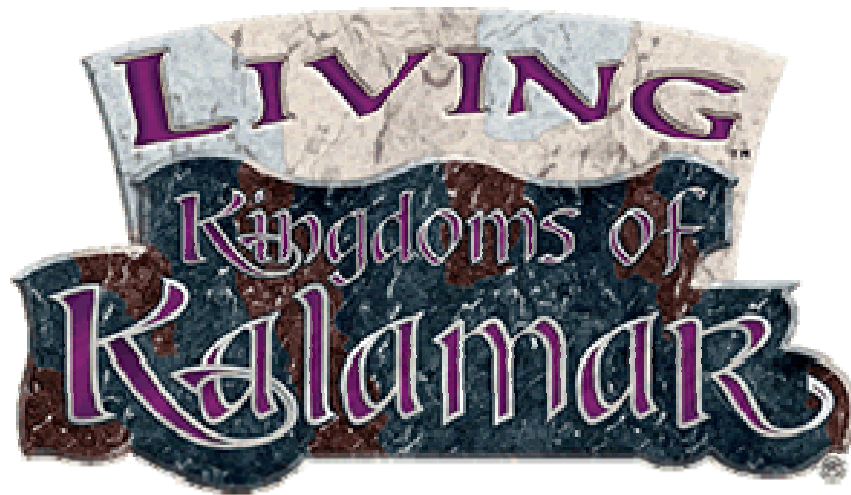


LKoK 60



To Shake the Pillars of the World

A D&D Living Kingdoms of Kalamar[®] Adventure

by Tom and Alana Abbott

Edited By Troy Daniels

Heroes find themselves facing Kabori's injustice in another land, and the very bedrock of the world trembles in fear.

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

Calculating Average Table Level (ATL)

LKoK uses ATL rather than Average Party Level (APL) in an effort to offer challenging adventures without massacring smaller or imbalanced tables. What this means is that, to calculate the ATL for a table, the levels of all the player-characters are added together. That number is divided by six regardless of how many player-characters there actually are. This number constitutes the party's ATL (rounded to the closest integer). If that number is not offered in the adventure, the players may choose if they play up (a higher ATL) or down (a lower ATL). It is against the spirit of the campaign to deny a player an open spot at a table in an effort to maximize the treasure for the other players at the table. Twelve players should play in 2 tables of 6 not 3 tables of 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 Living Kingdoms of Kalamar campaign. It is designed for 4 to 6 characters ranging from 1st to 13th level. It is advised that PCs go through this adventure with a full party, as the challenges presented may overwhelm a small party of adventurers.

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

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

CALENDAR AND CLIMATE

It is the month of Siege-hold, and the air all over the Vast Empire of Kalamar is stifling, so thick with humidity in some areas that the locals joke the air has become drinkable. In the Ka'Asa Mountains, this humidity is coupled with the noxious fumes of the still-active volcanoes. Official propaganda from the offices of the Vast, however, claims that this is the best time for adventurers to travel to the mountains, as "the climate is known to aid in the curing of most skin diseases." Unofficial word from the adventurers' guild in Kalamar is that the reason it cures the skin diseases is because a little rash won't bother you much when you're dead.

MODULE NOTES

This module takes place in the Ka'Asa Mountains, an active volcanic range, in the stronghold of Karasta "Irontop," a land that once belonged to the First Kingdom of the Seven Clans of dwarves, and is now considered a Protectorate of the Kingdoms of Kalamar. Though this adventure can be completed without any knowledge of the struggle between Pekal and the Kalamaran Empire, Pekalese patriots may see opportunities to make allies of the Ka'Asa dwarves; if the PCs can tip the scale for the Ka'Asa dwarves to renew their open battle against the Kalamarans, Emperor Kabori will be forced to rethink his current force deployment.

DMs should note at the beginning of this module which PCs have the "From the Forge of Ketta Asa" cert. Also note which players have participated in "LKoK 55: The House of Nalar."

BACKGROUND

Until about twenty years ago, the Ka'Asas Mountains were ruled by King Ungrum of Karasta, the First Kingdom of the Seven Clans

of dwarves. Despite the dangerous terrain, the dwarven nation thrived, producing huge quantities of obsidian, iron, gold, and diamond; gnomish residents were known as accomplished glassmakers and artisans. But though the nation had long survived the dangers of nature, they could not survive the dangers of their neighboring nation: the Empire of Kalamar. For years, Kabori sent his troops into Karasta to challenge the dwarves, battles which escalated until the infamous Battle of Kadir Ridge.

At Kadir Ridge, Marshall Jevanik of Kalamar led 2,000 infantrymen, 4,500 goblinoid mercenaries, and scores of giants and ogres in an all-out assault against the Karasta capital of Irontop. The bloody battle lasted five days before the dwarves and gnomes, their forces severely depleted, abandoned the fortress, allowing it to be overrun by the Kalamaran forces. Jevanik, seeing his victory at hand, ordered his goblinoid mercenaries and infantry to turn on the giants and ogres, slaying all but a few survivors. He then dismissed the goblinoid mercenaries, granting them extra pay if they would scatter, never to band together again. The occupying force of humans was supplemented by a unit of Kors Hobgoblins, noted for their ancient racial hatred of the Ka'Asas dwarves, in order to keep the local population under control.

The dwarves and gnomes have never given up hope that the kingdom of Karasta will one day be restored. Though King Ungrum still officially rules, he is under the thumb of Duke Satira Morika of Kalamar; many of his people consider him a hostage of Kalamar to ensure their good behavior. Despite the danger to their liege, former military units of dwarves and gnomes have continued to fight, waging guerrilla warfare on the Emperor's soldiers. They also have allies among the humans: Kuoro Jalek, the Champion of the Halls of the Valiant, is an ardent supporter of the dwarves, and with him, most of the servants of the Knight of the Gods.

As this adventure begins, the dwarven resistance has gotten word, through Ungrum's network of spies, that he and several other dwarves that have been in custody of Duke Morika are being moved from Karasta to Bet Kalamar, on the premise of paying tithes to the Emperor. Ungrum suspects, however, that the Emperor intends to confront them about diamond smuggling that has been going on, as Karasta diamonds are appearing on the market

in Zoa in the Reanaaria Bay. As this could easily lead to executions, Ungrum has written to his people to stay strong should he not return. The resistance, however, are unwilling to sacrifice their king—who has endured much humiliation to prevent an even greater number of his people from serving as slaves in the mines—and have sworn to find a way to free him.

In addition, dwarves have continued to disappear, mostly from the mines, but occasionally from the Kalamaran army, where dwarves who are "loyal to the Kalamaran Empire" are in reality providing information to King Ungrum. The resistance is concerned about these disappearances, and would be glad of any information they could receive on the topic. PCs may have discovered information on this topic in Nalar's laboratory in "LKoK 55: The House of Nalar," as the vampire wizard has been using dwarves for his experiments developing a type of undead known as cormorants.

ADVENTURE SYNOPSIS

Introduction:

The adventurers find themselves in Karasta in the Ka'Asa Mountains. While keeping a low profile because they are Pekalese citizens, the PCs come upon a festival in this former dwarven city. Though on the surface, all seems well, it is clear as the PCs witness an arrest that something is rotten in the state of Karasta.

Encounter 1:

After getting a tip from either a Gray Legion agent or Kuoro Jalek, the PCs have information to contact the dwarven underground. There, they must submit to a Zone of Truth spell to determine that their intentions are good, and have the opportunity to convince Sorgul Orekiln, the leader of the dwarven resistance, that they can help. (Giving the dwarves information about their missing citizens certainly helps to convince them.)

