK adventures AND have earned a "Fang of Vevisalakale" cert before playing this adventure. Not meeting these requirements will result in confusion and plot destruction – not that this won't happen even if they DO meet the requirements, but they should be better able to keep up. For purposes of this adventure, any character that has been banned from Pekal may play this adventure as if they had not been banned.

Further, there is a high chance that most players will not enjoy this adventure. That is to be expected and encouraged. Anyone that is actually playing this adventure deserves what they get for poking too far into the affairs of the New Campaign World Order™. However in the interest of fairness, be sure to let the players know that if they like their characters the way they are now and do not wish to see them irrevocably altered for the rest of the campaign (more so than they are already, no doubt), then they should not play this adventure. **PLAY AT YOUR OWN RISK! YOU HAVE BEEN WARNED!**

Lastly, you will need to flesh out three encounters on your own; more than likely as the adventure is played. Read this adventure thoroughly. Only you know how much advance preparation you need to run an adventure, but the basic premise of the encounters is laid out

for you. Any LKHP GM worth their salt should be able to improvise off of what is provided without any trouble at all. Just remember, the players do not have a copy of this document. As far as they know, whatever you decide happens is what is written here.

BACKGROUND

(see rest of campaign)

ADVENTURE SYNOPSIS

Introduction: The players receive a message at their local place of comfort – wherever that may be.

Encounter 1: The message turns out to be a royal summons. This brings the players before the Prince, who entrusts the players with a "Secret Mission".

Encounter 2: The true Prince shows up. Awkward pause. Melee ensues.

Encounter 3: The true Prince reveals that the spies and doppelgangers of Kabori's military are everywhere, and it is up to the PC's to find out who is who. Any method of detection is allowed, up to and including *ahem* aggressive interrogations. A super top secret list of suspects is provided. The PC's may choose any three suspects to "interrogate".

Encounter 4 – 6: The PC's follow up on their picks. Interrogations (and probably melee) ensues.

Conclusion: The PC's report back to the Prince. They are congratulated and then given their "Appropriate Compensation".

INTRODUCTION

The players receive a message at their local place of comfort – wherever that may be.

As the above summary suggests, it is assumed the players are in their regular local place of comfort within Bet Rogala or Baneta. If any players state their characters have been banished from Pekal, tell them that the adventure takes place before those events transpired, and as such, the banishment does not apply. Let the players tell you where they are and what they are doing that morning.

Once ready, read the following:

A guard and a messenger find you. From the insignias on their clothing, they appear to be of a very high ranking of the Prince's personal guard. The guard confirms your identity and then nods to the messenger, who hands you a scroll case sealed with the Pekalese royal symbol. The messenger bows and the pair immediately leave without any discussion.

Any attempts to stop and talk with the guard and/or messenger are fruitless, as they continue on their way unimpeded. Magic does not work on them (they have GM's Fiat against magic), nor do any threats of pulling military rank as they report directly to the Prince. If the player(s) get really obnoxious, the guard and messenger recover the message, dismiss the character, and the adventure is over for them.

When the players open the scroll case, give them Handout A. Once everyone has finished reading, ask if they are going or not. Those who do not, the adventure is over for them.

Those who do, proceed to...

ENCOUNTER 1

The message turns out to be a royal summons. This brings the players before the Prince, who entrusts the players with a "Secret Mission".

Thanks to the uncanny timing of the messages, everyone arrives to see the Prince at the same time.

You arrive to find others waiting in the sitting room and sitting in the waiting room, some if not all are adventurers you know. Introductions are unnecessary and, as it turns out, not allowed as you are all shown into a private chamber as soon as the last of you arrives. The chamber is wide, probably about thirty to forty feet, and runs about twenty feet deep. There is a door in the middle of each wall, and there is a ten foot by five foot table in the center of the room. Chairs are on each side of each door; eight in total. The ceiling is perhaps fifteen feet high. There are dark green drapes on each wall, providing an air of rich importance to the room. As you stand with your fellow adventurers, the door opposite the one you all entered opens, and in strides Prince Kafen in military dress. His older yet

powerful half-elf face regards each of you patiently yet expectantly.

