

# Domino Effect

Part One of *The Shadow Conspiracy*

A One-Round D&D Living Kingdoms of Kalamar Adventure

An Adventure for 1<sup>st</sup>- to 4<sup>th</sup>-Level Characters

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A professor at the College of Magic has survived an assassination attempt. The city guard doesn't have the resources to investigate, so the Steel Ribbons take the job and ask for your help again. An adventure for characters levels 1 through 4. [This is a time-dependent module.](#)

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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.

The campaign converts to D&D 3.5 September 5<sup>th</sup>, 2003 at *Weekend in Pekal*.

### Module Notes

This module is part one of *The Shadow Conspiracy* series for use in the Living™ Kingdoms of Kalamar campaign setting. It is designed for 4 to 6 characters ranging from 1<sup>st</sup>- to 4<sup>th</sup>-level. It is advised that PCs go through this module with a full party, as the challenges presented may overwhelm a small party of adventurers. This is a combat intensive module.

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

Each encounter presented includes abbreviated NPC statistics. Specific statistics for key Non-Player Characters (NPCs) and other material are included in the appendices at the back of this module as well as throughout the module text itself. Certificates that may be photocopied are also included. The DM should read this adventure entirely no less than once before playing in order to ensure a precise flow of movement, 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.

This module specifically deals with the shadow elves of Tellene. Drow. And unlike drow that are featured in the *Monster Manual* core rulebook, the shadow elves on Tellene have their own distinct culture and motives. It is important to read the information presented in the *Kalamar Player's Guide* so that you understand the race properly.

### Module Layout

This module has been divided into three sections. These sections represent those encounters that PCs are most likely going to encounter, those that they may seek out on their own to verify information they acquire and those encounters they can pursue if they miss opportunities that are time-dependent.

- **Section 1: The “P” encounters**-The Primary Encounters are those situations in which an adventuring party most likely finds itself. If a party takes the hook and accepts all the challenges of this module, it faces these encounters.

**DM NOTE:** Moving away from the primary encounters does not end the module but does make it impossible for the PCs to finish the primary plot of the adventure.

- **Section 2: the “S” encounters**-The Secondary Encounters are those places that PCs may choose to go in an effort to confirm something that they've heard or want to purchase in an effort to further their investigation. The encounters listed don't encompass all the different possibilities of secondary encounters, but those encounters that seem most likely base don the overall plot of the module.
- **Section 3: the “T” encounters**-The Tertiary Encounters are used if the PCs miss an opportunity that causes them to miss a “time-dependent” encounter and irrevocably removes them from the main plot of the module. There are other opportunities in the city that tie into future modules, though, that the players may participate in.

### Adventure Synopsis

—Introduction—Members of the Steel Ribbons have heard of the PCs and offer them work (members of the meta-org are approached individually first) in hunting down would-be assassins of a professor at the College of Magic.

## SECTION 1: THE “P” ENCOUNTERS

—**Encounter P1**—Scene of the Crime: The PCs are permitted to investigate Shanti’a Diamond-eyes’ office in the School of Conjunction. They also learn the race of the assassins.

—**Encounter P2**—The Merman’s Trident: The PCs follow a map found at the School of Conjunction to the Merman’s Trident, a bar they’ve visited before (*With Thine Eyes*).

—**Encounter P3**—Old Town Square: The halflings met at the Merman’s Trident are waiting beside the fountain, but someone else waits for the PCs as well.

—**Encounter P4**—Gallows Circle: Following Thaturan’s lead, the PCs head to the headquarters of the constabulary on Gallows Circle to finally get some answers as to what’s going on.

—**Encounter P5A**—Beneath Bet Rogala: Thaturan takes the PCs with him to help stop Gishnaia from opening the Gate of Daihianidas.

—**Encounter P5B**—Inside the Five Towers: While Thaturan and his men leave to prevent armageddon, the PCs remain in the Five Towers to protect the drow deserter, Malagith.

## SECTION 2: THE “S” ENCOUNTERS

—**Encounter S1**—Constabulary: The PCs may want to speak with the constabulary and figure out if Thaturan is a constable or working for another group entirely.

—**Encounter S2**—Gather Information: There are a number of places PCs can go in Bet Rogala to gather information. This encounter describes some of the best places and what the PCs learn while they’re there.

—**Encounter S3**—Lead Detective: The PCs may want to speak with the constable assigned to this case and see why he isn’t doing more to find the assassins himself.

—**Encounter S4**—Midnight Sage: If the PCs played *Making a Name* they would have met (or at least heard of) Sorva D’Lortal, the only known shadow elf in the city. She operates the Midnight

Sage, an herbalist’s shop beside the College of Magic. The college has accepted her presence, so the rest of the city does as well. She’s only open after sunset, though.

—**Encounter S5**—School of Divination: Supposedly divinations are failing, but the PCs may want to check for themselves. Speaking with the headmaster of the school, he insists that something is thwarting his spells.

—**Encounter S6**—Thrin Chor: Shanti’a Diamondeyes turned down the leadership of the Thrin Chor. The PCs may want to ask some questions to see if this fostered any resentment with the organization.

## SECTION 3: THE “T” ENCOUNTERS

—**Encounter T1**—Otters in the Lake: The PCs hear a rumor that the College of Magic is using otter familiars to communicate with an underwater city of aquatic elves in Lake Eb’Sobet.

—**Encounter T2**—The Lost City: The PCs hear a rumor that a settlement was built in the Rytarr Woods when sailors discovered a tree that produced golden apples. The location of the city was lost when the sailors’ ship sank.

—**Encounter T3**—Kalamaran Embassy: The PCs hear a rumor that a rival to the Bet Rogalan Thieves Guild has set up shop in the Kalamaran Embassy. They hope to corner the market by using doppelganger assassins.

—**Encounter T4**—Night Workmen: The PCs hear a rumor that the municipal workers that walk the streets at night (lamplighters, street sweepers, etc) don’t represent the Assembly of Light but are actually agents of the Bet Rogalan Thieves Guild.

—**Conclusion**—The PCs save the day, and if they fought beneath the city, pick up a new admirer. Thaturan offers his friendship as well.

## APPENDICES

**Appendix I:** Treasure Summary

**Appendix II:** Experience Point Summary

**Appendix III:** Heroes and Villains (APL 1)

**Appendix IV:** Heroes and Villains (APL 2)

**Appendix V:** Heroes and Villains (APL 3)

**Appendix VI:** Heroes and Villains (APL 4)

**Appendix VII:** NPC Personalities

**Appendix VIII:** Finding out information about Bet Rogala—Information the PCs might find in Bet Rogala and the DCs to find it with.

**Judge's Map #1:** A map of the hidden cavern of the Gate of Daihianidas.

**Player Handout #1:** A request that any members of the Steel Ribbons meet at the Robin's Nest for potential work.

**Player Handout #2:** A note from Tholan and Golan asking the PCs to meet them in Old Town Square.

## **Background**

There are many reasons why Bet Rogala is home to the largest College of Magic in Tellene. The emperor of the Vast that first ordered the college built had reasons also, reasons that have been lost to those who live in the old empire and even most of the professors at the college itself. Still, for those who know where to seek out forgotten knowledge, Bet Rogala holds many secrets.

One such secret is the Gate of Daihianidas, the doorway to an ancient prison. The Overlord was not the only god that was imprisoned during the time of antiquity, or so it is written, and his brothers and sisters are caged behind similar gates across Tellene. Gishnaia, a drow priestess of Valandar (the Seller of Souls, god of murder and revenge) has learned of the Gate of Daihianidas.

For reasons all her own, she has chosen to open the gate, which she believes contains Aesylenadar (the Demon Lord, god of demons) the supposed father to Kheiskhari (the Prince of Terror, god of fear and nightmares). It is assumed that the Demon Lord would take his vengeance on Bet Rogala, Pekal and perhaps the entire Young Kingdoms for the millennia of imprisonment. Such a bloody act would certainly

advance Gishnaia to the high priestess of her temple, if not the entire order of Valandar.

And although she knows that the Gate of Daihianidas is somewhere beneath Bet Rogala, the cleric is unsure of its exact whereabouts. She does know that Shanti'a Diamondeyes, the headmistress of the School of Conjuraton knows the location of the gate. Rather than spend countless months searching the underdark beneath Bet Rogala, Gishnaia has chosen to enlist Shanti'a to her cause, whether the wizard wishes to cooperate or not.

## **Old Town**

Old Town certainly isn't the official name of this area of Bet Rogala. Bet Rogala Proper is the area of the capital bordering the dock district, composing the majority of the western end of the city. When the town was first founded during the expansion of the Vast, it grew just like any other burgeoning metropolis, expanding outward from its primary resource as necessary. At one point, the College of Magic was a separate entity entirely to Bet Rogala and the city simply coalesced around it. Now, Old Town is a shadow of its former glory, comprised mostly of abandoned warehouses, run down homes and squatter settlements made up of the less fortunate population of the city.

One exception to this, though, is the royal mansion. The official home of the prince (and all royalty from the days of the empire) is located in the north area of Old Town. Prince Kafen has never lived there, nor has any other royal family for over two hundred years, but the house is still maintained as a matter of tradition and status.

The derelicts that live in Old Town cling to the royal mansion as an ironic icon of their marginalization from the rest of the city. While the Scholars, Temple and Royal Districts (all east of the Inner Wall) are regularly cleaned, Old Town is falling apart around this one magnificent mansion.

Old Town is the base of operations for the Bet Rogalan Thieves Guild, or so it's rumored, as well as a prime location to buy information and hire less-than-savory mercenaries to do less-than-savory work. For all these negative influences, Old Town is still a relatively safe place to travel in groups of three or more. Homeless are more evident than in other parts of the city, and the buildings themselves show the area's age, but there's a

dignity and an independence to the area that defies typical stereotypes. Old Towners are a breed of their own. Only the toughest and the strongest could survive in this district of Bet Rogala.

A color-coded map of Bet Rogala defining the different districts of the city, along with buildings of note is included in the LKoK Campaign Book, available September 5<sup>th</sup>, 2003.

### **The Five Towers of Bet Rogala**

The elven influence on Pekalese sensibilities often makes visitors to the principality feel as if its inhabitants were weak willed or lack conviction when it comes to crime. People are jolly, pleasant and civil to one another, exchanging greetings and niceties frequently. The Five Towers, though, are a reminder that Pekal was once part of the Vast Empire of Kalamar, the nation that dominated half the known world. And through those years of military conquest, its people learned numerous ways to inflict pain and enforce their will.

The Five Towers of Bet Rogala refers to the five stone towers that encircle Gallows Circle, where the capital holds all its executions. Forming a pentagon, the five towers have no doorway at street level, but all run beneath the city street to a dungeon built below the entire circle. This area comprises the bulk of Bet Rogala's prison system. The dungeons below are lined with a variety of cages and cells, as well as implements for interrogation that the constabulary uses to hold and/or question prisoners that await trial. Such dungeons resemble so many other dungeons that were built across the Vast, as well as in many other nations.

What is unique about the Five Towers, and why they serve as a deterrent to most would-be thieves, is the towers themselves. They have no windows and only one door that leads to the dungeons below. There are no stairs, but a simple pulley system rigged to the top of the tower that raises and lowers a steel platform. Lining the walls are rows and rows of shackles, both for the wrists and the ankles. The towers house the worst of criminals: murderers, traitors and those that terrorize the city in the name of some dark god or demon. Such prisoners are carried up into the tower and chained to the wall, left to hang.

Very few people survive the towers, and those that do are surely executed at the conclusion of their trial. The towers lack windows so that the screams of the imprisoned don't offend the city residents that live near Gallows Circle. Similarly, the door to the tower is kept closed unless being used. In actuality, though, only newcomers to the tower scream in pain and horror. Those that have survived more than a day or two usually hang lifeless, succumbed to shock or simply having given up hope.

### **Calendar and Climate**

It is the last days of Mustering (roughly the beginning of May) and the temperature is 55° +2d6° Fahrenheit. The temperature drops 15 to 20 degrees at night. It has been raining for the past few days, rounding off a two month span where the rains were nearly overwhelming.

Veshemo (Tellene's largest moon) is entering its new-moon phase and is barely visible. Deji fortune tellers in Independence Square claim that this is the time of the month when creatures from the dark places escape their subterranean lairs. Although most citizens can't see it, a number of sharp-eyed elves claim that Diadolai, the smallest moon, is becoming visible again. This is a rare occurrence. In a more normal fashion for this time of year, Pelselond is racing across the night sky.

### **"Time-Dependent" Conditions**

Unlike most Living Kingdoms of Kalamar modules, *Domino Effect* supplies encounters that are not pertinent to the central plot of the module in any way. Why have we done this? This module is an experiment with "time-dependent" modules. What that means is that events that occur in this module do so at a specific time, regardless of PC actions. If PCs want to participate in those events, they have to make the right choices at the right instances or be left out of a nation-shaping (perhaps world-shaping) occurrence.

What risks does this present? The most obvious is that the module becomes hook-and-lead, where the PCs are forced to jump through hoops to get to the climax, not leaving much room for original thought or individual decision-making. We hope that offering secondary and tertiary options alleviates this condition.

## INTRODUCTION

**DM NOTE:** If a PC is a member of the Steel Ribbons, give him **Player Handout #1**. He does not necessarily need to be at the Robin's Nest and may replace the other Steel Ribbons in this encounter if he wishes to ask the other PCs to join him.

***Days off are rare in the life of an adventurer. The few times you've thought you may have a moment to relax, something always comes up. With the growing tensions with Tokis in the south, rumors of Kasite raids in the west and the arrival of a Brandobian emissary from Cosdol, is there really a point to relaxing any more?***

***So with the morning bustle giving way to casual breakfast, you sit in the corner of the Robin's Nest, a newer tavern in Bet Rogala that affords you a small escape from the chaos of urban life.***

- PCs may choose to eat breakfast, have a drink or merely relax. The gnomish bartender, a woman named Shazimi, is extremely motherly and guests are allowed to stay as long as they need.
- There are seven other people in the tavern. Five rock gnomes and two Kalamarans. They are all dressed in adventuring garb and attempt to have a leisurely breakfast as well. Their conversations constantly drift and tales of orc thugs and owlbears accompany eggs, cheese, bread and soup.
- If for any reason a PC feels he would not be at the Robin's Nest, he may skip the introduction, figuring some other reason to participate in the module.

***As Shazimi shares a joke with the other gnomes in the tavern, laughing happily and giving one a hug, the doors open and four large, burly humans (three Kalamarans and a Fhokki) dressed in full plate stand scanning the interior. Spying your table, they enter slowly. Their hands rest casually on the hilts of their swords.***

The Fhokki is Sword-Captain Dvargg, an officer in the Steel Ribbons (PCs that played **Steel Guard** encountered a member of the Steel Ribbons in the Kamarela Mounds). He has possible temporary employment and the PCs

have been recommended by Midalita B'Rogupar.