Encounter 2:

In order to prove themselves worthy allies, the PCs must defeat, in arena style combat, several captured hobgoblins of the Kors nation.

Encounter 3:

Trust gained, the PCs are given the whole story on the dwarves' intentions to rescue their king and the other dwarven hostages, who are being taken from Karasta to Bet Kalamar, and assault

the fortress of Irontop. The problem is that the Kalamaran forces travel in groups of 100; they need a small team to free the hostages while they create a distraction.

Encounter 4:

The Ka'Asa Mountains are a dangerous place, and getting into place to ambush the caravan is no simple task. Near the location the dwarves have chosen, a stone giant and a chasm lurker are locked in combat. The PCs can choose to engage either enemy, both, or just hope they kill each other off without noticing them. By helping the giant, however, they may win a powerful ally over to the side of the dwarves.

Encounter 5:

The PCs make their attempt to sneak in and free the prisoners from the convoy, taking great pains not to alert any of the guards to their presence. If the PCs are seen, they have to defend the king from the elite soldiers guarding him.

Encounter 6 (optional):

If there is enough time left in the module for two final encounters, rather than just encounter 7, the PCs are encouraged, through box text in encounter five, to rescue King Ungrum's daughter from a small village where she is being held.

Encounter 7: Final role-play with the dwarves. Kuoro Jalek believes that now that the dwarves have won another great battle, the Kalamarans may leave. Sorgul Orekiln thinks that the Kalamarans are too stubborn to abandon the mines, and he feels that with the dwarves' human allies, they can rid all of the Ka'Asa Mountains of the presence of the Kalamaran army. King Ungrum turns to the PCs for their advice. The PCs have a chance to help sway this argument in either direction, and if they succeeded in winning over a giant ally in Encounter 4, have an even better bargaining chip to help make their case.

Conclusion:

Good deeds done, the PCs make their way into the wilderness again, preferably well outside the borders of the Vast!

INTRODUCTION

Summary: The adventurers find themselves in Karasta in the Ka'Asa Mountains. While keeping a low profile because they are Pekalese citizens,

the PCs come upon a festival in this former dwarven city. Though on the surface, all seems well, it is clear as the PCs witness an arrest that something is rotten in the state of Karasta.

Ah, the Ka'Asa Mountains. A breathtaking natural splendor, a place to pay homage for the works of the gods. Except for the smell, of course. Active, sulfur spewing volcanoes run down the spine of the continent, separating the city states of Reanaaria Bay from the Empire of Kalamar.

And you're on the wrong side of the border.

Karasta is, to first appearances, a small town. There are a few small buildings and workshops above ground, mostly tended by humans, but most of the patrons are dwarves. Upon further examination, scattered about the town are various staircases, mechanical lifts, and tunnels that lead down into the heart of the mountains.

If any of the PCs are followers of the Knight of the Gods (or would be more likely to respond well to a cleric of the Knight of the Gods than a Gray Legion member), read the following. If none of them are, read the following boxed text with the Gray Legion contact.

A dwarf leaving a bakery looks at you and scowls. Pasting a tight sneer on his face, he stumps over to you.

"Ah, here to be gawkin' at the dwarves, are yeh? Yeh dress to proclaim to follow the faith of the Knight of the Gods, yet what good have you e'er done? This once were called the First Kingdom o' the Seven Clans, and is now sullied by the name of Protectorate of the Kingdom of Kalamar. G'on, get yer gawkin' selves outta here, or prove ye're different and worthy o' your faith. There's a trial down below in abou' an hour. Go watch the 'justice' of Duke Mokira. If ye be true members of the faith, seek me out afterwards, and we'll talk. Me name's Kuoro Jalek, an' don' ye forget."

Read the following boxed text to those parties that do not have followers of the Knight of the Gods, or who would be more likely to respond to a member of the Gray Legion.

A baker leans out of his door and waves you over. "Nice fresh buns! Hot bread! Pekal's finest gray truffles! Scads of muffins, legions of cookies!"

This is a hint that hopefully the players will pick up on. If this is a table of players who have never encountered the Gray Legion, make it obvious that this baker wants their attention.

"Welcome to Karasta," the baker says quietly. "A message has been passed from the Prince. Fomenting trouble here in Kalamar would be a good way to relieve some of the pressure at home. And, from personal experience, Karasta is ripe for some trouble. If you want to see what I mean, and are willing to help, go down a level, in about an hour, and there'll be a big show trial in the public circle. After the trial, if you're as upset as I am, go find a dwarven cleric of the Knight of the Gods named Kuoro Jalek.

If the PCs head toward the trial, make them give you Listen checks, and give out some of the rumors below. If they do not head toward the trial, the mod is over.

Rumors:

- Listen check DC 5: Pekal has fallen
- Listen check DC 10: No, you idiot, Pekal has freed itself and won a major victory
- Listen check DC 10: The cities of Reanaaria Bay are willing to support Karasta's independence for favorable prices on diamonds.
- Listen check DC 11: The Kingdom of Basir has started to question its ties with Kabori.
- Listen check DC 12: King Ungrum has been repeatedly humiliated by Duke Mokira (True)
- Listen check DC 17: King Ungrum is in contact with the local resistance movement (True)
- Listen check DC 25: King Ungrum has been holding back the resistance movement to protect dwarven hostages. (True)

Proceed with the boxed text below if the PCs go underground.

It is dim below ground, despite the presence of torches and magical lights. The torches leave a strong scent of pitch, but the smoke

is carried away through a number of ventilation shafts.

A few blocks ahead, you here the low murmurings of a frustrated crowd. Upon sighting them, you begin to understand why.

There is a raised platform set up in the center of the square. A podium stands upon it, and the trappings of a trial by law surround it, complete with witness stand, court scribe, judge, and a few extras... including a rack, a brazier with hot irons sticking out of it, and a gallows. The entire affair is surrounded by forty guards, and monitored by at least two wizards

The judge rings out, "Let the defense rest." A regal dwarf on the dais raises his hand in protest "Your Grace! I haven't begun my closing arguments!"

The judge snickers. "Oh, I'm sorry, King Ungrum. But, you see, I have somewhere I have to be, and he's obviously guilty. Matters of state call me, and treason is so weighty a crime that delaying punishment would be unfair."

"TREASON?" the dwarven king protests. "Duke Mokira, he was arrested for public drunkenness!"

"Oh? But treason sounds so much better, and you dwarves are always drunk anyway. Enough. I'm leaving for a party, so I'll delay his sentencing until later. I don't want to miss the sport. Guards! Hold him in the dungeon until I'm ready for him. Or until he dies if I forget about him." With that, the supercilious human stands and makes is way off the dais, surrounded by bodyguards, who raise their shields as a preemptive defensive measure against thrown fruit and rocks.

Off to the north side, you can make out the vestments of a dwarven cleric of the Knight of the Gods.

"So ye seen what ye seen, now, eh? To be fair, this weren't as bad as it gets." Kuoro Jalek sighs. "Usually, them torture devices is used immediately. King Ungrum's tha' bravest of us all, fer he humbles his own honor t'save as many as he can. And fer his

paymen', he's soon to be dragged to Kabori and blamed for Mokira's smuggling. You wish to help? Head nor' out of town for a mile, then head off the track east. Look fer a large boulder shaped like a war helmet. We'll find ye there." Jalek turns and stumps away without another word.

If the PCs follow Jalek's advice, go to Encounter 1. If the PCs do not, the module is over.

