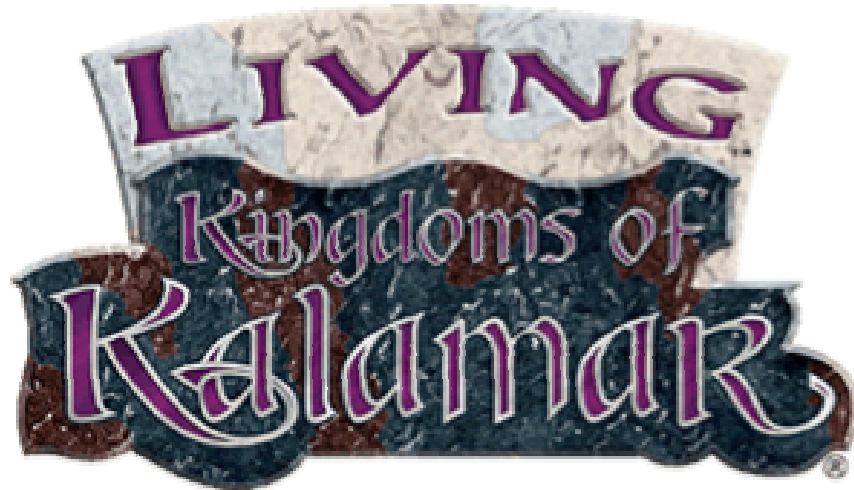


LKOK26



Skullduggery

A 1-Round D&D Living Kingdoms of Kalamar® Adventure
Part 2 of the *After the Love is Gone* story arc

Written by Phil Thompson

Edited by Andrew Garbade, Tom Kee, and John Ruff

Actions sometimes have repercussions, so when the past comes calling, it may end up costing you more than you think. A false hope and a fateful decision cause one man's desire to change into something selfish and dark. Steady hands and quick minds are needed to survive this adventure-do you have what it takes? Part Two of the *After the Love is Gone* story arc. An adventure for ATLS 1, 3, 5, and 7.

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

Calculating Average Table Level (ATL)

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

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

ATL _____

ADVENTURE NOTES

This module is part two of the *After the Love is Gone* story arc (part one - Baneta: City of the Whale) for use in the Living[™] Kingdoms of Kalamar campaign setting. It is designed for 4 to 6 characters ranging from 1st to 7th level. It is advised that PCs go through this module with a full party, as the challenges presented may overwhelm a small party. You, the judge (the authority figure of the table and the administrator of the adventure), need a copy of the *Dungeons & Dragons[®] 3.5 Edition Player's Handbook*, *Monster Manual* 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*. Specific statistics for key Non-Player Characters (NPCs) and other materials 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 adventure.

CALENDAR AND CLIMATE

The summer is passing, and though not nearly as rainy as last year, the weather has become more humid than in seasons past. The temperature hovers around 60 F in the evenings, and frequently reaches the low 90s during the middle of the day. Unfortunately, the humidity makes it seem like much warmer.

BACKGROUND

The following is a plot summary of LKoK 12: Baneta: City of the Whale. This contains spoilers, and should only be read if the judge is not planning to play that event after running this adventure.

A messenger, who dumped his message on them when Sutila could not be found, contacted the PCs. The PCs followed the message to Ehvano the Sorceress who paid them to pick up Rainbow Eel venom from Malvus the apothecary in Baneta. The venom was to be distilled into pain relief for her husband Shazahnthan. While they waited to pick up the shipment they were drawn into Felana Ragosip's plot to ruin her father (Minon Ragosip) in order to marry P'Ligal Gormanas. Once the wedding was legal she planned to poison him to gain control of his criminal and legal businesses. The conclusion of the event of course varies depending on what the PCs did.

ADVENTURE SYNOPSIS

Introduction A: When the Past Comes to Call – For tables where at least one PC has played LKoK 12: Baneta: City of the Whale

Introduction B: Lokvan Berserk – For tables where none of the PCs have played LKoK 12 Baneta: City of the Whale

Encounter 1A: Sutila – The PCs meet members of the adventuring company they accidentally took a job from.

Encounter 1B: My Apologies – After his friend causes a disturbance Sutila apologizes to the PCs and offers to make it up to them.

Encounter 1C: Ichvus – A re-direct encounter for tables that miss the plot hook.

Encounter 2: Passage – The PCs trip to Baneta and their encounter with captain Palmir.

Encounter 3: Dangers from the Depths – En route to their destination, the *Rising Wind* merchant ship encounters predators from the sea.

Encounter 3A: Fending Off Death – For PCs that manage to save the Rising Wind.

Encounter 3B: There and Back Again – The trip to Motido and the PCs trek to get the desired Earsplitter plants.

Encounter 4A: We're Not Alone – The PCs find they are not alone on the island.

Encounter 4B: Gransen – If the PCs avoid the other survivors they have guests in their midst.

Encounter 5A: We're Saved! – If the PCs go to the survivor's camp they are asked if they have a ship. They also get an offer to explore the island.

Encounter 5B: A Bad Judgment Call – The crew of the Rising Wind and the PCs encounter members of the pirates of the Bloody Keel and Captain Palmir makes an ill-fated decision to allow the PCs to explore the island.

Encounter 6-6H: The Lost Crypt – These encounters detail the exploration of a lost crypt found on the island.

Encounter 6I: Alone on the Mountain – An encounter for PCs that travel up the mountain on their own.

Encounter 7A: Treachery! – Some of the pirates decide to jump the PCs. While the PCs are off exploring the crypt Captain Palmir recognizes one of the pirates left behind. When the PCs return they find both sides decimated.

Encounter 7B: Dropping the Ruse – If the PCs follow the pirates they find their true motive.

Encounter 7C: The Jig is Up – For PCs that refuse the offer to explore the mountain

Encounter 8: The Wake of Deceit – While the PCs are off exploring the crypt, the pirates that were left behind decide to eliminate Captain Palmir and his crew. When the PCs return they find both sides decimated.

Encounter 8A: Surviving Treachery – The PCs catch on to the pirates' scheme in time to avoid being ambushed.

Encounter 8B: Rough Passage – Captain Palmir attempts to lead the remnants of his crew and the PCs on a voyage home with an undermanned ship.

Encounter 8C: Rescue! – If the PCs survive they can attract the attention of a passing ship to make it home.

Encounter 9: Ichvus – For tables that are working directly for Ichvus.

Encounter 9A: Sutila Has a Heart – Sutila asks the PCs of their voyage and after hearing their plight offers to take them to his client, gives them the 30 victories he was going to keep as a finder's fee and sets up the PCs with a future contract opportunity.

Encounter 10: The College of Magic – If the PCs take the clay tablet to the College of Magic for identification the college offers to research it in return for letting them take rubbings from it.

Optional Encounter 1: The Sole Survivor – An optional encounter for tables that are close to finishing early. They encounter a pirate who was out gathering food while his comrades treacherous plans fell apart.

Optional Encounter 2: Lethal Surf – An additional encounter for tables that are close to finishing early. This encounter deals with predators lurking in the waters next to the island.

INTRODUCTION A **When the Past Comes to Call**

For tables where at least one PC has played LKoK 12: Baneta: City of the Whale

Summary: A huge Fhokki man by the name of Lokvan, enters the Wayward Muse tavern, recognizes the PC(s) from Sutila's description and proceeds to insult them before deciding to rough them up.

Judge's Note:

Darisek Sepiter (from LKoK 12: *Baneta: City of the Whale*) is drinking at this bar. Any PCs that played LKoK 12 recognize him (upon making a Spot Check DC 8 + APL) and he remembers them. If the PCs approach Darisek he is friendly, asks the PCs how they've been and tries to mooch a drink off them. He left Baneta for Bet Rogala after it was obvious (even to him) that he had no chance of wooing Felana.

Read the following...

For most of the day, a steady light rain has fallen over Bet Rogala. Undaunted by the weather, craftsmen, messengers and others who have places to go and people to see brave the elements to go about their day. Catching their spirit, you leave shelter and hit the streets. However, after going a few blocks the skies open and mercilessly pour Mosia's blessing upon you.

As you scurry for a place to get out of the rain you see a signboard. A likeness of a bard is carved into the sign. A spectral female form hangs on him and is pointing to a string on his lute. Something must have drawn her attention however, as she is looking away from him. The bottom of the sign reads, "The Wayward Muse." Quickly you duck inside the establishment and find yourself in a tavern. It is fairly crowded in here but you manage to spy a place to sit.

A tall man with red hair and blue eyes greets you from behind the bar. "What'll you have?" he asks matter-of-factly.

Give the PCs a chance to speak with the patrons. They get the following information based on their Gather Information result. Give them up to a +4 Circumstance modifier for good role-playing.

DC 5

- The bartender's name is Diterus. He is a Kalamaran.
- The weather has been horrid for the last week. It was much better this time last year.

- One of the regulars, a huge Fhokki man, nearly tore up the place last week. He was complaining about 'dervacs'.
- Someone who looked like an adventurer came and talked him into leaving. He paid for the damages.
- A 'dervac' is a contract stealer. Also known as a 'scab'.
- The courier/messenger business is full of cutthroats.
- Tokis will never attack. They'd lose too many men!
- Watch out for the meat pies. Some of them look a little too ripe.

DC 10

- It is always this wet during this part of the season.
- The adventurer that took the Fhokki man away was a Reanaarian by the name of Sutila.
- Sutila and the Fhokki man are part of a courier service.
- Yesterday a sergeant told me to stock up on what I could. The peace may not hold forever.
- Only eat things you can readily identify.

DC 15

- The upset Fhokki man went by the name of Lokvan.
- Lokvan was muttering something about Baneta of all places. Perhaps that was where he was wronged.
- This establishment uses their 'old' meat in their meat pies.
- Today is usually when Lokvan comes by to drink.
- Quite a few soldiers fear the Tokites will invade soon.

After the PCs have a chance to gather information read the following...

Suddenly, the bustle of the bar stops dead as the door comes crashing open. A huge Fhokki man steps through and speaks. "Diterus! Get me some mead. I've got to wash the taste of dervacs out of my mouth!" Slowly, the newcomer quaffs his mead and surveys the room. When he sees you his jaw drops.

"By The Rotlord...my eyes have to deceive me. NO! By all that's holy. First you steal food from my mother's mouth and then

you dare show yourself here! AAAAAGH!” In a rage he hurls over a table, breaks off the leg and comes at you.

Have the PCs roll for initiative and run a combat as normal. The other bar patrons run for cover and the bartender dives below the bar. Even though he is furious Lokvan only strikes to subdue since he does not want to be charged with murder. Four rounds after combat starts Sutila (who was supposed to meet Lokvan but was a few moments late), arrives and tries to stop the fight.

ATLs 1-7 (EL7)

Lokvan: Ftr7; hp; see Appendix 5: Prominent NPCs.

Go to **Encounter 1A: Sutila**

INTRODUCTION B
Lokvan Berserk

For tables where none of the PCs have played LKoK 12: Baneta: City of the Whale.

Summary: A huge Fhokki man by the name of Lokvan, enters the Wayward Muse Tavern, mumbles about “dervacs” stealing from him and proceeds to trash the bar when he thinks someone is looking at him the wrong way. The Bartender offers the PCs money to stop Lokvan. The Fhokki giant always strikes to subdue, as he does not want to be jailed for murder.

For most of the day, a steady light rain has fallen over Bet Rogala. Undaunted by the weather, craftsmen, messengers and others who have places to go and people to see brave the elements to go about their day. Catching their spirit, you leave shelter and hit the streets. However, after going a few blocks the skies open and mercilessly pour Mosia’s blessing upon you.

As you scurry for a place to get out of the rain you see a signboard. A likeness of a bard is carved into the sign. A spectral female form hangs on him and is pointing to a string on his lute. Something must have drawn her attention however as she is looking away from him. The bottom of the sign reads, “The Wayward Muse.” Quickly you duck inside the establishment and find

yourself in a tavern. It is fairly crowded in here but you manage to spy a place to sit.

A tall man with red hair and blue eyes greets you from behind the bar. “What’ll you have?” he asks matter-of-factly.

Give the PCs a chance to speak with the patrons. They get the following information based on their Gather Information result. Give them up to a +4 Circumstance modifier for good role-playing.

DC 5

- The bartender’s name is Diterus. He is a Kalamaran.
- The weather has been horrid for the last week. It was much better this time last year.
- This can be a wild place at times.
- The courier/messenger business is full of cutthroats.
- Lately couriers have been complaining about dervacs.
- Dervacs are contract stealers. They are also known as scabs.
- Tokis will never attack. They’d lose too many men!
- Watch out for the meat pies. Some of them look a little too ripe.

DC 10

- It is always this wet during this part of the season.
- Sutila and several members of his adventuring company sometimes come here.
- Yesterday a sergeant told me to stock up on what I could. The peace may not hold forever.
- Only eat things you can readily identify.

DC 15

- The bar actually barely breaks even on their higher quality drinks.
- If the owner didn’t have such fine tastes he’d do better profit-wise.
- This establishment uses their ‘old’ meat in their meat pies.
- Quite a few soldiers fear the Tokites will invade soon.

After the PCs have a chance to gather information read the following...

Suddenly, the bustle of the bar stops dead as the door comes crashing open. A huge Fhokki man steps through and speaks. "Diterus! Get me some mead. I've got to wash the taste of dervacs out of my mouth!" Slowly, the newcomer quaffs his mead and surveys the room. His gaze pauses and his jaw drops.

"What are you looking at? By The Rotlord...I won't be mocked. AAAAAGH!" In a rage he hurls over a table and breaks a leg off as the bar patrons scatter. With a worried look the bartender looks your way. "Please don't let him destroy my bar!" I'll pay you....

If the PCs intervene have them roll for initiative and run the combat as normal. The other bar patrons run for cover and the bartender dives below the bar. Even though he is furious Lokvan only strikes to subdue since he does not want to be charged with murder. One round after combat starts, Sutila (who was supposed to meet Lokvan but was a few moments late) arrives and tries to stop the fight.