- An assassination attempt was made against Shanti'a Diamondeyes, the elven headmistress of the School of Conjuraton at the College of Magic.
- The constabulary has already finished its preliminary questioning and has begun its investigation.
- Dean Zenith feels that the lead constable's cursory inspection of the crime scene and half-hearted questioning of the headmistress may impair the success of the investigation. He has personally hired the Steel Ribbons to serve as personal bodyguards to Shanti'a until the assailants are apprehended.
- Zenith prefers that non-Ribbons assist the constabulary in their investigation as a band of heavily armored warriors may make it difficult to discretely handle the matter.
- The crime scene has been preserved and, if the PCs accept, Sword-Captain Dvargg is instructed to take them immediately to the Hall of Conjuraton.
- Payment must be negotiated with the College of Magic, as they pay the PCs directly.

If the PCs do not immediately agree to follow the Steel Ribbons to the college, wanting to discuss the matter among themselves or finish breakfast, the Ribbons inform the PCs that they have until the noon bells to arrive at the college. After that, the crime scene is cleared to allow the headmistress to return to her work.

If the PCs arrive after noon, the office has been emptied and they are informed that the college has suspended classes for two days as it conducts its own investigation. The PCs are excused. They may proceed to any S or T encounters to finish the module.

## **SECTION 1: THE "P" ENCOUNTERS**

### **Encounter P1: Scene of the Crime**

**SUMMARY:** The PCs meet Shanti'a Diamondeyes, learning the specifics of the crime and gaining an opportunity to search her office for clues.

***The College of Magic is an eccentric place to say the least. One of the most powerful organizations in all of Pecal, the college has strong ties to the Temple of Enchantment (the entrance to the college actually goes through the temple), ensuring that their creations do not upset the Flow of magic. To a non-resident, however, the college is hard to be anything less than disconcerting. Paintings speak in a number of languages, and statues periodically change position.***

Two Steel Ribbons escort the PCs to the School of Conjuraton. Two young humans, one Kalamaran and one Brandobian, guard the door to Shanti'a Diamondeyes' office. They wear blue robes (a uniform of the college), but on closer inspection, chainmail peeks out from beneath. A brass plate on the door reads *Headmistress of Conjuraton Shanti'a Diamondeyes*. The title repeats itself in eleven different languages (only Deji dialects and Hobgoblin are missing).

The interior of the office is an organized mess of scrolls, books, oil lamps and wizardly robes that hang from a rack on the wall. The magical paintings, statues and knickknacks that adorn the college hallways are absent from the office. Other than a small straw mat, desk and reading table, the room appears to be the office of an overzealous book collector. In the center of the room are two bodies, lying on their bellies with their heads turned to the side.

Inside the office, Headmistress Shanti'a sits passively at her desk, reading a book (the text is written in dwarven and is titled *The Serenity of Defeating Your Enemies*). A short distance from the window lay two bodies. At first glance, the bodies appear to be Svimohzish. Once a candle is drawn near, though, their ears are obviously pointed and their skin is ashen black.

**DM NOTE:** PCs may have met the owner of the Midnight Sage, the shadow elf Sorva D'Lortal, in ***Making a Name*** and know that shadow elves exist in the city. To their understanding, though, Sorva is the only one, though. She has been accepted by the college for years and has never caused a disturbance in Bet Rogala.

PCs that have not met Sorva may make a **Knowledge (Bet Rogala: local) check** (DC 10) or a **Bardic Knowledge check** (DC 10) to have heard of the Midnight Sage and its owner before. Any high or gray elf also knows that the bodies are shadow elves (drow).

PCs are permitted to ask Shanti'a questions, but the Steel Ribbons insist on keeping the door open. PCs may also search the office, but the headmistress asks that they be careful as many of her possessions are ancient and fragile. Any daring rogues that attempt to take anything without permission are magically found out and prosecuted accordingly (see the *Pecal Gazetteer* for specifics on law and punishment).

—If the PCs question Shanti'a Diamondeyes—

- Shanti'a was grading papers last night. Hearing a noise at the window, she turned around to find four black-cloaked assassins in her office.
- Her window is not arcane locked during the summer. She enjoys the breeze.
- A powerful spell she had prepared killed one of them instantly.
- She is unsure of whether or not their actual intent was to kill her, but the two daggers taken off the fallen drow tested positive for Saadolos Extract poison.
- One of the two survivors managed to take a book that was sitting on the reading table next to the window.
- Two managed to escape as the fourth one charged her.
- A second powerful killed him before he was able to stab her with his poisoned dagger. His limp body fell on top of her, knocking her to the ground.
- When she was able to regain her footing, the other two assassins had slipped back out the window with her book.
- The book was part of her personal collection. It had been stolen some months back, but was retrieved by the headmaster of the School of Divination.

- The book contained no powerful incantations or mysterious arcane secrets. It was simply a book of religious theology from the arcane viewpoint (although, if she's asked for the title, she replies "the Amishanti Codex" in Undercommon, refusing to offer a translation of the book's title).

A **Sense Motive check** (DC 16 + APL) reveals that she is describing the attack fairly accurately, but isn't being entirely forthcoming on the contents of the book.

- If pressed on the matter, she states that, the book was written by a shadow elf conjurer, but was given to her by the wizard himself. She's possessed the book for thirty years and no one has approached her about the book before.
- She does not know what contents in the book could have provoked such an attack. A **Sense Motive check** (DC 15 + APL) reveals that she's lying).
- If the PCs press Shanti'a about the codex, Headmaster Zenith, dean of the entire College of Magic, interjects and asks to speak with the party privately.

Other facts available to the PCs:

- The college found nothing magical on the bodies.
- They found no clues to further their investigation or that of the constabulary.
- Constable Galis Belis spoke with Shanti'a this morning for thirty minutes. He said he'd return if he had any further questions. He seemed distracted during the questioning and appeared to be in poor health.
- Divinations my Headmaster Movashom revealed nothing.
- A **Search check** (DC 17 + APL) reveals a false compartment on the right boot of one of the dead drow. It's a small map of a city.

- A **Knowledge (Bet Rogala: Local) check** (DC 5), **Knowledge (Geography) check** (DC 15) or **Profession (Cartography) check** (DC 12) to identifies the city as Bet Rogala. If the player beats the DC by five or more, he knows that the map leads directly to the Merman's Trident Inn (players who participated in *With Thine Eyes* recognize the name of the inn where Duke Matikis provided free room and board for the duration of the adventure).

- Shanti'a has never been to the Merman's Trident.

—If the PCs are pulled aside by Zenith—  
***I am glad that the Steel Ribbons approached you for this matter. Although they are capable warriors, I have found in my dealings with them that they lack the delicacy the college often requires. I am sure I can count on you to look out for Headmistress Diamondeyes and the best interests of the college.***

—If the PCs question Zenith—

- He has no reason to suspect Shanti'a of any wrongdoing. She has faithfully served the college since her arrival over two decades ago.
- She has been at the college for twenty-three years without altercation.
- She achieved her station entirely on merit and did so in nearly half the time that her peers did.
- He does not know why she turned down the leadership of Thrin Chor
- He offers PCs 50 Victories (gp) each if they successfully bring the headmistress' assailants to justice. PCs successful at a **Diplomacy check** (DC 17+ APL) increase the offered amount to 75 Victories.
- Although he does not have the authority to give an official writ of authority (such a document would have to come from the crown or the constabulary), he is willing to sign a document saying that



the PCs are in his employ, which he feels should prove just as adequate.

The PCs are permitted to question students and other professors that were around the office. All have relatively simple stories. They heard shouting, casting, a couple of loud thuds and those that chose to check on the headmistress found the office in the same state that the PCs witness. Shanti'a is relatively liked by her peers and students and no one has information that would suggest that the intruders weren't there to merely kill the conjurer and steal loot her office.

**DM NOTE:** The Merman's Trident is on the other side of town and takes a considerable amount of time to walk there. If the PCs arrive after the sixth bell after noon, Tholan and Golan are gone. Skip **Encounter P2: The Merman's Trident**. Ask them what else they would like to do. They may attempt to solve the case in any fashion they desire (moving on to the S and T Encounters). The next day, they are approached by the Steel Ribbons and told that another ban of adventurers solved the case. At that point, the module is over.

### **Encounter P2: The Merman's Trident**

The PCs meet a number of patrons at the tavern and. If they ask the right questions, they receive a mysterious invitation to Old Town Square and are promised to receive answers to many of their most important questions..

***The Merman's Trident can be considered upscale compared to many of the taverns in Bet Rogala. Its roof, like many buildings, is flat. During the summer months, tables are placed on the roof so that patrons can get a grand view of both the many ships sailing Lake Eb'Sobet and Bet Rogala itself. A similar view of the lake is accessible from the rear patio.***

The tavern appears as it normally does. The bartender is shaven and well-groomed. He greets the PCs with a smile and welcome in Merchant's Tongue (he also speaks both Low and High Kalamaran as well as Reanaarese). He offers them a drink and/or a late lunch (or an early supper depending on how much time the PCs spent at the College of Magic). There are approximately a dozen patrons sitting about the

tavern. Six Reanaarians sit at a large table in the corner, sharing a loud conversation in their native language. A Fhokki man eats by himself at a smaller table against the far wall. The single chair across from is empty. Two loud and boisterous lightfoot halflings sit alone at a table made for six in the middle of the room. They are the only voices that are audible over the Reanaarian sailors. They're presently engaged in a food fight with soup-drenched bread. A handful of Kalamarans sit near the bar trying their hardest to ignore the halflings, but fail miserably.

—If the PCs attempt to Gather Information—  
If the PCs attempt to learn anything about the drow assassins, the map or any strange visitors that have been in the tavern recently, they must succeed at a **Gather Information check** (DC 15 + APL) to learn the following.

- The bartender is the owner's son and works lunch through dinner every day. He often dreams of becoming an adventurer but doesn't want to leave his father behind. If he were an adventurer, he'd throw those halflings out. Every time they come in they make a mess. If they didn't pay so well, he'd bar them from the establishment all together.
- The Reanaarians only speak Reanaarese, although they have a +10 to their **Pantomiming** skill (something they use frequently for quick communication across their ships). They are all sailors on leave from their merchant ship. From Zoa, they docked in Baneta and thought they'd visit the capital. Although they like Bet Rogala, they only eat at the Merman's Trident so they can feel like they're near the sea.
- The Fhokki is clearly Torakki, standing seven feet tall with blonde hair and blue eyes. He only speaks Rejidy Dejy and Fhokki, both with a heavy Torakki accent. He is a poor pantomimer, but knows enough to wave the PCs away if they cannot communicate adequately. He's upset because the bartender has yet to get his order right. He's a tanner that's lived in Bet Rogala for four months. This is his first time in the tavern and also his last unless the

bartender figures out the difference between beef and fish.

- The Kalamarans speak both Merchant's Tongue and Low Kalamaran. One also speaks Khorrs Hobgoblin. They used to be regular patrons of the Merman's Trident for both a late lunch and dinner, but since the halflings discovered the tavern, they typically only come at night when the little ones are somewhere else. They are all employed as street sweepers by the crown. When they arrived, they checked and the halflings weren't present, so they thought it safe to eat breakfast (they work during the night and typically eat their first meal of the day after noon). Unfortunately, shortly after they arrived, so did the halflings. (**DM NOTE:** If a paladin *detects evil* on the tavern, all the street sweepers detect as a faint evil. They have committed no crime in the tavern, though, and DMs should keep this in mind while adjudicating PC actions.)
- The lightfoot halflings speak Merchant's Tongue, Low Kalamaran, halfling and Fhokki (which they think is hilarious considering their size). They're on the tall size for halflings, reaching 3' 5". They've lived in Bet Rogala their entire lives. Tholan and Golan are brothers who have made a pretty penny minting coin for the crown. Both are accomplished goldsmiths. They're having a food fight because Tholan accused Golan of smithing like a dwarf.

If the PCs mention the College of Magic, Shanti'a Diamondeyes, shadow elves or drow, Tholan begins chasing Golan around the table. PCs must succeed at a **Spot check** (DC 23 + APL) to see Tholan slip a piece of paper into one of the PC's pockets. Anyone who succeeds gets a knowing wink from Tholan as he laughs merrily. (The PC receives **Players' Handout #2**.)

If the PC attempts to comment or remove the item, the halfling's smile lessens and he whispers, "**Not here.**" Golan then takes a tankard of ale and pours it over his brother's head. Both laugh loudly and begin to chase each other around the tavern. As they go in circles, they each fling a small leather pouch onto the par and run out the door.

**DM NOTE:** If none of the PCs noticed Tholan's sleight of hand, the pair still makes the same exit. The PCs gain no further information from the tavern. Have the PC with the note in his pocket roll a d20. Regardless of the outcome, he finds **Players' Handout #2**.

**DM NOTE:** If the PCs suspect other patrons at the inn (such as the street sweepers) and do not approach Tholan and Golan, the halflings eventually leave. Similarly, if they simply wait for something to happen rather than questioning the patrons, the halflings eventually cause their scene and run out the door. **Players' Handout #2** is slipped into a random pocket after the PCs leave the tavern by Thaturan who is already invisible.

### **Encounter P3: Old Town Square**

The PCs find irresistible illusions of the two halflings from the Merman's Trident and speak to an invisible comrade. He tells them they're being followed and asks them to meet him at Bet Rogala's city guard headquarters for safety.
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***Old Town Square is in the center of the oldest part of Bet Rogala. The buildings look decrepit with chipped mortar and rotten thatching. Where most streets in Bet Rogala are lined with merchants and vendors, Old Town is home to the majority of the city's homeless. A haven for the shadier element of the Bet Rogala's population, Old Town Square is still the starting point of the annual Reverie Parade held on the first day of Renewal (New Year's Day). For the other 363 days in the year, though, the atmosphere about the square is anything but celebratory.***

The square is built around a great monument to the former Kalamaran Emperor Fulakar. It is also home to a sizeable amount of homeless and vagabonds who sit in piles of mildewed rags or on rotten wood stolen from the Dock District. Cloaked masses huddle about Fulakar's statue. Others walk about harassing those that cling to their piles of rags as their only possessions in the world.

Standing at the base of the statue are Tholan and Golan. They do not move or speak, seemingly all business now that they are away from the Merman's Trident.

**DM NOTE:** The halflings are an illusion cast with the Irresistible Spell feat, (KPG p. 97). **Spot** and **Listen checks** don't reveal anything out of the ordinary, but a **Sense Motive check** reveals that the halflings are remaining abnormally still in comparison to their first meeting, but the two seem to be unaware of the PCs presence.

If the PCs choose not to approach the halflings, ask them what else they would like to do. They may attempt to solve the case in any fashion they desire (moving on to the S and T Encounters). The next day, they are approached by the Steel Ribbons and told that another ban of adventurers solved the case. At that point, the module is over.

If the PCs approach the fountain, it becomes more and more obvious that the halflings are acting strangely. They do not move or react to the PCs' approach. Thaturan stands directly behind the illusion, invisible. He speaks to the party as soon as they get close enough that he can speak without projecting his voice across the square.