ENCOUNTER 1

Dwarven Underground

Summary: After getting a tip from either a Gray Legion agent or Kuoro Jalek, the PCs have information to contact the dwarven underground. There, they must submit to a Zone of Truth spell to determine that their intentions are good, and have the opportunity to convince Sorgul Orekiln, the leader of the dwarven resistance, that they can help. (Giving the dwarves information about their missing citizens certainly helps to convince them.)

As you leave the civilized areas of Irontop and venture into the Ka'Asas Mountains, you see the wild areas spoken of in song and legend. The rock face juts out against the small paths, large enough for only goats and halflings to tread comfortably, and the scrub is dry and pungent. Enemies or predators could be lurking around any corner, hidden in caves or crevices, waiting to spring.

To make matters worse, darkness is falling, and in the distance, you see the red fires of the still-active volcanoes. The whole range is filled with sparks of light, like distant campfires, only far more sinister. From what has been said about the range, any place could lurch into flame at any moment—even Karasta...

Allow the PCs to make Spot checks. If they are all laughably low, continue the feeling of danger that lurks around every corner and allow them to make Spot checks again. The goal here is only to heighten the sense of danger before allowing the person with the highest Spot check to recognize the landmark they were given in the introduction.

There! You see the boulder you were told to look for, the one that looks like a war helmet. Behind it is a path, which you only see

because you were told to look for it, that leads directly into the stone face.

The PCs may have varying thoughts on how to make a good first impression on the dwarves. Allow them to state their actions--searching the area for tracks is a waste of time, as all of the tracks have been brushed clear (something someone with Track who can make a DC 17+ATL Survival check would realize).

The stone face appears to be blank, but in reality has a great stone door that is hidden with a *permanent consistent image* spell, which would require a DC 20 to dispel. In order to keep the door hidden, it also has *obscure object* and *Nystul's magic aura* cast on it.

Once the PCs get through the illusion, read the following:

The enemies you suspected lurking without seem to appear right before you. It is no Kalamaran soldier who greets you, but a dwarf wielding a pike ready to pierce your throats. In the dim light of the tunnel, you barely make out other dwarven faces, most of them behind bows, crossbows, and halberds. Their number is hard to guess in the fading light, but there are at least five hidden.

"Why come ye to this place?" the dwarf demands, holding off his attack as he gives you a chance to respond.

This is Sorgul Orekiln, the leader of the resistance in the mountains. Lucky for the PCs, he was spending his own turn at guard duty, something he demands of all of his captains. Unlucky for the PCs, he doesn't trust anyone who isn't a dwarf or a gnome. All non-dwarf or non-gnome PCs take a -5 penalty to Charisma based checks to overcome Orekiln's racism. A half-hobgoblin or a hobgoblin receives a -10 penalty.

He is, however, willing to listen, just very difficult to win over.

ATL 1-3: Diplomacy DC 20
ATL 5-7: Diplomacy DC 30
ATL 9-11: Diplomacy DC 40
ATL 13: Diplomacy DC 50

Some PCs already have an advantage in speaking with Orekiln due to their purchase from the Ka'Asa Forge (a cert from "A Is for Assassin"). The PCs can improve their chances through good roleplay (at the discretion of the DM) or through mentioning the following:

- They are citizens of Pekal who have been fighting against the Kalamaran legions. +1
- They have helped to destroy the lab of a vampire who was experimenting on dwarves--possibly the same dwarves who have disappeared. +5
- Additional tales of their own bravery and good intent. +1 each
- Good reasons why they actually want to help the dwarves (justice is reasonable; mentioning being sent by Kuoro Jalek is another). +1 each

As long as the PCs are polite or genuine in their desire to help the dwarves, Orekiln gives them all the time they need. If the PCs are belligerent, however, Orekiln steps back, coughs a nonsense word (it sounds vaguely like the word for "rutabega" in Dwarven), and the PCs are transported via the teleportation circle they've been standing on. If this happens, read the following box text:

Your nostrils suddenly feel clearer as you breathe in the smell of sea-salt. It takes you a moment to realize that the dark room in which you are standing is not, in fact, the dark room you left behind. Outside the window, you hear a street hawker calling out, "Fine Zoa fish for sale! We take gold from all nations!"

At this point, the adventure is over.

If the PCs are polite but do not manage to pass the diplomacy check, Orekiln still views them skeptically.

"Ye sound like honest folk," the stern dwarf admits, "but many folk can sound honest. Can ye swear to yer honesty? Submit yer will to my companion, a servant of Suzek, and we may accept ye as allies."

DC 10 Religion check reveals the Suzek is the Dwarven name for the Mother of the Elements.

Orekiln is asking the PCs to submit to a *zone of truth* spell. If they willingly agree and genuinely mean to help the dwarves, they are granted automatic success on their Diplomacy rolls.

After the PCs succeed at the Diplomacy check, either through roleplay or through the *zone of truth* spell, Orekiln agrees to take them into the mountain.

The dwarf lowers his pike and looks at you appraisingly. "Well then, it seems ye may be what ye say after all. But if ye want ter be our allies, we have one more test for ye. Would ye risk yerselves for our cause?"

If the PCs agree (or wisely ask for more information), Orekiln continues.

"We caught a group of hobgoblins from the Kalamaran army scouting our area and trapped 'em down here. One managed to get out, and we caught him and got the information out of him we needed. Now we've got some hobs and a blocked up trap. If ye can rid us of their infestation, we'll know ye're not only willin' to risk for us, but ye're worth havin' as allies. What say ye?"

If the PCs agree to this, move on to Encounter 2. If they protest or declare that they won't use the teleport circle text used on belligerent PCs.

ENCOUNTER 2

We'll Battle, of Kors

Summary: In order to prove themselves worthy allies, the PCs must defeat, in arena style combat, several captured hobgoblins of the Kors nation.

You are lead down a series of long tunnels. Far below where bats would live, one of the dwarves carries a small canary in a basket. The leader, Orekiln, says, "If the canary kicks it and goes silent, we turn aroun' and run. Normally, this is a coal gas trick, but these be volcanic mountains, and there're other dangerous gasses down here. Ah. Here we be. Through this gate be trapped some Kors mercenaries, workin' for Kabori. We could kill them from a distance, and we were about to, since they refuse to negotiate. But now it's your job. Our lives be on the line daily, fer our people. Prove yer worthy of our trust.

We'll open the gate five minutes after we let you in."

With that, he turns away. You can hear his footsteps as he traipses towards the gate mechanism.

Allow the PCs two rounds to prepare themselves. There is not a surprise round. Should anyone have moral problems with the entire concept, if they *detect evil*, all of the hobgoblins rate as strongly evil. At ATL 3 and higher, the hobgoblins are all raging on their first turn, and gain a +4 initiative bonus for hearing the gate start to open.

ATL 1:

Hobgoblin War1 (4): Monstrous Humanoids, hp 12

ATL 3:

Hobgoblin Bbn1 (4): Monstrous Humanoids, hp 16

ATL 5:

Hobgoblin Bbn2 (4): Monstrous Humanoids, hp 27

ATL 7:

Hobgoblin Bbn4 (4): Monstrous Humanoids, hp 49

ATL 9:

Hobgoblin Bbn6 (4): Monstrous Humanoids, hp 71

ATL 11:

Hobgoblin Bbn7 (5): Monstrous Humanoids, hp 89

ATL 13:

Hobgoblin Bbn9 (5): Monstrous Humanoids, hp 113

ENCOUNTER 3
What's the Buzz?

Summary: Trust gained, the PCs are given the whole story on the dwarves' intentions to rescue their king and the other dwarven hostages, who are being taken from Karasta to Bet Kalamar, and assault the fortress of Irontop. The problem is that the Kalamaran forces travel in groups of 100; they need a small team to free the hostages while they create a distraction.