This is where the PC's should be bowing, kneeling, kow-towing, etc. and otherwise showing deference to their Prince to whom they have sworn fealty. If any PC does not immediately do so, they receive a much sterner look. If the whole party refuses to pay deference, the Prince turns on his heels – having been highly insulted – and leaves the room. The adventure is over for them. If proper deference is shown, the Prince bids them rise.

"Thou hast all been summoned for an important mission for Pekal," the Prince begins without introductions. "Failure is not allowed, nor will questions be tolerated. Thou art all expected to succeed, as all are capable and skilled combatants. Understand this quest is to remain in closest of confidence, and is not to be revealed to anyone beyond these walls."

"If any feel not up to the task, let them leave now."

Give the players an out here. In fact, they have had a number of chances already to get themselves out of this adventure and enjoy better success elsewhere. If the poor saps are determined to prove their worth, then continue to...

ENCOUNTER 2

The true Prince shows up. Awkward pause. Melee ensues.

The Prince leads you over to the table and opens a packet of letters found there. "There seemeth to be an unusual shortage of otter furs in Baneta..."

Just then, the sound of a door slamming shut interrupts the Prince. This comes from the door in the wall to the right of the door the Prince entered... only the person responsible is Prince Kafen! He strides forward in military dress, his eyes on the Prince at the table. There is an awkward silence that seems to last a lifetime as the two Princes regard each other.

"Seize that creature!" the new Prince boldly commands all of you. The first Prince looks at all of you, points at the new Prince and

commands just as boldly, “Seize that creature!”

At this point, call for initiative. Combat will ensue between the two Princes regardless of what the players do. If the PC’s stay out of it, encourage them by having the Princes issue commands to “Help me take down this pretender!” and such. All that matters is that the PC’s kill one Prince. As soon as this occurs, the body changes into the lifeless corpse of a doppelganger. It doesn’t really matter which Prince they choose, as long as one is disposed. Through uncanny luck and ability, the PC’s manage to kill the fake Prince (wow, imagine that).

Creature: Doppelganger (EL ??)

Use the stats in Core Rulebook III for a doppelganger, and add as many hit points, attack bonus modifiers, Armor Class modifiers, and class abilities on the fly as you need to make the fight exciting but not deadly. When combat is over, move on to...

ENCOUNTER 3

The true Prince reveals that the spies and doppelgangers of Kabori’s military are everywhere, and it is up to the PC’s to find out who is who. Any method of detection is allowed, up to and including *ahem* aggressive interrogations. A super top secret list of suspects is provided. The PC’s may choose any three suspects to “interrogate”.

If the PC’s were cowardly and did not help slay the doppelganger, inform them that their services will not be required due to their inaction. Feel free to throw in that the Prince will find “Other more qualified and brave individuals” to serve the Principality, and any other insults that may injure their pride further.

If the PC’s helped Prince Kafen slay the doppelganger, then read on, oh magnanimous GM.

“My gratitude, brave citizens! I knew I was right to have entrusted thee! Now, to business. Thou hast all been summoned for an important mission for Pekal. Failure is not allowed, nor will questions be tolerated. Thou art all expected to succeed, as all are capable and skilled combatants. Understand this quest is to remain in closest of

confidence, and is not to be revealed to anyone beyond these walls.”

“If any feel not up to the task, let them leave now.”

It may seem silly to offer so many chances for the PC’s to walk away, but it is necessary to avoid any groaning and moaning later. The PC’s will only have themselves to blame if they choose to go through with the adventure. Same as before, the adventure is over if they walk away.

If the PC’s are stubborn and want to see this adventure finished, give a big sigh, say something like, “Okay, then. Don’t say you weren’t given a way out!” and continue.

