



Barriers of Mentality

Module 3 of the *Forbearance* plot

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

An Adventure for 1st- to 5th-Level Characters

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An old friend residing in Dethido calls on you to help run a few errands for her in Bet Rogala. The errands are a bit more involved than at first glance, especially when it involves meeting a few of Pekal's most elusive and unexpected criminals. What could be more stressful? Recovering a hidden item of immense magic? Probably so... An adventure for ATLS 1, 2, 3, 4 and 5.

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

Calculating Average Table Level (ATL)

LKoK uses ATL rather than APL in an effort to offer challenging modules without massacring smaller or imbalanced tables. What this means is that, to factor 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 module, 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 equals 2 tables of 6 not 3 tables of 4.

Module Notes

This module is part three of *The Forbearance* series for use in the Living™ Kingdoms of Kalamar campaign setting. It is designed for 4 to 6 characters ranging from 1st to 5th level. It is advised that PCs go through this module with a full party, as the challenges presented may overwhelm a small party of adventurers.

You, the judge (the authority figure of the table and the administrator of the adventure), need a copy of the *Dungeons & Dragons® 3rd Edition revised Player's Handbook* and *Dungeon Master's Guide* 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.

This module specifically deals with the growing threat of war with Tokis and the multi-layered games of intrigue played by the Pekalese nobility. Who can the PCs trust, if anyone, and what role should they play in Pekal's future?

Adventure Synopsis

ROUND 1

—**Introduction**—Through various means, Madam Brightstar asks the PCs to pick up some documents from Peer Steeltumbler involving the attempted assassination of her husband and some information for Duke Matikis.

—**Encounter 1**—Unlocking Secrets: The PCs make their way to Peer Steeltumbler's establishment called the Peer More Locks. Peer tells the PCs that they should speak to Captain Elk'Cih about such matters concerning the request of the Circllet of Su'Cleera. Peer reveals that he has been searching for months to find anything he can on the whereabouts of the Circllet of Su'Cleera and the only lead he has is a rumored bandit king named Captain Elk'Cih.

—**Encounter 2**—Subtle Slavers: On the way to the enigmatic Captain Elk'Cih, the PCs pass a wagon and its escorts on the road. These men are slavers who are illegally transporting slaves into Pekal. In actuality, they are slavers run by Baron Labeta. They can let them go or fight them.

—**Encounter 3**—Stronghold of Captain Elk'Cih: When the PCs make it to their destination, they find a rag tag group of brigands. At the helm, to their surprise, is Hick! When asked about his knowledge of the whereabouts of the Circllet of Su'Cleera, he says that he has something of use that the party may use, but first they must prove they are "worthy". When (if) the PCs prove their worthiness, he gives the PCs an ancient map to the Circllet of Su'Cleera and explains to them that he recently happened upon the map.

—**Encounter 4**—Seize Him: Should the PCs arrive in Bet Rogala in the morning, they are in time to see a contingent of Pekalese soldiers, headed by General Selemar, apprehending Duke Matikis. He is accused of being an illegal slaver, extorting local merchants and causing the economic ruin of the Eastern District. As he is dragged away, Duke Matikis implores the PCs to come see him in prison as the fate of Pekal rests on it...

ROUND 2

—**Encounter 1**—A Criminal's Plea: For a third time, Duke Matikis asks the PCs for their help--this time with him from behind prison bars. He tells the PCs that they still have no proof against Count Labeta and his traitorous actions. He tells them that there is one true way to tell if the Count is guilty of such crimes--the Ancient Circlet of Su'Cleera. He offers them each 75 victories for their help: 25 victories in advance and 50 victories for the successful return of the Ancient Circlet of Su'Cleera, with Kabarin as the one who provides the payment.

—**Encounter 2**—Illusions of Safety: After a few days of travel, the PCs follow the map that Captain Elk'Cih provided for them and miraculously it does indeed lead them to what can only be the Caverns of Fleeting Hope. It is when they enter into the middle of the tomb itself when they encounter their first traps. Shortly after, they come to a seemingly bottomless chasm that the PCs must overcome. Once this is done, the PCs come across some freshly killed mercenaries and a dark robed mage.