Regardless of whether the PCs were successful in killing the hobgoblins, their attempts have convinced the dwarves that they are truly committed to the Ka'Asas cause.

Battle over, the dwarves usher you out of the cavern and welcome you as their own. Even Orekiln has overcome his hesitance in allowing you to help. There is promise of food, beds, and the making of plans. Orekiln has a way that you can help, but has no time to discuss; instead, he encourages you to explore the encampment—though not to go beyond sight of the sconces the dwarves have placed on the cave walls, as there are dangers lurking beyond. He says he'll find you in the morning.

The PCs have half a day (and all night, if they wish), to explore the encampment, though it certainly won't take them that long. Wattle huts, tents, and ramshackle shanties have been thrown together in a series of large caverns. There is, of all things, a tavern, which seems to be doing brisk business selling Renaarian liquor and ales. Although there are very few places to purchase supplies, there are some, and mundane equipment (like ammunition) can be replaced. The dwarves have no alchemical mixtures for sale, nor specialized weaponry, but odds and end like rope, candles, flint and steel, playing cards, dice, and other more frivolous paraphernalia are easy enough to come by.

If PCs did not hear rumors in the Introduction, they can certainly gather information from the dwarves and hear much the same (using Gather Information as the skill check rather than Listen). The dwarves are more concerned about their own state than the war between Kalamar and Tokis, however. The PCs may also overhear or learn the following:

- Gather Information DC 10: There is a brisk business between the Ka'Asa stronghold and Zoa. Most of what the dwarves purchase, on the record, is ale.
- Gather Information DC 15: The dwarves have many contacts in Zoa who have helped them stockpile weaponry that the dwarves can't make for themselves.
- Gather Information DC 17: There are other dwarven rebel cells throughout the Ka'Asa Mountains and Reanaaria Bay.
- Gather Information DC 20: Legend among the Ka'Asas speaks of a treasury

of the Mountain Kings: magical items and treasure that physically represents the traditions and heritage of the Ka'Asas people. If this treasury exists, the items that belong in it have been missing since the Kalamaran invasion.

- Gather Information DC 25: The Kalamaran Duke (dwarves spit rather than say his name) has been stealing diamonds from his own mines and selling them to a merchant in Zoa.
- Gather Information DC 30: The dwarves have been skimming off the top as well, smuggling their wealth into Reanaaria Bay area in exchange for arms and assistance.
- Gather Information DC 35: Not only does the dwarven resistance have friends among the slaves in the mines, but also among Kabori's own military. Ka'Asas have been hired into the military as scouts, because of their intimate knowledge of the mountains.
- Gather Information DC 40: The time is coming to strike, now that they have the supplies they need and their people are placed in strategic areas. All the resistance needs is the right moment to make their move.

After spending some time with the dwarves (for a small fee, as per the PHB, a dwarven cleric of the Mother of the Elements offers them low-level healing if they were wounded in the battle with the hobgoblins), the PCs are shown to a tent they will be sharing with some other dwarven soldiers. Casters can use this time to regain their spells; all the PCs can use the time to rest. If the PCs decide to set a watch, the only thing they notice is that their tent mates are particularly loud snorers.

Once what passes for morning inside the mountain begins, Orekiln arrives at the PCs' tent and takes them back to the tavern to discuss their mission.

"'Tis fate has brought ye here when we needed ye," says Orekiln, stroking his beard. "Ye may have heard that we're ready to begin making our war against the Kalamarans out in the open. They've just provided us with the perfect moment to strike. We've heard word from our intelligence inside the fortress that Kabori—he spits as he says the name—

commanded King Ungrum be brought to Bet Kalamar. This canna be good news for our people. Ungrum has long stood for us, keepin' our people out o' harm's way as best as he can. We'll not let him get taken to the capital, likely to be executed, or worse, enchanted into bein' a loyal servant of that wretch's crown. Nay, we mean to steal him right from under their noses. And while that unit is gone from the city, marching toward Bet Kalamar, we mean to take back Irontop as well. The only thing we were lacking was a skilled team to keep the king safe while our forces attacked the legion. And here ye are!"

The PCs likely have a number of questions for Orekiln. Several possibilities are answered below.

We're supposed to kidnap/steal/rescue the king?
"Aye," says Orekiln. "Ye are to go in without arousing too much suspicion. Me and mine'll form a distraction so that ye have the time to get him out and away from the baddies."

Why not just take on the Kalamaran's in the open?

"Och, ye jest!" laughs Orekiln, before he realizes you were serious. "Nay, t'would be folly, e'en for ye. The soldiers move in centuries—meaning there are one hundred men, all soldiers, in each group. E'en with our men inside, serving as scouts, we'd do poorly at a head on attack. 'Tis why we've been harrying them from the mountains these long years!"

What is the terrain like/what dangers might we face?

"The mountains are treacherous, but less so for ye than Kabori's lackeys, as ye've not got dwarves attacking ye as well. There be monsters of all sorts, wild animals, and worst, the giants. There be fire giants, who fought against us at Kadir Ridge, only to be turned on by the Kalamarans. O' course, fire giants can't be trusted either. There be other giants in the hills as well, but they stay as far away from the Kalamarans as they can."

Where are you going to be?

"We be comin in from t'other side, to drawem away from ye. Ye'll have t'make yer own way through the mountains."

When do we go in?

“We’re stagin’ attacks on both Irontop and the century transportin’ King Ungrum tonight at twenty-three bells. The dark will make it difficult for us to hit them, to be sure, but it makes it easier for us to make it seem as though we’ve more men than we have.”

How do you know where the king will be/where will we attack the century?

“Our scouts inside the military are the ones that have given us this information. They’ll be traveling off the main roads, but we’ll give ye the location on the map. We’ve plenty of routes through these mountains the Kalamarans will never know.”

Orekiln hands you a map; the path he’s outlined for you winds through the mountains, crossing a bridge before uniting with a slightly larger path to the south. No other paths are marked. The crossroad is circled.

What if we have to engage the enemy in combat?

Orekiln’s face darkens. “Then ye must be sure that none of them are able to recognize ye. Ye’re no dwarves, so reports of yer activities may not tip our hand. The longer it takes Kabori to hear of our victory—for it will either be victory or death—the better we can position our defenses for the day he wishes to try taking us back.”

What does this job pay?

Orekiln laughs. “Now ye’re thinkin’ like dwarves! ‘Tis not much we can offer ye, but we’ll give ye each a diamond from one of our mines the Duke hasn’t yet discovered.”

ENCOUNTER 4 **Welcome to My Parlor**

Summary: The Ka’Asa Mountains are a dangerous place, and getting into place to ambush the caravan is no simple task. Near the location the dwarves have chosen, a stone giant and a chasm lurker are locked in combat. The PCs can choose to engage either enemy, both, or just hope they kill each other off without noticing them. By helping the giant, however, they may win a powerful ally over to the side of the dwarves.

The stench of the volcanoes continues to flood your nostrils, damp air clinging to your

clothes and skin. Despite the warnings of the dwarves, most of the path they marked off for you is clear of dangerous animals and monsters. Clear, that is, until you reach the bridge. On the other side, you see two creatures locked in battle. One has eight legs and resembles an enormous spider, with the exception of its lizard-like mouth and teeth. Its opponent, a gray-skinned humanoid who stands nearly twelve feet tall, is dwarfed by the spider-creature, which snaps its jaws near the humanoid’s face.

They do not appear to have noticed you yet, but it is clear that the humanoid was caught off guard, and it appears to be unarmed. A stone greatclub rolls near its feet.