***Although I'm sure you've deduced that these halflings are not the ones you met at the Merman's Trident, it is imperative that we keep up pretenses as if you're having a conversation with them. What you are involved in concerns many different parties with many different interests, not all of them honorable. What is happening, though, directly affects the safety of Bet Rogala and perhaps all of Tellene.***

Thaturan pauses to gauge the PCs' reactions and to allow them time to respond. If they ask who he represents, he represents official parties that must operate in secret to protect the city and the principality. He has information to share with the PCs, but cannot do so in such a public place as Old Town Square. If the PCs continue to ask questions, Thaturan promises to answer all their questions once they've reached a secure location.

***The streets have ears and eyes, and although my men are nearby, we still are not safe. Do you know where the city guard headquarters is? In Gallows Circle? Meet me there in two bells. Be certain that you're not being followed. Circumstances warrant my use of the arcane, but those who work against us underestimate the severity of the***

***situation. That provides us with a significant advantage. Tholan and Golan will join us there and we'll explain exactly what's happening.***

If the PCs refuse to attend without knowing more about the invisible conversationalist, he only answers the following questions. If they ask any others, he insists there is no time. PCs are free to choose whether or not they accept his offer, but he won't press any further.

**DM NOTE:** If a paladin *detects evil*, they see a faint glow. It's difficult to tell if it's coming from Thaturan himself or perhaps one of the homeless lining the statue. At least two-thirds of the other residents of Old Town Square are evil, although most are not engaged in activities that would reveal as much.

Paladins that *detected evil* receive a +2 circumstance bonus on **Sense Motive** checks with Thaturan for the rest of the adventure.

If the Paladin decides to wait and detect evil later, when Thaturan has fully revealed himself, the same faint aura of evil is present, but the Paladin confirms that it radiates from Thaturan himself. From this point on, **Sense Motive** checks receive a +4 circumstance bonus.

—*What's your name?*—

- My name is Thaturan.

—*Who do you work for?*—

- I am in the employ of the crown, working alongside the constabulary and city guard. My specific is specific position is a bit more complex than that, though. I'm sure you've at least heard some rumors of my organization.

—*We won't go anywhere until you answer some questions!*—

- I know it's hard to trust someone that must operate with such secrecy, but I swear to Deb'fo, the Knight of the Gods, that you'll receive all the information that I have. It may offer you the break in this mystery that you need.

—*Who are we hiding from?*—

- A number of different agents would love to take advantage of this situation. Tokite spies, the Blackfoot Society and even the Bet Rogalan Thieves Guild all may try to claim a stake in what's

happening. I doubt any of them truly understand what's happening. We have little time to prevent this city from being reduced to rubble.

**DM NOTE:** Thaturan is manipulating or straight out lying about his allegiances and intentions toward the city. He is telling the truth about having the answers to the mystery, though. PCs attempting to **Sense Motive** must make an opposed check against his **Bluff check** (he has a +20 to his Bluff).

As the PCs leave Old Town Square, they may make a **Spot check** (DC 16 + APL). The "homeless" surrounding Fulakar's statue have armor peaking out beneath their cloaks. Although they are lying as if they are asleep, their eyes are open and alert, darting about the square, looking at everyone who passes by.

The PCs have approximately an hour and a half before two bells sound from this meeting. If they choose not to go to Gallows Circle, ask them what else they would like to do. They may attempt to solve the case in any fashion they desire (moving on to the S and T Encounters). The next day, they are approached by the Steel Ribbons and told that another ban of adventurers solved the case. At that point, the module is over.

### **Encounter P4: Gallows Circle**

The PCs meet Thaturan, Sorva D'Lortal and Malagith, a shadow elf deserter who has given Thaturan information on Shanti'a's assassins and their overall designs in the city.
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Regardless of which direction the PCs choose to leave Old Town Square, they need to make up to five **Spot checks** (DC 15 + APL) on the way to Gallows Circle. If at any time a PC makes a successful **Spot check**, he makes eye contact with a person 60 feet behind him that appears to be following him. As soon as this happens, the shadow breaks off contact, running down a side alleyway. With the distance, only a few PCs would be able to follow (the feat Sprint does not apply in this particular situation), but with the head start, the shadow disappears in a neighboring crowd of people. Any PC wishing to track the shadow must succeed at a **Track check** (DC 25 + APL). Animals do not receive

any bonus for Scent as they have no scent in relation to this particular person.

If the PCs somehow manage to catch the shadow, he turns out to be a young Reanaarian man, standing only a little over 5' 0". He only speaks in Reanaarese, and then only his name and that the PCs must let him go. He refuses (regardless of intimidation) to tell anything else. A **Search check** (DC 20) reveals a tattoo of a gray circle and two eyes on the inside of his lip (this is the mark of the Gray Legion—Pekal's military spy organization—which the PCs may have encountered in previous modules). It is criminal to physically harm the man, but the city guard can prosecute the man for stalking the PCs if they remand him to the proper authorities. When they leave, he says "Thank you" in Reanaarese.

***Gallows Circle is dissimilar to the majority of Bet Rogala, not in its architecture, but in its attitude. Since the principality's independence a century and a half ago, the ideologies of the nation's elves have greatly influenced the attitudes of its human residents. Gallows Circle, however, is a reminder of the old days, when the city was still part of the Vast. Five massive stone towers form a pentagon around a large wooden structure, gallows built high enough so that everyone in the area can see the executions.***

***The gallows itself is built in a circular formation so to not deprive any one spectator from the show. It's possible to execute twelve convicts at one time, if the crown deems it necessary. A far more compassionate crime than those prisoners locked in the Five Towers. The four story stone structures have no windows and only one door that enters a prison built beneath the circle. The towers have no stairs or floors, simply manacles that line the walls. Those criminals that commit the worse crimes, murder, treason, etc. are hoisted by a pulley on an iron cage, manacled to the wall and left to hang until the date of their execution. Not many live to see the gallows.***

Tholan and Golan stand outside the front doors of the City Guardhouse, the primary headquarters for the city guard of Bet Rogala. Behind them stands an elderly man who waves when you arrive. He calls out, "**Come my friends! If you have disposed of your tails, it is finally safe to speak!**"

Tholan and Golan introduce the old man as Thaturan, their commanding officer. A PC who is successful at a **Spot check** (DC 19) notices that Thaturan's "age" comes from a simple application of makeup.

If the PCs are willing, they are lead into a first-floor waiting room in the City Guardhouse. If they resist, Thaturan insists that they must get off the streets before their tails return. If the PCs continue to refuse, the three go inside and wait until the PCs enter. After a half-hour of waiting, the three leave. The PCs can no longer progress in the primary encounters. Ask them what else they would like to do. They may attempt to solve the case in any fashion they desire (moving on to the S and T Encounters). The next day, they are approached by the Steel Ribbons and told that another ban of adventurers solved the case. At that point, the module is over.

PCs that enter the guardhouse are introduced to two additional people, Sorva D'Lortal (the shadow elf owner of The Midnight Sage) and another drow called Malagith. The latter dark elf was formerly part of a small retinue of shadow elves that are currently working within Bet Rogala. His home city of Siahizaid is hidden in the underdark beneath the Elos Desert, near Prompeldia.

Malagith tells the PCs that he is a simple mercenary that was hired, along with eleven others, to accompany one of the Veiled Priesthood (**Knowledge (Religion)** (DC 20) reveals that the Veiled Priesthood is the clergy of the Seller of Souls, god of murder and revenge) to Bet Rogala.

If the PCs begin to ask Malagith questions, a **Diplomacy check** (DC 5 +APL) gets the following information.

- The priestess' name is Gishnaia. She knows of Shanti'a Diamondeyes, although he's not sure how. At night she readily cursed the conjurer, calling her a fraud.
- Gishnaia has come to find the Gate of Daihianidas, the location of which is contained in the book the drow stole, the personal diary of Shant'a.
- Gishnaia has been searching for the conjurer for years, but only discovered her location when the book temporarily arrived on the black market in Siahizaid.

- She claims that the Gate of Daihianidas is the doorway to a prison of an ancient god. Releasing him earns Gishnaia the position of high priestess in the House of Knives.
- He's aware that releasing an imprisoned god would most likely have destroyed the city, which is why his conscience wouldn't allow him to see the endeavor through. (A **Sense Motive check** (DC 15 + APL) reveals that he's lying. If he's called on the matter, he admits that Thaturan also doubled what Gishnaia was paying him.)
- He has given Thaturan the location of the gate along with an accurate assessment of the remaining drow in exchange for sanctuary in Bet Rogala.

Thaturan explains that the reason why he contacted the PCs is because he's short on men. Malagith informed him that the ceremony to open the gate takes place tonight at midnight (roughly four or five hours away). He is also certain that the drow are aware of Malagith's defection and may come to silence him.

Thaturan has enough men to accomplish one task, but not the other. A number of major events are occurring within the city at the same time (the same reasons Galis Belis gives as to why he's so busy) including the arrival of Brandobian emissaries and a kidnapping of a young woman. With the PCs help, he can protect Malagith and save the city. As incentive, he offers 10 Victories to each PC for each drow they kill (other than Malagith) in an effort to save the city.

If the PCs accept, they may choose if they want to stay in the Five Towers and protect Malagith or accompany Thaturan below the city and stop the gate from being opened.

If the PCs refuse, Thaturan has no time to convince them otherwise. He bids them good evening and leaves in a rush to find "suitable heroes." The PCs can no longer progress in the primary encounters. Ask them what else they would like to do. They may attempt to solve the case in any fashion they desire (moving on to the S and T Encounters). The next day, they are approached by the Steel Ribbons and told that another ban of adventurers solved the case. At that point, the module is over.

## Encounter P5A: Beneath Bet Rogala

Thaturan takes the PCs to the Gate of Daihianidas in an attempt to stop the drow from releasing an ancient god from his prison.

Thaturan explains to the PCs what a massive risk he's taking by showing them the way to the Gate of Daihianidas, but he believes that their patriotism is proof enough that they won't be tempted to use the gate for their own designs.

The PCs must enter a large sewage portal on the south side of the Dock District. Thaturan has a rough map that Malagith drew for him that he follows expertly. He explains that there is a small cave that was closed off during the construction of Bet Rogala's sewers. If a person knew the right place to dig, and were so inclined, he could easily find his way back to the Gate of Daihianidas. The problem is, the cave is natural and ends in a cul-de-sac where the gate is located. With drow guards in position, Gishnaia has little use for torches, which means the element of surprise is almost surely lost.

Thaturan entertains any ideas the PCs may have on how to approach the cave, but insists that they continue to move as they plan as time is quickly running out. He has a stone that he can cast *silence* on to allow PCs in heavier armor to approach the cave unheard, but doesn't have the arcane ability to allow the entire party to see without light (he can cast *darkvision* on one person only). The rest of his spell repertoire has been used for the day or is offensive, being saved for his battle with Gishnaia.

He also tells the PCs that the drow is a powerful priestess. When they get to the cave, he insists that they allow him to face her in solo combat. What he needs the PCs to do is dispose of her lackeys so that he is not overwhelmed during the battle. From Malagith's description, the priestess is more powerful than her 12 servants put together and merely brought them along to do menial labor.

Allow PCs to devise any plan they wish. The tunnel bends 100 feet before the drow cave. Any preparatory spells can be cast at this point without fear of discovery. Thaturan again turns invisible. Using **Judge's Map #1**, combat can begin whenever the PCs feel they are ready to engage. If a PC wants to accompany Thaturan,

he is adamant that he must go alone. It is far too dangerous for the PCs to attack Gishnaia in a frontal assault. See **Appendices III-VI** for statistics on the drow guards.

If the PCs are successful, go to **Conclusion A**. If they should *all* die, Thaturan loots their bodies and leaves them in the cave with the dead drow.

## Encounter P5B: Inside the Five Towers

The PCs remain in the Five Towers to defend Malagith from his former compatriots. Certainly enough, the assassins return seeking revenge.

*The Five Towers is perhaps one of the safest (and most intimidating) places in all of Bet Rogala. The only entrance to the dungeon is through the City Guardhouse, which is manned by duty officers and a number of guardsmen beginning and ending their shifts. There is only one door to the underground dungeon, always manned by two guards. From that door, five individual hallways lead directly to their respective tower, with no side corridors or intersections. If there were a place to defend Malagith, this would be it.*

For a prison, the Five Towers is an early quiet dungeon. Prisoners that have been imprisoned for a week or longer have seen what happens to those prisoners taken into the towers. Such horrors are very effective at keeping order.

Thaturan leaves the drow in the PCs' capable hands. The cell at the end of the hall, near the door to the tower (which is locked **Open Lock check** (DC 40) to open it) is unoccupied. They may lock themselves in if they choose, or stay inside with the door open or simply stand at the end of the hall. Malagith is uncomfortable being locked in a cell and openly protests that decision if it's recommended.

The hall to the dungeon entrance is 120 feet long, lit by torches the entire way. PCs watching the hall gain a +4 circumstance bonus to **Spot** checks as the guards are under strict orders not to enter the hallway until Thaturan returns. The drow use crossbow bolts dipping in Saadolos Extract (KPG p. 117) to knock out the guards. They each have two poisoned bolts. Once combat begins, the inmates begin to riot in their

cells, screaming and shouting. The racket is so loud that communication during combat is near impossible.

The PCs may not want to wait in a group at the end of the cell. If they think of some alternative strategy, adapt the encounter appropriately. All five dark evles manage to sneak to the dungeon entrance. If the PCs are there, combat begins with the firing of the poisoned crossbow bolts. If not, the guards are assumed to succumb to the poison and have their throats slit.

If the PCs are successful, go to **Conclusion B**. If they should *all* die, Thaturan, Tholan and Golan loots their bodies. When they return and dispose of their bodies along with the drow.

## SECTION 2: THE “S” ENCOUNTERS

**DM NOTE:** The Secondary Encounters are listed alphabetically, but have no specific order in which they must be presented. This list is also composed simply of what PCs might choose to do to confirm suspicions or gain increased knowledge. The judge may expand on such opportunities if it's decided they fit within the story.

### Encounter S1: Constabulary

Thaturan implies, but never specifically claims to work for the constabulary. The PCs may wish to try and confirm the stranger's implications.

***The constable building in the Municipal District is of equal size to the primary city guard building, but has less than half the staff. The majority of the building is comprised of offices filled with files, a number of scribes that keep written records of the different criminal happenings about the city and a number of holding cells.***

If the PCs go to the constabulary in an attempt to confirm Thaturan's implications, they speak with a young Kalamaran desk officer named Ramida. A successfully worded **Diplomacy** or **Gather Information check** (DC 20) causes Ramida to feel friendly with the PCs and attempt to answer their questions to the best of his ability.