ATLs 1-7 (EL7)

See Appendix

Lokvan: Ftr7; hp

Go to **Encounter 1B: My Apologies.**

ENCOUNTER 1A

Sutila

Summary: After Lokvan fights the PCs, Sutila enters the bar, chides the PCs slightly and offers them a chance to make things right by doing a 'favor' for him.

After four rounds of combat have passed, read the following...

Suddenly, in the midst of chaos a voice rings out over the din. "Lokvan, that is ENOUGH! I'm tired of keeping you out of trouble between assignments." For a moment the bar is quiet and all eyes look towards the doorway. Standing before you is a dapper, Reanaarian man wearing adventuring garb. When he looks your way his nervous look turns to disgust. "Oh, it's you. No matter, I still prefer you stop this mischief Lokvan."

The Fhokki giant looks annoyed and rebuffs the stranger, "But Sutila they're the dervacs who stole our contract!"

Undaunted, Sutila walks over to the bartender. "Yes, I know. It isn't worth you going to jail however. Diterus please take these coins as an apology for my rash friend's actions. In fact, put a round of mead on my tab for everyone here." Sutila looks out to the bar patrons, "Please, have a drink on me for the inconvenience." Slowly, smiles return to the patron's faces as chairs are set right and they make way for free drink. Sutila then walks over to you as the pace picks up.

"That's part of why you're welcome here my friend," the bartender says while pouring drinks with both hands.

As Sutila interposes himself between you and the frustrated Fhokki giant he speaks, "It seems we have a problem here. Lokvan why don't you sit at the bar while I speak with our competition."

The current situation came about by at least one PC taking the offer to retrieve Rainbow Eel venom from Baneta in *LKoK12: Baneta: City of the Whale*. Sutila wishes to hear how they were contacted and why they took a job intended for someone else.

Speaking With Sutila:

The following can be worked into the conversation. Sutila is slightly annoyed with the PCs but acts politely unless the PCs are rude to him.

- Sutila was in Bet Rogala when the contract was lost. He was trying to be scarce in order to drive up the value for his adventuring company's services.
- Once he found out the job was lost he employed 'friends' to find out who you were and what you looked like.
- He and Lokvan were coming here for a drink and while Sutila stopped to admire a passing beauty his friend got a few steps ahead of him.
- It's fortunate that he stopped the altercation. He's seen Lokvan break a foe's neck when hard pressed in combat.

After the PCs have had a chance to interact with Sutila AND if they do not finish the conversation in a rude or unfriendly manner Sutila offers them an employment opportunity.

ENCOUNTER 1B My Apologies

Read the following...

“After seeing your side of the story I have to chalk this up to Queen Destiny and be done with it. To show I have no hard feelings I can offer you another courier job. It would help me if you took the work because my troupe would be hard pressed to complete it with our pending schedule.”

If the PCs refuse allow them to wander Bet Rogala to shop or do what they need. Then go to Encounter 1C: Ichvus.

If the PCs wish to hear more about the offer read the following...

“Excellent, on an island near Baneta grows a variety of Earsplitter. My client, Ichvus Olmton (a Knowledge Bet Rogala DC 15 reveals Ichvus as a wealthy land owner in Bet Rogala who is a patron of popular bards) desires several of these plants. I know they grow elsewhere in the wild as well but he prefers the ones harvested from the island AND he can tell the difference as Earsplitters that draw nourishment from the island’s soil have a lighter coloration than the ones that grow inland.”

Sutila gives the PCs the following:

- The job pays 120 victories upon completion.
- Once in Baneta they should speak with Captain Palmir. They should be able to get passage to and from the island in exchange for pulling guard duty on the ship for the voyage.
- If they take the offer they have 21 days to complete the task.
- If this works out perhaps he’ll have more work for them in the future.
- They are to meet him here 21 days from now.

If the PCs take Sutila up on his offer go to **Encounter 2: Passage**. If they do not, go to **Encounter 1C: Ichvus**.

Summary: As the PCs fight or watch Lokvan, Sutila enters the bar and stops him. He is sorry for his friend’s behavior and offers them work if they want it.

After one round of combat, read the following...

Suddenly, in the midst of chaos a voice rings out over the din. “Lokvan, that is ENOUGH! I’m tired of keeping you out of trouble between assignments.” For a moment the bar is quiet and all eyes look towards the doorway. Standing before you is a dapper, Reanaarian man wearing adventuring garb. Then he looks your way, “I’m very sorry, a contract was stolen under our noses and my friend is a bit upset about it. May we sit down and speak? Lokvan why don’t you go to the bar and have a drink?”

The Fhokki giant looks annoyed but walks away. Undaunted, Sutila walks over to the bartender, “This has been a terrible inconvenience I know, but it isn’t worth sending my friend to jail. Diterus please take these coins as an apology for his rash actions. In fact, put a round of mead on my tab for everyone here.” Sutila looks out to the bar patrons, “Please, have a drink on me for the inconvenience.” Slowly, smiles return to the patron’s faces as chairs are set right and they make way for free drink. Sutila walks over to you as the pace picks up.

“That’s part of why you’re welcome here my friend,” the bartender says while pouring drinks with both hands.

As Sutila interposes himself between you and the frustrated Fhokki giant he speaks. “I’m terribly sorry that Lokvan vented on you. Please let me make this right. If you’re game, I may be able to steer some work your way.”

Speaking With Sutila:

If the players seem interested in what Sutila has to say, the following can be worked into the conversation. Sutila acts politely unless the PCs are rude to him.

- Sutila’s adventuring company had a courier contract stolen from them. The details aren’t important as what is done is done.

- He and Lokvan were coming here for a drink and while Sutila stopped to admire a passing beauty his friend got a few steps ahead of him.
- It's fortunate that he stopped the altercation. He's seen Lokvan break a foe's neck when hard pressed in combat.
- Sutila has a contract to pick up some Earsplitter plants.
- These are for Ichvus Olmton.
- The plant also grows inland, but the island variety is lighter in coloring and is what the client wants.

After the PCs have had a chance to interact with Sutila AND if they do not finish the conversation in a rude or unfriendly manner Sutila continues with his offer of employment opportunity.

If the PCs refuse allow them to wander Bet Rogala to shop or do what they need. Then go to Encounter 1C: Ichvus.

If the PCs wish to hear more about the offer read the following...

“Excellent, on an island near Baneta grows a variety of Earsplitter. My client, Ichvus Olmton (a Knowledge Bet Rogala DC 15 reveals Ichvus as a wealthy land owner in Bet Rogala who is a patron of popular bards) desires several of these plants. I know they grow in the wild as well but he prefers the ones harvested from the island AND he can tell the difference as Earsplitter’s that draw nourishment from the sand have a lighter coloration than the ones that grow inland.”

If the PCs accept the job Sutila gives them the following details:

- The plants need to be delivered in 21 days.
- He has other obligations to keep him from completing the contract.
- The delivery address for the job.
- The job pays 120 victories upon completion.
- Once in Baneta they should speak with Captain Palmir and they should be able to get passage to and from the island in exchange for pulling guard duty on the ship for the voyage.
- If they take the offer they have 21 days to complete the task.

- If this works out perhaps he'll have more work for them in the future.
- The PCs should meet him here 21 days from now.

If the PCs take Sutila up on his offer go to Encounter 2: Passage. If they do not, go to Encounter 1C: Ichvus.

ENCOUNTER 1C

Ichvus

Summary: This is a redirect encounter to allow the PCs to continue the module if they do not take the hook presented in Encounter 1A: Sutila and Encounter 1B: My Apologies.

Read the following...

As you travel the streets of Bet Rogala the sights, smells and sounds of the city, assail your senses. When you travel to the edge of the merchant’s district, your ears are treated to a soft, melodic strumming of a master lutist. Up ahead, you see a small crowd gathered outside a balcony of an elegant house. Their ears poised to hear the music.

Have the PCs tell you what they are doing. If they go to explore/listen to the music the following happens.

- The performance comes to a close and the lutist bows.
- The master of the house, a Reanaarian by the name of Ichvus Olmton steps out to the applause of the crowd.
- Ichvus looks oddly at the PCs. He motions to someone beyond the PCs and points in their direction. Moments later a Kalamaran servant by the name of Resam asks the PCs to accompany them into his employer's the house.

If the PCs go with the servant they meet Ichvus who is complimenting a Brandobian bard by the name of Creband on his performance. After he wishes the bard a good day, he speaks with the PCs.

Thank you for accepting my invitation. Resam, please bring our guests a cup of tea. Forgive my manners. I am Ichvus Olmton and you are?

Give the PCs time to introduce themselves. Once they are finished read the following...

I motioned for Resam to bring you here because you appeared 'different' from the regular cliental listening to the performance. May I be so bold as to surmise that you're what some might call 'adventurers' or at the very least, interested in that line of work?

If the PCs admit to being adventurers or are interested in adventuring work Ichvus tells them the following:

- He is always on the look out for those who can perform 'special' missions for him.
- Currently he may have the need for independent souls to retrieve some island plants for him.
- He had another group interested in the job but they appear to have lost interest. If the PCs ask they are told this is another adventuring company led by a man by the name of Sutila is their leader.
- There is a variety of Earsplitter that grows well in island conditions. It is this variety that he wants. The island variant is lighter in coloration.
- It will be the PCs responsibility to arrange suitable transportation. He believes in the past Sutila's people worked as ship guards in return for their chosen ship stopping for them to harvest the plants.
- The job pays 150 victories (gp) upon completion. He will give the PCs 50 victories (gp) up front if they sign (or make their mark on) a contract.
- He wants the plants in 21 days.

If the PCs accept the job go to **Encounter 2: Passage.**

ENCOUNTER 2 **Passage**

Summary: The PCs arrive at this encounter from Encounter 1A: Sutila, Encounter 1B: My Apologies, or Encounter 1C: Ichvus. They need to get passage aboard a ship to make it to the island Ichvus wishes them to go to in order to get the desired plants. The only ship that will take them on is the Rising Wind. Captain Palmir looks them over sternly from the deck of his ship and asks them about prior combat experience. He will only take the PCs with him if they work

as guards. The PCs get free passage for this. He explains that the guards are needed because of recent pirate raids.

Read the following...

Having taken up the offer of employment, the trip to Baneta is relatively quick and uneventful. Arriving within the city it's an easy task to find the docks. The harbor traffic while decently busy is somewhat light for this time of year. Perhaps nearby pirate activities and the rumors of war have diminished the desire of captains to dock here. After a few inquiries and a short search for the appropriate ship you arrive near the loading ramp of the Rising Wind. A stern, sea-worn Kalamaran man stands topside and stares past the docks to look out upon the bay.

Just when you're sure he's ignoring you, the old salt speaks, "Well what is it, ye scurvy dogs? Are ye here to work, beg, or attempt to rob me cargo?"

This is Captain Palmir. Currently he is concerned about his lack of protection for the next voyage. Other captains beat him to hiring quality guards for the ships. As pirate activity has increased recently he does not want to set sail without extra muscle. A good sorcerer or wizard wouldn't hurt either. However, Even though he is desperate, the man is cagey and will only pay well if pressed.

Work the following into the conversation with the PCs

- The ship is to travel to Motido and back.
- He could be persuaded to offer the PCs 20 victories each for their services. If a Diplomacy check (DC 16 + ATL) is made, he goes as high as 30 victories (add one victory for each point over the DC to a maximum of 10).
- They'll be on board to guard against piracy.
- He's not had a problem...yet.
- For 5 victories each he will take them to the island they desire on the way back. If a Diplomacy check (DC 12 + ATL) is made, he does this for free.

If the PCs and Captain Palmir come to an agreement, go to Encounter 3: A Dangerous Denizen

ENCOUNTER 3

Dangers from the Depths

Summary: The PCs arrive at this encounter from Encounter 2: Passage. During the voyage a giant squid attempts to destroy their ship but the beast has bitten off more than it can chew. The ship is crippled and the combat draws the attention of sharks that inadvertently free the ship from the giant squid's carcass. The captain decides to try for a nearby island to hopefully be rescued later. There are only two lifeboats on the ship, so the PCs will need to swim to the island when their ship eventually sinks because the captain and crew wish to load them with provisions (food, rope etc.). Captain Palmir allows them to place heavy items (such as armor) in the lifeboats. His crew also places personal items in the boats. The majority of the crew also swims to shore with a couple of crewmen staying aboard the lifeboats to guide them.

Judge's Note #1:

This is a transition encounter to set mood and scare the daylights out of the PCs. No PC should die in this encounter unless they are extremely foolhardy.

Judge's Note #2: The Boon of Sisslillithis

Some PCs may have this cert and may try to get you to let them use it to save their ship or help them against the water creatures. The only thing this cert will do for the PCs is listed on the cert itself. It will not save the ship nor help in combat.

Read the following...

As you begin to get your sea legs, Baneta fades behind you and is little more than a memory. In the distance is one of the many islands that dot the waters out of Elos Bay. The waves seem to team with undersea life as schools of small fish dart around your wake in their search of food. Behind you, a stiff wind rises and the smell of salt is apparent. Then, as you look down, you see that all the fish have suddenly dispersed.

For long moments, time seems to pause. Then, the entire deck lurches as the ship begins to rise up from the water. From below you hear sickening sounds as the ship's hull starts to crack. From above you in the crow's nest, a crewman who is hanging on the rigging for dear life screams. "A Giant Squid! The beast surfaced below us!" From

off the bow you see huge tentacles rise up from the depths to grasp the ship in its fatal embrace. While you hang on for dear life, the ship lurches. With courage born from sheer terror, several crewmen start to hack at the beast's grip on the ship. As the crewmen fight for life, the monster's tentacles flail wildly about them.

Judge's Note #3

Give the PCs a chance to act and help the crew if they wish. UNDER NO CIRCUMSTANCES do the giant squid's tentacles hit the crew or the PCs. The beast is too small to attack a ship of this size and it cannot see its attackers. Currently its beak has pierced the ship's hull and it is stuck there. Unknown to the PCs, the beast has started bleeding due to it damaging its mouth on wood fragments.