The two creatures in combat are a Chasm Lurker and Bapto, a stone giant. The PCs are just outside of the Chasm Lurker’s sixty foot tremorsense radius; unless the PCs approach or in some way draw attention to themselves, they could go unnoticed.

If they decide to watch to see how it goes, allow Bapto to make a Spot check (DC 8 or the PCs Hide checks, if and only if they think to Hide) to see the PCs. If the PCs approach, Bapto sees them immediately, and the Chasm Lurker is aware of their presence (though it continues to attack Bapto, as Bapto is still the largest target, and therefore the largest meal).

As soon as Bapto notices the PCs, read the following.

“You, small people, help Bapto!” cries out the gray humanoid in Merchant’s Tongue, his voice on the edge of desperation.

If the PCs decide not to help Bapto, his pleas become increasingly more urgent. Some examples are as follows:

- ***“Bapto can’t get to club! Please help!”***
- ***“Small people help Bapto, Bapto help small people!”***

Both Bapto and the Chasm Lurker have neutral alignments and do not detect as evil.

If the PCs do not intervene (or are simply not noticed), Bapto finally manages to grab his greatclub; inside of two rounds after this, he clubs the Chasm Lurker to death, but he is greatly wounded in the process. If they ignored

his pleas, Bapto glares at the PCs as he wanders off into the mountains.

UNDER NO CIRCUMSTANCES DOES BAPTO ATTACK THE PCs AT ATL 5 AND LOWER! The only reason Bapto would attack the PCs is if they were a danger to him; he does not attack them unless they attack him first, and then only at ATL 7 and higher.

ATL 1:

Fatally Wounded Chasm Lurker: Huge Magical Beast, hp 12

ATL 3:

Wounded Chasm Lurker: Huge Magical Beast, hp 25

ATL 5:

Chasm Lurker: Huge Magical Beast, hp 45

ATL 7:

Advanced (7HD) Chasm Lurker: Huge Magical Beast, hp 53

Bapto: Large Giant, (wounded) hp 79

ATL 9:

Advanced (9HD) Chasm Lurker: Huge Magical Beast, hp 77

Bapto: Large Giant, hp 119

ATL 11:

Advanced (11 HD) Chasm Lurker: Huge Magical Beast, hp 94

Bapto: Large Giant, hp 119

ATL 13:

Advanced (13HD) Chasm Lurker: Gargantuan Magical Beast, hp 137

Bapto: Large Giant, hp 119

The Chasm Lurker is hunting, which is why it attacked Bapto. Its strategy, even after the PCs attack, is to use its bite attack on Bapto, using its leg rakes against smaller enemies. (If any of the PCs are large, the Chasm Lurker will use its bite attacks against the Huge or Large opponents—including mounts and animal companions.)

If the Chasm Lurker is reduced to less than 5 hp, it flees back into the chasm below the bridge.

As soon as the PCs intervene, Bapto makes a grab for his greatclub. After that, in order to keep from hitting the PCs, he makes only one attack per round with the club. If the PCs attack Bapto,

he fights back ONLY at ATLs 7 and higher. At lower ATLs, he flees immediately.

If the PCs aid Bapto, read or paraphrase the following after the battle (vary the text if the Chasm Lurker escaped before being killed):

When the eight-legged monster shudders its last, Bapto sits down hard on the ground, shaking the rock beneath him. He wipes a large gray hand across his forehead.

“Bapto offer thanks to small people,” he says in Merchant’s Tongue. “Chasm Lurker usually no trouble for Bapto, but it catch Bapto by surprise. Glad for you show up. Why you small people here? You not wear clothes of bad nasty soldiers.” His face contorts as he mentions the soldiers, and he spits on the ground at his side.

Give the PCs a chance to introduce themselves and discuss their reasons for being in the region. Bapto believes whatever they tell him, as long as it’s reasonable. Since they helped him, he’s happy to give them any information about this area of the mountains. He can tell them the following (he speaks Low Kalamaran and Merchant’s Tongue awkwardly, and speaks giant eloquently):

- His tribe lives fairly close by. He promises them safe passage through the stone giant lands.
- He can show them a shortcut to their destination to save them time.
- There won’t be any more Chasm Lurkers. Those are solitary creatures, and it should take some time before another one moves into this area.
- The stone giants have been controlling the population of monsters in the area, but they haven’t let the dwarves know, as the dwarves hate them.
- They don’t actually dislike the dwarves. The stone giants see the dwarves as victims of Kalamar—just like the giants.
- Bapto can also tell them the story of the Battle of Kadir Ridge. Many of his people were killed when the Kalamaran General turned his troops on them, betraying their agreement and slaughtering them with his troops. The stone giants have sworn a vow of hatred against the Kalamaran soldiers, and

attack any units that appear in their area.

PCs who spend some time talking to Bapto may see the stone giants as a potential ally to the dwarves. Bapto can't promise anything—he's a fairly young adult and his voice doesn't carry much weight with his tribe—but as his people all hate the Kalamarans, he is sure that something could be arranged. He knows the dwarves are honest, even though they don't like giants, and a truce with them would be worth a great deal to his people.

ENCOUNTER 5

Ye old Snatch and Grab

Summary: The PCs make their attempt to sneak in and free the prisoners from the convoy, taking great pains not to alert any of the guards to their presence. If the PCs are seen, they have to defend the king from the elite soldiers guarding him.

Note to the DM: This is not quite a free-form encounter, but as players are often more creative than the boundaries of the module, judges should try to accommodate the more daring suggestions of the players by rewarding them with benefits. If they decide to set up some sort of trap or ambush that will better allow them to sneak into rescue the king and the other captured dwarves, give them bonuses to their Hide and Move Silently checks (never exceeding +5 to both). On the other hand, if the PCs do things that will make their enemy wary of ambush, penalize them accordingly (again, never exceeding -5 to both skill checks).

You arrive at the crossroads just as dusk is beginning to fall. There are no soldiers in sight, though it is difficult to see the horizon due to the large outcroppings of rock scattered about.

The PCs have about an hour to prepare whatever they want to accomplish before the troops show up. They may just wait, as they have no idea how long the century will take to arrive—or they may decide to give themselves a better set up so that they can act quickly when the time arrives. Continually ask them to make Listen or Spot checks as the century approaches.

Faint but recognizable, the sounds of a marching army reach you through the mountains. Faint reflections of torch light send shadows across the rocks.

The PCs have three rounds to finish up whatever they're doing and get into whatever position they hope to hold when the army arrives.

Just as you are settling in, the army halts, right at the crossroads they don't know exists. A stout young dwarf with a red beard glances around the area beside a centurion, the obvious commander of the soldiers.

"Seems as safe as any place can be in the mountains, sir," the dwarf says respectfully.

"Keep your eyes open!" the centurion calls out. "Ambush isn't likely, but I would rather expect the unexpected than be caught off guard."

The legionnaires settle in, setting up tents, starting cook fires, and generally making camp. It takes a DC 15+ATL Spot check to locate where King Ungrum and two other dwarf prisoners are being held.

The PCs have about three hours to wait before the twenty-third bell (though time is hard to tell, as the sky is cloudy and the torches and cook fires send smoke up into the air). What they do with that time is entirely up to them. If at any point they are spotted by the rangers, the rangers take 2 rounds to cast spells or move into advantageous position without letting the PCs know, and then combat begins, and the dwarves, rather than waiting until twenty-three bells, attack early. This makes their losses against the Kalamarans much greater.

At the three hour mark, the dwarven army (already in place) attacks from the north, drawing off the century's forces. The dwarven scouts seem very surprised--enough so that the PCs believe this is genuine--but the scouts immediately start spotting potential ambushes in every direction, leading the legionnaires away from the camp and likely into their dooms.