“As all can see here, there are many agents of Kabori that have infiltrated high positions within the government and its support structures. Thy quest is to choose thy targets from this list, pursue them, engage them in “private interrogation” and, should sufficient evidence be found of an infiltrator, execute the target. Sufficient evidence would be similar to what happened just now – if there are two of them, kill the impostor. Other sufficient evidence would be inability to produce known abilities, certain key elements missing from their person, or inconsistency in pattern behavior that is noticed by personnel. The rub – the agents know we are on to them, and all will have withdrawn from their position by this evening. This means there is only a scant precious hours to investigate. As such, there are other teams such as thyself who are being mobilized. Thou art the first, and get first choice of three targets from the following list.”

The Prince places a parchment before you. On it are written a list of names. You recognize more than a few.

Give the players Handout 2, and ask them to circle three names on the list. Once this is done...

“Very well. The dossier packets of thy targets have already been prepared, and thou wilt receive them upon taking thy leave of this manor. Compensation will be

dispensed upon thy successful return. May the Gods be with thee."

Prince Kafen then waves his hand dismissively.

So ends the briefing. No negotiation or discussion of pay is allowed, nor are any questions answered. Should the players loiter, let the Prince encourage them to "Maketh haste towards thy targets, as time grows shorter by the minute! Thou hast thy orders. Thou art dismissed!" If the players further harass the Prince, he grows tired of them and has them arrested and charged with some awful crime (harassment of a government official works) and the characters are thrown into the Towers for the rest of their natural (and unnatural) lives.

The PC's leave the Princely estate and saunter smack into...

ENCOUNTERS 4-6

The PC's follow up on their picks. Interrogations (and probably melee) ensues.

Now it is time for you, the humble GM, to shine. The players should have encountered some of the NPC's before, and will likely have ideas of their own on where to find them or where to go. The official adventure text is... let them do what they want. Give them a song and dance adventure to be remembered. Make up encounters; introduce unnecessary NPC's; ask if any players happen to have the cert "Double Boned"; whatever. As long as the players are having a good time and they have reasonable means to complete their missions, all is right with the world. Consider this to be the official go-ahead to make the adventure your own creation. Be flexible, but be mindful that there is a time limit of four hours in which to play this adventure. The more the players flounder around, the less likely they are to succeed in their investigations. All three of the encounters boil down to a fight with a doppelganger of your own creation that will provide just enough challenge for the party at the table. Remember you get three chances to put the hurt on them. Don't make the first encounter incredibly challenging, as it will set precedent in the minds of players for the rest of the adventure. Far better to make each encounter increasingly difficult - making the payoff at the end of the adventure that much more bittersweet and comedic.

Continuity and previous history with these NPC's is thrown out the window for this adventure. You gave the PC's the dossiers; therefore you control what information is in them. If you want Baron Labeta to frequent a harbor dive pub, then do so. Make it fun and entertaining, and it will make the ending of this adventure go down so much better.

Here are some suggested ideas about the NPC's. Use them or don't - it's your adventure, I'm just a squirrel trying to get a nut:

1) Baron Fatelus Labeta is not a doppelganger. No matter how badly the players may want him to be, killing him is considered murder of nobility and carries the death penalty. Oddly enough, this villain is clean for once. He has nothing to do with the doppelganger agents nor has he been infiltrated. Let's hope the PC's do their footwork if they pick this NPC, and make it absolutely clear there is no substantial evidence that he is in fact a doppelganger. Things will go from bad to worse when the body does not change to that of a dead doppelganger, and the PC's will be tried and convicted of murder. This would be the worst outcome of this adventure - permanent character death. Suggested skill checks: Knowledge: Nobility and Royalty (DC 25); Diplomacy (DC 25); Sense Motive (DC 30); Spot (DC 30); Wisdom checks (DC 20)

2) Captain Banilor is a doppelganger, but doesn't realize it. The PC's will need to figure out how to get it to do something doppelganger-ish or find some other evidence of Banilor having been replaced. The best method is to find the real Banilor drugged and dirtied in the holding cell of a guardhouse. A stressed out guard there could let slip something about Banilor bringing in a really nasty drunk he had to rough up a few days ago, and the poor sap still hasn't recovered. Suggested skill checks: Knowledge Local: Bet Rogala (DC 20); Gather Information (DC 20); any checks that take advantage of being in the City Guards metaorg

3) Headmistress Amishanti is a doppelganger. It cannot cast any magic. When prompted to do so, she begins to perspire and makes ridiculous claims and bogus arcane theories as to why she cannot - "There's a magnostorm going on..."; "The stars are not quite aligned..."; "It is THAT time of the month..."; "I have a headache..."; "First we need seventy male virgins..."