You may, however, scare the daylights out of the PCs by describing the giant squid's blind, flailing attacks. Roll dice behind your screen for imaginary attacks and tell the PCs how close they came.

Five rounds into the combat read the following...

Eventually, under the onslaught of steel, the beast's tentacles twitch and slowly grow limp as its life ebbs. Relieved and exhausted from the attack, you finally look about you. Slowly, the sea starts to turn red with blood. Almost imperceptively the ship begins to sink in the water with the squid's body still holding it in place.

Ask the PCs what they are doing. If they have a plan of action that may legitimately save the ship, which should be very difficult (make whole will not work on something the size of a ship), go to Encounter 3A: Fending Off Death. If they have any other plan of action or five minutes of real time has passed read the following...

Frantically the crew rushes about the wounded ship and an argument over the two lifeboats ensues. The conflict comes to an abrupt halt when dorsal fins rise above the surface of the water. Soon the water is alive with sharks and the sea churns with their feeding. Grimly the captain looks to his crew and speaks. "Best pray to whatever gods ye worship lads. We'll be feeding the sharks before too long.

ATLs 1-7 (EL 10+)

Sharks, Large (12); 38hp; as per the *Monster Manual*.

Allow the players to state what they are doing. Any sharks that are attacked dive beneath the ship to feed for three rounds. Once the PCs have had a chance to state what they are doing OR before any PCs try to enter the water (whichever comes first) read the following...

Slowly, after a grim feast, the ship lurches again. While the sharks continue the cycle of life in the sea, your waterlogged and wounded ship begins to move again. Stunned, Captain Palmir speaks. "We're free! Start bailing or we'll still sink and die just the same!"

Ask the PCs if they are bailing. After getting their response, read the following...

Time crawls once again as your wounded vessel makes its way to the closest island. Eventually though, the sharks lie far behind, and as you near the island your ship finally sinks below the waves.

The lifeboats can be used to get gear to the island. Once the PCs have arrived on the island read the following...

Once again you stand on dry land. Silently the sailors drop and give thanks to those they hold holy. Off in the distance you see what might be a wisp of smoke.

Ask the PCs what they wish to do.

If they go to investigate the smoke go to Encounter 4A: We're Not Alone.

If they stay to set up camp go to Encounter 4B: Gransen.

ENCOUNTER 3A **Fending Off Death**

Summary: The PCs arrive at this encounter by saving the Rising Wind from destruction in Encounter 3: Danger from the Depths. With their ship saved, they may continue on to Motido.

It may be possible that the PCs will be able to save their ship through magical means. If they

come up with a legitimate case for their spells to fix their ship they can continue on to Motido.

Read the following...

After a harrowing experience with predators of the deep, the Rising Wind sails free. Standing at the prow of the ship, Captain Palmir draws a deep breath and still has a slight look of awe as he can hardly believe his ship and crew have survived the ordeal.

Slowly he speaks, "Tis a miracle we survived the jaws of the deep. Truly you were meant to travel with us for we'd surely be shark food without ye. Please accept my deepest thanks!"

For saving the Rising Wind the PCs earn the "Gratitude of Captain Palmir" cert.

Go to Encounter 3B: There and Back Again

ENCOUNTER 3B **There and Back Again**

Summary: The PCs arrive at this encounter from Encounter 3A: Fending Off Death. Currently they are traveling to Motido. This encounter covers the trip to Motido and the beginning of the side trip to get Earsplitter plants for the PC's.

Read the following...

After what you've been through, the trip to Motido seems almost peaceful. True to his word, Captain Palmir makes a brief stop in port to unload his cargo and pick up a shipment for Baneta, and then embarks for home. When you're about a day's sail from port he orders his crew to head toward a small island. As the ship slows to a stop he speaks.

"This is where Sutila's crew usually had me stop. You can take one of the lifeboats to shore. Several of my crewmen will take the other as they wish to stretch their legs a bit. We'll leave for Baneta in the morning."

In short order both of the lifeboats are prepared and lowered into the water. After a brief trek across the surf you arrive at the island.

Go to Encounter 4A: We're Not Alone

ENCOUNTER 4A
We're Not Alone

Summary: The PCs arrive at this encounter from Encounter 3: Danger from the Depths or Encounter 3B: There and Back Again. The island is home to other shipwrecked souls. Currently 14 pirates live there in hopes of capturing a rescue ship. They pose as innocent victims to lull the ship's crew into a false sense of security. Once the crew and PCs meet the pirates they tell the PCs of 'doors' that are built into opposite sides of the mountain on the far side of the island. At dawn they are sending a search party to one of the doors. The PCs are free to search the other. The crew of the Rising Wind does not wish to join the exploration but wishes the PCs well in the venture. The PCs also find Earsplitter plants on the island.

If the Rising Wind has survived to this point, Captain Palmir is willing to wait an additional day for the PCs to explore the island. He does this out of gratitude for their help in saving his ship and his livelihood.

While the PCs explore the island they are able to find the Earsplitter plants they are looking for.

Assuming the PCs go to explore the smoke read the following...

For the most part, the island is covered with light foliage and trees. You also see an abundance of Earsplitter plants. A small mountain dominates the far side of the island. As you come over a rise you see a small makeshift camp below you. There are at least a dozen men doing various tasks. They wear tattered clothing.

If the PCs decide not to contact the camp go to Encounter 4B: Gransen.

If the PCs were shipwrecked and decide to contact the camp go to Encounter 5A: We're Saved!

If the PCs were not shipwrecked and decide to contact the camp go to Encounter 5B: A Bad Judgment Call.

ENCOUNTER 4B
Gransen

Summary: The PCs arrive at this encounter from Encounter 4A: We're Not Alone. This encounter deals with scouts of the pirate camp and is equally useful for PCs who do not explore the island or PCs that see the pirate camp and choose not to contact them

Read the following...

As you take in your surroundings a twig cracks nearby and a disheveled Brandobian man steps out of the brush. "I wasn't seeing things! Please tell me you have a ship. My shipmates and I have been here for close to two weeks!"

The Brandobian goes by the name of Gransen. He is very disappointed if the PCs do not have a ship but offers them the hospitality of their camp.

If the PCs were shipwrecked and go with Gransen go to Encounter 5A: We're Saved! If they will not go with Gransen, have Gransen return with his men and improvise Encounter 5A: We're Saved!

If the PCs were not shipwrecked and go with Gransen go to Encounter 5B: A Bad Judgment Call. If they will not go with Gransen, have Gransen return with his men and improvise Encounter 5B: A Bad Judgment Call.

ENCOUNTER 5A
We're Saved!

Summary: The PCs arrive from this encounter from Encounter 4A: We're Not Alone or Encounter 4B: Gransen. The PCs go to the campsite of the other survivors who are disappointed but still offer their hospitality to them. This sets up Encounter 6: The Adventure Begins.

Judge's Note: It may be possible that the PCs have someone that can use Detect Thoughts or similar magic. Should this be the case, they find that the surface thoughts of the pirates are extremely happy ones about being rescued off their misbegotten island.

Read the following...

When you arrive at the camp the men let out a cheer and are in fine spirits until they find out your ship has sunk. However, being good hosts, they still offer you the comfort of their campfire.

If the PCs accept their hospitality read the following. The pirates tell tales from their former lives when they were honest men. They do not tip their hand about being pirates to the PCs or their shipmates. The tales start when one pirate begins speaking about his past and the others pick up on his lead.

For the better part of the evening your new acquaintances tell tales of their adventures on many seas and of mirthful mishaps in Baneta and other ports of call. As their tales wind down a sea-hardened Kalamaran looks your way and speaks, "So tell us my wave tossed friends, what is your story?"

The pirates are very interested in what the PCs have to say as they're looking for help to investigate a pair of doors they found in the mountain. The pirates work the following into the conversation. All the below statements are true but the first one has a clarification because the pirates are not telling the whole story.

- Originally they were en route to Baneta with a load of spices from Prompeldia.

Clarification: This is a true statement. The pirates has sunk a trading vessel and taken their cargo of spices bound for Baneta.

- Roughly two weeks ago their ship was lost in a storm and they washed up here.
- They lost a good number of hardy souls to the rough sea and sharks.
- They've combed the island and have found no predatory wildlife.
- Four days ago they found two doors on either side of the mountain on the far side of the island.
- While they wish to enter both doors around the same time they had felt they only have enough men to compose one adventuring group as most of their men are superstitious and will not help.
- If the PCs and/or their shipmates would comprise the other party they would be willing to split any treasure evenly.

Once captain Palmir is asked to lend his regular crew to this venture he refuses as he wishes them to watch for passing ships.

If the PCs agree to go explore the crypt go to Encounter 6: The Adventure Begins

If the PCs refuse to go the pirates do not explore the crypt. Go to Encounter 7C: The Jig is Up.

ENCOUNTER 5B **A Bad Judgment Call**

Summary: The PCs arrive at this encounter from Encounter 4A: We're Not Alone or Encounter 4B: Gransen. Captain Palmir allows the PCs to help the castaways explore the island before departing for Baneta.

Judge's Note: It may be possible that the PCs have someone that can use Detect Thoughts or similar magic. Should this be the case, they find that the surface thoughts of the pirates are extremely happy ones about being rescued off their misbegotten island.

Read the following...

When you arrive at the camp the men let out a cheer and are in fine spirits when they find you have a ship. In the spirit of friendship they offer you the comfort of their campfire. Two of Captain Palmir's men go back to the lifeboat to bring word to the captain of what they've found and to prepare for more passengers.

If the PCs accept their hospitality read the following. The pirates tell tales from their former lives when they were honest men. They do not tip their hand about being pirates to the PCs or their shipmates. The tales start when one pirate begins speaking about his past and the others pick up on his lead.

Soon Captain Palmir arrives with several of his men. The Rising Wind is now moored near the island with a couple of crewmen stationed aboard it. For the better part of the evening your new acquaintances tell tales of their adventures on many seas and of mirthful mishaps in Baneta and other ports of call. As their tales wind down a sea-

hardened Kalamaran looks your way and speaks, “So tell us my wave tossed friends, what is your story?”

The pirates are very interested in what the PCs have to say as they’re looking for help to investigate a pair of doors they found in the mountain. The pirates work the following into the conversation. All the below statements are true but the first one has a clarification because the pirates are not telling the whole story.

- Originally they were en route to Baneta with a load of spices from Prompeldia.

Clarification: This is a true statement. The pirates had sunk a trading vessel and taken their cargo of spices bound for Baneta.

- Roughly two weeks ago their ship was lost in a storm and they washed up here
- They lost a good number of hardy souls to the rough sea and sharks.
- They’ve combed the island and have found no predatory wildlife.
- Four days ago they found two doors on either side of the mountain on the far side of the island.
- While they wish to enter both doors around the same time they had felt they only have enough men to compose one adventuring group as most of their men are superstitious and will not help.
- If the PCs and/or their shipmates would comprise the other party they would be willing to split any treasure evenly.

Captain Palmir is not interested in having his crew risk their life adventuring, but out of gratitude to the PCs he is willing to wait one more day to allow them time to explore. He sends a couple of crewmen back to the Rising Wind to bring decent food for the shipwrecked souls. In the morning Captain Palmir and the majority of his crew plan to help the pirates pack what little belongings they have and then relax on the island for a bit while the PCs risk their neck adventuring.

If the PCs agree to go explore the crypt go to Encounter 6: The Adventure Begins

If the PCs refuse to go the pirates do not explore the crypt. Go to encounter 7C: The Jig is Up.

ENCOUNTER 6 **The Adventure Begins**

Summary: The PCs arrive at this encounter from Encounter 5A: We’re Saved! or Encounter 5B: A Bad Judgment Call. The pirates have offered the PCs the chance to explore ruins they found while exploring the island. There are two entrances.

Go to Encounter 6A: The Mountain.

ENCOUNTER 6A **The Mountain**

Summary: The PCs arrive at this encounter from Encounter 6: The Adventure Begins. The PCs have agreed to travel up the mountain with the pirates. Gransen has chosen two of his “most experienced” men, Estband and Ichden, to travel with him. The PC’s new ‘friends’ plan to ‘save’ the PCs from a hazard along the way to build the PCs confidence in them

Read the following...

Waiting until daybreak, your intrepid band embarks on its quest to explore the unknown. Fortunately the slope of the mountain isn’t fierce enough to require climbing gear. Awareness and caution should be all you need to get up. When you reach the halfway point Gransen wipes his brow and speaks. “We better keep an eye out. The last time I was up here I nearly met my end in a rockslide. Watch where you step and you’ll do well.”

Heeding his words, you travel cautiously and indeed see a couple of points where the mountainside appears to be unstable. By mid-day though you reach a point where the path splits.

“Well, this is where we split for a while folks,” Gransen says matter-of-factly. “Both of these paths lead to a door set into the mountainside. We’ve estimated them to be about 200 feet apart so hopefully we’ll meet up in the center before too long. I don’t wish to stay up here after dark so why don’t we meet here shortly before dusk if we don’t meet inside the mountain first?”

After the PCs respond to the question Gransen asks them which path they wish to take.

The pirates honestly do not care which path the PCs take, as they have not opened either door. The only thing that they do not want to do is for both parties to explore the same door. Should the PCs insist on exploring with both groups together, they are asked to leave the expedition and go back to camp. Basically, the pirates are desperate at this point because they had hoped to get the PCs to do part of their dirty work for them. If the PCs do not go on their own to explore the mountain the pirates plan to slay them now instead of later.

What the pirates know about the doors:

- The door on the left is very plain and looks to be made from a single piece of stone.
- The door on the right is very intricately carved and may be trapped.