The PCs Hide checks are opposed by the Kalamaran rangers' Spot checks. See below and in the Enemies file for ATL modifiers.

The three dwarves are conscious, but one is extremely injured and cannot move on her own. The PCs have to quietly convince King Ungrum that they are here to rescue him. (Mentioning Orekiln's name instantly bypasses the need for Diplomacy checks; otherwise, the DC is 10+ATL.) Getting the wounded dwarf past the remaining guards adds a -3 penalty to Move Silently checks to the PCs helping her. Otherwise, King Ungrum and the other dwarven captive can use the PCs' Move Silently checks and Hide checks.

If the PCs choose to heal the wounded dwarf, a any healing of 4+ hit points reduces the penalty to -1, and any healing for 8 hit points or stronger negates the penalty entirely. PCs attempting to heal the dwarf by making a Heal check does not negate the penalty. Any of these attempts, however, grant the PCs the following box text:

"Many thanks," the dwarf whispers, looking more confident for your attention. "Ye've won yerself an ally this day."

The (formerly) wounded is a cohort, and swears to follow whichever PC healed her/made the attempt to heal her, if they'll have her. This is a certed cohort, and can be found in the treasure summary at the end of the module.

If the PCs are lucky, they may complete encounter 5 without having to fight their way out at all. As soon as the PCs are spotted, however, they must face the elite guards stationed around the king.

ATL 1:

Legionnaire Scout (1): Rgr 1; hp 10, Spot +8, Listen +8

Legionnaires (2): human War 1; hp 10

Hobgoblin Soldier (1): hobgoblin War1; hp 12

ATL 3:

Legionnaire Scout (1): Rgr 3; hp 24; Spot +10, Listen +10

Legionnaires (2): human Ftr 2, hp 20

Hobgoblin Soldier (1): hobgoblin Bbn1; hp 16

ATL 5:

Legionnaire Scout (1): Rgr 5; hp 38; Spot +12, Listen +12

Animal Companion (1): Wolf; hp13

Legionnaires (2): human Ftr 4; hp 36

Hobgoblin Soldier (1): hobgoblin Bbn2; hp 27

ATL 7:

Legionnaire Scout (1): Rgr 7; hp 52; Spot +14, Listen +14

Animal Companion (1): Large Wolf; hp 34

Legionnaires (2): human Ftr 6; hp 51

Hobgoblin Soldier (1): hobgoblin Bbn4; hp 49

ATL 9:

Legionnaire Scout (1): Rgr 9; hp 66; Spot +16, Listen +16

Animal Companion (1): Large Wolf; hp 34

Legionnaires (2): human Ftr 8; hp 67

Hobgoblin Soldier (1): hobgoblin Bbn6; hp 71

ATL 11:

Legionnaire Scout (1): Rgr 11; hp 80; Spot +18, Listen +18

Animal Companion (1): Large Wolf; hp 34

Legionnaires (3): human Ftr 10; hp 83

Hobgoblin Soldier (1): hobgoblin Bbn7; hp89

ATL 13:

Legionnaire Scout (1): Rgr 13; hp 97; Spot +20, Listen +20

Animal Companion (1): Large Wolf; hp 51

Legionnaires (3): human Ftr 12; hp 99

Hobgoblin Soldier (1): hobgoblin Bbn9; hp 113

Tactics: The legionnaires, who have the fear of the Emperor as the guiding force in their lives, fight to the death. If they fail in their duty to bring King Ungrum to the Emperor, their lives will be forfeit anyway.

Development: Tables that have enough time for two more encounters (one combat, one roleplay) should move directly on to Encounter 6. (Do not pass Go, do not read the remaining box text!) Tables running low on time in the slot and are not going to have a chance to play through the optional Encounter 6 receive the following box text:

Away from the sounds of battle, the king and the two captives with him thank you for your part in saving them. "Ye are to be commended for yer bravery, and fer helpin' those who are not yer own people in their time of need. Knight of the Gods and Mother of the Elements both keep ye in their good graces!"

One of the other captives, a rather stuffy looking dwarf with what must have been a well-trimmed beard before he began the journey, clears his throat. "If possible, Your

Majesty, I suggest we ask these good people to lead us back to Lord Orekiln's camp."

"Right ye are," says the king. "Lead away, laddies!"

ENCOUNTER 6 (Optional) **Rescuing the Princess**

Summary: If there is enough time left in the module for two final encounters, rather than just encounter 7, the PCs are encouraged, through box text in encounter five, to rescue King Ungrum's daughter from a small village where she is being held.

The dwarven King seems less pleased than someone who had just been freed from Kabori's clutches should be.

"Ye daft buggers! Ye knock-brained lily-gizzard dung-crawlin' cowflies! There nay be a one of ya with brains enough to pour sand through a sieve! Were ye're mothers orcs inflamed with a passion for mules? Did yer unrepentant fathers masquerade as ladies of the evening to make whatever ends ye want meet? Ye goat kissin trolls! Ye freed me, aye, and in the process not only started a war with Kabori, but ye LEFT ME DAUGHTER CAPTIVE!"

Allow the PCs some time for the "What? Huh?" reaction.

Hearing the commotion, Orekiln rushes over from the battle to the north, ready to defend his king with his life, just in time to hear the mistake in his plans.

"Me daughter Ailynn be held as a hostage against me good behavior. Suren I would have started the war again years ago, but I have no seen her in almost ten years, and despite all our spies, have no word o' where she be. And ye have just condemned her to death." The frustrated king clutches a retrieved axe, and his hands begin to shake between rage and fear."

Orekiln kneels at the king's feet. "Me king. We dinna know, and we apologize, but suren luck has favored us this night. We found the centurion's body, and he had orders to retrieve yer daughter as well. She's in a village not three miles down the road, in one

of the farmhouses. But, me king, we need ye to come reinforce the assault on Irontop. Ye're people need to see ye. Let these lads do it."

King Ungrum looks at you. "In all my years, I've never trusted other than a dwarf, and yet ye freed me. It seems I owe ye a favor, and the favor I repay with my trust, by asking fer ye help. Can ye free me daughter? She's about two feet high, bright red hair, just a wee thing."

PCs say yes, proceed with the encounter. PCs say no, move to Encounter 7, and give them the Disgust of Ungrum cert immediately. This cert gives an immediately active -5 penalty on ALL dealings with dwarves, not just Charisma based checks. This is a heroic campaign, and the PCs' cowardly acts should be appropriately penalized.

Three miles later, you see the village spread out before you. Two hundred feet ahead, a nine foot tall wooden palisade surrounds the village, but the gates have not been shut. One guard stands with a torch, apparently waiting for the century to arrive. The village is about 150 feet in diameter, and from your vantage point you can see 10 houses and a small tavern. There are lights coming from under the doors of the houses, but no windows. The only people visible in the town are two men standing with spears in hand outside the buildings, apparently keeping a watch.

There are only three guards in the town, one at the gate, two in town. The rest of the town is under curfew. Pick any building you want in which to put the dwarven princess. The villagers are frightened by the PCs, because they have just brought about the wrath of Kabori on the village. If the PCs choose to talk to the villagers, the villagers should cower and cast sullen glances at the PCs. If it is suggested, the dwarven princess will offer sanctuary to the villagers in the dwarven stronghold.