- He's never heard of any constable named Thaturan.
- The lead constable assigned to the assassination attempt on Shanti'a Diamondeyes is Galis Belis.
- The constabulary frequently works with the Pekalese Army, the Grey Legion and the city guard. So much so that Thaturan could easily be a member of any of those groups working in cooperation with the constabulary.
- Although he would like to help, it's against regulations for Ramida to confirm Thaturan's relationship with the constabulary without orders from his superiors or a royal command (this is something that *charm person* and/or bribery does not change).

**DM NOTE:** If questioned, Ramida assures the PCs that the head of the constabulary has not been replaced by a devil or any other unnatural creature. He won't endeavor to prove it to the PCs; he must simply take his word for it.

### Encounter S2: Gather Information

The PCs may wish to see what they can learn on the streets, spreading around a few Victories. There are multiple locations and ten times as many rumors for them to hear.

Bet Rogala is the largest city in the principality by far. There are a number of places throughout the city to gather information. Listed below are some of the best places to pick up rumors in the city.

- **Artisan's District:** Perhaps the smallest district in Bet Rogala, tucked away in the southwest corner of the city, the streets of the Artisans District are unlike any other in the city. Where most streets and alleyways are filled with vendors, traveling merchants and panhandlers, the Artisans District bustles with bards, dancers and street performers from every walk of life. A singing bard may have to stand on a box to be seen from behind the juggler who's moved on from

daggers to short swords while only losing one finger.

And although most of the performers in the district are just free spirited people called to a life spent in the public eye, the city's impression of the area is that the juggling, singing and dancing are just clever disguises to hide the villainy that takes place in the district at night. The city guard is especially heavy handed in the area, and public disturbances are quickly pacified. The constabulary often questions the various street performers regarding different crimes that might have taken place across the city past the inner wall. Their life is one of speculation, rumor and prejudice.

The common perception by those that want it is that any information can be bought in the Artisans District for the right price. Although this wasn't necessarily true, the district is beginning to conform to its stereotype. Many street performers keep their eyes and ears while they work and make a few Victories on the side selling that information.

The PCs have a 50% chance of finding someone in the Artisan's District that is willing to sell information. Most street performers don't respond to attempts to buy information without at least a Victory per APL "donation" to whatever skill they are plying on the streets. "Retrieving" a donation is a good way to draw the attention of all the nearby street performers and not the best idea for PCs (battle most likely wouldn't ensue, but it's unlikely they'd get very good information from the area).

If the PCs are fortunate enough to find someone with rumors to sell, have them make a **Gather Information check** (DC 15). If they are successful, roll a d6.

- 1: For 5 additional Victories, the PCs learn information to lead to **Encounter T1: Otters in the Lake**.
- 2: For 5 additional Victories, the PCs learn information to lead to **Encounter T2: The Lost City**.
- 3: For 5 additional Victories, the PCs learn information to lead to **Encounter T3: Kalamaran Embassy**.

- 4: For 5 additional Victories, the PCs learn information to lead to **Encounter T4: Night Workmen**.
- 5: For 5 additional Victories, the PCs hear that Duke Larofin Matikis is using adventurers to infiltrate the Honorable and route out a Tokite spy! (**DM NOTE:** PCs that have played any module of the *Forbearance Plot* recognize this rumor as referring to himself.)
- 6: For 5 additional Victories, the PCs hear that Thrin Chor summoned a devil from the Hells to replace the head of the city constabulary. His lawful nature has allowed him to continue work properly, waiting for the day the conjurers force him embark on some evil quest.
- **Independence Square:** Independence Square is perhaps the most frequented part of Bet Rogala for those looking for rumors, which is ironic considering it's one of the most difficult to get useful information. The multitude and diversity of people in Independence Square make it rife with possibilities, but most of these people are foreigners looking to make a quick coin off a local or a local looking to make a quick coin off of a foreigner. Varying fluency in Merchant's Tongue and the confusion of translating from a native tongue often garble or confuse what would otherwise be a sound bit of information.

For all this difficulty, Independence Square is still a better option than most places in Bet Rogala. The constant traffic and varying backgrounds make it easy for adventurers to find someone willing to participate in information purchasing. The quality of that person and the quality of what he has to tell are always suspect, however.

The PCs have 75% chance of finding someone in Independence Square that is willing to sell information. Most merchants in the area understand supply and demand, making them willing to retell rumors that they are sure eventually make their way to adventurers anyway, especially if it makes them a few coins in the process. Once a transaction has taken



place, though, merchants in the bazaar rarely give refunds. The high energy and clash of cultures leads to frequent arguments and the city guard does not tolerate disturbances within the market, as they tend to spread quickly. An argument over pay is broken up and the guard gives each side only one chance to explain his side of the situation, making an arbitrary decision afterward to bring an end to the dispute.

If the PCs are fortunate enough to find someone with rumors to sell, have them make a **Gather Information check** (DC 20). If they are successful, roll a d12.

- 1: For 10 Victories, the PCs learn information to lead to **Encounter T1: Otters in the Lake**.
- 2: For 10 Victories, the PCs learn information to lead to **Encounter T2: The Lost City**.
- 3: For 10 Victories, the PCs learn information to lead to **Encounter T3: Kalamaran Embassy**.
- 4: For 10 Victories, the PCs learn information to lead to **Encounter T4: Night Workmen**.
- 5: For 5 Victories, the PCs hear that Ul'Karg and Norga-Krangel are secretly joining forces in an attempt to establish a new Hobgoblin empire.
- 6: For 5 Victories, the PCs hear that the stories about the College of Magic destroying a necromancer lich last year were contrived for unknown political reasons.
- 7: For 5 Victories, the PCs hear that the lich that was destroyed last year by the College of Magic was the head of a cabal and a number of the undead roam the countryside of the Young Kingdoms.
- 8: For 5 Victories, the PCs hear that O'Par is secretly planning on revoking its neutral status and joining with Tokis in exchange for its own continuing independence.

- 9: For 5 Victories, the PCs hear that the Knights of the Empire have made a secret deal with Kalamar to help return Pekal to the Vast.
- 10: For 5 Victories, the PCs hear that the high priest of the Assembly of Light is embezzling the gems that the church's clergy sacrifice every month.
- 11: For 5 Victories, the PCs hear that the last herd of Drhokkeran Chargers that came in had an illness that's killing all the other horses in Bet Rogala.
- 12: For 5 Victories, the PCs hear that there's a city on Reanaaria Bay that's inhabited by bat-people and ruled by a vampire!
- **Old Town Square:** Old Town is a shadow of its former self. Remembered as Bet Rogala Proper, it's now home to the city's poor. Mortar chips away from buildings and thatching rots away from rooftops. Where most of Bet Rogala's streets are lined with merchants and vendors, Old Town's streets are lined with homeless. Although information in this part of town isn't always accurate, it's plentiful and cheap.  
 Old Town Square was once the location of Bet Rogala's bazaar. As the city grew and Old Town lost its appeal, the bazaar moved to Independence Square, where it still operates today, and Emperor's Square—as it was known—became home to those citizens who have unique abilities to sell. It always has a resident or two, and during the twilight hours, the square teams with Old Towners, returning from work, trading information and plotting the night's activities. Whether those plans involve celebrating life as an Old Town laborer or accepting a contract from the thieves guild is indeterminable.

The PCs have a 90% chance of finding someone in Old Town Square that is willing to sell information. If the PCs are fortunate enough to find someone with rumors to sell, have them make a **Gather Information check** (DC 10). If they are successful, roll a d6.

- 1: For 5 Victories, the PCs learn information to lead to **Encounter T1: Otters in the Lake**.
- 2: For 5 Victories, the PCs learn information to lead to **Encounter T2: The Lost City**.
- 3: For 5 Victories, the PCs learn information to lead to **Encounter T3: Kalamaran Embassy**.
- 4: For 5 Victories, the PCs learn information to lead to **Encounter T4: Night Workmen**.
- 5: For 2 Victories, the PCs hear that, although Ziril is said to be the head of the thieves guild, her erratic behavior and violent temper make many people think that she's just a decoy for the true guildmaster.
- 6: For 2 Victories, the PCs hear that Zo'Amas the Lame was a healthy wizard until Prince Kafen suspected him of coveting the crowned princess. Kafen had the toes on Zo'Amas' right foot cut off and fed to him to remind the wizard of his loyalty to the crown.

**DM NOTE:** Coming to Old Town Square for information becomes more unlikely based on how far along the primary plotline the PCs remain. If the PCs met Tholan and Golan in the Merman's Trident but did not immediately follow their note, the illusions presented in **Encounter P3: Old Town Square** remain until one hour after sunset. If the PCs attempt to gather information during that time, they see the illusions and may continue on with the encounter if they so choose. If the PCs go to the square after sunset, they still have an opportunity to see the faux homeless watching the square, but otherwise **Gather Information** regularly.

If the PCs went to Old Town Square for **Encounter P3: Old Town Square** and return later in an effort to gather information, the faux homeless lookouts do not sell any information and little can be learned in this part of the city.

- **The Crying Angel:** There are dozens of inns and taverns throughout Bet Rogala, each with its own style and appeal. The Crying Angel is one of the most popular

taverns among the adventuring community. Everyone is welcome, regardless of race or religion. The only stipulation is that they buy a drink and share a story. The tavern is frequently entertained by traveling Basiran Dancers as well as the constant squabbling of a few regulars.

What also appeals to adventurers is that the Crying Angel is the (supposedly) permanent residence of Barabas Whiteshadow, the foremost information broker in Bet Rogala. Always sitting in a corner (the seat is permanently reserved by the tavern's owner—Barabas brings in a lot of business for him), it's uncertain whether he's a half-elf or straight Kalamaran, but he always smiles, letting his black locks bounce joyfully. Anyone wanting to purchase information must first share a story (or provide information in trade).

Although it does happen occasionally, it's still a shock when adventurers come to the Crying Angel and don't find Barabas sitting in the corner. The tavern patrons tell the PCs that Barabas left about midday on business. However, before he left, he was certain to share a wealth of information that any of the patrons are willing to restate...for a price

The PCs should make a **Gather Information check** (DC 5) to convince a tavern patron to share the information he claims comes from Barabas Whiteshadow himself. If the PCs are successful, roll a d10. At one point or another, Barabas actually did share these stories, or variations thereof. PCs that frequent the LK In-Character discussion list (online at [http://groups.yahoo.com/group/LKoK\\_CryingAngel](http://groups.yahoo.com/group/LKoK_CryingAngel)) may recognize some of them. Patrons that get caught reusing rumors argue in an effort to keep the payment, but aren't willing to start a fight on the subject and reluctantly back down.

- 1: For 10 Victories, the PCs learn information to lead to **Encounter T1: Otters in the Lake**.
- 2: For 10 Victories, the PCs learn information to lead to **Encounter T2: The Lost City**.
- 3: For 10 Victories, the PCs learn information to lead to **Encounter T3: Kalamaran Embassy**.

- 4: For 10 Victories, the PCs learn information to lead to **Encounter T4: Night Workmen**.
- 5: For 10 Victories, the PCs hear that the Sword of Kings is hidden somewhere within Pekal, which is why Emperor Kabori is so obsessed with reclaiming the Young Kingdoms.
- 6: For 10 Victories, the PCs hear that the guildmaster of the House of Scales is a gnome werewolf!
- 7: For 10 Victories, the PCs hear that Ek'Kasel is raiding the border of western Pekal, conscripting townfolk to bolster their armies in preparation of a Krangi invasion.
- 8: For 10 Victories, the PCs hear that ever since the Hokalas Faire Magica, there have been sightings of undead rising all about Pekal.
- 9: For 10 Victories, the PCs hear that Baron Labeta is a member of the Golden Alliance, trying to break the hold of the House of Scales in an effort to double his fortune.
- 10: For 10 Victories, the PCs hear that Barabas is really Prince Kafen in disguise, which is why he always knows what's happening in the city.

### **Encounter S3: Lead Detective**

The Steel Ribbons tell the PCs that the constabulary has limited resources, which is why they're enlisting the PCs. They may wish to speak to the constable assigned to handle this situation.

***Coming to the constabulary headquarters in the Municipal District, it doesn't appear to be nearly as overwhelmed as the Steel Ribbons made it out to be. A number of humans, elves and halflings, all wearing royal blue sashes marked by official crests, stand about the front steps smoking pipes and talking calmly. Their clothes are clean, and saps hang casually from their hips.***

The PCs are permitted to enter the building with little trouble. Inside, only fifteen feet from the door is a wooden wall with a single window. A duty clerk sits organizing what appears to be a rather poorly kept filing drawer. He, as well as the rest of the people in this building, speaks both Low Kalamaran and Merchant's Tongue. If the PCs identify themselves as associates of the Steel Ribbons or as in the employ of the College of Magic, they are asked to produce a writ. Providing the note from Headmaster Zenith earns them admittance to the second floor waiting room.

This room is simple, lined with wooden chairs with a single chandelier hanging from the ceiling. The PCs must wait for five minutes, but eventually a young looking Kalamaran, no older than 16, comes to escort the PCs to the lead detective's office.

If the PCs do not identify themselves in association to the Steel Ribbons or the College of Magic or do not present the note given to them by Zenith, they're told to wait in the first floor waiting room. This is a poorly lit room with a low ceiling (Fhokki and Hobgoblins are forced to hunch if they wish to stand upright). Roughshod benches are chained to the wall and the floor could use mopping.

If the PCs are patient enough to wait fifteen minutes, the duty clerk returns and informs them that the lead constable is too busy to meet with them at the moment and they should return next week. A successful **Diplomacy check** (DC 13 + APL) convinces the clerk to try again, but he receives the same result. They are again instructed to return next week and asked to leave.

If the PCs do not wait fifteen minutes and become belligerent, or overreact to the detective's dismissal, they are asked to leave and escorted from the premises by a handful of constables.

PCs that are permitted to meet the lead constable are introduced to Galis Belis, an older Kalamaran gentleman who does not get up from his desk when the PCs enter. He speaks ten different languages (he doesn't speak any Hobgoblin and is having extreme difficulty mastering the different Deji dialects) and is willing to speak to PCs in any of them. Thick stubble darkens his face. His hair is unkempt and there are bags under his eyes. He smokes on a pipe constantly while they're there, rarely

removing it from his voice except when speaking in complex languages such as Brandobian and Elven. He's exhausted, but with a successful **Diplomacy check** (DC 14 + APL), he is willing to speak with the PCs for a few minutes.

- He's been assigned to catch the remaining infiltrators that attempted to assassinate Shanti'a Diamondeyes. If possible, he is also instructed to uncover the conspiracy that devised to kill her. He has already finished his preliminary questioning of the victim.
- He has assigned the appropriate number of junior constables to the case and they are constantly disbursed about the city gathering the necessary information to advance the case.
- The constabulary is extremely busy with other cases at the moment. Emissaries from Cosdol were kidnapped and then rescued. It is their job to assist the army in determining in whether or not the assailants actually knew who they were taking and were in fact working within a larger organization (See *The Rub*).
- There are accusations that Tokite spies have infiltrated a major position within the city, although where is still uncertain. The constabulary's movements have been hampered as detectives are required to keep a running log of the different places they visit in a day.
- There was a high profile kidnapping that he has also been assigned to that is consuming a large portion of his time (**DM Note:** Galis refuses to give the name of the kidnapped victim, but a **Sense Motive check** (DC 11 + APL) reveals that he's extremely distressed about the situation. Even when using this information, Galis refuses to expound on the case, merely stating that it has no relevance on why the PCs are there and thus confidential).
- With all these extraordinary happenings along with regular policing work, both the city guard and constabulary are swamped. He's doing the best he can.