—**Encounter 3**—College of Deceit: Eventually, the PCs hear voices ahead of Kalamarans arguing over which way to go. This group of robed figures is the team sent from the College of Magic, specifically one of the masters. They lie to the PCs and tell them that they were attacked by those "thugs" back there and they reveal that they are searching for treasures, but nothing specific...of course, they are lying. The College of Magic folk offer to join the PCs, but attack them if the PCs seem to not believe them. If the PCs do believe them, they attack the PCs as soon as they begin traveling again.

—**Encounter 4**—Chamber of Truth: After their encounter with the wizards from the College of

Magic, the PCs enter a large cavern with forked pathways. On the pathway to the left, the PCs see what appears to be the Ancient Circlet of Su'Cleera attached to a pedestal. The second pathway leads to a large vaulted door with a pair of large obsidian constructs seeming to watch vigilantly over its entrance. If the PCs approach the golem, a voice whispers through the cavern warning that if they do not possess all the keys, they will be destroyed if they continue any further. When the pedestal is touched, the skeletons animate and proceed to attack the PCs.

—**Conclusion**—The PCs may now possess the Circlet of Su'Cleera. At this point they can return the item to Kabarin, keep it or leave it there. Depending on what the PCs do determines the outcome of the next module.

APPENDICES

Appendix I: Treasure Summary

Appendix II: Experience Point Summary

Appendix III: Heroes and Villains (ATL 1)

Appendix IV: Heroes and Villains (ATL 2)

Appendix V: Heroes and Villains (ATL 3)

Appendix VI: Heroes and Villains (ATL 4)

Appendix VII: Heroes and Villains (ATL 5)

Appendix VIII: NPC Personalities

Appendix IX: IC Knowledge of Bet Rogala

Player's Handout #1: This is the note that the PCs see hanging up around Bet Rogala.

BACKGROUND

In With Thine Eyes (Forbearance Module 1), Duke Larofin Matikis (Duke of the Lands of Nighson, Noble of the Lake District, Duke of the Principality of Pekal) previously hired the PCs to investigate the disappearance of Pekalese scouts and verify the existence of an amassed Tokite army on the southeastern border. It was discovered that groups of assassins and

mercenaries were hired to track down and kill any Pekalese scouts that attempted to find out about the army. Additionally, a mysterious dart was found near the body of Tremkal Softstep, but the wielder of this dart is still at large. One group of assassins was found to mysteriously possess a "Princely Map of Pekal", specifically the assassin called Halann. This map is only given to influential nobles and military leaders of the principality. When the PCs informed Duke Matikis of this information, he was deeply concerned and informed the PCs that he would be meeting with Prince Kafen soon to let him know of these developments. He also informed the PCs that he may be calling on their services again in the future.

In Reflections of the Shrouded Past

(Forbearance Module 2), Duke Matikis notified the PCs of a large party being held on a ferryboat on Lake Eb'Sobet off the coast of Bet Rogala in celebration of one of the noble's 250th birthday. He wished for the PCs to investigate three individuals that are attending, all of which were influential Pekalese military leaders who had access to the scout's patrol routes from *With Thine Eyes*. During the party, an assassination attempt is made on Colonel Nolan Brightstar's life, but he survived. This colonel made vocal statements in the past that a traitor is among the nobility and/or military. When the PCs arrived back, they were waylaid by members of the Guild of the Eel. This guild has no love for the principality of Pekal and has connections to the Blackfoot Society.

Discovering their lair, the PCs learn of the guild's involvement in misdirection and sabotage with some of their number hired for jobs in southeast Pekal, specifically Halann from *With Thine Eyes*. The next morning, Duke Matikis asks the PCs to investigate an outpost north of Bet Rogala that was burned to the ground. When they get to the outpost, they find General Kuwaki and his journal among the dead. In his journal, there are entries where he suspects Baron Labeta as part of a grand conspiracy against Pekal as well as his involvement with the Guild of the Eel. The PCs present Duke Larofin and Prince Kafen with the information they have found, the duke is indeed worried about this grave news and tells the PCs that he may have a task for them in the near future involving this information.