ATL 1:
Legionnaires (3): human War 1; hp 10

ATL 3:
Legionnaires (3): human Ftr 2; hp 20

ATL 5:
Legionnaires (3): human Ftr 4; hp 36

ATL 7:

Legionnaires (3): human Ftr 6; hp 51

ATL 9:

Legionnaires (3): human Ftr 8; hp 67

ATL 11:

Legionnaires (3): human Ftr 10; hp 83

ATL 13:

Legionnaires (3): human Ftr 12; hp 99

Standing before you is a young dwarven woman. But she's not two feet high. She must be near four and a half feet tall. And, from the sounds of it, the equivalent of a teenager.

"Daddy sent you? About time. Ten years he leaves me here, and nary a shopping trip. Ten years! Old fool probably still thinks I'm a child. Well, are you taking me home? It's been ten years since I've even seen a dwarven boy, and it's time for them to look out, because I am on the prowl. Let's see, Daddy owes me ten years of birthday presents, twenty solstice gifts, twenty equinox gifts, every girl's little pony..."

The chatter is incessant, and follows you for the next several hours, interspersed with complaints about horses, walking, carriages, and sore feet.

ENCOUNTER 7

Where Do We Go from Here?

Summary: Final role-play with the dwarves. Kuoro Jalek believes that now that the dwarves have won another great battle, the Kalamarans may leave. Sorgul Orekiln thinks that the Kalamarans are too stubborn to abandon the mines, and he feels that with the dwarves' human allies, they can rid all of the Ka'Asa Mountains of the presence of the Kalamaran army. King Ungrum turns to the PCs for their advice. The PCs have a chance to help sway this argument in either direction, and if they succeeded in winning over a giant ally in Encounter 4, have an even better bargaining chip to help make their case.

This is a primarily free form encounter. Several discussion points and their originators are given after the boxed text. Let the PCs start the

discussion and then respond with whatever text seems appropriate. The PCs are given the opportunity to make Diplomacy checks at the end of the encounter. Anything above a 25 should convince the dwarves to continue fighting. Feel free to assign circumstance bonuses as you see fit.

Secure for the moment in Irontop, a council is convened. King Ungrum sits again on his throne, and those dwarves not repairing the defenses and opening escape tunnels are nearby, including Orekiln and Kuoro Jalek.

"Me friends, ye done a great thing today, an' I be rightly grateful, to both the clan and her allies. The day will come when my gratitude will be repaid, but time be scant, and we need a council o'war."

"I have several questions I want to hear discussion on. Do we continue to fight, or do we flee? If we continue to fight, how can we defend our lands, and where do we gain allies? If we flee, where do we go? And, finally, flee or not, how do we gain vengeance upon Kabori for the evils he's inflicted upon us?"

Let the PCs answer, and toss in the following bits of opinion as seems fit.

Orekiln:

- Continue to fight, and start striking as guerrillas all throughout the Vast.
- If we must flee, we can't go to Pekal, because who knows if it's still free.
- We shouldn't count on the Pekalese as allies, because they may have already fallen, but if we can make contact we should.
- We could go to the elves of Cilorealon.
- Vengeance should be close to home, in Bet Kalamar. Killing him is too hard. Kidnap his son?

Kuoro Jalek:

- Fight for our homeland. Establish a strong defense, and not squander our clan dying throughout the Vast.
- Ally with Zoa to provide a route to the sea.
- If we must flee, flee to Svimhozia to our kin there, and come back stronger.

- Fight honorably. Gain allies amongst the local peoples.
- Given the hardiness of the adventurers, hire more, particularly those from Pekal or Pekalese expatriates, to bolster our lines here.
- Vengeance eats at the soul. Justice should be served, but retribution forgotten.

King Ungrum:

- Fight for our homeland. Both establish a strong defense and guerilla warfare throughout the Vast.
- Send to other dwarven clans for allies, and begin an offensive against Kabori.
- Send to Pekal for whatever support we can get, to keep Kabori fighting on multiple fronts.
- Bribe additional countries to either secede or go to open war against Kabori.
- Find who ever has been kidnapping dwarves for experimentation and see that he meets the end of his days.

Ailynn:

- Go shopping, and just buy me stuff.

CONCLUSION A

If the PCs largely succeeded in their rescue operation, read the following:

While not all is well in the Ka'Asa Mountains, you feel as though the success of the dwarves has been helped by your presence, and that your good deeds have been noticed by others. That means it's time to move on.

If the PCs convinced King Ungrum to keep fighting the Kalamarans, continue:

Whether the dwarves continuing to fight against Kabori's soldiers will impact the war between Pekal and Tokis is yet to be seen. But you are confident that, if it does, you've helped not one nation, but two, continue to evade the thumb of the Kalamaran Empire.

CONCLUSION B

If the PCs failed in their rescue operation or were never trusted by the dwarves (ending the

adventure before encounter 3), read the following:

It seems as though your efforts have not been enough to make a difference in the Ka'Asa Mountains. On the road, days outside of Karasta, you hear that the dwarves attempted an assault on the fortress of Irontop and most were slaughtered, setting their rebellion back years—perhaps decades. Hopefully, the adventures ahead of you will end more happily.

Experience and Treasure

Experience is awarded to PCs based on the number of adventures the PCs have played. Tier 1 is awarded to PCs who have played up to 25 adventures. Tier 2 is awarded to PCs who have played between 26 and 74 adventures. Tier 3 is for PCs who have played 75+ adventures.

The Campaign Staff recommends that Discretionary Experience for Role Playing be rewarded in full to all players who engage in appropriate and game enhancing role play over the course of the module.

EXPERIENCE

All characters who participate receive the following:	Tier 1	Tier 2	Tier 3
Introduction: Gathering information/gaining rumors	25	50	75
Encounter 1: Gaining the trust of Orekiln	25	50	75
Encounter 2: Defeating the hobgoblins	50	100	150
Encounter 4: Defeating the chasm lurker	75	150	225
Rescuing/Befriending Bapto	50	100	150
Encounter 5: Rescuing the King	150	300	450
Encounter 7: Finding out the opinions of Ungrum, Orekiln, and Jalek	50	100	200
Succeeding in swaying the dwarves	25	50	75
<i>Discretionary Role Playing Experience</i>	50	100	150
Total Possible	500	1000	1500

Bonus Experience: Players who were able to complete Encounter 6 receive 50 bonus xp, regardless of tier, for their attempt (and hopefully success!) in rescuing the princess.

Judge Rewards

A judge who 'eats' this adventure (judges the adventure without first playing it) receives the Total Possible Experience Award according to their character's tier and the listed bonus experience, as well as 200 gp and the special judge cert.

TREASURE

This is where treasure is listed. Items that have been stripped off bodies will be listed at prices for which they may be sold. Treasure is broken down by Encounter to aid the judge in determining if characters are awarded specific items. The amount may be more or less than what is listed in the PHB as the economy may fluctuate.

Note: The hobgoblins in encounter 2 have no resalable gear.

Encounter 5: The Kalamarans' gear may be sold for the following (as tiered by ATL):

ATL 1-3: 240

ATL 5-7: 480

ATL 9-13: 960

Conclusion: One diamond (certed) per PC

OTHER AWARDS

Rough Ka'Asa Diamond: This diamond, mined from a secret shaft in the Ka'Asa Mountains, is a gift of the dwarves for your efforts on their behalf. Though rough, the diamond is high in quality and can be used as a spell component where a diamond valued 1,000 gold pieces is necessary. The dwarves are happy to grind the diamond into powder if requested.

Ka'Asa Cohort Cert: This cohort is a dwarf of the Ka'Asas Mountains. She has sworn to serve you and provide what healing she is able in return for your gift of healing to her.