- He has no problem with the Steel Ribbons participating in the investigation. In truth, it takes a little pressure off of him and makes the juggling act a little easier. Although he has no information to share at the moment, he hopes the PCs come to him if they learn anything significant. He'll be sure to equally share if his investigation advances further than it has.
- He's never worked with or heard of Thaturan, but the constabulary may be buffering its ranks from the city guard or the army, so it's not unlikely that an official was brought over for the short term to help manage the work load.

**DM NOTE:** If Galis is questioned about the Codex Amishanti from Peazee's confession in **Encounter S6: Thrin Chor**, he's never heard of such a book and he has no arcane abilities whatsoever. A **Sense Motive check** reveals that he's telling the truth.

#### **Encounter S4: Midnight Sage**

If the PCs played **Making a Name**, they may be aware that the only known shadow elf in Bet Rogala is Sorva D'Lortal. She runs an herbalist shop, The Midnight Sage, beside the College of Magic.

The midnight sage is a quaint shop that rests in the shadow of the college of magic. Its shadow elf proprietor only holds business hours after sunset. If the PCs go to the Midnight Sage during the day, the building is locked (**Open Lock check** (DC 35) to break in) and no one can be seen through the windows.

If the PCs wait until nightfall to go to the shop, it is open for business; however, Sorva D'Lortal is not there. Svihma, a female Svimohz wearing the robes of the College of Magic is attending the store. A properly worded **Diplomacy** or **Gather Information check** (DC 10 + APL) gives the PCs what little information Svihma knows. (She speaks Svimohzish, Low Kalamaran, Merchant's Tongue and Draconic. She prefers to speak in Svimohzish, but if she can't, she uses Merchant's Tongue. She considers Kalamaran to be a slightly inferior language and speaks in Draconic before Low Kalamaran.)

- The owner had business to attend to and asked the girl to run the shop herself.
- Svihma is a third-year student and is capable of making a number of concoctions on her own (and she's very proud of this fact).
- She is upset that the owner would not permit her to run the business fully tonight, making what herbal concoctions are ordered. She's been instructed to only take orders and Sorva fills the order later.
- Svihma doesn't know what business the shadow elf has. She is merely a temporary apprentice from the college and Sorva rarely confides in her.
- She disapproves of working for a shadow elf. She's studied them in the college libraries and doesn't understand why the college would grant her asylum in the city.
- A **Diplomacy check** (DC 9 + APL) and 10 Victories per APL and Svihma is willing to make any herbal concoction she knows (*Celestial Health Potion*, *Satum's Bane*, and *White Ilem Blossom* all listed on pages 116-117 in the KPG). She sells them for book price plus 5 Victories (for the risk, she says). She doesn't negotiate the price. Any mixture takes the night to make. The PCs should return tomorrow just before the store opens and Svihma gives them their purchase then.

**DM NOTE:** Svihma has no other answers to questions regarding Sorva D'Lortal. She's been working at the Midnight Sage for five months, and only has one month remaining on her apprenticeship to the store.

### **Encounter S5: School of Divination**

Although Zenith tells the PCs that all divination spells are failing, they may wish to speak with the diviner first hand. Movashom is the Svimohzish Half-Elf headmaster of the School of

Divination and he's been handling the matter personally.

***The School of Divination echoes with a low roar of gossip. Students have heard of the attempted assassination and the headmaster's inability to divine what happened. While your presence fuels the rumors floating about the school, talk dies down as Headmaster Movashom greets you at the entrance.***

Movashom believes he fell in love with Shanti'a Diamondeyes the moment he met her. He also knows that these feelings may somehow incriminate him in the current scandal. He attempts to hide it during any conversation, but becomes emotional if repeatedly questioned about the headmistress.

If the PCs attempt to glean information about Movashom from the Divination students, they must succeed at a **Gather Information check** (DC 10 + APL). The entire School of Divination is aware of Movashom's obsession with Headmistress Diamondeyes. Some even claim that he secretly had a painting of the woman commissioned and hides it in his office behind his bookshelf (although the PCs are unlikely to gain access to his office without the headmaster there, if they somehow manage this, there is in fact a painting of Shanti'a Diamondeyes behind the half-elf's bookshelf).

Movashom is cooperative with the PCs, but intentionally keeps the conversation short and to the point so to not reveal any of his feelings toward Shanti'a. With a properly worded **Diplomacy check** (DC 10 + APL), he reveals the following:

- He has never had dealings with shadow elves before.
- The missing book was stolen once before, which he retrieved for the headmistress.
- He believes it was stolen by a student, but he isn't certain. His previous divinations gave him varying results. After a few weeks, he was able to track down the book in Prompeldia. A few magic spells later and the book was in his position and returned to Shanti'a.

- No he did not read the book. It's in a language he doesn't recognize and felt no reason that he should investigate the book before returning it.
- He has great respect for the headmistress, ascending through the college ranks as quickly as she has. Many humanoid outsiders take twice as long to advance within the college hierarchy, but she is especially gifted.

A **Sense Motive check** (DC 9 + APL) reveals that Movashom is holding back when he speaks of Shanti'a. If he's pressed on the matter, his comments toward the elf increase in adulation. She is amazingly talented, gifted, intelligent, striking, entrancing, beautiful, wonderful, etc.

Movashom is certain that he is a perfect match for Shanti'a Diamondeyes, but she discriminates against him because of his heritage. Whether it's the fact that he's dark skinned or half-human, he's not sure. He picks randomly why she won't accept his courtship, sometimes erratically alternating between the two. Given a moment's pause, the headmaster calms down, ignoring his outburst and insisting that the conversation continue for no longer than necessary.

- Thieves frequently attempt to penetrate the College of Magic, especially the personal offices of the professors, in attempt to steal some kind of magic device to sell on the black market.
- He has had far less luck with his current attempts at divination, so much so that he has given up attempting to locate the book or Shanti'a's hopeful assassins.

**DM NOTE:** PCs that are making **Sense Motive checks** while questioning Headmaster Movashom need to beat a DC 15 + APL to know that he's lying about the success of his divinations. Those checks that beat a DC 18 + APL are able to determine that, although he's lying about the divinations regarding the book, he truly hasn't been able to locate the assassins.

If he is pressed on the matter, though, he insists that the PCs leave, refusing to answer any more questions.

- He has no understanding why anyone would attempt to kill the headmistress

rather than simply breaking into her office while she was away.

- No, he is not willing to attempt any more divinations, even if the PCs offer to pay. He is the headmaster of the School of Divination and if he was unable to discover anything, then someone has conspired to magically cover their tracks. The PCs are not permitted to ask anyone else in the school to attempt such divinations either. The case is closed to the School of Divination, resting in the capable hands of the constabulary.

**DM NOTE:** Students won't risk expulsion by divining for the PCs. A number of lesser professors may be persuaded to do so. A successful **Diplomacy check** (DC 30) convinces a professor to sell up to 4<sup>th</sup>-level spells to the PCs (listed at DMG price). Paying 10 Victories per APL reduces the DC by 1.

Although spells like *clairaudience/clairvoyance* are unsuccessful focusing on the Amishanti Codex, *scrying* does work, although there is no light and whomever is present speak in an unintelligible language. A **Wisdom check** (DC 12) tips off the PCs that divinations are *not* failing.

- Movashom has met with both Headmaster Zenith and Shanti'a Diamondeyes to discuss the matter of his divinations. Both are satisfied with his attempts and appreciate his assistance in the matter.

He has little else to tell the PCs regarding the headmistress, her attempted assassins or the book. He excuses himself, saying that he has a class to prepare for (a **Sense Motive check** (DC 11+ APL) reveals that he's lying and only wants to end the conversation). Regardless of whether the PCs believe him, he asks them to leave.

**DM NOTE:** Although the different temples around Bet Rogala are willing to sell their divinations to those people who can meet their prices, when the subject involves the College of Magic—especially when it comes to the School of Divination—temples do not offer such services as a matter of professional courtesy.

## **Encounter S6: Thrin Chor**

Typically, the head of Thrin Chor is the Master Conjuror; however, Headmistress Shanti'a Diamondeyes declined that honor. The PCs may be curious as to why she refused the organizations offer and whether it has any link to the current events.

***The tower of Thrin Chor is narrow and confining. The ceilings are not much taller than the average Fhokki and the front hallway has little room for more than a handful of people. A Reanaarian dressed in college robes greets you shortly after your arrival, introducing himself as Peazee, student liaison to the Traveler*** (the leader of Thrin Chor, not the god).

Peazee considers himself fortunate to have earned his position, regardless of the professor who leads the organization.

Traveler Blesden is currently not on Tellene, so the Reanaarian (who speaks Reanaarian, Low Kalamaran, Merchant's Tongue, Draconic and Low Elven) is the highest-ranking official in the tower at the moment.

PCs are not allowed to wander about the tower. All doors are locked (some with an *arcane lock* if an experiment is currently in session). There are chairs in the small front hall, which Peazee invites the PCs to take.

A successfully worded **Diplomacy** or **Gather Information check** (DC 15 + APL) and Peazee answers what questions he can for the PCs

- He doesn't know what plane of existence Traveler Blesden is on; he just knows that it's not Tellene. This is not uncommon for the traveler of Thrin Chor to do.
- He has no animosity toward Shanti'a Diamondeyes for refusing the leadership of Thrin Chor. Blesden more than adequate as a replacement.
- Only the most talented and adept student is named liaison to the traveler. It's an honor Peazee has held for two years now, and he plans to continue in the position until he's appointed as an associate professor at the college.

- Shanti'a Diamondeyes is the first Master of Conjunction to refuse the honor of leading Thrin Chor, but Headmaster Zenith insists that she is not the first to do so in the college's history. To his knowledge, Peazee knows of no resentment or ill will from any of the organization's members toward the elven conjurer.
- Since she refused the position of traveler, Peazee has had no contact with Shanti'a. She is not instructing any of his classes this term.

Peazee's oozing pride and egotism may cause PCs to doubt some of the things he's saying. A **Sense Motive check** reveals the following:

- DC 10: Peazee is a brown nose. He feels his position makes him superior to all the other students.
- DC 15: He is sincere when he says that Thrin Chor bears Shanti'a Diamondeyes no ill will and that there have been no repercussions from the organization toward her for refusing to be traveler.
- DC 20: He's lying about Blesden being an adequate replacement for Shanti'a. A successful **Intimidate check** (DC 11 + APL) and Peazee reveals that he's furious that the headmistress refused the position. Blesden is more concerned with "spreading the word" and is rarely at the college and spends even less time at the Thrin Chor tower.
- DC 25: He's lying that he's had no contact with the headmistress. A successful **Intimidate check** (DC 16 + APL) and he reveals that he delivered a message to Shanti'a from the headmaster of the School of Divination a couple months ago. She couldn't remember his name. He was so angry at the elf that he stole a book while he was there.

A **Diplomacy** or **Intimidate check** (DC 9 + APL) and Peazee says that he couldn't decipher the book. After quick research (he wanted to avoid being caught by possible divinations), he discovered that it was written in Undercommon, entitled The Codex Amishanti. With what time he

had for research, he couldn't decipher most of the book, just random words referring to gates and summoning circles. It's not surprising to find such a book belonging to the headmistress of the School of Conjuration.

A short time after he quit his research, a Kalamaran man approached him about a possible job. He was looking for a particular book that he knew was in the college library. The title was in a rare language, and when he showed Peazee, it was the Codex. The man, calling himself Galis, offered 150 Victories for the book! Peazee gladly sold it, hoping that a scrying circle would no longer implicate him in the crime. He never saw Galis again nor can he give an adequate description. He looked like a very average looking Kalamaran.

**DM NOTE:** After his confession, Peazee does not respond to further threats regarding turning him over to the college. He believes his position within the college, especially with Thrin Chor, protects him from accusations from outsiders.

### SECTION 3: THE "T" ENCOUNTERS

**DM NOTE:** There are no specific encounters listed in the T Encounters in terms of specific NPCs or necessary conversations. Information has been provided for the most interesting rumors that the PCs learn during their information gathering. Be willing to Free form encounters as necessary.

Nothing specific can be learned in great detail about these rumors, but investigation does prove that, in some fashion or another, they all have a grain of truth to them.

#### Encounter T1: Otters in the Lake

The PCs learn this rumor if they succeed at a **Gather Information check** (DC 10). The PCs, if observant, can regularly (or semi-regularly) see otters scurrying along the lanes and alleys of Bet Rogala.

**DM NOTE:** Dealing with otters is perhaps the most difficult encounter in this module. This is because otters can move through a number of places that characters just can't follow. Similarly, there's nothing in the PCs' arsenal that would allow them to search beneath the surface of Lake Eb'Sobet long enough to prove whether or not there's a city of aquatic elves living there.

This encounter, for the most part, introduces PCs to the concept of otters as familiars and animal companions (and depending on their actions, allows them to meet a handful of wizards...but not in the good way).

If the PCs wish to find out whether or not the College of Magic is really using otters as familiars, they need to look in particular parts of the city to confirm the rumors. If they search the shoreline of Lake Eb'Sobet from the Dock District, they have a 50% chance to see otters. They must succeed at a **Spot check** (DC 13) to see a handful of otters swimming about. There's a 50% chance that the otters are simply swimming on their backs, using rocks to break open oysters and a 50% chance that the otters are swimming out to deeper waters without distraction or variation in their course.

If the PCs look in the Scholars District, they have a 35% chance to see otters. They must succeed at a **Spot check** (DC 18) to see otters moving along the sides of buildings, typically running behind street vendors and generally staying out of direct sight.

If the PCs look in any other part of Bet Rogala, they have a 10% chance to see otters. They must make a **Spot check** (DC 25) to see an otter snaking behind street vendors and running down back alleys.

If the PCs look for otters at night, there's only a 5% chance to make a **Spot check** regardless of where they look, and the DC increases by 5 for the three situations above.

PCs can make a **Knowledge (Law)** (DC 7), **(Pekal)** (DC 12) or **(Bet Rogala)** (DC 15) to know that laws exist protecting otters that members of the College of Magic use as familiars. If a PC interferes, wounds or kills an otter in the service of the college or steals its possessions, that PC can be held accountable as if he committed the crime against the wizard himself. Whether charges are of banditry, assault, murder or some other crime often relate to the importance of the wizard.