About the doors and the mountain complex:

Roughly a hundred years ago the wealthy sage Eramses came to this island to construct a study and to focus on his research in peace. Upon his arrival he found a tunnel linking several chambers within the mountaintop. Near the center, a small cave-in had exposed a shaft that allowed the light of day into the heart of the mountain. Delighted in his find he commissioned craftsmen to alter the caverns to his liking. The tunnel walls were worked to make them smooth and then adorned with a running carving, which showed Rotic the Traveler's efforts to bring humans, gnomes, dwarves, elves and halflings across giant causeways from Svimohzia. Encounters 6B-D and F-H document the humanoid's trek across the land bridge and the Storm Lord's efforts to destroy the bridge. Encounter 6E: documents men and elves receiving the secrets of sailing. The complete account of the Travelers' conflict with the Storm Lord is documented on page 2 of the *Kingdoms of Kalamar Campaign Setting* book. This is helpful reading but not required to run this event. Read it for your enjoyment.

When his hirelings completed their work, Eramses poisoned them to keep the knowledge of traps built into the complex a secret.

Years later pirates came to the island and found the sage outside his home. After a severe beating, most of the secrets of the complex were theirs. The sage was wounded and fed to the sharks. Before he died the man of knowledge cursed the villains to die horrible deaths.

Undaunted by the threats, the pirates went back to the sage's former lair to loot it completely. The only thing they left was part of a clay tablet that they saw no value in. However, upon their last visit to the mountain they accidentally tripped a hidden trap and lost their lives to the complex. When the exploration party did not return the captain of the pirate ship grew anxious because he knew that every moment they spent moored in one spot meant they had a better chance of being discovered by naval ships in the area. When a ship was spotted on the horizon he decided to cut his losses and flee with the booty they had recovered thus far from the sage's lair.

The spotted ship was indeed a naval vessel and a chase ensued. While they fled, the pirate ship ran into a growing storm. Not wishing to lose his ship, their pursuer turned back. Undaunted the pirates plunged into the storm to make good their escape. To their dismay, it proved to be too powerful and destroyed the ship and every hand aboard was lost.

With his revenge complete Eramses could finally rest easy and his home lay undisturbed for decades. Currently the traps in the tunnels and caverns on the left side of the mountain have been sprung. Feats of strength are required to open the doors here. The dead who were lost when the traps sprung now haunt the cavern.

Over time, a Gray Ooze (a weakened one in ATLs 1 and 2 and a normal one in ATL 3) has traveled down a fissure and is currently making its home in the second cavern by the door on the right side of the mountain. At ATL 5 an Eaten One, one of the pirates that lost his life when the gray ooze attacked, is in the cavern. At ATL 7, it is the wraiths of two pirates instead. At ATLs 5 & 7, the ooze escaped the cavern long ago in search of food.

If the PCs choose to explore the door on the left path go to Encounter 6B: Brawn Saves the Day and if they decide to explore the door on the right, go to Encounter 6F: Skills Are the Key.

ENCOUNTER 6B
Brawn Saves the Day

Summary: The PCs arrive at this encounter from Encounter 6A: The Mountain. The doors to this cavern are blocked by a large stone slabs that fell when a trap was sprung. Because of the trap's design, the pirates could not pry the stone

out, so they could not escape out of the cave. The spirits of the dead men inhabit their remains. They await their freedom on the other side of the slab. Time has caused the stone slab blocking the way to settle in even more firmly.

A stone slab blocked this entrance to the mountain when the would-be robbers sprung a trap. A strength check (DC 18 + ATL) is required to push the block in enough for a human-sized person to enter. If the block is successfully moved have the PCs pushing on the door make a listen check (DC 8 + ATL). If they make the check they hear the cracking and popping of something dry and brittle breaking. The first person in the room must make a Reflex save (DC 10 + ATL) to avoid tripping over the bones in the room

Read the following...

Before you lies a bizarre mosaic of death. Humanoid bones lay scattered haphazardly across the floor. The stone block you moved has crushed several of them.

A Heal check DC 12 reveals the bones to be human.

The ceiling above you is rough stone but the walls of the cavern and floor have been tooled. Both walls show finely crafted carvings of a huge landmass with a great causeway spanning a large body of water. The causeway reaches to the mouth of a river. Ahead of you is another stone slab that appears to bar another doorway. Closer to the door on either side is a carving of huge waves destroying the causeway.

As soon as you have finished the read aloud text, have the PCs roll for initiative as the undead spring up from the floor or out of the darkness towards them.

ATL1: EL2

Human Warrior Skeletons, Medium (6); 6hp each; as per the *Monster Manual*.

ATL 2: EL3

Human Warrior Skeletons, Medium (9); 6hp each; as per the *Monster Manual*.

ATL 3: EL4

Human Warrior Skeletons, Medium (12); 6hp each; as per the *Monster Manual*.

ATL 5: EL5

Wights, (2); 26 hp each; as per the *Monster Manual*.

ATL 7: EL8

Mohrg, (1); 91hp; as per the *Monster Manual*,

Tactics:

In ATLS 1-3 the skeletons rise next to the PCs and draw an attack of opportunity. In ATLS 5 & 7 the monster(s) have already arisen and start the encounter waiting in the shadows.

About the carvings:

This is a depiction of the Deji people crossing the causeway.

- A Spot Check (DC 10) reveals small humanoid forms on the causeway.
- A Knowledge: Geography Check (DC 12) reveals the landmass to be Svimohzia and the river to be the Ridara.
- A Knowledge Religion Check (DC 12) reveals this to be a depiction of the start of the conflict between Rostak the Traveler and the Storm Lord. These particular carvings depict the arrival of the Deji people. Priests and Paladins of the Traveler receive a +4 circumstance bonus to their roll. Other worshipers of the Traveler and sailors receive a +2 Circumstance bonus to their roll.
- The carvings were done about a hundred years ago.

ENCOUNTER 6C

Dust From Long Ago

Summary: The PCs arrive at this encounter from Encounter 6B: Brawn Saves the Day. At one time there was a poison gas trap in the room. The intrusion of robbers long ago set off the trap and the gas has gone inert.

Before you lies a winding tunnel. As you travel deeper into the mountain the air here seems to hang heavier. Then as you round a bend the tunnel widens. The walls and floor here are of finished stone. There are carvings on them. Both walls show finely crafted carvings of a huge landmass with a great causeway spanning a large body of water. The causeway reaches to the mouth of

a river and appears to be built on the ruins of an old causeway.

A layer of opaque dust clings to the floor and the occasional mote of dust hangs in the air. Almost directly across from you is an old wooden door. Closer to the door on either side are carvings of the causeway being washed away as the huge landmass floods.

The dust is residue from the gas that the pirates triggered when they were sacking the sage. It is no longer poisonous.

If the PCs attempt to open the door, they will find that it has become stuck over time due to swelling. A Strength check of DC 15 + APL is required to open it.

About the carvings:

This is a depiction of the Fhokki people crossing the causeway.

- A Spot Check (DC 10) reveals small humanoid forms on the causeway.
- A Knowledge: Pecal or Geography Check (DC 12) reveals the landmass to be Svimohzia and the river to be the Ridara.
- A Knowledge Religion Check (DC 12) reveals this to be a depiction of the conflict between Rostak the Traveler and the Storm Lord. These particular carvings depict the arrival of the Fhokki people. Priests and Paladins of the Traveler receive a +4 circumstance bonus to their roll. Other worshipers of the Traveler and sailors receive a +2 Circumstance bonus to their roll.
- The carvings were done about a hundred years ago.

ENCOUNTER 6D

A Rock and a Hard Place

Summary: The PCs arrive at this encounter from Encounter 6C: Dust From Long Ago. The cave ceiling has become unstable over time. When the PCs cross the room they hear a rumbling above them and must make a Reflex save to avoid/lessen the damage they take

The walls on either side of you show a series of three finely crafted carvings of a huge landmass with a great causeway spanning a

large body of water. The causeway reaches to the mouth of a river. Each time the causeway is destroyed by natural disasters and the river mouth widens into swampland. Ahead of you is a door that is made from a single piece of wood and has an intricate carving of a dragon running its full length. Unfortunately time and moisture have ruined the carving. Closer to the door on either side is a carving of huge waves destroying the causeway.

As the PCs cross the room, they hear a rumbling above them as a piece of the ceiling gives way. The collapse covers an area of the room 10 ft wide by 15 ft long. The trap triggers when the first person reaches the last five feet of the covered area.

ATL1: EL1

Collapsing Ceiling: CR 1; mechanical; location trigger; no reset; Atk +10 (1d6, rock); Search DC 20; Disable Device DC 22.

ATL 2: EL2

Collapsing Ceiling: CR 2; mechanical; location trigger; no reset; Atk +12 (2d6, rock); Search DC 20; Disable Device DC 22.

ATL 3: EL3

Collapsing Ceiling: CR 3; mechanical; location trigger; no reset; Atk +12 (4d6, rock); Search DC 25; Disable Device DC 22.

ATL 5: EL5

Collapsing Ceiling: CR 5; mechanical; location trigger; no reset; Atk +15 (6d6, rock); Search DC 25; Disable Device DC 25.

ATL 7: EL7

Collapsing Ceiling: CR 7; mechanical; location trigger; no reset; Atk +18 (8d6, rock); Search DC 28; Disable Device DC 30.

About the carvings:

This is a depiction of the Brandobian, Reanaarian, and the Kalamaran people crossing the causeway.

- A Spot Check (DC 10) reveals small humanoid forms on the causeway.
- A Knowledge: Geography Check (DC 12) reveals the landmass to be Svimohzia and the river to be the Ridara.

- A Knowledge Religion Check (DC 12) reveals this to be a depiction of the conflict between Rostak the Traveler and the Storm Lord. The first set of carvings depicts the arrival of the Brandobians. The second shows the arrival of the Reanaarians. The last one chronicles the coming of the Kalamarans. Priests and Paladins of the Traveler receive a +4 circumstance bonus to their roll. Other worshipers of the Traveler and sailors receive a +2 Circumstance bonus to their roll.
- The carvings were done about a hundred years ago.

ENCOUNTER 6E **The Heart of the Stronghold**

Summary: The PCs arrive at this encounter from Encounter 6D: A Rock and a Hard Place or Encounter 6H: A Dangerous Denizen. This room is lit during the daylight hours because a crack in the ceiling has been widened to allow light in. The room has been sacked for the most part and the PCs can see there are odd holes in the walls where shelves may have been and drag marks cut into the floor from something heavy being dragged across it. The only thing of interest is a pedestal with part of a clay tablet on it.

Read the following...

You arrive in a circular room of worked stone. Perhaps the oddest thing you see is that the light of day (if it is still daylight) travels down through vaults cut into the mountain and permeates the room. Carvings of sailing ships, ranging from canoes to great galleys, cover the wall of the room. Up ahead of you, in the room's center, is a pedestal with what appears to be part of a clay tablet upon it. Looking past the pedestal you see a door similar to the one that you entered in from.

Upon the pedestal rests half of a clay tablet. It has a faint enchantment aura on it. It appears to be a map of some kind but the landmarks look odd to the PCs.

Searching the room reveals holes in the wall that look to have been put there to support shelves at one time. There is a secret door in the north

wall that was missed by the pirates. Inside the secret room is the following treasure, which is scattered about the northern wall

Treasure:

When the complex was looted long ago a secret door was left unnoticed. It can be found on a successful Search check (DC 15 + ATL). There is a small desk and chair in the secret room. Along with some aged parchment are the following scrolls.

- An arcane scroll of *Leomund's Trap*
- A divine scroll of *Calm Emotions*
- A divine scroll of *Hold Person*
- A divine scroll of *Remove Curse*
- A divine scroll of *Sound Burst*

There is also a *Pearl of Power* that has fallen behind the desk. It is easily found if the desk is moved away from the wall (Search DC 10).

If the PCs agreed to the pirates' plan to explore the mountain and have not attacked or been attacked by them go to Encounter 7A: Treachery!

If the PCs have in any way circumvented the ambush, go to Encounter 8A: Surviving Treachery.

ENCOUNTER 6F **Skills Are the Key**

Summary: The PCs arrive at this encounter from Encounter 6A: The Mountain

The PCs arrive at this encounter by choosing the door on the right side of the mountain to explore.

As the PCs arrive at the door read the following...

Before you stands and intricately carved stone portal that appears to have been carved from the mountain. The face of the portal is covered with aspects of elemental power. Demonic infernos devour wispy air spirits who destroy earthen giants with tornado-like winds. The massive earthen creatures soak up watery beasts that in turn quench the infernos.

The door is locked by hidden sliding parts of the carvings. An Open Locks check of DC 15 + ATL is required to open the door.

If the PCs open the door and step inside the room read the following...

You enter a dark cave. The walls and floor are made of finished stone and have finely crafted carvings upon them. They depict a huge landmass with a great causeway spanning a large body of water. The causeway reaches to the mouth of a river. Ahead of you is a plain wooden door. Closer to the door on either side is a carving of huge waves destroying the causeway.

About the carvings:

This is a depiction of the Deji people crossing the causeway.

- A Spot Check (DC 10) reveals small humanoid forms on the causeway.
- A Knowledge: Geography Check (DC 12) reveals the landmass to be Svimohzia and the river to be the Ridara.
- A Knowledge Religion Check (DC 12) reveals this to be a depiction of the start of the conflict between Rostak the Traveler and the Storm Lord. These particular carvings depict the arrival of the Deji people. Priests and Paladins of the Traveler receive a +4 circumstance bonus to their roll. Other worshipers of the Traveler and sailors receive a +2 Circumstance bonus to their roll.
- The carvings were done about a hundred years ago.

ENCOUNTER 6G **A Nefarious Statue**

Summary: The PCs arrive at this encounter from Encounter 6F: Skills are the Key.

Before you lies a winding tunnel. As you round a bend the tunnel widens. The walls and floor here are of finished stone. There are carvings on them. Both walls show finely crafted carvings of a huge landmass with a great causeway spanning a large body of water. The causeway reaches to the mouth of a river and appears to be built on the ruins of an old causeway.

A statue of an earthen giant rests against the wall opposite you. The floor is also covered with carvings. To your left, flames are etched in the floor. In front of you are the likenesses of waves. To floor on your right has cloud-like carvings on it.

The areas of the floor carved as flames and as clouds are actually trapped. If the PCs step onto either area, they will trigger the traps. If they stay only on the waves, that can cross the chamber safely. The flames do fire damage, while the clouds do electricity damage.