Barriers of Mentality is the third module in the series. The *Cavern of Fleeting Hope* was

the home to the elusive *Circllet of Su'Cleera* that was lost many centuries ago. It is rumored that the Cavern of Fleeting Hope was a large, lengthy natural cavern that was worked into a massive "vault" by a reclusive scholar. As an accomplished sorcerer and explorer, the man—whose name has been lost to time—was absolutely paranoid about protecting his belongings. No one knew him well enough to know what he had amassed in his many years of study and travel, but centuries ago he vanished. The only things left were rumors of items of great power locked away by him in obscure, scattered places throughout Tellene.

Many bands of brave souls have traveled to the Caverns of Fleeting Hope with the desire of retrieving its hidden treasures, but none have returned. In the past few weeks, rumors have surfaced that a group navigated the Caverns successfully, but failed to find the *Circllet of Su'Cleera*. The caverns are hidden deep within the northern reaches of the Wilderness District. Some of the local bandit groups have received word of the group's success and they now wait for unwary treasure-seekers to relieve them of their own treasure. One such group is *The Fable's Bite*, rumored to be led by a hulking mammoth of a man. These bandits are not the only people to hear of the rediscovery of the Caverns of Fleeting hope. A handsome price was paid by Professor Marius from the College of Magic to obtain one of the maps floating around...

In the meantime, Prince Kafen has asked Duke Matikis to turn over the diary of the murdered general, Morisato Kuwaki, discovered in *Reflections of the Shrouded Past*. Prince Kafen opens his own investigation into the occurrences in the Eastern District, specifically in regards to the *other* person that the General was referring to in his notes, the other one who was causing the Eastern District harm. Though Baron Labeta was investigated at great length, they did not discover anything incriminating. The investigation has now pointed to Duke Matikis, the longtime faithful servant of the Prince and Pekal, as being the culprit. Though pained to do so, the Prince calls for the apprehension of Duke Matikis for a number of crimes, treason among them.

Dethido

(Population: 1273) Nestled in the northwestern corner of the River District, Dethido is the seat of the district's government. Facing the Renador River, it is home to the Pekalese river merchant fleet and is the destination for much of the northern trade from nations such as Paru'Bor, Ek'Gakel and the independent city of Kalaleta.

Vithufatido

(Population: 1706) Vithufatido lies at a "crossroads" within the Wilderness District. Serving as a frequented rest stop along North Merchant Way, this is the last town before crossing the Paru'Bor border. It is a common argument whether Vithufatido belongs to the Wilderness District or the Eastern District. The people of Vithufatido simply don't care, as long as their peaceful way of life isn't impacted.

Para'Bor

Once ruled by Kalamar, like Pekal, Paru'Bor is currently ruled by Prince Ragil V. Life in Paru'Bor is very structured. All Paruvian cities are divided into districts based on social status. The Courts of Justice is the Paruvian national church and all people are instructed in the teachings of the Truthseekers at an early age. Many whisper that there are only three things in common with their Pekal neighbor: they are both ruled by a Prince, they both need each other for trade and they both hate Kalamar.

Tulisido

Tulisido is a small border town in Paru'Bor that has many trade routes into Pekal.

Calendar and Climate

It is the first days of Harvest and the temperature is 65° +1d8° Fahrenheit. The temperature drops 15 to 20 degrees at night. It has been raining for the past few days, rounding off a two month span where the rains were nearly overwhelming.

Veshemo (Tellene's largest moon) is leaving its new-moon phase and is becoming visible again. Deji fortune tellers in Independence Square claim that this is the time of the month when creatures from the dark

places escape their subterranean lairs. The large concern among most people is the reports of flooding in the various rural areas of the principality. Rains have been unceasing for the past two months.

Slavery in Pekal

Although accepted in varying degrees, slavery is legal across all of Tellene. This includes the Principality of Pekal. However, where slavery is a major source of income for kingdoms like Pel Brolenon, the principality shuns the practice and few in high society would admit to owning slaves.

Slavery and its implications to alignment is a debate that has taken place in role-playing circles for years and will continue to do so. The Living Kingdoms of Kalamar has the following stance. The institution of slavery as a whole is legal in every corner of Tellene. This includes the Principality of Pekal, where Elven morality has caused the practice to become shunned and unfashionable. Owning slaves is not illegal, though, and participating in the action does not infringe upon a lawfully aligned character.