Languages: Dwarven, Merchant's Tongue

Requirements: Wisdom 12 or higher; 2 or more ranks in Heal

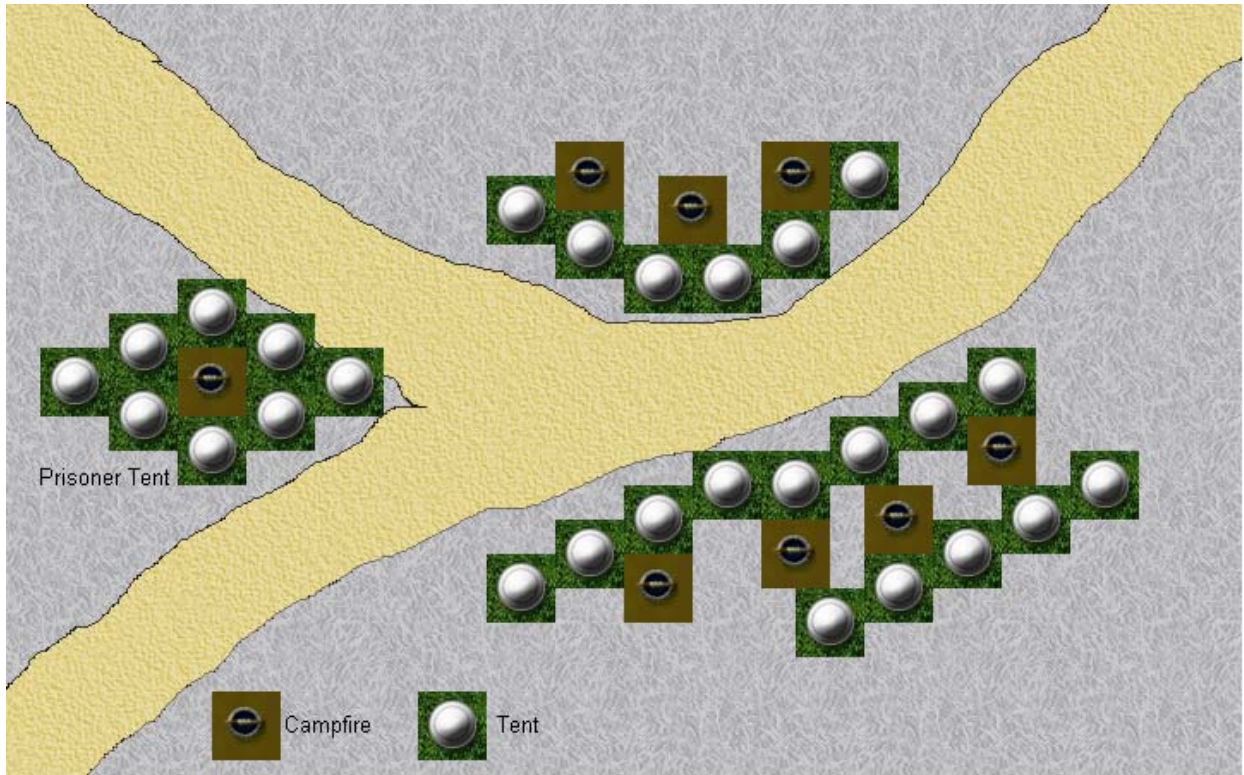
Available Classes: Bard, Basiran Dancer, Cleric (Mother of the Elements), Gr
Druid, Ranger, Shaman

Disgust of Ungrum cert: Your cowardly actions have been noted by the gods. Because of your refusal to aid the King of the Ka'Asas Dwarves, you are granted an immediately active -5 penalty on ALL dealings with dwarves, not just Charisma based checks.

Judge Cert Heartiness of Ka'Asa: The campaign staff knows that, like the volcanic fumes of the Ka'Asa Mountains, players sometimes spout a lot of hot air. For your tireless efforts in braving the dangerous gasses delivered toward the judge's chair, you may select one character to receive a +2 resistance bonus on saving throws vs. poison.

Appendix One – Maps

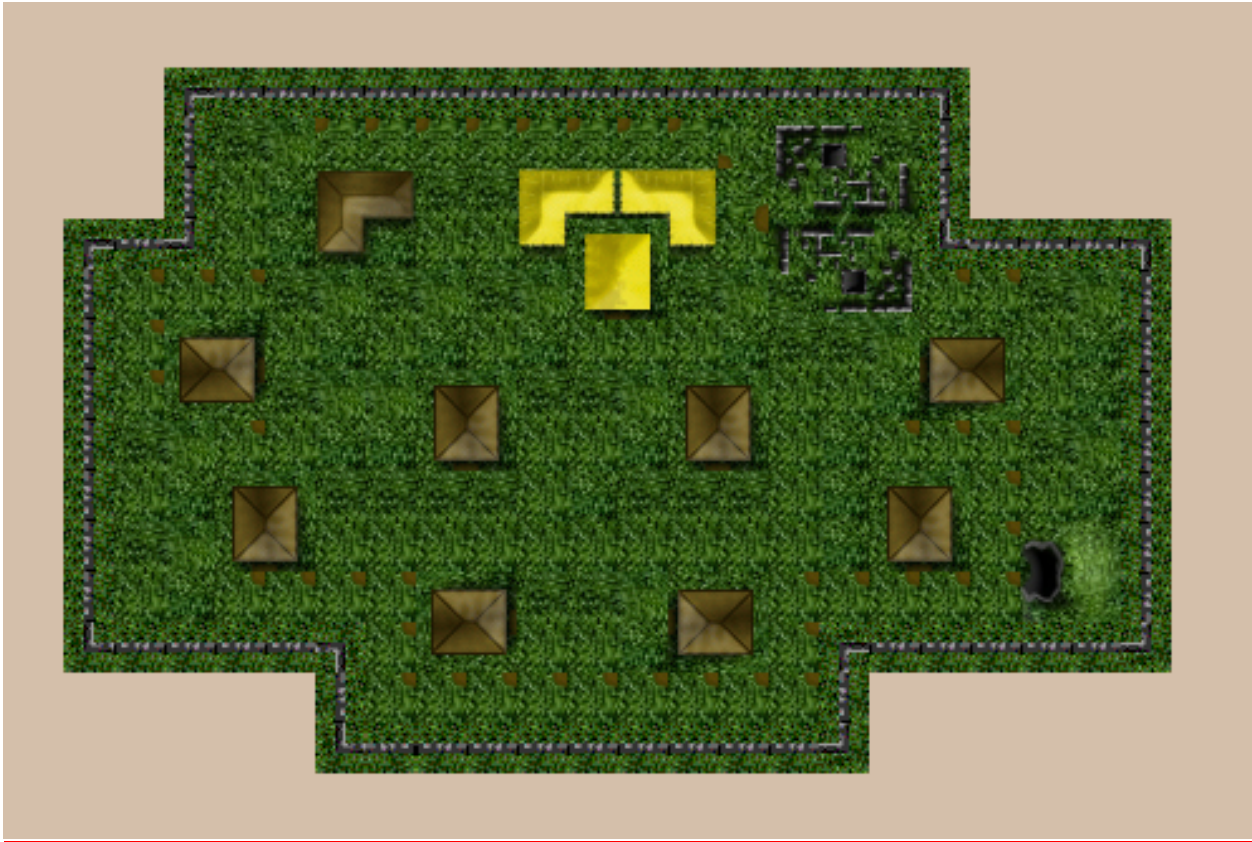
Century Encampment



The Prisoner tent is the one located on the bottom of the diamond shaped formation of tents on the left side of the map.

Top side of map = North
Bottom side of map = South

Save the Daughter!



The king's daughter is located in the center "yellow" house. If you are looking at this in black and white, it is the large house in the center.

The gate is located in the southern wall, and at the time the Heroes arrive, is still open. The gate is 20 ft. wide.