ATL1: EL2

Fire or Electricity: CR 2; magic device; proximity trigger (alarm); automatic reset; spell effect (burning hands, 1st-level wizard, 1d4 fire [or substituted electricity], DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

ATL 2: EL3

Fire or Electricity: CR 3; magic device; proximity trigger (alarm); automatic reset; spell effect (burning hands, 5th-level wizard, 5d4 fire [or substituted electricity], DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

ATL 3: EL4

Fire or Electricity: CR 4; magic device; proximity trigger (alarm); automatic reset; spell effect (empowered burning hands, 5th-level wizard, 5d4 x 1.5 fire [or substituted electricity], DC 11 Reflex save half damage); Search DC 28; Disable Device DC 28.

ATL 5: EL6

Fire or Electricity: CR 6; magic device; proximity trigger (alarm); automatic reset; spell effect (lightning bolt, 10th-level wizard, 10d6 electricity [or substituted fire], DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

ATL 7: EL8

Fire or Electricity: CR 8; magic device; proximity trigger (alarm); automatic reset; spell effect (empowered lightning bolt, 10th-level wizard, 10d6 x 1.5 electricity [or substituted fire], DC 14 Reflex save half damage); Search DC 30; Disable Device DC 30.

Once the PCs reach the statue they find it slides to the left and reveals a tunnel. Unless the

statue is spiked to the floor or blocked it slides back to where it started. If this happens while the PCs are in the tunnel when the statue slides back they may move it with a successful Strength check (DC 10 + ATL).

If the PCs choose to explore the tunnel go to Encounter 6H: A Dangerous Denizen.

About the wall carvings:

This is a depiction of the Fhokki people crossing the causeway.

- A Spot Check (DC 10) reveals small humanoid forms on the causeway.
- A Knowledge: Geography Check (DC 12) reveals the landmass to be Svimohzia and the river to be the Ridara.
- A Knowledge Religion Check (DC 12) reveals this to be a depiction of the start of the conflict between Rostak the Traveler and the Storm Lord. These carvings depict the arrival of the Fhokki people. Priests and Paladins of the Traveler receive a +4 circumstance bonus to their roll. Other worshipers of the Traveler and sailors receive a +2 Circumstance bonus to their roll.

The carvings were done about a hundred years ago.

ENCOUNTER 6H **A Dangerous Denizen**

Summary: The PCs arrive at this encounter from Encounter 6G: A Nefarious Statue. A long time ago, a Gray Ooze found it's way into this cavern and slew the pirates it came across. In ATLS 1 and 2 the ooze still is in the room but is weakened due to hunger. In ATLS 3 it is a normal ooze. In ATL 5 the ooze has left but an Eaten One (one of the pirates) remains and in ATL 7 pirate wraiths await the PCs.

Read the following...

The walls on either side of you show a series of three finely crafted carvings of a huge landmass with a great causeway spanning a large body of water. The causeway reaches to the mouth of a river. Each time the

causeway is destroyed by natural disasters and the river mouth widens into swampland.

Ahead of you is a stone slab that appears to be a door. Closer to the door on either side is a carving of huge waves destroying the causeway.

As the PCs enter the room, immediately have them roll for initiative as the creature (or creatures) lunges toward them from the far side.

ATLs 1 & 2: EL2

Famished Gray Ooze (1); 8 hp and its Base Attack Bonus/Grapple is +0/+1 and its Attack bonus is +1 but it otherwise conforms to the listing in the *Monster Manual*.

ATL 3: EL4

Gray Ooze (1); 31 hp; as per the *Monster Manual*.

ATL 5: EL5

Eaten One (1); 32hp; See Appendix 3: The Eaten One or see its entry in *Dangerous Denizens*.

ATL 7: EL7

Wraiths, (2); 32hp each; as per the *Monster Manual*.

Searching the room after the combat will uncover two bastard swords, left behind by the pirates, which are still in good shape.

About the carvings:

This is a depiction of the Brandobian, Reanaarian, and the Kalamaran people crossing the causeway.

- A Spot Check (DC 10) reveals small humanoid forms on the causeway.
- A Knowledge: Geography Check (DC 12) reveals the landmass to be Svimohzia and the river to be the Ridara.
- A Knowledge Religion Check (DC 12) reveals this to be a depiction of the start of the conflict between Rostak the Traveler and the Storm Lord. The first set of carvings depicts the arrival of the Brandobians. The second shows the arrival of the Reanaarians. The last one chronicles the coming of the Kalamarans. Priests and Paladins of the Traveler receive a +4 circumstance

bonus to their roll. Other worshipers of the Traveler and sailors receive a +2 Circumstance bonus to their roll.

The carvings were done about a hundred years ago.

Go to Encounter 6E: The Heart of the Stronghold.

ENCOUNTER 6I **Alone on the Mountain**

Summary: The PCs arrive here from Encounter 7C: The Jig is Up. This encounter is their trek up the mountain

Read the following...

A brisk sea breeze blows at your back as you look towards the mountain. Looking up you see what appears to be a worn path among the foliage. With care you should be able to do some exploring and return before dusk.

Slowly, you ascend the mountainside. Fortunately the slope isn't fierce enough to require climbing gear. Awareness and caution should be all you need to get through.

Have the PCs make a spot check (DC 10 + ATL). If at least one PC succeeds they see an unstable part of the trail and can go around it safely. If no one makes the spot check, the PCs need to make a reflex save (DC 10 + ATL) to avoid the small rockslide they start by missing the spot check. Those failing the save take 1d6 +ATL of blunt damage.

After dealing with or avoiding the rockslide read the following...

After dealing with the treacherous slope you arrive at a point where the path splits.

If the PCs take the path on the left path go to Encounter 6B: Brawn Saves the Day and Encounter 6F: Skills are the Key, if they decide to take the path on the right.

ENCOUNTER 7A **Treachery!**

Summary: The PCs get to this encounter from encounter 6E: The Heart of the Stronghold.

Just as the PCs have finished exploring the Heart of the Stronghold and are deciding what to do next, the pirates coming from the other entrance attack them.

Read the following...

As you take in your surroundings the door on the opposite side of the room opens. It's your friends! They must have been lucky also. After they look around, Gransen leers in your direction and almost snickers while he speaks, "Thanks lads for doing part of our work for us. Ye'll soon be just stains on the floor when we've finished with ye. At 'em boys!"

ATL 1: EL3

Gransen, Estband, Ichden (Ftr 1); 10 hp each; see Appendix 6: The Supporting Cast (ATL 1).

ATL 2: EL5

Gransen, Estband, Ichden (Ftr 1/Rog 1); 14 hp each; see Appendix 7: The Supporting Cast (ATL 2).

ATL 3: EL6

Gransen, Estband, Ichden (Ftr 1/Rog 2); 18 hp each; see Appendix 8: The Supporting Cast (ATL 3).

ATL 5: EL8

Gransen, Estband, Ichden (Ftr 1/Rog 4); 26 hp each; see Appendix 9: The Supporting Cast (ATL 5).

ATL 7: EL10

Gransen, Estband, Ichden (Ftr 1/Rog 6); 34 hp each; see Appendix 10: The Supporting Cast (ATL 7).

Go to Encounter 8: The Wake of Deceit.

ENCOUNTER 7B **Dropping the Ruse**

Summary: The PCs get to this encounter by following after the pirates in Encounters 6 B-D and F-H. The PCs come upon the pirates from behind and may gain surprise at the judge's discretion. Otherwise the encounter should be the same as that in Encounter 7A: Treachery!

Where this encounter happens is based on how far the PCs went into their part of the mountain to explore.

- If the PCs did not go in at all the encounter can happen at Encounter 6B: Brawn Saves the Day or Encounter 6F: Skills are the Key.
- If the PCs made it to Encounter 6B: Brawn Saves the Day go to Encounter 6F: Skills Are the Key. If the PCs made it to Encounter 6F: Skills are the Key go to Encounter 6B: Brawn Saves the Day.
- If the PCs made it to Encounter 6C: Dust From Long Ago go to Encounter 6G: A Nefarious Statue. If the PCs made it to Encounter 6G: A Nefarious Statue go to Encounter 6C: Dust From Long Ago.
- If the PCs made it to Encounter 6D: A Rock and a Hard Place go to Encounter 6H: A Dangerous Denizen. If the PCs made it to Encounter 6H: A Dangerous Denizen go to Encounter 6D: A Rock and a Hard Place.
- After the combat go to Encounter 8B: Rough Passage if the *Rising Wind* is still seaworthy (if it survived the giant squid attack).

ENCOUNTER 7C **The Jig is Up**

Summary: The PCs arrive at this encounter from Encounter 5A: We're Saved! This encounter is for PCs that refuse to explore the crypt in Encounter 6: The Adventure Begins

Read the following...

For long moments your new companions go through the motions of getting by. The men that wanted you to travel with them look particularly disgusted. Then, as Gransen's face contorts with disappointment, Captain

Palmir jumps up and speaks, "I KNEW YOU LOOKED FAMILIAR! Arm yourself men, we're the guests of the Bloody Keel!"

Realizing the ruse is up Gransen snickers and says, "Gut 'em boys. They'll be far less trouble dead"

From here combat should ensue. Have the PCs role for initiative.

The crew of the *Rising Wind* and the crew of the *Bloody Keel* will go hand to hand. For the PCs part, have them fight Gransen, Estband, and Ichden. See the encounter breakdown from Encounter 7A: Treachery! If the PCs win, the crew of *Rising Wind* will also win, but with heavy loses. Only the Captain and two men will survive. If the PCs lose, the crew of the *Bloody Keel* will overwhelm and kill the entire crew of the *Rising Wind*. They too will suffer heavy loses and only a handful of men will survive.

If the PCs win and wish to explore the mountain go to Encounter 6I: Alone on the Mountain.

If the PCs wish to leave the island and the *Rising Wind* is still seaworthy (it survived the giant squid attack) go to Encounter 8B: Rough Passage.

If the *Rising Wind* was not saved and the PCs do not wish to explore the island, go to Encounter 8C: Rescue!

ENCOUNTER 8 **The Wake of Deceit**

Summary: The PCs get to this encounter from Encounters 6B-H. While they were on the mountain the pirates who remained at the camp tried to dispose of Captain Palmir and his crew. The pirates lost the gambit. Captain Palmir and two crewmen were all who survived. All the pirates perished.

Read the following...

As you travel down the mountain and get closer to camp, the wake of carnage lies before you as numerous bodies lay in a macabre mosaic of death. Keeping alert for possible ambush you advance on the campsite. In the midst of the slain you see

Captain Palmir and two crewmen trying to administer aid to their fallen comrades.

Ask the players what their characters are doing. Ideally they will want to help their fallen shipmates.

If they approach the battle scene read the following...

As you get closer to the battle site Captain Palmir looks in you direction and speaks, "I had thought you lost. The treacherous dogs tried to poison us! Fortunately Altdon recognized one of them as a crewman from the Bloody Keel. That gave us a fighting chance to live. They'll be long remembered. I presume you had 'problems' on the mountain as well?"

Allow the PCs time to tell their tale. Captain Palmir and his two shipmates listen to their story. Once done, he asks their help in burying the dead. Of course, he wishes his crewmate's belongings to be returned to their families but had no problem in looting the pirate bodies and sharing the loot with the PCs.

After the PCs have a chance to interact with Captain Palmir, read the following...

Once the unpleasantness of disposing with the dead is taken care of Captain Palmir asks your help in setting up a watch fire to attract passing ships. With vigilance, you might be lucky enough to return home one day.

If there is at least an hour left in the event slot go to Optional Encounter 1: The Sole Survivor.

Go to encounter 8C: Rescue!

ENCOUNTER 8A **Surviving Treachery**

Summary: The PCs arrive at this encounter by catching on to the pirates' scheme in time to avoid being ambushed in Encounter 6E: The Heart of the Stronghold.

Read the following...

Being fortuitous enough to see through the pirate's ruse, you now stand alone on the mountain. As you ponder your good fortune

a chill goes up the base of your spine as you think about your comrades below and how they must have fared.

With a grim look of determination you descend the slope. As before, you carefully avoid treacherous parts of the trail and arrive as quickly as you can to the crew of the Rising Wind. From the look of the carnage about you it is apparent they ran into 'trouble' of their own.

Ask the players what their characters are doing. Ideally they will want to help their fallen shipmates.

If they approach the battle scene read the following...

As you get closer to the battle site Captain Palmir looks in you direction and speaks, "I had thought you lost. The treacherous dogs tried to poison us! Fortunately Altdon recognized one of them as a crewman from the Bloody Keel. That gave us a fighting chance to live. They'll be long remembered. I presume you had 'problems' on the mountain as well?"

Allow the PCs time to tell their tale. Captain Palmir and his two shipmates listen to their story. Once done, he asks their help in burying the dead. Of course, he wishes his crewmate's belongings to be returned to their families but had no problem in looting the pirate bodies and sharing the loot with the PCs.

After the PCs have a chance to interact with Captain Palmir, read the following...

Once the unpleasantness of disposing with the dead is taken care of, Captain Palmir asks your help in setting up a watch fire to attract passing ships. With vigilance, you might be lucky enough to return home one day.

If there is at least an hour left in the event slot go to Optional Encounter 1: The Sole Survivor.

Go to encounter 8C: Rescue!

ENCOUNTER 8B **Rough Passage**

Summary: The PCs arrive at this encounter from encounters 7A: Treachery! or Encounter 7C: The Jig is Up AND by having helped save the *Rising Wind* from sinking. Captain Palmir is trying to guide the *Rising Wind* home with a skeleton crew

Read the following...

With grim determination Captain Palmir looks out across the water to the Rising Wind. After pausing for a moment he speaks. "We're in tight situation here. We have too few hands to sail the Rising Wind properly but if we stay here to wait for rescue we could be here for who knows how long."

"I don't know about you but I don't want to spend the rest of my days rotting on a misbegotten isle. With decent seas and a bit of luck we could make it back to Baneta or at least back to the shipping lanes. If we could hail another ship we could take on additional crew. So what say ye? Do we sail or do we gather dust here while we wait?"