However, slavery is morally wrong. Whether or not slavery is accepted, condoned or even promoted by a local or national government, the practice of slavery is still inherently evil. Owning slaves is most certainly an infringement against a good aligned character. Neutral characters may more frequently own slaves, but rarely practice in the selling or trading of such people. The institution is propagated and supported by the evil of the Overlord and those that have been corrupted by his will.

Owning slaves will **never** be an option for PCs in the Living Kingdoms of Kalamar. To attempt to do so not only results in failure but begins to move the PC's alignment one step closer to evil (this is especially true for good aligned characters).

The legality of slavery, which plays an issue in this module, is a tricky subject. Slavery is legal (taking prisoners of war, indentured servitude, etc) on Tellene. The practice of kidnapping victims to sell them into slavery is illegal in most civilized nations, including Pekal.

ROUND 1

INTRODUCTION

SUMMARY: Once the PCs get to Dethido, Madam Nolan Brightstar asks the PCs to pick up some documents from Sorva. She tells the PCs that Nolan Brightstar asked Peer Steeltumbler to find out any information regarding those who attempted to kill him on the ferry and to find out information regarding a request that was made by Duke Matikis, but Nolan was recently sent out east on assignment with his unit. She tells the PCs that her husband asked her to take care of this business in his absence. She says would go herself, but she says that she despises Peer Steeltumbler. When asked why, she simply says they have some marked differences of opinion that make interaction intolerable. Prying further, she reveals that Peer is a shameless dwarf who has made many advances towards her and does not dare tell her husband for fear of what her husband might do. Knowing of few others she could trust or depend on, she decided to seek out the PCs for their aid because she still believes that her husband's life is still in danger and time is very important.

DM NOTE: If the PCs have met Mrs. Brightstar in *Reflections of the Shrouded Past*, read the following:

Months have passed since the first murmurs of a large Tokis army has gathered at Pekal's eastern and southern border. Looks of grim acceptance are worn on the citizens of Pekal these days, understanding that this threat from their Tokis neighbor is not a 'usual' one. Though the rumors warn that this massing of Tokis troops far surpasses any ever seen, the people of Pekal continue to go about life as if there is not a concern in the world.

As you pass through the bustling streets of Bet Rogala and go about another day in the life of the seat of the Pekalese government, for whatever reason these days, you notice an odd posting that has been placed throughout the main thoroughfares. Normally, postings of every imaginable type can be encountered daily, whether it is an apprentice seeking his familiar, a merchant seeking mercenary escorts for his caravan or even as benign as a lad missing his dog. But this posting seems to written specifically for

a few certain individuals--individuals who would understand its meaning...

DM NOTE: Please pass out **Player Handout #1** to the players. If there are PCs that have not played in *Reflections of the Shrouded Past*, they can be brought to Mrs. Brightstar's plea by the following "hooks":

—*Grey Legion*—If the PCs received the Jade bauble from *Vanishing Concerns*, they are bumped into a beggar on the street. Later that day, they find a scratch sheet of parchment with a picture of the bauble. These are the words inscribed on the note:

You wish to be further tested for entry? Help the one whose cryptic posting has a "ring" to it...

Other Meta Organizations—If there are PCs that are members of other meta-organizations of Kalamar and have not played in *Reflections of the Shrouded Past*, their contact within their respective organization has asked them to do them a favor by helping out Mrs. Brightstar, who their organization is indebted to.

DM NOTE: Once the PCs discover that they are being sought by Mrs. Brightstar, they realize that she lives in Dethido. This takes approximately 3 days of travel. Let them make whatever preparations they wish. Read the following once you have gotten them to Dethido of the River District:

Faced with nothing more than sunny days and cooling breezes, the trip to Dethido goes relatively uneventful. Perhaps the only thing of note was the large amount of horseback couriers rapidly traversing the rough, unkept road that rested right on the Lake District and River district border. Not much in the way of large settlements, but plenty of small communities provided places of rest for weary travelers.