If the PCs stop an otter and search its natural pouch for possessions, roll a d6:

- 1: The otter carries a miniature scroll sealed with a drop of wax. On the wax is an arcane mark. **Knowledge (Bet Rogala) check** (DC 29) reveals the owner is Jahijy, a male Dejy professor at the School of Evocation.



- 2: The otter carries a signet ring. A **Knowledge (Bet Rogala) check** (DC 17) reveals the owner to be that of Zo'Amas the Lame.
- 3: The otter carries anything.
- 4: The otter carries a miniature leather pouch with a small amount of shiny dust. The pouch has an arcane mark. **Knowledge (Bet Rogala) check** (DC 33) reveals the owner is Asesusa, a female Kalamaran fourth-year student at the College of Magic.
- 5: A fine pearl with an arcane mark on it. A **Knowledge (Bet Rogala) check** (DC 15) reveals the owner to be Dean Zenith, headmaster of the College of Magic.
- 6: The otter carries anything.

The judge may assign any legal punishment appropriate for any crimes the PCs commit against the otters. Although the PCs may not be immediately punished, the College of Magic frequently utilizes the School of Divination to ensure the safety of its membership and the PCs are eventually apprehended (in 2d4 days).

### **Encounter T2: The Lost City**

The PCs learn this rumor if they succeed at a **Gather Information check** (DC 15). This rumor surfaces every few years in those taverns that draw their customers from the adventurer population. It's making its rounds again.

The Rytarr Woods is one of the largest forests in all of Tellene. It's also home to some of the vilest, fiercest and most legendary creatures known to man. Only one city was ever built within the woods' border, the lost city of Narr-Rytarr. On the southern shores of Lake Jorakk, the city was meant to be the first step into colonizing and eventually civilizing the forest. The effort stalled when adventurers were slaughtered en masse when this new opportunity for fortune and glory caused hundreds to move randomly into the woods. Few returned.

Those lucky few that did survive their excursion into the Rytarr Woods brought back tales of fantastic monsters and equally amazing plants. One such story regarded an apple orchard due south of the city. Supposedly, when the fruit is pulled from the tree, it turns to solid gold.

An adventuring company of Stone Dwarves, the Granite Hammer, is selling shares in their venture. Adventurers are permitted to join the company (for a fee) or buy into the endeavor by giving money for equipment and provisions for a small cut of the profits. The group supposedly knows of a ship that still knows the route across Lake Jorakk to the lost city. They leave the first day of Renewal (New Year's Day, the first day of spring) for the Wild Lands.

If PCs are interested in joining the expedition, allow them to pay the 50 Victory fee to join the adventuring company and tell them they've been added to the roster. There is little else they can do for the company until they leave for the Wild Lands next year. This adventure plays out in the Special Module ***The Lost City*** February 2004. It's important that the judge have players mark on the Event Logs that they already paid the fee to join the Granite Hammer.

### **Encounter T3: Kalamaran Embassy**

The PCs learn this rumor if they succeed at a **Gather Information check** (DC 20). Pekal holds an embassy for every recognized nation on Tellene. Most of them are small and stand empty. The smallest of all these embassies is that of Kalamar, which was offered on Pekal's day of independence and has never been accepted by the former empire.

South of the royal palace, the Royal District is comprised mostly of embassies. Prince Kafen, in an effort to legitimize the principality's independence, offered an embassy to every known sovereign nation. Most stand empty, or are only occupied for a short time while wealthy merchants parade as diplomats. The building that's never been used is the Embassy to the former Empire of Kalamar.

The Vast, under the new reign of Emperor Kabori, has declared that Pekal and the other Young Kingdoms are not independent nations, but imperial lands in revolt. As such, no

Kalamaran nobles or diplomats are permitted to utilize the embassy on threat of treason.

If inspected during the day, the Kalamaran Embassy sits empty. Unlike the rest of the city, the city guard patrols the Royal District every 30 minutes. If the PCs are caught on the embassy grounds, the guard questions their presence (a **Bluff check** (DC 26 + APL) allows the PCs to successfully pretend to be Kalamaran representatives). If they have no valid reason to be at the embassy, the guard escorts them back across the inner city wall to the Merchants District.

If inspected during the day, PCs may make a **Spot check** to attempt to observe the happenings at the embassy.

- DC 10: The city watch marches down the street with impeccable timing. Every thirty minutes the same two guardsmen walk by. They are relieved at dawn.
- DC 15: Although the streets are relatively empty. The occasional page leaves a neighboring embassy and runs down the street.
- DC 20: Occasionally, a shadow passes behind the Kalamaran Embassy. If the PCs attempt to move behind the embassy, roll a d6. They discover one of the following:
  - 1: A Reanaarian page is running with a sealed scroll to be delivered to the Embassy of the Lands of Drhokker. A **Knowledge (Nobility and Royalty or Heraldry) check** (DC 13) reveals that he belongs to the Embassy of the City of Zoa. He speaks Reanaarese and Merchant's Tongue.  
**DM NOTE:** Opening a sealed letter carried by a uniformed page of a foreign government is considered to be "Fraud Against the Crown" and is heavily punished (if the offender doesn't work for the crown). See the *Pekal Gazetteer* for details.
  - 2: Two Svimohzish pages (one male and one female) have snuck behind the embassy for a

late night tryst. A **Knowledge (Nobility and Royalty or Heraldry) check** (DC 13) reveals they're from Zazahni.

- 3: A well-dressed Fhokki woman hurries back toward the Embassy of the Queendom of Tharggy. Her cheeks are flushed, her hair is slightly mussed and her corset tied properly.
- 4: A short humanoid (approximately the same height as your average Reanaaria), cloaked in black, is prying at one of the back windows of the Kalamaran Embassy. The PCs must succeed at a **Move Silently check** (DC 14+ APL) not to alert the infiltrator of their approach. If he hears or sees them, he takes off running (assorted feats allow him to move 225 feet a round). If a PC gains on him, he quickly draws a tanglefoot bag in an attempt to flee the area. If he's caught, he insists he's a common thief hoping to swipe a few of the furnishings inside the embassy.
- 5: Nothing. Whatever was there is gone now.
- 6: The city guard is making its rounds through the back alleys, ensuring that the rear of all the embassies is free of vandals.
- DC 25: 2d4 figures can be seen moving about inside the embassy. They aren't using torches, so only when one accidentally passes too close to a window can they be seen. The locks on all the doors and windows require an **Open Lock check** (DC 40). A **Strength check** (DC 24) bashes open a door, while a window doesn't require a check at all. If the PCs force their way into the constabulary, the noise echoes loudly across the empty street, which summons the city watch. They arrive in 2d4 rounds.

The brigands inside used a secret passage in the basement to gain entry. If they see the PCs approaching or hear them breaking into the building, they flee through the passage. If the PCs manage to enter the house before all the brigands have escaped, use the stats for the drow assassins listed in **Appendices III-VI** as needed. No more than five brigands remain, but if the total die result was less than that (only two for example), you may choose the stats for the two brigands from those available in the appendices. All of them wear masks, although they are proportioned as humans (they are Kalamarans).

If the PCs defeat the brigands and search the tunnel, it leads down into the sewers. A **Track check** (DC 8 + APL) lead the PCs to an open manhole. The remaining brigands have escaped.

#### **Encounter T4: Night Workmen**

The PCs learn this rumor if they succeed at a **Gather Information check** (DC 25). While the city guard has a 24-hour duty to attend to and the dungeoneers and chimneysweepers work during the day, the two municipal workers groups that come out at night are the lamplighters and the street sweepers.

Nighttime in Bet Rogala is fairly similar to the smaller cities and towns of the principality. As the sun sets, residents move inside, sharing meals and stories with family members. Although some risk Old Town looking for adventure or cheap companionship, the streets of Bet Rogala are for the most part barren.

The exception to this is the rhythmic march of the city street sweepers and lamplighters. The city employs a number of humans to patrol the streets, cleaning up waste, trash and the filth of commerce (such as the constant ash from the weapon- and armorsmiths on Warrior Row). In those areas of the city where the population tends more along the humanoid route (elves, halflings, gnomes and dwarves), a similar race is reflected in the city workers. Humans dominate the ranks of both these organizations though.

**DM NOTE:** PCs may make a **Knowledge (Bet Rogala: local) check** to know the following information:

- DC 10: Municipal workers are not stopped by the city guard at night. Most citizens out on the streets at night receive a polite question as to their business as well as a cautionary instruction to finish quickly and move indoors.
- DC 15: Members of the Assembly of Light spend time each year acting as lamplighters for various cities, towns and thors throughout Pekal. They do this for free. (A **Knowledge (Religion) check** of an equivalent DC reveals the same information. Clerics of the Eternal Lantern automatically know this.)
- DC 20: It is rumored that the Bet Rogalan Thieves Guild only accepts humans among its ranks. That is why the municipal organizations are so predominantly human.
- DC 25: There was a very notable case that made the gossip rounds throughout the city a year ago. A wealthy gnome merchant accused the lamplighters of intentionally leaving the area about his store unlit while men armed with large staves beat him unconscious. He claims that the street sweepers attacked him and robbed his store, taking what they could hide beneath their robes and what coin they could move quickly. The gnome insisted on taking his case to the prince himself, but later changed his mind, abandoning his shop and leaving Bet Rogala entirely.

**DM NOTE:** A myriad of people are employed by the crown to maintain the city. The PCs have an equal chance of finding a dutiful and kind civil servant as they do a gruff and uncaring introvert. The judge may choose (or roll randomly) to decide what type of person the PCs approach.

Regardless, if the PCs directly ask about the thieves guild or make an implication or innuendo to promote such an idea, the worker refuses to continue the conversation and moves on. The city guard, constabulary and adventurers of all kinds have rubbed their noses raw on the subject.

If the PCs treat the workers politely, they are more than willing to take a break and share a conversation with the group. However, none of them can confirm suspicions of the thieves guild operating within the municipal organizations. They hear the rumors just like everyone else, but know little else.

If the PCs are speaking to a less savory type of worker, a **Sense Motive check** (DC 20 + APL) reveals that he's holding something back. But if the worker is pressed on the matter, he refuses to speak any further and continues on with his nightly duties.

## **Conclusion A**

The PCs reach this conclusion if they accompanied Thaturan beneath Bet Rogala and fought the drow at the Gate of Daihianidas.
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***With the shadow elf threat defeated, the doors to the Gate of Daihianidas stand closed. The cacophonous battle that raged behind them eventually falls silent.***

The PCs may attempt to push open the stone doors. They're made of stone and require a **Strength check** (DC 20) to push one open. If they wish to open both of them simultaneously, it requires a **Strength check** (DC 26). If the PCs don't open the doors themselves, they wait for a minute before they open from the other side.

***The scene on the other side of the doors is one of arcane destruction. The body of a shadow elf cleric glows with magical energy. The walls are scorched with burn marks and scarred with strange cuts and serrations. Thaturan kneels, his chest heaving as he pants heavily. He bleeds from a number of wounds and his body looks drained of all energy.***

PCs may make an appropriate **Spellcraft check** to determine the variety of spells that were used during the battle (the cleric's body still glows with a *glitterdust*. The markings on the wall imply possible *fireballs*, *blade barriers*, perhaps *flame strike* and/or a variety of other spells).

The cleric's body is mangled and contorted. Her armor is fractured and bent in, puncturing her

midsection. What remains of a heavy mace lies beside her *shattered* into a multitude of pieces.

On the left side of the cavern, a constructed altar—a black iron plate standing on four narrow legs—holds a bound Kalamaran woman. The table has been overturned and the underbelly (which took the brunt of the battle) is horribly marred. The woman thrashes about, trying to get loose. She stares at the PCs and at Thaturan, tears streaming off her cheeks when they approach. She begs for them not to kill her and says that all she wants to do is go home.

A **Knowledge (Religion) check** (DC 18) reveals that the symbols drawn on the black leather—possibly in blood—are the markings of the House of Knives (church of the Seller of Souls).

If she's freed, the girl identifies herself as Milita Belis, daughter of Constable Belis. She was kidnapped two nights ago. The black skinned witch told her she was to be sacrificed to a pagan god! She begs the PCs to return her to her father as quickly as possible. It's difficult for her to speak through her tears, but when she's not answering questions, she's kissing the PCs on the cheek and giving them hugs.

Thaturan is pleased with the success of the mission and asks the PCs to assist him back to the surface. If any of the PCs were killed in the attack, he apologizes for the loss, but his powers are arcane and he is unable to return the character to life. He honors his bounty on the drow regardless of the number of surviving PCs.

Once the group has returned to the Five Towers, they discover that a second group of drow, the remainder of Malagith's caravan, assaulted the prison and were slain by Tholan, Golan and their comrades. One was slain and another severely wounded in the battle, but they were victorious. Gathering the PCs and his followers at the stairwell leading up to Gallows Circle, Thaturan speaks:

***Malagith has done a great service for both Bet Rogala and the principality as a whole, if not Tellene. Without him, we most certainly would have fallen victim to his people's villainy. He has proven that he is honorable and pure of heart. As Sorva D'Lortal, Malagith is given asylum in Bet Rogala. He is under our protection. Those here are responsible for his safety and he is responsible for yours. He is one of us.***

Malagith accompanies Sorva to the Midnight Sage. The PCs see him on occasion afterward, making his way in Bet Rogala as a burgeoning adventurer. Galis Belis pledges his eternal gratitude to the PCs and to Thaturan. He swears that he is indebted to them for the rest of his life, as they could never understand the pains a father goes through by losing his daughter. Milita invites the PCs over semi-frequently for tea and conversation.

The Steel Ribbons thank the PCs for their effort, as does Shanti'a Diamondeyes. The mercenaries pat the PCs on the back, saying that Midalita B'Rogupar was wise for recommending you and they look forward to working with you again.

*The PCs earn the **Thanks of Galis Belis, the Appreciation of Milita Belis and the Good Opinion of Thaturan.***

**THE END**

### **Conclusion B**

The PCs reach this conclusion if they stayed in the Five Towers and protected Malagith from his potential shadow elf assassins.

***The rest of the night passes uneventfully. The hours wane and Thaturan hasn't returned. Finally, when the sun breaks over the eastern walls of Bet Rogala, Tholan and Golan enter the Five Towers with Thaturan's arms draped over their shoulders. The makeup on his face has been wiped away, but he looks as if the battle that transpired aged him to match his disguise. He breathes shallowly and sits heavily when the trio finally stops walking.***

The halflings explain that Thaturan engaged in one-on-one combat with the priestess Gishnaia. Although he was victorious, the vast amount of arcane power he had to level against her

drained him completely. A few days of rest and he'll be back up and kicking.

Knowing the drow's discomfort with daylight, Tholan and Golan offer to escort him back to the Midnight Sage before the sun gets too high. Malagith thanks the PCs for the self-sacrifice. He hopes that he can contribute something to Bet Rogala in the future, so that he can truly earn his place as one of the city's adventurers.