Captain Palmir needs all the PCs help to have a fighting chance to sail his ship. If at least one of the PCs refuses read the following and then go to Encounter 8C: Rescue!

"I understand and if I were in your shoes, with you not being old salts and all, I would probably be doubtful too. Since we may be here for a while we'd best set about scouting the island for ourselves."

If there is at least an hour left in the event slot go to Optional Encounter 1: The Sole Survivor.

If there is less than an hour left in the event, Go to Encounter 8C: Rescue!

If all the PCs agree to set sail, read the following...

"I KNEW I could count on ye! Let's get to the lifeboat and get off this misbegotten isle."

Soon you're back aboard the Rising Wind and then the real work starts. As you stand on the deck you truly see how short-handed Captain Palmir is. Seeing you're without a task he quickly barks orders at you and his remaining crewmen. Soon the sails fill with wind and you head out to sea.

At first you seem to handle the ship decently and you begin to hope for the best.

Then you hit rough waters. The merciless waves toss the Rising Wind about like a rag doll but you manage to hold on for dear life. After what seems like an eternity, the waters finally calm and while the skeleton crew is shaken, none are lost. Some time later a cry of joy comes from the crow's nest and then sails appear on the horizon.

Soon they draw near to your ship as one of their crewmen yells in your direction, "Ahoy! You appear to be listing a bit. What seems to be the trouble?"

Captain Palmir relates your plight and your original destination. Soon a lifeboat with several Kalamarans comes to your ship. As they board, one of them speaks, "Looks as if ye've had a rough time of it. We were not heading to Baneta but this was our last voyage for a while and Baneta is as good a port as any. If ye want extra hands we'll help ye get home."

With a whoop of joy Captain Palmir welcomes them aboard and yells to their captain that he is in his debt. After quick good byes the new crewmen settle in and your ship sails surely for the first time since setting sail. With the Traveler's blessing you finally make it to Baneta.

From here the PCs may travel back to Bet Rogala.

ENCOUNTER 8C **Rescue!**

Summary: The PCs arrive at the encounter from Encounter 7C: The Jig is Up, Encounter 8: The Wake of Deceit or Encounter 8A: Surviving Treachery. If the PCs survive the pirate's plans, AND are intelligent enough to try and signal a passing ship, they are rescued.

Read the following...

For days you live the monotonous life of a castaway. Finally, just as you're about to give up hope, Colvus comes running wildly into camp and proceeds to throw old cloaks, blankets, and everything not of value into the fire to make it blaze. All the while he babbles uncontrollably. "I saw it! A ship! Hurry and feed the fire. We're going to be saved!"

Give the PCs a chance to help with stoking the fire and read the following...

Soon a small galley comes into view. As it gets closer it seems to slow down. Although it could just be that your desire to be rescued is altering your perception. After what seems to be an eternity, you see something bobbing on the water. As it gets closer you make it out to be a small boat heading your way.

ENCOUNTER 9

Ichvus

Summary: This encounter is for tables that take the Earsplitter directly to the person who wants it. Typically it will be for tables that used Encounter 1C: Ichvus.

Read the following...

After braving the dangers of the sea and treachery of men you finally set foot in Bet Rogala once again. Slowly, the spring comes back to your step as you see familiar surroundings. Now all that's left is to get paid and take a long well earned rest.

After turning a corner and heading towards your patron's home, you hear what must be the voice of an angel. Surprisingly, there is no one gathered outside to listen. While there are several people going about their day, no one seems to notice the performance. One of the locals notices you've stopped to listen and with a hushed voice speaks.

"Have you no shame! Tis true that we are blessed with many bards who perform their art from Lord Olmton's balcony but that voice belongs to his fiancée, Bessela Vitanas. Join the rest of us who discreetly enjoy her mastery of music." As you look about, you see several citizens who appeared to be going about their day. Once you take a closer look at them however, they appear to be lingering in order to hear the performance.

With a look of angst your new friend draws back. "Blast it! Now Resam's seen us. You bring me great dishonor among my friends." Without another word he turns and quickly walks away.

As Resam looks out upon the street he looks in your direction. "Please don't mind him as he means well. Master Olmton

has been expecting you. Please come with me."

A short trip through the Olmton manor leads you back to where the job began. As you enter you see Ichvus, an enchanting Kalamaran woman who must be Bessela and an older Kalamaran whose appearance favors her slightly. All in attendance rise as you enter and Ichvus speaks. "Welcome, my friends. It is my pleasure to introduce you to my fiancée Bessela and her father Maltar Vitanas." Bessela curtsies and Maltar nods when their names are mentioned.

"Please tell me of your journey and if you were able to accomplish your task."

Allow the PCs time to recap their tale. Once they have finished speaking with Ichvus read the following...

"I am glad you were able to make it back to civilization. On occasion I require the services of seasoned explorers. If you so desire I would like to call upon your services again in the future.

If the PCs are agreeable to working for Ichvus in the future give them the "Favor of Ichvus" cert. If they show him the clay tablet he looks at it, but outside of being fascinated by the curiosity of the object he has no other interest.

From here the PCs can go to the College of Magic, shop in Bet Rogala or go have a drink and call it a day (the adventure ends)

ENCOUNTER 9A

Sutila Has a Heart

Summary: After hearing the PCs troubles in fulfilling the contract Sutila offers to take them directly to Ichvus, gives them the finder's fee he was holding and offers to set them up for possible future contracts.

Read the following...

After braving the dangers of the sea and treachery of men you finally set foot in Bet Rogala once again. Slowly, the spring comes back to your step as you see familiar surroundings. Now all that's left is to get paid and take a long well earned rest.

After turning a corner you head toward the Wayward Muse to be paid for your efforts. After a quick word to Diterus the bartender a messenger is sent out into the street while a complimentary drink is set up for you. "Compliments of Lokvan, Diterus comments."

Soon Sutila arrives and is all ears to hear your story.

Allow the PCs to recap their tale and then read the following...

After listening intently to your tale Sutila takes a deep breath and speaks, "It certainly seems that you've had a rough time of it. I had originally planned to keep 30 victories as a finder's fee but feel I'd be tempting Queen Destiny's wrath by keeping it. Please take your payment with my thanks. I'd like to introduce you to Ichvus Olmton, the man who desires the plants. If you so desire, the contract is yours my friends as I feel you've earned it. Please, finish your drinks and then come with me"

If the PCs do not wish to go with Sutila he thanks them for their trouble and leaves.

If they agree to go with him read the following...

At a quick pace, Sutila leads you to a finer part of Bet Rogala. As you approach an impressive house you hear what must be the voice of an angel. Surprisingly, there appears no one gathered outside to listen but after looking about, you see several souls going about their day who appear to linger as the finish their tasks.

As you approach, the main door opens and a Kalamaran man steps out to take in the day. After pausing while he looks in your direction he speaks, "Sutila, it has been a long time. It looks as if you have found new friends. I presume you have plants for the master?"

"Well, actually Resam, my 'friends' have gathered the plants. I'm here to introduce them to Ichvus."

"Please come in then. I will tell the master you are here."

In short order you are ushered into the Olmton home, Resam alerts the master of the house and the singer stops her serenade. Quickly, he returns to bring you upstairs to meet with the master of the house.

A short trip through the Olmton manor leads you back to a nicely decorated sitting room. As you enter you see Ichvus, an enchanting Kalamaran woman who must own the angelic voice you heard and an older Kalamaran whose appearance favors her slightly. All in attendance rise as you enter and Ichvus speaks. "Sutila, I see you've brought friends with you. What exactly did you have in mind?"

"While my adventuring company has valued your business we were nearly unable to complete the last contract. My friends here were responsible for saving the day. I feel they would be a great asset to you."

Ichvus looks you over and then speaks to Sutila, "If I'm reading you correctly Sutila, you wish to part ways. While I regret losing your services I appreciate you finding suitable replacements."

Ichvus then looks in your direction again, "So, tell me about yourselves."

Allow the PCs time to introduce themselves and recap their tale if they wish. Once they have finished speaking with Ichvus read the following...

"I'm glad you were able to make it back to civilization. On occasion I require the services of seasoned explorers. If you so desire I would like to call upon your services again in the future."

If the PCs are agreeable to working for Ichvus in the future give them the "Favor of Ichvus" cert. If they show him the clay tablet he looks at it, but outside of being fascinated by the curiosity of the object he has no other interest.

From here the PCs can go to the College of Magic, shop in Bet Rogala or go have a drink and call it a day (the adventure ends).

ENCOUNTER 10 **The College of Magic**

Summary: PCs that have the clay tablet may wish to have it investigated at the College of Magic. They offer to identify the magic used in creating the tablet in return for allowing students to take rubbings from the tablet

It may be the case that players will want to take the tablet to the College of Magic to have it

investigated. If they travel to the College, Brelen, a Brandobian page, greets them. If the PCs will allow students of the college to take a rubbing off the tablet he can arrange for a competent mage who will check to see if it has magical properties. He also tells the PCs the students will make rubbings for them as well if they so wish.

If the PCs agree they find that the tablet has a faint conjuration aura.

Optional Encounter 1 **The Sole Survivor**

Summary: This is an optional encounter for tables that are close to finishing early. The PCs arrive at this encounter from Encounter 8: The Wake of Deceit, Encounter 8A: Surviving Treachery, or Encounter 8B: Rough Passage

It might be the case that some tables finish early. The players have the opportunity to encounter Elshar the half-elf, the last of the island's pirates. This lost soul was out on a food-gathering mission and was taking a nap when the PC's trouble with the pirates occurred. He arrives after the rest of the pirates have been dealt with.

Read the following...

As you recover from the pirate's treachery a noise in the brush gets your attention. Suddenly, at the edge of the camp stands a male half-elf who is dressed in rags and is holding several uprooted plants. Upon seeing you he drops the plants and turns to run. He then speaks in Low Kalamaran. "You'll never get me! I've got too many places to hide!"

The PCs have the chance to catch Elshar if they wish. The fear driven pirate tries his best to ditch them and it takes two Track checks (DC 8 + ATL). The runner takes the PCs partially up the mountain, and tries to lose them in the foliage. If they make both the track checks they find Elshar on a ledge on the other side of the island. He can travel no further and the sea lies below him.

Read the following...

As you finally catch up to your prey he draws a battered dagger and bares his teeth. "You'll

not take me alive. I'm wanted in too many places for me not to hang!"

Elshar then readies an action to jump off the ledge if the PCs try anything. If the PCs do nothing for a round he leaps off.

Read the following...

"Tis better to take my chances with the Storm Lord than to stay here." The troubled soul then leaps off the ledge into the sea. He is gone beneath the waves for long moments but eventually rises to the surface. "I may drown but I'll never swing from a rope!" After he speaks you notice him lurch slightly. Soon his bravado turns to terror as dorsal fins rise above the surface of the water. With a scream he is pulled under the water's surface and does not rise again.

If you feel you have time to run a combat go to Optional Encounter 2: Lethal Surf.

If the PCs came from Encounter 8: The Wake of Deceit, Encounter 8A: Surviving Treachery or Encounter 8B: Rough Passage and the Rising Wind sank go to Encounter 8C: Rescue!

If the PCs came from Encounter 8B: Rough Passage and try to sail home on the *Rising Wind* go to back to Encounter 8B and complete the text that covers their voyage.

Optional Encounter 2 **Lethal Surf**

Summary: This is the second optional encounter for tables that are close to finishing early. As the PCs return from Optional Encounter 1: The Sole Survivor. The natural lay of the land takes the PCs close to the water, where they encounter monsters of the deep. In ATLs 1-3 they have been driven closer to the island by shark activity. In ATL 5 the Chuul has been working the coast of the island and is currently lurking under murky water that was disturbed by a recent storm. It is very close to shore. ATL 7 is the same except that there are two Chuuls.

Read the following for ATL 1 & 2...

Following the lay of the land, your trek takes you near the water's edge. Walking carefully you avoid the lapping waves. Off to your right you hear a bubbling sound as a

nightmarish creature (or as nightmarish creatures) rise from the surf. In moments it's (or they're) upon you!

Read the following for ATL 3...

Following the lay of the land, your trek takes you near the water's edge. Walking carefully you avoid the lapping waves. Off to your right you hear a bubbling sound and a hideous creature rises from the surf.

The Sea hag tries to stay within 30 feet of the PCs without leaving the water so she may use her Evil Eye power. She uses her superior swim speed to stay out of the reach of those who would instead come after her in the water.

Read the following for ATLS 5 & 7...

Following the lay of the land, your trek takes you near the water's edge. Walking carefully you avoid the lapping waves. Off to your right, something begins to thrash about in the water and a (or pair of) chitonous creature is (or creatures are) upon you.

Combat ensues at this point.

ATLs 1 EL2

Kuo-Toa (1); 11 hp, as per the *Monster Manual*.

ATL 2: EL4

Kuo-Toa (2); 11 hp, as per the *Monster Manual*.

ATL 3: EL4

Sea Hag (1); 19 hp; as per the *Monster Manual*.

ATL 5: EL7

Chuul (1); 93 hp, as per the *Monster Manual*.

ATL 7: EL9

Chuul (2); 93hp each; as per the *Monster Manual*.

None of the creatures have treasure save for the weapons the Kuo-toans are carrying in ATLs 1 & 2.