Reaching Dethido, finding the residence of the Brightstars was nothing more than taking a quick look around the shire of Dethido and spying the ring of small abodes surrounding the small town square that seems to be the 'seat of government'. As you traverse the cobble square, you hear soft humming coming from a garden there on the side of one of the cottages. There, you see the diminutive form of Madam Brightstar giving

meticulous care to a rose bush. After gently packing in the last of the sod around the large plant, she stands and gives it an approving stare. As you approach, she looks up at your band with a broad smile. Dusting her hands off, she greets you, "Hey there Honorable friends! Please, lets get out of this sun and I will whip you up some tea!"

DM NOTE: This is a halfling-sized house, so eventhough there are many rooms, they are all comparitively small with only a 6 foot ceiling. Have fun with the more stout characters that enter!

While Madam Brightstar fixes the PCs some hot tea, she begins to explain:

"Thank you so much for coming to see me. I am not quite as clever as my husband at making little subtle riddles and the like, but I thought you might get the idea from my posts. The reason I called you here is to ask you for a favor. Since you have done so much for my husband and me, I wanted to see if you could run an errand for us. You see, my husband would have done it himself, but he has recently been called away to the southern border of Pecal with his Slinger Unit. I would go myself, but I don't much care for Peer Steeltumbler.

In Bet Rogala, Peer has a little locksmithy that he works out of. He was supposed to get some information for Nolan about who was ultimately responsible for the attempt on his life on the ferry. Nolan was also asked to get some information for Duke Matikis on another matter, so my husband asked Peer to collect this as well. I was just gonna see if you could go to Bet Rogala, pick up those documents and bring them back to me. My husband left me some gold to take care of affairs. I would not ask you to do this for me without offering some gold for your efforts. I can pay each of ya 20 Victories (gp) when you come back with the information. I also have these potions of my husband's that I may give you.

Do you have any questions? Will you be able to help me?"

Although she won't pay until the PCs have finished the job, but she'll give them each a *potion of cure moderate wounds* as a sign of good faith.

Questions the PCs may ask her:

—*When was Colonel Brightstar called away?
"Just last week, a military courier brought him his orders from Prince Kefan. He was sent to the eastern border to help train more slinger units to reinforce the border there. He left four nights ago. I have no idea when he will be able to come back home."*

—*Why don't you like Peer Steeltumbler?
"Well, I would never tell my husband, but that shameless dwarf makes passes at me everytime he sees me. I think Nolan would kill him for sure if I told him, but Peer has provided a world of information for my husband. Other than being a dirty, rotten, perverted dwarf, he is one of the best locksmiths in all of Bet Rogala. Less known is that he has contacts everywhere with nearly all facets and organizations."*

—*What documents will we be picking up?
"You should get two pieces of information and I don't know in which form that information will come. One bit is about what other organizations were involved in trying to kill my husband. For Duke Matikis, Nolan was asked to get any information on the whereabouts of some object called the Circlet of Su'Cleera. Between us, I still think my husband's life is in danger--just my intuition."*

—*What is the Circlet of Su'Cleera?
"I have no earthly idea, but my husband seemed to take the Duke's request very seriously."*

—*Why do you trust us with this task?
"I don't think there is anyone else my husband would trust with this these days. After the attempt on his life, Nolan doesn't seem to put much trust in any military officer or noble. Since you saved my husband's life, that alone gives me reason to trust you."*

—*When do you need this information?
"I really don't know how long it will take or what difficulties you may encounter, so just as soon as you can manage it. Time is important, but so is your safety."*

—*Where can we find Peer Steeltumbler?
"Peer's establishment is called Peer More Locks. He took over the business from his*

father. The shop is in a shanty near the western wall of Bet Rogala, nestled near Wharf Town Way."