Whatever. Get as creative as you like leading up to the inevitable roll for initiative. Headmistress Amishanti is really in Baneta, and you could even allow a character who started the adventure there a Wisdom check DC 10 to recall a town crier saying something about her giving a lecture that day to a gathering of local hobgoblin shamans or some such event. Suggested skill checks: Knowledge Arcana (DC 10); Spellcraft (DC 5); Sense Motive (DC very low if trying to convince someone of a reason why they cannot do magic)

4) Colonel Nolan Brightstar is an easy one. A quick check at the army headquarters or the town crier hangout reveals Brightstar and his company of slingers were recently dispatched to the southeastern borders. Meanwhile, the false Brightstar is living in his military-provided home in Bet Rogala. Plenty of locals will confirm there is a Brightstar in Bet Rogala, as he is very popular with the common folk. If confronted with this discrepancy, the doppelganger knows the jig is up and immediately turns hostile. Suggested skill checks: Knowledge Military Tactics (DC 20); Knowledge Nobility and Royalty (DC 20); Gather Information (DC 10); any checks that take advantage of being in any military metaorgs, with membership in the army having the lowest DC's.

5) Constable Galis Belis is a doppelganger, but one with little to no information about the real Belis. He disappeared and hasn't been seen in a long time, leaving the doppelganger with its work cut out for it. All of Belis' personnel can confirm he is not acting like himself, almost as if he had never been trained to do his job. Many of them have been covering up Belis' mistakes, believing that he is suffering from exhaustion and fatigue, when really it is just a doppelganger that doesn't have anything to really imitate other than appearance. Suggested skill checks: Gather Information (DC 15); Knowledge Local: Bet Rogala (DC 20); any checks that take advantage of being in the City Guard or similar municipal metaorgs that have frequent contact with the Constabulary.

6) Welstern Vrindolvus has been infiltrated by a doppelganger. Vrindolvus is being kept alive in the cellar of his home for the time being. One of the kitchen maids discovered this and the doppelganger was forced to kill her and bury her in a shallow grave behind the house. The grave is not deep enough and as a result the local rat

and cat population is starting to dig her up to get to the meat. A confrontation about the body causes the doppelganger to panic and attempt to impersonate one of the PC's. Suggested skill checks: Knowledge Nobility and Royalty (DC 20), Spot or Listen (DC 20) to notice the rise in animal activity in the area; Listen (DC 30) to hear the muffled cries of the real Welstern Vrindolvus coming from the cellar

Conclusion: The PC's report back to the Prince. They are congratulated and then given their "reward".

You return to the mansion of the Prince, a bit worse for wear after finalizing your investigations. All that remains is to report your findings and collect your compensation. At the gate you are all subjected to a long process of moving through many guards and surrendering every weapon, belt, boot, and any metal or possible offensive article found throughout the countless pat-downs. It seems this morning's doppelganger attack has caused a severe spike in security at the mansion, and you are allowed inside only when you are left in practically a single shirt and trousers – or whatever suffices for such. All personal belongings of every kind are left behind, and you cannot remember the last time you were out in public with so little encumbrance.

You are left to wait in the foyer as a servant begins the process of sending word up the ranks to the Prince. It is dark outside by the time a footman collects your party and escorts you to the same room where it all began. The Prince is already there, waiting.

As before, the Prince waits for proper deference. The Prince's response depends upon how many missions the players completed.