If the PCs came from Encounter 8: The Wake of Deceit, Encounter 8A: Surviving Treachery or Encounter 8B: Rough Passage and the Rising Wind sank go to Encounter 8C: Rescue

Awards

Encounter 2: Passage

20-30 victories per PC for guard duty (20-30 gp each)

Encounter 6B: Brawn Saves the Day

ATL 1-3: 6-12 scimitars (7.5 gp resale value each)

Encounter 6E: The Heart of the Stronghold

From the secret compartment: Pearl of Power (1st level spells, 500gp sale value), an arcane scroll of *Leomund's Trap* (100gp sale value), a divine scroll of *Calm Emotions* (75gp resale value), a divine scroll of *Hold Person* (75gp resale value), a divine scroll of *Remove Curse* (187.5gp resale value) and a divine scroll of *Sound Burst* (75gp resale value)

Encounter 6H: A Dangerous Denizen

2 bastard swords (17.5 gp resale value each)

Encounter 7A, 7B, or 7C: Treachery!, Dropping the Ruse, or The Jig is Up

13 rapiers (17.5 gp resale value each)

26 daggers (17.5 gp resale value each)

49 victories (49 gp)

Encounter 9: Ichvus or Encounter 9A: Sutila

150 gp each for successfully delivering the Earsplitter plants

Encounter 10: The College of Magic

PCs may receive a rubbing of the clay tablet here

Optional Encounter 2: Lethal Surf

ATL 1-2: 1 or 2 Kuo-Toan short spears (.5 gp resale value each)

Hand out the following certs as they apply:

- Favor of Ichvus (the PCs agree to consider working for Ichvus Olmton).
- Aware of your Ability (the PCs try to contact Felana Ragosip)
- An Unpaid Debt (the PCs seek help from P'Ligal Gormanas).
- Public Complaint (for harassing Vitisar Heran about what he auctions).
- Gratitude of Captain Palmir (for saving the Rising Wind).

Experience Points and Day Units

EXPERIENCE

	ATL1-3	ATL5-7
Getting Passage aboard the <i>Rising Wind</i> without having to pay for it.	40 xp	80 xp
Defeating the monsters in Encounter 6B and/or 6H:	40 xp	80 xp
Defeating the Pirates when they turn on the PCs	40 xp	80 xp
Retrieving the Earsplitter plants and delivering them	100 xp	200 xp
 Discretionary Role-playing	 <u>180 xp</u>	 <u>360 xp</u>
 Total Possible Experience	 400 xp	 800 xp

DAY UNITS

These rewards come at the expense of 16 Day Units.

Appendix I: NPCs and Monsters

Captain Palmir, male human (Kalamaran), **Rog1/Ftr4**: CR5; Size medium (6ft tall); HD 1d6+4d10+10; hp 40; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex), touch 13, flat-footed 10; Base Atk +4, Grp +6, Atk +6 melee (1d6+2 rapier); Full Atk +6 melee (1d6+2 rapier); Atk +7 ranged (1d4+2 dagger); Space/Reach 5 ft./5 ft.; Special Abilities: Trapfinding; Special Attacks: Sneak Attack +1d6; SV Fort +6, Ref +8, Will +2; AL N; Str 14; Dex 16; Con 14; Int 13; Wis 12; Cha 10;.

Skills and Feats: Balance +7, Climb +10, Jump +10, Profession: Navigator +7, Profession: Sailor +5, Search +5, Spot +5, Swim +10, Use Rope +7; Awareness*, Combat Expertise, Dodge, Improved Bull Rush, Power Attack, Lightning Reflexes

Languages Spoken: Merchant's Tongue, Low Kalamaran

Equipment: Rapier, Sailor's clothes, 13 victories

Lokvan, male human (Fhokki), **Ftr7**: CR; Size medium (6ft 3in tall); HD 7d10+14; hp 60; Init +5 (+1 Dex, Improved Initiative); Spd 30 ft.; AC 15 (+1 Dex, +4 Chain Shirt), touch 11, flat-footed 14; Base Atk +7/+2, Grp +11/+6, Atk +12 melee (1d8+4 Longsword); Full Atk +12/+7 melee (1d8+6 Longsword); Atk +8/+3 ranged (1d4+4 dagger); Space/Reach 5 ft./5 ft.; SV Fort +7, Ref +3, Will +2; AL CN; Str 19; Dex 12; Con 14; Int 10; Wis 10; Cha 10;.

Skills and Feats: Climb +9, Intimidate +5, Ride +4, Swim +9; Cleave, Fearless*, Hammer and Anvil*, Improved Initiative, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Languages Spoken: Fhokki, Low Kalamaran, Merchant's Tongue

Equipment: Longsword, 2 Daggers, Chain Shirt, 8 victories

Sutilla, male human (Reanaarian), **Rog6**: CR6; Size medium (5ft 10 in tall); HD 6d6; hp 30; Init +3 (+3 Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 Leather Armor), touch 13, flat-footed 12; Base Atk +4, Grp +5, Atk +4 melee (1d6+1 rapier); Full Atk +5 melee (1d6+1 rapier); Atk +7 ranged (1d4+1 dagger); Space/Reach 5 ft./5 ft.; Special Abilities: Evasion, Trapfinding, Trap Sense +2, Uncanny Dodge; Special Attacks: Sneak Attack +3d6, SV Fort +2, Ref +8, Will +4; AL N; Str 12; Dex 16; Con 10; Int 14; Wis 10; Cha 14;.

Skills and Feats: Appraise +11, Balance +14, Bluff +11, Diplomacy +13, Escape Artist +12, Jump +14, Move Silently +12, Search +11, Spot +9, Survival +9; Tumble +16; Acrobatic, Dodge, Hammer and Anvil*, Iron Will

Languages Spoken: Low Kalamaran, Merchant's Tongue, Reanaarese

Equipment: Rapier, Dagger, Leather Armor, 45 victories (after paying his debt to the *Wayward Muse* and the PCs)

*See Appendix 4: New Feats

Appendix I: NPCs and Monsters

ATL 1

Captain Palmir's crew, male humans (Altdon, Colvus, Folvled, Ingand, Mundol, Valand, Balmir, Hul'sato, Hersar, Belat, Puran, Lakmar, Pulan, Feltar, Folgel, Balsato, Bolfoor and Ralzaar) **Ftr1:** CR1; Size medium (5ft, 11 in tall); HD 1d10+2; hp 12; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +1, Grp +4, Atk +4 melee (1d6+3 Rapier); Full Atk +4 melee (1d6+4 Rapier); Atk +3 ranged (1d4+3 Dagger); Space/Reach 5 ft./5 ft.; SV Fort +4, Ref +2, Will +1; AL CN; Str 16; Dex 14; Con 14; Int 12; Wis 12; Cha 10;.

Skills and Feats: Climb +7, Profession: Sailor +3, Swim +7, Use Rope +6; Fast Healer*, Power Attack, Push*

Languages Spoken: Merchant's Tongue, Low Kalamaran

Equipment: Rapier, 2 Daggers, Worn sailing togs, 2 Victories

Sub-races: 6 are Brandobian, 10 are Kalamaran and 2 are Reanaarese

The shipwrecked pirates, male humans (Gransen, Estband, Ichden, Leldon, Dolcren, Parmir, Satnis, Laktar, Minam, Hul'ata, Selan, Sepmas and Fersato), **Ftr1:** CR1; Size medium (6ft, 1in tall); HD 1d10; hp 10; Init +4 (+4 Dex); Spd 30 ft.; AC14 (+4 Dex), touch 14, flat-footed 10; Base Atk +1, Grp +2, Atk +5 melee (1d6+1 rapier); Full Atk +5 melee (1d6+1 rapier); Atk +5 ranged (1d4+1 dagger); Space/Reach 5 ft./5 ft.; SV Fort +2, Ref +4, Will +2; AL CN; Str 12; Dex 18; Con 10; Int 10; Wis 14; Cha 10;.

Skills and Feats: Climb +5, Intimidate +4, Profession: Sailor +3, Swim +2, Use Rope +5; Dodge, Resist Poison (arsenic)*, Weapon Finesse

Languages Spoken: Merchant's Tongue, Low Kalamaran

Equipment: Rapier, 2 Daggers, Tattered clothes, 3 Victories (13 for Gransen)

Sub-races: Gransen and 4 others are Brandobian and 8 are Kalamaran

ATL 3

Captain Palmir's crew, male humans (Altdon, Colvus, Folvled, Ingand, Mundol, Valand, Balmir, Hul'sato, Hersar, Belat, Puran, Lakmar, Pulan, Feltar, Folgel, Balsato, Bolfoor and Ralzaar) **Ftr3:** CR3; Size medium (5ft, 11 in tall); HD 2d10+4; hp 28; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +3, Grp +6, Atk +6 melee (1d6+3 Rapier); Full Atk +6 melee (1d6+4 Rapier); Atk +5 ranged (1d4+3 Dagger); Space/Reach 5 ft./5 ft.; SV Fort +6, Ref +3, Will +2; AL CN; Str 16; Dex 14; Con 14; Int 12; Wis 12; Cha 10;.

Skills and Feats: Climb +8, Profession: Sailor +4, Swim +8, Use Rope +8; Fast Healer*, Power Attack, Push*, Resist Disease*

Languages Spoken: Merchant's Tongue, Low Kalamaran

Equipment: Rapier, 2 Daggers, Worn sailing togs, 2 Victories

Sub-races: 6 are Brandobian, 10 are Kalamaran and 2 are Reanaarese

The shipwrecked pirates, male humans (Gransen, Estband, Ichden, Leldon, Dolcren, Parmir, Satnis, Laktar, Minam, Hul'ata, Selan, Sepmas and Fersato), **Ftr1, Rog2:** CR2; Size medium (6ft, 1in tall); HD 1d10+2d6; hp 18; Init +4 (+4 Dex); Spd 30 ft.; AC14 (+4 Dex), touch 14, flat-footed 10; Base Atk +2, Grp +3, Atk +6 melee (1d6+1 rapier); Full Atk +6 melee (1d6+1 rapier); Atk +6 ranged (1d4+1 dagger); Space/Reach 5 ft./5 ft.; Special Abilities: Evasion, Trapfinding, Special Attacks: Sneak Attack +1d6, SV Fort +2, Ref +7, Will +2; AL CN; Str 12; Dex 18; Con 10; Int 10; Wis 14; Cha 10;.

Skills and Feats: Climb +6, Hide +7, Intimidate +5, Move Silently +8, Profession: Sailor +6, Swim +2, Tumble +10, Use Rope +5; Dodge, Resist Poison (arsenic)*, Spell Dodge*, Weapon Finesse

Languages Spoken: Merchant's Tongue, Low Kalamaran

Equipment: Rapier, 2 Daggers, Tattered clothes, 3 Victories (13 for Gransen)

Sub-races: Gransen and 4 others are Brandobian and 8 are Kalamaran

*See Appendix 4: New Feats

ATL 5

Captain Palmir's crew, male humans (Altdon, Colvus, Folvled, Ingand, Mundol, Valand, Balmir, Hul'sato, Hersar, Belat, Puran, Lakmar, Pulan, Feltar, Folgel, Balsato, Bolfoor and Ralzaar) **Ftr5:** CR5; Size medium (5ft, 11 in tall); HD 5d10+10; hp 44; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +5, Grp +8, Atk +8 melee (1d6+3 Rapier); Full Atk +8 melee (1d6+4 Rapier); Atk +7 ranged (1d4+3 Dagger); Space/Reach 5 ft./5 ft.; SV Fort +7, Ref +4, Will +3; AL CN; Str 16; Dex 15; Con 14; Int 12; Wis 12; Cha 10;.

Skills and Feats: Climb +10, Profession: Sailor +5, Swim +10, Use Rope +8; Fast Healer*, Power Attack, Push*, Resist Disease*, Undying*

Languages Spoken: Merchant's Tongue, Low Kalamaran

Equipment: Rapier, 2 Daggers, Worn sailing togs, 2 Victories

Sub-races: 6 are Brandobian, 10 are Kalamaran and 2 are Reanaarese

The shipwrecked pirates, male humans (Gransen, Estband, Ichden, Leldon, Dolcren, Parmir, Satnis, Laktar, Minam, Hul'ata, Selan, Sepmas and Fersato), **Ftr1, Rog4:** CR4; Size medium (6ft, 1in tall); HD 1d10+4d6; hp 26; Init +4 (+4 Dex); Spd 30 ft.; AC14 (+4 Dex), touch 14, flat-footed 10; Base Atk +4, Grp +5, Atk +8 melee (1d6+1 rapier); Full Atk +8 melee (1d6+1 rapier); Atk +8 ranged (1d4+1 dagger); Space/Reach 5 ft./5 ft.; Special Abilities: Evasion, Trapfinding, Trap Sense +1, Uncanny Dodge, Special Attacks: Sneak Attack +2d6, SV Fort +3, Ref +8, Will +3; AL CN; Str 12; Dex 19; Con 10; Int 10; Wis 14; Cha 10;.

Skills and Feats: Climb +8, Hide +9, Intimidate +7, Move Silently +10, Profession: Sailor +8, Swim +6, Tumble +12, Use Rope +7; Dodge, Resist Poison (arsenic)*, Spell Dodge*, Weapon Finesse

Languages Spoken: Merchant's Tongue, Low Kalamaran

Equipment: Rapier, 2 Daggers, Tattered clothes, 3 Victories (13 for Gransen)

Sub-races: Gransen and 4 others are Brandobian and 8 are Kalamaran

*See Appendix 4: New Feats

ATL 7

Captain Palmir's crew, male humans (Altdon, Colvus, Folvled, Ingand, Mundol, Valand, Balmir, Hul'sato, Hersar, Belat, Puran, Lakmar, Pulan, Feltar, Folgel, Balsato, Bolfoor and Ralzaar) **Ftr7:** CR7; Size medium (5ft, 11 in tall); HD 7d10+14; hp 60; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +7/+2, Grp +10/+5, Atk +10 melee (1d6+3 Rapier); Full Atk +10/+5 melee (1d6+4 Rapier); Atk +9/+4 ranged (1d4+3 Dagger); Space/Reach 5 ft./5 ft.; SV Fort +7, Ref +4, Will +3; AL CN; Str 16; Dex 15; Con 14; Int 12; Wis 12; Cha 10;.