DM NOTE: If the PCs decide not to help Madam Brightstar, the PCs are still able to speak with Duke Matikis when they return to Bet Rogala. Skip to Encounter 4 in Round 1. However, they gain the *Disfavor of Colonel Nolan Brightstar*. If the PCs decide to help, read the following:

A broad smile comes to Madam Brightstar's cute face and she replies softly, "I knew I could count on all of you. From the bottom of my heart, I thank you and wish you well. Just bring me the information you get from Peer as soon as you can"

ENCOUNTER 1: Unlocking Secrets

SUMMARY: The PCs make their way to Peer Steeltumbler's establishment called the Peer More Locks. This little "hideaway" is located off the beaten path near Wharf Town Way and the western city walls. The PCs speak with him about some information that he may have on those who tried to kill Nolan, picking up the documents. Peer tells the PCs that they should speak to Captain Elk'Cih about such matters concerning the request of Duke Matikis. He reveals that he has been searching for months to find anything he can on the whereabouts of the Circler of Su'Cleera and the only lead he has is a rumored bandit king named Captain Elk'Cih. Peer offers to pay the PCs a handsome fee that if they happen to find Captain Elk'Cih and can deliver him some of his wares for business. He reveals that if the rumors are true about the Captain, he gives them something to take to him in return that reveals that it is truly he. If they go back to Madam Brightstar, she asks them to find out what they can from this Captain, fulfilling Duke Matikis' request and gives them a bargaining chip to use for the information. She tells them what she knows of Captain Elk'Cih, which involves a bloodthirsty man, standing almost eight feet tall with a nose to match and ask them to see if they can get information on the whereabouts of the Circler of Su'Cleera and bring it back to her.

Right where Madam Brightstar said it would be, you see the over-sized wooden placard in the shape of a large padlock down a thin

alley off of Wharf Town Way next to the west wall. Branded on the carved wood in bold black letters, etched in Low Kalamaran, are the words:

"Peer More Locks"

DM NOTE: There are no windows on the storefront of the establishment, just a large wooden door, banded in steel.

Opening the broad door wide, you hear a series of metal clicks and sliding bolts from the other side. You enter into a dimly lit room that twinkles like a starlit night with the glimmering of polished metal. Locks, bolts, manacles and latches of every conceivable size, shape and design hang displayed on all four walls of the cozy establishment. A stone counter at the far end faces you, settled in the middle of the room. A burly mountain dwarf deftly files down a spiraling shaft of metal above a tremendous door lock pieced out in front of him. His look of intense concentration fades to frustration as you make your way inside. With a forced smile, he rumbles, "Howdy! How can I help ye?"

DM NOTE: This is Peer Steeltumbler and his business attracts all sorts of customers, both scrupulous and otherwise. He is cordial to the PCs (as much as a dwarf can) and answer their inquiries with more than a passing interest. Peer is telling the truth through all the questioning, so a **Sense Motive check** (DC 13) reveals that he seems to be sincere in his statements.

—Do you have the documents that Madam Brightstar asked us to pick up for her? The dwarf's eyes seem to light up when Madam Brightstar is mentioned. With a silly grin, Peer answers, "Oooo... Madam Brightstar sent ya eh? I don't normally be likin' the halfling types, but that female is a fine creature indeedy--too bad she's married to dat Colonel. I be hearin' he got dispatched down south, so I reckon she be wantin' dem parchments that a few of my more 'obscure' customers provided. Why didn't she come herself?"

DM NOTE: Peer accepts whatever answer the PCs give him, unless they mention that she is "uncomfortable" around him. Then he responds flippantly.

"Bahhhh... she's justa flirtin', bein' coy and all. I think she wants me, but that pesky marriage thing got her all shy."

—Do you have the documents that Colonel Brightstar asked you to collect?

His eyes shift from left to right as if double-checking to ensure he is alone with you. In a conspiratory voice, he rumbles, "I done got da information dat da Colonel wanted on dem folks who tried ta send 'em to da fishies. I'll be gettin' dat fer ya now. As fer da Circlet, I been askin', bribin', beatin' and foragin' for anything on dat dere item and da only lead I got is dat Cap'n Elk'Ki done got his hands on a map to it."

Reaching under the counter, the dwarf bites his tongue in concentration. You hear some whizzing and clicking of metallic 'clicks' of his deft hands manipulating something unseen. His hand comes up from behind the counter a few moments later and produces a metal bound scroll case with an intricate lock to open the top. Peer slides it across the table to you and reminds you, "Again, this is just da information on dat dere ferry incident. Da Colonel got da key at his home. If he had that darlin' wife of his to do his busywork, she be havin' da key. You'll have to be goin' to da 'Cap'n' fer info on da where 'bouts o' da Circlet."