As he walks away, Thaturan shakes the dark elf's hand, claspng his arm. A **Spot check** (DC 20 + APL) catches a small leather pouch being slipping into Malagith's hand. If the PCs ask Thaturan about it, he smiles sheepishly. He had promised Malagith payment and he delivered. He made a similar promise to the PCs and means to keep it. Blasting off a whistle that hurts the ears in such confined quarters, a guard trots up holding a small wooden chest. Inside it is a pouch for each PC. Each pouch has 50 gp, 10 for each dark elf, as promised.

Thaturan expresses his appreciation of the PCs loyalty to the city and their willingness to help a stranger in need. He hopes that they get the opportunity to work again in the future. He may even call on them, if the circumstances once again become dire.

With that, the PCs are escorted from the Five Towers, leaving Thaturan behind to rest in his chair. They are free to return to the College of Magic and collect their pay from Zenith as well. After resting, if there is time, the PCs are free to explore the S and T encounters if they so wish. There is no additional gold or experience to be earned, but a number of the encounters may be featured in future modules. Any time spent in these encounters after the defeat of the drow adds to the total DU cost of the module.

*The PCs earn the **Good Opinion of Thaturan.***

**The End**

## **APPENDIX I: TREASURE SUMMARY**

### **Encounter 6 (2 Day Units)**

Rapiers x5 (can be sold for 9 gp each)  
Light Crossbows x5 (can be sold for 17 gp each)  
Studded Leather Armor x5 (can be sold for 10 gp each)  
Lockpicks x4 (can be sold for 15 gp each)  
60 gp in loose coin

Total possible gold is 300 gp

### **Conclusion (3 Day Units)**

50 gp each (or 75 if the PCs negotiated) from Zenith  
50 gp each from Thaturan

Total possible gold is 600 (750 if the PCs negotiated)

**Total possible gold for the adventure** is 900 gp (1050 if the PCs negotiated)

### **THESE REWARDS COME AT THE EXPENSE OF 2\* DAY UNITS**

\*This number increases equally to any days spent resting or for any other delays in the PCs progress. If the module ends early, modify the expenditure of day units accordingly.

## **APPENDIX II: EXPERIENCE POINT SUMMARY**

<b>Introduction:</b> Accepting the job from the Steel Ribbons	25 xp
<b>Encounter P1:</b> Finding the map in the assassin's heel	25 xp
<b>Encounter P4:</b> Meeting with Thaturan and his companions	25 xp
<b>Encounter P5A or B:</b> Fighting the drow assassins	25 xp
<b>—OR—</b>	<b>or</b>
<b>Encounter T3<sub>4</sub>:</b> Fighting the infiltrators in the Kalamaran embassy	25 xp
<b>Discretionary Experience for Role Playing:</b>	0-200 xp

**Total XP possible: 100 xp plus a 200 xp role-playing bonus for a 300 xp maximum**

## **APPENDIX III: NPC STATISTICS (APL 1)**

### **Encounter P5A:**

**Male, Dark Elf, Rogue 1 x2**, medium-size humanoid, HD 1d6; hp 5; Init +3; Spd 30; AC 16 (touch 13, flatfooted 13); Atk +0 Melee (1d6 18-20/x2, rapier) or +3 Ranged (1d8/x2, light crossbow); SA Sneak Attack +1d6; SQ see KPG p. 17; AL NE; SV Fort -1, Ref +5, Will +1; Str 10, Dex 16, Con 8, Int 18, Wis 12, Cha 12.

Skills and Feats: Bluff +3, Craft (Poisonmaking) +10, Disable Device +7, Knowledge (Poison) +10, Knowledge (Prompeldia: local) +8, Knowledge (Religion) +8, Knowledge (Siahizaid: local) +8, Listen +5, Open Locks +7, Search +8, Sense Motive +3, Spot +7, Tumble +6; Scholar (KPG p. 90).

Possessions: Rapier, studded leather armor, backpack, lock picks, 5 days rations, 12 Victories.

**Male, Dark Elf, Infiltrator 1 x2**, medium-size humanoid, HD 1d6; hp 6; Init +3; Spd 40 (50 in combat); AC 16 (touch 13, flatfooted 13); Atk +1 Melee (1d6+1 18-20/x2, rapier) or +3 Ranged (1d8/x2, light crossbow); SA Sneak Attack +1d6; SQ see KPG p. 17; AL NE; SV Fort +0, Ref +5, Will +1; Str 12, Dex 16, Con 10, Int 18, Wis 12, Cha 8.

Skills and Feats: Craft (Poisonmaking) +10, Decipher Script +8, Hide + 10, Listen +5, Move Silently +8, Search +8, Spot +7, Tumble +6; Sprint (KPG p. 91).

Possessions: Rapier, studded leather armor, backpack, lock picks, 5 days rations, 12 Victories.

**Male, Dark Elf, Warrior 1 x1**, medium-size humanoid, HD 1d8; hp 10; Init +1; Spd 30; AC 14 (touch 11, flatfooted 13); Atk +4 Melee (1d6+3 18-20/x2, rapier) or +2 Ranged (1d8/x2, light crossbow); SQ see KPG p. 17; AL NE; SV Fort +4, Ref +1, Will +2; Str 16, Dex 12, Con 14, Int 12, Wis 14, Cha 7.

Skills and Feats: Climb +6, Jump +6, Listen +2, Ride +4, Spot +4; Power Attack.

Possessions: Rapier, studded leather armor, backpack, 5 days rations, 12 Victories.

**DM NOTE:** Stats are intentionally not given for the drow priestess, Gishnaia. She is an 11<sup>th</sup>-level cleric and her prepared spells are predominantly combat-related. Thatruan, who is a competent arcane caster, insists on facing the cleric alone. He is firm on this, but doesn't waste time arguing with those PCs that absolutely insist on going with him. The amount of arcane and divine magic being released kill any PCs that does not take cover behind the fallen alter.



## **APPENDIX IV: NPC STATISTICS (APL 2)**

### **Encounter P5A:**

**Male, Dark Elf, Rogue 2 x2**, medium-size humanoid, HD 2d6; hp 8; Init +3; Spd 30; AC 16 (touch 13, flatfooted 13); Atk +1 Melee (1d6 18-20/x2, rapier) or +4 Ranged (1d8/x2, light crossbow); SA Sneak Attack +1d6; SQ Evasion, see KPG p. 17; AL NE; SV Fort -1, Ref +6, Will +1; Str 10, Dex 16, Con 8, Int 18, Wis 12, Cha 12.

Skills and Feats: Bluff +4, Craft (Poisonmaking) +11, Disable Device +8, Knowledge (Poison) +11, Knowledge (Prompeldia: local) +9, Knowledge (Religion) +8, Knowledge (Siahizaid: local) +9, Listen +6, Open Locks +8, Search +9, Sense Motive +4, Spot +8, Tumble +7; Scholar (KPG p. 90).

Possessions: Rapier, studded leather armor, backpack, lock picks, 5 days rations, 12 Victories.

**Male, Dark Elf, Infiltrator 2 x2**, medium-size humanoid, HD 2d6; hp 10; Init +3; Spd 40 (50 in combat); AC 16 (touch 13, flatfooted 16); Atk +2 Melee (1d6+1 18-20/x2, rapier) or +4 Ranged (1d8/x2, light crossbow); SA Sneak Attack +1d6; Uncanny Dodge, Woodland Step, SQ see KPG p. 17; AL NE; SV Fort +0, Ref +6, Will +1; Str 12, Dex 16, Con 10, Int 18, Wis 12, Cha 8.

Skills and Feats: Craft (Poisonmaking) +11, Decipher Script +9, Hide + 11, Listen +6, Move Silently +9, Search +9, Spot +8, Tumble +7; Sprint (KPG p. 91).

Possessions: Rapier, studded leather armor, backpack, lock picks, 5 days rations, 12 Victories.

**Male, Dark Elf, Warrior 2 x1**, medium-size humanoid, HD 2d8; hp 17; Init +1; Spd 30; AC 14 (touch 11, flatfooted 13); Atk +5 Melee (1d6+3 18-20/x2, rapier) or +3 Ranged (1d8/x2, light crossbow); SQ see KPG p. 17; AL NE; SV Fort +5, Ref +1, Will +2; Str 16, Dex 12, Con 14, Int 12, Wis 14, Cha 7.

Skills and Feats: Climb +7, Jump +7, Listen +2, Ride +5, Spot +4; Power Attack.

Possessions: Rapier, studded leather armor, backpack, 5 days rations, 12 Victories.

**DM NOTE:** Stats are intentionally not given for the drow priestess, Gishnaia. She is an 11<sup>th</sup>-level cleric and her prepared spells are predominantly combat-related. Thatruan, who is a competent arcane caster, insists on facing the cleric alone. He is firm on this, but doesn't waste time arguing with those PCs that absolutely insist on going with him. The amount of arcane and divine magic being released kill any PCs that does not take cover behind the fallen alter.

## **APPENDIX V: NPC STATISTICS (APL 3)**

### **Encounter P5A:**

**Male, Dark Elf, Rogue 3 x2**, medium-size humanoid, HD 3d6; hp 11; Init +3; Spd 30; AC 16 (touch 13, flatfooted 16); Atk +5 Melee (1d6 18-20/x2, rapier) or +5 Ranged (1d8/x2, light crossbow); SA Sneak Attack +2d6; SQ Evasion, Uncanny Dodge, see KPG p. 17; AL NE; SV Fort +0, Ref +6, Will +2; Str 10, Dex 16, Con 8, Int 18, Wis 12, Cha 12.

Skills and Feats: Bluff +5, Craft (Poisonmaking) +12, Disable Device +9, Knowledge (Poison) +12, Knowledge (Prompeldia: local) +10, Knowledge (Religion) +8, Knowledge (Siahizaid: local) +10, Listen +7, Open Locks +9, Search +10, Sense Motive +5, Spot +9, Tumble +8; Scholar (KPG p. 90), Weapon Finesse.

Possessions: Rapier, studded leather armor, backpack, lock picks, 5 days rations, 12 Victories.

**Male, Dark Elf, Infiltrator 3 x2**, medium-size humanoid, HD 3d6; hp 14; Init +3; Spd 40 (50 in combat); AC 17 (touch 13, flatfooted 17); Atk +3 Melee (1d6+1 18-20/x2, rapier) or +5 Ranged (1d8/x2, light crossbow); SA Sneak Attack +1d6; SQ Uncanny Dodge, Woodland Stride, Trackless Step, see KPG p. 17; AL NE; SV Fort +1, Ref +6, Will +2; Str 12, Dex 16, Con 10, Int 18, Wis 12, Cha 8.

Skills and Feats: Craft (Poisonmaking) +12, Decipher Script +10 Hide + 12, Listen +7, Move Silently +10, Search +10, Spot +9, Tumble +8; Sprint (KPG p. 91), Dodge.

Possessions: Rapier, studded leather armor, backpack, lock picks, 5 days rations, 12 Victories.

**Male, Dark Elf, Fighter 1 x1**, medium-size humanoid, HD 1d10; hp 12; Init +1; Spd 30; AC 14 (touch 11, flatfooted 13); Atk +4 Melee (1d6+3 18-20/x2, rapier) or +2 Ranged (1d8/x2, light crossbow); SQ see KPG p. 17; AL NE; SV Fort +4, Ref +1, Will +2; Str 16, Dex 12, Con 14, Int 12, Wis 14, Cha 7.

Skills and Feats: Climb +6, Jump +6, Listen +2, Ride +4, Spot +4; Power Attack, Cleave.

Possessions: Rapier, studded leather armor, backpack, 5 days rations, 12 Victories.

**DM NOTE**: Stats are intentionally not given for the drow priestess, Gishnaia. She is an 11<sup>th</sup>-level cleric and her prepared spells are predominantly combat-related. Thatruan, who is a competent arcane caster, insists on facing the cleric alone. He is firm on this, but doesn't waste time arguing with those PCs that absolutely insist on going with him. The amount of arcane and divine magic being released kill any PCs that does not take cover behind the fallen altar.

## APPENDIX VI: NPC STATISTICS (APL 4)

### **Encounter P5A:**

**Male, Dark Elf, Rogue 4 x2**, medium-size humanoid, HD 4d6; hp 14; Init +3; Spd 30; AC 16 (touch 13, flatfooted 16); Atk +6 Melee (1d6 18-20/x2, rapier) or +6 Ranged (1d8/x2, light crossbow); SA Sneak Attack +2d6; SQ Evasion, Uncanny Dodge, see KPG p. 17; AL NE; SV Fort +0, Ref +7, Will +2; Str 10, Dex 16, Con 9, Int 18, Wis 12, Cha 12.

Skills and Feats: Bluff +6, Craft (Poisonmaking) +13, Disable Device +10, Knowledge (Poison) +13, Knowledge (Prompeldia: local) +11, Knowledge (Religion) +8, Knowledge (Siahizaid: local) +11, Listen +8, Open Locks +10, Search +11, Sense Motive +6, Spot +10, Tumble +9; Scholar (KPG p. 90), Weapon Finesse.

Possessions: Rapier, studded leather armor, backpack, lock picks, 5 days rations, 12 Victories.

**Male, Dark Elf, Infiltrator 4 x2**, medium-size humanoid, HD 4d6; hp 18; Init +3; Spd 40 (50 in combat); AC 17 (touch 13, flatfooted 17); Atk +4 Melee (1d6+1 18-20/x2, rapier) or +6 Ranged (1d8/x2, light crossbow); SA Sneak Attack +2d6; SQ Uncanny Dodge, Woodland Stride, Trackless Step, Woodcraft, see KPG p. 17; AL NE; SV Fort +1, Ref +7, Will +2; Str 12, Dex 17, Con 10, Int 18, Wis 12, Cha 8.

Skills and Feats: Craft (Poisonmaking) +13, Decipher Script +11, Hide +13, Listen +8, Move Silently +11, Search +11, Spot +10, Tumble +9; Sprint (KPG p. 91), Dodge.

Possessions: Rapier, studded leather armor, backpack, lock picks, 5 days rations, 12 Victories.

**Male, Dark Elf, Fighter 2 x1**, medium-size humanoid, HD 2d10; hp 23; Init +1; Spd 30; AC 14 (touch 11, flatfooted 13); Atk +5 Melee (1d6+3 18-20/x2, rapier) or +3 Ranged (1d8/x2, light crossbow); SQ see KPG p. 17; AL NE; SV Fort +5, Ref +1, Will +2; Str 16, Dex 12, Con 14, Int 12, Wis 14, Cha 7.

Skills and Feats: Climb +7, Jump +7, Listen +2, Ride +5, Spot +4; Power Attack, Cleave, Toughness.

Possessions: Rapier, studded leather armor, backpack, 5 days rations, 12 Victories.

**DM NOTE:** Stats are intentionally not given for the drow priestess, Gishnaia. She is an 11<sup>th</sup>-level cleric and her prepared spells are predominantly combat-related. Thatruan, who is a competent arcane caster, insists on facing the cleric alone. He is firm on this, but doesn't waste time arguing with those PCs that absolutely insist on going with him. The amount of arcane and divine magic being released kill any PCs that does not take cover behind the fallen altar.