Skills and Feats: Climb +10, Profession: Sailor +5, Swim +10, Use Rope +8; Cleave, Combat Reflexes, Fast Healer*, Power Attack, Push*, Resist Disease*, Undying*

Languages Spoken: Merchant's Tongue, Low Kalamaran

Equipment: Rapier, 2 Daggers, Worn sailing togs, 2 Victories

Sub-races: 6 are Brandobian, 10 are Kalamaran and 2 are Reanaarese

The shipwrecked pirates, male humans (Gransen, Estband, Ichden, Leldon, Dolcren, Parmir, Satnis, Laktar, Minam, Hul'ata, Selan, Sepmas and Fersato), **Ftr1, Rog6:** CR4; Size medium (6ft, 1in tall); HD 1d10+6d6; hp 34; Init +8 (+4 Dex, Improved Initiative); Spd 30 ft.; AC14 (+4 Dex), touch 14, flat-footed 10; Base Atk +5, Grp +6, Atk +9 melee (1d6+1 rapier); Full Atk +9 melee (1d6+1 rapier); Atk +9 ranged (1d4+1 dagger); Space/Reach 5 ft./5 ft.; Special Abilities: Evasion, Trapfinding, Trap Sense +2, Uncanny Dodge, Special Attacks: Sneak Attack +3d6, SV Fort +4, Ref +9, Will +4; AL CN; Str 12; Dex 19; Con 10; Int 10; Wis 14; Cha 10;.

Skills and Feats: Climb +12, Hide +11, Intimidate +9, Move Silently +12, Profession: Sailor +10, Swim +8, Tumble +14, Use Rope +9; Dodge, Improved Initiative, Resist Poison (arsenic)*, Spell Dodge*, Weapon Finesse

Languages Spoken: Merchant's Tongue, Low Kalamaran

Equipment: Rapier, 2 Daggers, Tattered clothes, 3 Victories (13 for Gransen)

Sub-races: Gransen and 4 others are Brandobian and 8 are Kalamaran

*See Appendix 4: New Feats

Appendix I: NPCs and Monsters

It is reasonable for players that have played *LKoK12: Baneta: City of the Whale* or *LKoK 13: Otter Side of the Coin* to seek out NPCs they feel may help them. Listed below are the main NPCs and factions from those modules, a description of what they did in the event, their availability to for the PCs and what they can do, or will for them.

From LKoK 12: Baneta: City of the Whale

The Brotherhood of the Broken Chain: The Brotherhood of the Broken Chain was drawn into the plot by the machinations of Felana Ragosip. Mistakenly, they felt she was an innocent victim of P'Ligal Gormanas' desire for her hand in marriage. The truth of the matter was that she was pulling strings behind the scenes to get what she wanted.

The Brotherhood operatives are scattered about Baneta and keep their ears open for things that need their attention. Should the PCs get stymied in trying to get passage aboard a ship they 'happen' to run into a citizen who, after speaking with them, tells the PCs of meeting Captain Palmir the other day. He was looking to hire people for his next voyage.

Darisek: This man is almost a waste of space. He foolishly believed that he was to marry Felana Ragosip and never knew the truth about her situation until it stared him straight in the face. Darisek remembers PCs who played this module, is usually found in a tavern and wouldn't mind if the PCs bought him a drink. He is in the tavern the PCs meet Lokvan in (Introductions A & B).

Felana Ragosip: Daughter of Minon Ragosip and brother of Sulet Ragosip. Felana nearly ruined her father financially in her attempt to marry and murder P'Ligal Ragosip. She is very resentful of the PCs meddling in her life and holds a slight grudge. She also recognizes their talents though and if possible keeps tabs on them for future use.

If the PCs try to contact Felana they find she is not seeing guests at this time. At the end of the adventure give each PC that tried to see her an "Aware of Your Ability" cert. This may have implications in future events.

Minon Ragosip: Father of Felana and Sulet Ragosip. Minon has the distasteful task of protecting a child that nearly brought him to ruin. The elder Ragosip feels that his daughter is his responsibility because he feels he failed in raising her properly. Minon recognizes the PCs that played LKoK 12 and while being polite, refuses to aid them because he has business to attend to

P'Ligal Gormanas: A dealer in flesh and a minor crime lord in Baneta. P'Ligal recognizes PCs that played LKoK 12 and appreciates those that saved him from being poisoned and inadvertently saved him from marrying the evil temptress known as Felana Ragosip.

P'Ligal will aid the PCs in finding passage if they ask him. He has had dealings with Captain Palmir and knows he is in port. Of course, he is confident that the PCs would be willing to return the favor in the future should the need arise. If the PCs use P'Ligal to help them get passage aboard Captain Palmir's ship, give them the "An Unpaid Debt" cert at the end of the adventure. This may have implications in future events.

Silamar Lepitat: Priest of the Laughter: Silamar was to marry P'Ligal Gormanas and Felana Ragosip. Apparently it was not the Laughter's wish for them to share marital bliss however. He remembers the PCs if they seek him out but he has no help for them. The priest of the Laughter is friendly to the PCs.

Vitisar Heran: The auctioneer the PCs encountered upon their arrival in Baneta. To find him requires a successful Gather Information check (DC 12+ATL). He is pleasant to the PCs unless they harass him about his auctioning of slaves. If his is harassed he tells them to mind their own business and leaves their company. Give the PCs a "Public Complaint" cert at the end of the adventure.

Appendix I: NPCs and Monsters

From LKoK 13: Otter Side of the Coin

Anion: He believes the PCs that played LKoK 13 to be meddlers from Bet Rogala and has little time for them. If the PCs press the matter, he is belligerent and mocks them.

Caran Derin: Husband of Jamare and father of Matila. Caran's family was rescued from the clutches of a huge viper in the Ghost Woods. He remembers the PCs and is grateful. They may stay at his house if they need to for up to three days and he can direct them to Captain Palmir's ship the *Rising Wind*.

Guildmaster Jiromas: The guildmaster was the person the PCs had to convince to lower otter harvesting. It is unsure at this time whether he respects the PCs for their negotiating skills and ethics or if he merely respects their possible connection to Prince Kafen. If the PCs travel to the Furrier's Guild he agrees to see them but outside of being hospitable, has little to offer them.

Jamare Derin: Wife of Caran and mother of Matila. Jamare was nearly slain by a huge viper's attack in the Ghost Woods. She will be more than happy to offer the hospitality of her home to the PCs for up to three days and will make sure they are well fed. She directs the PCs to her husband if they ask about getting sea passage from Baneta.

Korik: A door guard for the Furrier's Guild. He treats the PCs fairly if they are respectful of his station in life and the Furrier's Guild. He can only be found regularly at the Furrier's Guild.

Lemio K'Dore: He is Korik's partner at the Furrier's Guild. Lemio is respected by the guild for being tight-lipped about guild business. He is tolerant of PC inquiries but has little time for them. Like Korik he can only be found regularly found at the Furrier's Guild.

Market Street Union: A member of this young guild of inexperienced thieves tried to make off with some of the PC's funds in LKoK 13. Word was passed that the PCs are not easy customers and the Market Street Union does not take the chance to pick their pockets in this event as they are sizing them up.

Matila Derin: The 12-year old daughter of Caran and Jamare Derin. Matila remembers PCs from LKoK13 but outside of being grateful has nothing to offer them in the way of help. If the PCs ask about finding sea travel she directs them to her father "who knows everyone in Baneta."

Talarin Notiro: A marshal of the Kalokopeli Forest. He feels the PCs that played LKoK 13, to be helpful souls and would aid them by giving directions around Baneta. However, he is on duty in the forest when the PCs are in Baneta.

Appendix II: Additional Rules

The Eaten One (From Dangerous Denizens)

Eaten One

Medium Undead

Hit Dice: 5d12 (32 hp)

Initiative: +4 (Improved Initiative)

Speed: 10 ft (2 squares), fly 30 ft (poor)

AC: 18 (+3 natural, +1 small steel shield, +4 chain shirt), touch 10, flat-footed 18

Base Attack/Grapple: +2/+3

Attack: Claw +3 melee (1d4+1 plus acid) or bastard sword +3 melee (1d10+1)

Full Attack: 2 claws +3 melee (1d4+1 plus acid) or bastard sword (1d10+1)

Space/Reach: 5ft/5ft

Special Attacks: Acidic corpse, aura of hopelessness, devour stamina

Special Qualities: Curative transformation, damage reduction 5/bludgenoning, darkvision 60ft., immunity to acid and cold, undead traits

Saves: Fort +1, Ref +1, Will +4

Abilities: Str 12, Dex 11, Con -, Int 3, Wis 14, Cha 12

Skills: Listen +6, Move Silently +4, Spot +6

Feats: Alertness, Improved Initiative

Environment: Any land and underground

Organization: Solitary

Challenge Rating: 5

Treasure: Standard

Alignment: Often neutral evil

Advancement: 6-12 HD (Medium)

Level Advancement: -

TACTICS ROUND-BY-ROUND

The eaten one slowly flies towards its opponents, hoping its foes will destroy it before its hunger overwhelms it.

Round 0: Aura of Hopelessness.

Round 1: Full attack opponent with least constitution score.

Round 2: Repeat from round 1 until opponents are defeated; or devour stamina from fallen opponent.

Description/Background

An eaten one is an ooze-dripping undead creature, created from fallen heroes who have been partially consumed by oozes or other hideous creatures.

An eaten one resembles a floating skeleton, missing the lower half of its body and is covered in a thin layer of slowly dripping ooze. Strangely, this ooze never seems to cease flowing, save when the eaten one has been destroyed.

Eaten ones retain faint memories of their former lives and are constantly seeking out heroes who might destroy them and end their current existence. Unfortunately, when the heroes actually approach the eaten one, its inner madness overcomes it, driving it to attack and drain the stamina of those who would end its anguish-filled existence.

Eaten ones may moan and groan, but do not speak or otherwise attempt to communicate.

Combat

Eaten ones slowly approach those whom they hope will end their painful existence. Unfortunately the eaten one's aura of hopelessness typically overwhelms its opponents just as its hunger to drain health overcomes its death wish.

Appendix II: Additional Rules

In combat, eaten ones will always attack the most unhealthy foe first, sensing that he or she could be most easily overcome. With their foe eliminated, the eaten one drains its stamina to use against the next opponent, and so on up the chain until it has only the healthiest enemy to overcome.

Acidic Corpse (Ex): An eaten one is covered with highly caustic ooze over its entire body. Touching an eaten one deals damage per round for 1d4 rounds or until the ooze is washed off, as follows: 1d6 points of acid damage to an organic creature or object, 2d6 of acid damage to a metallic creature or object, or 3d6 points of acid damage to a stony creature (such as an earth elemental) or object. A quart or more of water is needed to wash off the ooze.

Aura of Hopelessness (Su): An eaten one radiates a continual *symbol of hopelessness* effect (Will save DC 16) as a 30-foot radius emanation. A creature that fails its save is affected while within this area and for 1d6 minutes after leaving it. A successful save makes a creature immune to the eaten one's aura of hopelessness for 24 hours.

Devour Stamina (Su): An eaten one can transfer its opponent's Constitution score to itself by dealing a killing blow with a claw attack. This acquired stamina is used for hit points, Fortitude saves and similar threats but lasts only 24 hours. If an eaten one devours the stamina of a new victim while still possessing the stamina of the previous one, or if the victim's Constitution score would lower the eaten one's ability below what it typically possesses, it uses the higher of the two scores.

Curative Transformation (Ex): A *remove curse* or *remove disease* spell, or a more powerful version of either, transforms an eaten one into a normal skeleton that can crawl with a speed of 10 feet. Neither spell restores any missing portions of the eaten one's body.

ON TELLENE

Eaten ones can be found wherever flesh-eating monsters and oozes roam. The caves of Giilia and the Krimppatu Mountains are whispered to contain such undead – bodies for former adventurers who were unable to crawl through narrow passages quickly enough to escape the fate of being partially devoured.

Some Kargi scholars claim that hobgoblins cannot become eaten ones, for not even an undead hobgoblin would be so dishonorable as to attack the weakest foe first. Plainly, they say, it would attack the healthiest foe first. Other Kargi speculate that the eaten ones might be restraining themselves by attacking the weaker enemies first, leaving the stronger foes ample time to dispatch the eaten one from its currently dishonorable existence.

Appendix II: Additional Rules

The following feats are from the Kingdoms of Kalamar Player's Guide

Awareness [General]: You are perceptive in combat.

Prerequisite: Dex 13+, Dodge, Lightning Reflexes

Benefit: You cannot be the target of a sneak attack from a flanking character. Only an attacker who catches you flatfooted (or if you are somehow otherwise unable to apply your Dex bonus to AC) may sneak attack you.

Fast Healer [General]: You are able to recover from damage quickly.

Prerequisite: Con 13+

Benefit: With normal rest (light, non-strenuous travel with no combat or spell casting) you regain 1.5 hit points times your character level. With complete bed rest you recover twice your level in hit points per day.

Fearless [General]: You never consider retreat or flight from battle.

Benefit: Effects that would result in being "panicked" are reduced to "frightened," "frightened" are reduced to "shaken." You ignore "shaken" effects.

Hammer and Anvil [General]: You and an ally work together well in combat.

Prerequisite: Both characters must have this feat to use it.

Benefit: When you both flank an opponent in melee combat the first of you to attack during the round gains a +4 bonus to attack rolls against the defender (instead of the normal+2). Your ally gains +2 to damage if she scores a hit.

Push [General]: Your forceful blows push opponents aside.

Prerequisite: Power Attack, Str 13+

Benefit: You knock your opponent back a 5-foot step, in addition to scoring normal damage, on a successful strike. Your opponent may make a Fortitude save at DC 10 to resist the push.

Resist Disease [General]: You have a natural resistance to diseases.

Benefit: You gain a +4 bonus on Fortitude saves against disease.

Resist Poison [General]: You have built up immunity to the effects of poisons by exposing yourself to controlled doses of them over time.

Benefit: You gain a +2 bonus on Fortitude saves against a certain poison (See Table 4-2: Poison making in the Kingdoms of Kalamar Player's Guide).

Special: You may gain this feat multiple times. Each time you take this feat you may stack it, or apply it to a new type of poison.

Module Note: The pirates who have taken this feat have chosen arsenic, which affects the plot and not the PCs.

Spell Dodge [General]: Your character is adept at avoiding magical and similar effects.

Benefit: Your character gains a +2 dodge bonus to Armor Class against ranged tough attacks.

Appendix III: Player Handouts