DM NOTE: With a successful **Knowledge (Pekal)** DC 18, they have heard of Captain Elk'cih. He is called a "Bandit King" due to his nefarious activities, said to stand over 8 feet tall and his bandit force plagues the Wilderness District.

—Who is Captain Elk'cih?

"Ye ain't ever heard of Cap'n Elk'Ki? WHERE YE FOLKS BEEN? He's da Bandit King of dat band of brigands out in da Wilderness District up North Merchant Way. If ye lookin' to find 'em, just start lookin' a few miles north of Vithufatido and their scouts will be findin' ya. Believe me, I know! Me younger broder was robbed by 'em many a moons back when. Hey, iffen ye decide to go find 'em, take a few of me locks wid ya to give to 'em. Just be lettin' 'em know who da locks are from as a gift and be tellin' 'em I be lookin' fer future business. If da rumors are true, he will be sendin' ya back a 'token' to

bring to me. Ye be bringin' it back to me, I'll be payin' ye handsomely. Don't be worryin', word has it dey don't be killin' folks and seem ta be an honorable lot--as far as bandits be goin'."

DM NOTE: PCs can buy Masterwork Manacles, Door Locks, Chest Locks and Padlocks at cost here. If a PC is discreet with Peer, he can also get Masterwork Lockpicks as well...

—How much will you pay us if we bring back this "token" from the Bandit King?

"Creatures o' business. I be likin' dat. Fer such a thing, I'll be gettin' ya 10 gold pieces ta each of ye."

DM NOTE: If they go back to Madam Brightstar, she asks them to find out what they can from this "Captain," fulfilling Duke Matikis' request. If asked what she knows about him, she tells them that she heard he was a large, bloodthirsty man with a huge honker of a nose that likes to eat little children. Should they decide to return with just the scroll from Peer and not attempt to find the information on the Circlet of Su'Cleera, she looks very disappointed and mumbles something about "not very heroic." The PCs earn the *Disfavor of Colonel Nolan Brightstar*. Again, the PCs are still able to see Duke Matikis in **Encounter 4**.

ENCOUNTER 2: Subtle Slavers

SUMMARY: On the way to the enigmatic Captain Elk'cih, the PCs pass a wagon and its escorts on the road. They hear the whimpers or/and see the forms of people in the back of the wagon. These men are slavers who are illegally transporting slaves into Pekal. They are "illegal" because the people were taken from their homes and were not legitimate slaves. They have been selling these "imported" slaves to a man near Bet Rogala for the past few months. This man's identity is unknown to the actual slavers, but he is known to pay quite graciously. The PCs have a chance to speak with these slavers. In actuality, they are slavers run by Baron Labeta. In the end, they can let them go or fight them.

Traveling along one of the best roads in the principality, parting the swaying grass proves itself to be quite the scenic

undertaking. High stalks of grass sway gently from the light northern breeze seeming to grant the land a distinct synchronized dance along North Merchant Way. Traffic along this barren stretch has been light and sporadic with only the occasional merchant cart drawn by oxen or the occasional lone rider streaking to some distant destination.

As the monotony of your trip just begins to take hold, you see a pair of large wagons, each drawn by a quartet of broad horses approaching in the distance. Rolling its way closer, you realize the wooden wagons are no ordinary transports, but essentially large cages on wheels. Inside these "cages" are close to twenty men, women and children packed together like bundles of tender. Soft crying can be heard from inside as these are obviously slaves of some sort considering their rags and the prevalent, fresh brand on each of the beings' forearms. A pair of large, bearded Kalamarans pilot each wagon while a burly hobgoblin rides on the back of each cage, seeming to keep the cage's occupants well in hand with a barbed whip. The first driver of the wagon gives you a toothy grin as you are about to pass them and says loudly, "Afternoon!" It is apparent that they do not intend to stop and parlay with your group—just another unique sight on one of Pekal's roadways...