## **APPENDIX VII: NPC PERSONALITIES**

### **Galis Belis**

Only a few days before the attempted assassination attempt on Shanti'a Diamondeyes, Galis' daughter was kidnapped. Although he's been officially assigned to the School of Conjuraton incident, some close constable friends have encouraged him to pursue his daughter's kidnappers, claiming that the College of Magic has enough resources to solve the case without him. The constables he assigned to the case are actually searching for his daughter and, other than his original questioning, he has not looked into the matter any further. Galis, in most respects, is a decent person and is truly concerned with the well being of the headmistress. However, he cannot set aside his concern for his daughter's safety. He supports the Steel Ribbons in their efforts to protect the elf wizard, and hopes that, if he's kept in the loop, he can conclude the investigation into the attempted assassination once he's rescued his daughter.

### **Headmaster Movashom**

Movashom fell in love with Shanti'a Diamondeyes the day he met her. The Svimohzish half-elf is certain that Shanti'a is his soul mate went out of his way to try and earn her affection. These feelings have begun to sour, recently, as Movashom has grown increasingly exasperated with the conjurer's constant snubs. He has become so embittered that he has begun to falsify his divinations in regard to apprehending her attempted assassins. He hopes that the situation escalates to the point that Shanti'a recognizes how important the half-elf is to her and comes running to him, asking his support and protection. He speaks of his affections with no one, but all his students are aware of his infatuation.

### **Headmistress Shanti'a Diamondeyes**

It may be representative of the skill and power of the Master of Conjuraton, but Headmistress Diamondeyes never seems to be concerned with the fact that a group of dark elves traveled to Bet Rogala and attempted to kill her. In fact, the only thing that seems to cause her distress is the investigation itself. She's anxious to have it finished and wrap things up. There are a number of questions she'd like answered, which is why she cooperates fully, but if it were up to her, things would be settled as quickly as possible and then forgotten. Whether this tension is caused because she's hiding something or simply because her assailants were nowhere near her skill level is uncertain. She seems to just go through the motions as long as it's necessary.

### **Thaturan**

Thaturan, obviously disguised as an elderly Kalamaran man, exudes patriotism. People gravitate toward his natural leadership and his passion for Bet Rogala and the principality is obviously apparent in his charisma. He quickly adopts the role of general, giving orders and explaining the situation as if he had time to study a situation ahead of time even if he's really acting on the fly. He's a take-charge kind of guy with all the answers and people follow his lead. That kind of magnetism may those who aren't willing to trust him. He understands this and doesn't pressure anyone to follow him that doesn't wish to, which again may be unsettling. Many members of both the city guard and constabulary have been drawn to Thaturan's charisma and the man has little trouble navigating the city or putting his plans into motion.

### **Tholan and Golan**

These two "halflings" are a mixture of childish playfulness and adult business savvy. Knowing the stereotypes that most people have toward halflings, the predisposition of many people to treat them like children because of their small size, they two brothers use them to their advantage. In truth they're quick-witted, quick-fingered infiltrators that perform a number of different services for their employer. Whether it's scouting a location or investigating a specific person, the two child-like halflings take the attention off of them by bringing all the attention their way. They're constantly the center of some embarrassing scene so that some can't bear to watch and others can't bear to look away. Either way, most are too enthralled to notice these two working their subtle craft.

## **APPENDIX VIII: FINDING OUT INFORMATION ABOUT BET ROGALA**

It should be expected that the PCs may want to gather information about Bet Rogala. Use the following for a guideline and to base other queries upon. The DCs are listed before the information bits. Remember you cannot take 20 on a Knowledge or Gather Information check. You also cannot take 10 or 20 on a Bardic Knowledge check.

Abbreviations used:

BK: Bardic Knowledge

INT: Intelligence check (Max DC of 10)

GI: Gather Information

KBR: Knowledge (Bet Rogala)

KP: Knowledge (Pekal)

A successful GI (DC 5), INT (DC 5), KBR (DC 3), KP (DC 7) and/or a BK check (DC 10) reveals any of the following information.

- There are at least 15,000 living in Bet Rogala
- Bet Rogala trades with the small communities encircling Lake Eb'Sobet. They receive unfinished goods from these communities and provide finished ones such as wagons, boats, furnishings and tools.
- Half of its citizens are humans of various races. The other half is evenly split between halflings, gnomes and elves.
- Bet Rogala is located on the northeaster shores of Lake Eb'Sobet
- The Pekal Prince Kafen rules the city and enlisted demihumans to help him rule
- Most of the city's residents are artisans, farmers or fishermen.
- The people live comfortably due to the plentiful supply of fish and the moderate climate.
- Small natural and artificial hills are home to the city's halflings and dwarves.
- Soldiers bivouac outside the city's walls
- The middle and upper class citizens live in large brick homes.
- Smaller Pekalese merchant caravans from Baneta and other cities trade with Bet Rogala. They find the wealth of the exotic city warrants the overland journey and the caravans often continue north to Koreta and Bet Rogala after stopping in Bet Rogala.
- Exotic goods are available in Bet Rogala but at inflated prices.
- Humanoids of all sorts populate the army. The core of the army is made up of human foot and horsemen. They are rounded out by halfling slingers, gnomish engineers, elven scouts and elven archers. War wizards stand by battle priest to sway combat towards Bet Rogala's cause.
- Bet Rogala sees little foreign trade because the larger merchant trains find it easier to travel along the Banader and Renador rivers, thus bypassing Bet Rogala.
- Adventurers bring a good deal of wealth into the city.
- The poorer citizens of the city live in ancient Dejay lake houses.
- Pipido is a full day's ride from Bet Rogala.
- There are more wizards in Bet Rogala than anywhere on Tellene.
- The College of Magic calls Bet Rogala home.
- The College of Magic hosts an annual fair which lasts a week
- There is an annual event held in a flat area simply called "the Green" which is an annual wrestling competition. It is hosted by the Temple of Three Strengths, has hundreds of entrants and thousands attend it

A successful GI (DC10), INT (DC10), KBR (DC8), KP (DC12) check and/or BK check (DC15) reveals any of the following information.

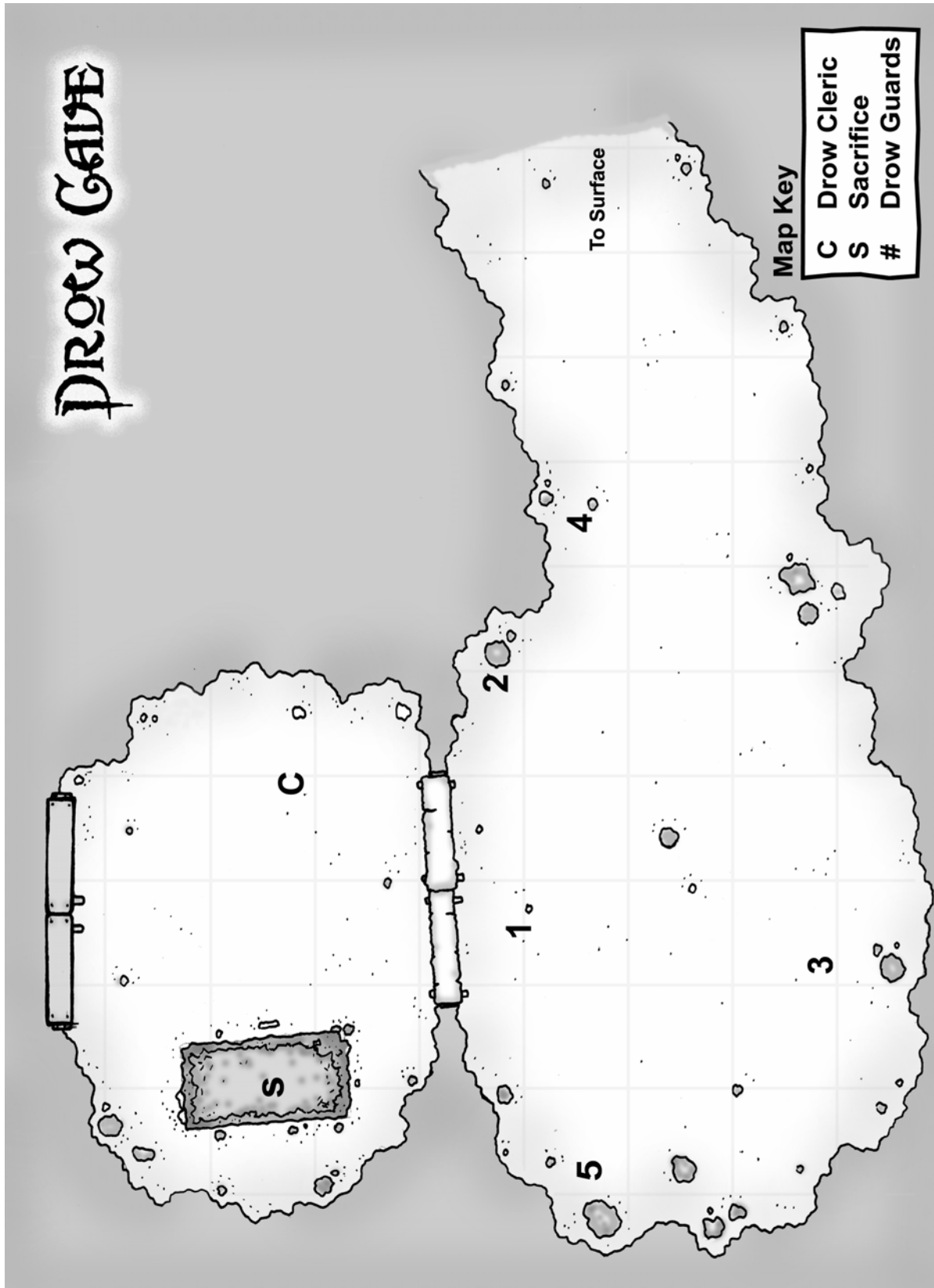
- The Archmage Zenith is the Dean of the College of Magic

- Graduates of the College of Magic often become leaders of the city and of the nation.
- Tomas Palinwayt is the chancellor of the college of magic. Palinwayt is the highest cleric of the Temple of Enchantment and is the Holder of the Platinum Key.
- Prince Kafen's time is split between maintaining trade, advancing the war with Tokis and his own plan to convince Adoku Sorbia to leave the Kalamaran Empire.
- There are 20,900 people living in Bet Rogala
- Deji architecture is prominent in the poorer section of the city
- There are a lot of affluent mages in the city. It is not uncommon for them to sponsor adventuring companies.
- On occasion Kalamaran spies have been caught in the Pekalese military
- The elven troops are led by a prince of their own race by the name of Elevion Solivandrial.
- Elevion is fiercely protective of his troops
- The halfling troops are led by Nolan Brightstar.
- Prince Kafen's collection of humanoid advisors consists of three elves, two gnomes and four halflings
- Archmage Zenith is quick to forgive slight but has often taken long-term offense to seemingly minor incidents.
- Graman Harukan is deeply respected by the College of Magic and is Prince Kafen's Bodyguard
- Zo'Amas the Lame was Prince Kafan's fortuneteller. Zo'Amas is a master of curses, wards and magical spells.
- The book "Shielding the Mind and the Body" was written by Zo'Amas and is considered to be one of the best-known tomes of magical defenses.
- Bet Rogala's thieves guild is an exclusively an human organization and hunt down humanoid freelancers because the humans fear their natural abilities.
- All magic performed in Pekal must be approved and licensed by the college.

A GI check (DC15), KBR (DC13), KP (DC17), and/or BK check (DC19) reveals any of the information listed in the INT check section plus the following

- Elevion boldly wears a gold diadem which he took on a raid on Pipido
- The College of Magic has two-dozen instructors and near fifty dedicated students at any given time.
- Prince Kafen's uses his demihuman advisors mainly to police their own semi-independent races.
- The Temple of Enchantment has 200-300 worshipers. There are far more when the College of Magic has its annual magic fair as wizards and apprentices pack its hall.
- Nolan Brightstar plans to add another 400 troops to his command, which will almost double their number.
- Graman Harukan uses Prince Kafen's bodyguards as a shield to cast his lethal magic. He is rumored to have several lethal spells of short range.
- Zo'Amas lost his position as Prince Kafan's fortuneteller for taking more interest in personal matters than he did in the prince's welfare.
- A woman by the name of Ziril is rumored to lead the thieves' guild
- The College of Magic was built during the Reign of Emperor Kolokar.

JUDGE'S MAP #1



## PLAYERS' HANDOUT #1

*This handout should be given out before the **Introduction** to any PCs that are active members in the Steel Ribbons (this is a meta-organization and requires that the PCs join the group when presented with the option during game play or outside of game play via email. Meta-organizations will be ready for distribution beginning at *Weekend in Pecal*, September 5<sup>th</sup>, 2003). If a PC is a member of this organization and chooses the other players at the table as his companions, the PCs may skip the **Introduction** and move directly to **Encounter P1: Scene of the Crime**.*

*Once again, brother, we have been called to duty. A job has presented itself and we are instructed to attend to Headmistress Shanti'a Diamondeyes, Master of Conjunction at the College of Magic.*

*Gather five of your most trusted companions and report to the School of Conjunction. A few brothers already stand guard outside the lady's office. More will be explained upon your arrival.*

*Strength and Valor*

*Thygokk Vulfsbane*

*Sword-General of the Steel Ribbons*



## **PLAYERS' HANDOUT #2**

*We heard the Steel Ribbons had contracted out. They are not the only ones interested in purchasing your services. Meet us at Old Town Square at sunset if you want to know who tried to kill the wizard. And be careful. You're being watched.*

*Th/G*

## After Action Report

Based on the decisions the players made during the course of this module, it will affect the actions and possibilities of future modules. Please take a moment to respond to the following questions so that we may better determine the course of the campaign.

- Did the PCs agree to help the Steel Ribbons?
- Did they find the map and meet Tholan and Golan at the Merman's Trident?
- Did they accept their invitation to go to Old Town Square and meet Thaturan?
- Did they follow Thaturan to Gallows Circle and into the Five Towers?
- Did they meet Malagith?
- Did the PCs accompany Thaturan below the city to the Gate of Daihianidas?
- Or did they remain in the Five Towers and defend Malagith?
- Did the PCs end up participating in any of the secondary encounters? If so, which ones?
  1. Did they meet Galis Belis?
  2. Did they meet Headmaster Movashom?
  3. Did they meet Peazee?
- Did the PCs end up participating in any of the tertiary encounters? If so, which ones?
  1. Did they investigate the otters?
  2. Did they gather information about Narr-Rytarr?
  3. Did they encounter the brigands at the Kalamaran embassy?
  4. Did they investigate the municipal workers' connection with the thieves guild?

Please return this form to the Living Kingdoms of Kalamar representative at your convention or email the results to [joe@kenzerco.com](mailto:joe@kenzerco.com) with "Domino Effect AAR" in the subject line.