Three encounters:

The Prince listens to your report of the interrogations. Once finished, the Prince smiles broadly and nods slowly. "Well done! The stories of thy skill have been proven true yet again! Pekal owes thee a great deal for this, and I do not intend to let Pekal remain indebted. Step through yon door and follow the footman outside. He will see to it that thou art compensated appropriately according to my determinations for thy outstanding success in this matter."

Two encounters:

The Prince listens to your report of the interrogations. Once finished, the Prince regards you all impassively. "I confess that I had expected better of thee, for thy reputation as adventurers is quite remarkable. Still, thou hast done a good service for Pekal, and I do not intend to let Pekal remain indebted. Step through yon door and follow the footman outside. He will see to it that thou art compensated appropriately according to my determinations for thy success in this matter."

One encounter:

The Prince listens to your report of the interrogations. Once finished, the Prince shakes his head slowly. "It seems the rumors of thy experiences are just that; nothing more than rumors. Thy compensation for thy efforts will need to be drastically reduced due to thy disappointing efforts. Step through yon door and follow the footman outside. He will see to it that thou art compensated appropriately according to my determinations for thy success in this matter."

No encounters:

The Prince listens to your report. Once finished, the Prince looks at all of you for a moment, and then turns away and silently walks out of the room – the door latch clicks quietly as the door shuts. You are left there for another awkward moment, and another door opens. The footman from earlier enters a step into the room. "Good gentles, if you would kindly follow me please."

After reading one of the above, continue:

The sun shines brightly this morning as the citizens of Bet Rogala go about their business. Having just enjoyed a marvelous breakfast, you lean against a wall just outside the inn where you slept last night, watching the people go by. You feel better than you have in a long time, as if your sleep were somehow more restful than usual, and despite all of your experiences here in Pekal, you have plenty of energy this day. You watch the people pass, waiting for someone to approach with a cry for help or some summons from a noble or even the College of Magic. These things are inevitable in this city. No matter what else goes on in Tellene, there is always an interesting adventure just around the corner, waiting to surprise you.

Hand each player an "Appropriate Compensation" cert. Thus ends LKHP32: Declassified.

EXPERIENCE AND GOLD

Due to the nature of the adventure, there is no Experience or Gold awarded. The players receive the "Appropriate Compensation" cert and a pat on the back (if you feel like it) for their four hour investment. If you are really bold you may offer a handshake or, in the case of extreme mental anguish, a warm hug.

OTHER AWARDS

"Appropriate Compensation" Cert: This PC has been magically and alchemically made to forget the events of LKHP 32: Declassified. In effect, the PC is exactly the same, but you don't remember ever doing any of the events in the mod. You retain no memory of the events that occurred in LKHP32, but due to the nature of the mindwipe, you are more resistant to mind-affecting effects. Any Will save to resist mind-affecting effects is made with a +1 synergy bonus (due to the magics and chemicals still in your system). There is no way to regain the memories of this mod. Continue to play this character as if nothing has happened. Don't show this cert to anyone until the Legends of Kalamar: Heroes of Pekal campaign has ended - until then deny this cert's existence as well as your having played LKHP32: Declassified.

Player Handout A

Noted Adventurer,

Let it be known that thou art summoned to the Royal Mansion of Prince Kafen regarding a delicate matter unsuitable for mention within the boundaries of this parchment.

Thou art summoned with the immediacy of the Prince himself, and it would be most unwise to tarry any longer than necessary for the reading of this missive.

All details regarding this matter will be revealed within thy audience with Prince Kafen. The messenger that delivered this to you knows nothing of the matter, nor does their armed escort. The less time spent in idle chatter with them would be most prudent for thee.

Thou art expected. Do not keep the Prince in waiting. Show this missive to the security detail for entry.

(The royal seal of Pekal is attached at the bottom as a signature)

Player Handout 2

Baron Fatelus Labeta

Captain Banilor

Headmistress Amishanti

Colonel Nolan Brightstar

Constable Galis Belis

Welstern Vrindolvus