DM NOTE: With a successful **Spot check** (DC 17), the PCs notice a crying woman leaning against the bars mouth **"We're not slaves!"**

Additionally, if anyone happens to have **Knowledge (Law)**: DC 12, they notice that the brand denotes slaves obtained from Tokis. If they got above a DC 16 on the check, they notice that the branding sigil is imperfect.

The PCs can attempt to parlay with the slavers, but the slavers do not stop their wagons regardless. The slavers leave it to one of the pilots of the front wagon to do the talking.

*If the PCs ask the following questions, he answers with the following:

—*Where are you taking these slaves?*
Bet Rogala. They will be auctioned off to select clients.

***Sense Motive:** DC 14 reveals that he seems to be telling the truth.

—*Where did these slaves come from?*

"These slaves were raised since birth to serve others, which of course is entirely legal in Pekal, as we all know. These slaves are from Tokis."

***Sense Motive:** DC 15 + ATL reveals that his words seem a bit shaky and he seems to be lying.

DM NOTE: If the PCs seem suspicious, the woman who mouthed to the PCs risks her life by screaming out, **"We aren't slaves! We were kidnapped!"**

Immediately, the hobgoblin jumps off the back of the wagon, jogs up to the side and deftly whips the woman through the bars—the "slaves" don't say another word.

The Kalamaran responds, **"Slaves will do anything to shirk their duty in this world. Travel well, we will be on our way."**

DM NOTE: At this point, the PCs can keep going or fight, but there is no more parlay. The slavers are done talking with them and are anxious to get to Bet Rogala. Should combat ensue, see **Appendix III: NPC Statistics**.

DM NOTE: If the PCs free the families during combat, the men of the slaves aid the PCs. Treat them as 1st Level Commoners (x 5). If the PCs free them, they explain that they were kidnapped from Vithufatido last week and are farmers, certainly not slaves (Any **Sense Motive** check over DC 10 + ATL reveals that they seem to be telling the truth). If the PCs allow them, they wish to take the wagons back home (a small hamlet 10 miles away). The PCs are thanked and they are asked what their names are. The families explain that such deeds should not go by unrecognized.

*Should the slavers be questioned:

—They sell the slaves to a distributor in Bet Rogala called Ba'kenda (Half-Hobgoblin).

—They do not know who Ba'kenda works for

—They refuse to cooperate in any way, especially if involving Ba'kenda. They tell the PCs that if Ba'kenda does not see all of them at their meeting point, he breaks the deal.

ENCOUNTER 3: Stronghold of Captain Elk'Cih

SUMMARY: When the PCs make it to their destination, they find a rag tag group of brigands, mainly composed of humans and a large contingent of half-orcs. At the helm, to their surprise, is Hickle (if they possess his wares)! Greeting the PCs, he immediately asks their business. Before Hickle helps them, he requests that they make an oath to keep his identity a secret. When asked about his knowledge of the whereabouts of the Circlet of Su'Cleera, he says that he has something of use that the party may use, but first they must prove they are "worthy". His test of "worthiness" is that the party must prove that they are not a common band of thugs and must prove they are "unique", possessing talents that normal thugs would not have. As an example, he introduces Grogka, who is a half-orc with a beautiful singing voice. When (if) the PCs prove their worthiness, he gives the PCs an ancient map to the Circlet of Su'Cleera and explain to him that he recently happened upon the map. He believes that this is not an original, so there may be more out there....

**If a PC proves himself to be "unique" in an extraordinary way, Hickle pull the PC aside in private and asks if he/she is interested in working for Hickle as an "information acquisitioner". This individual has the chance to be one of the 'Noses of the Bandit King'. Restriction: This character cannot be of Lawful alignment.*

Days after passing the slaving caravan and recently passing Vithufatido, you finally make your way along a light path winding north, as instructed. The forests here are almost jungle-like with their high branches, stringy vines, treacherous underbrush and varying grades of terrain.

DM NOTE: After reading this, have the PCs make **Spot checks** (DC 20). If the PCs make it, they notice about five forms to either side of the PCs hidden very well in the brush that seem to be watching them and notice a man standing out in the open some 90 feet away. If anyone uses the **Track** feat, they are easily able to tell that this path is used quite frequently.

Perhaps an hour has passed following the barely discernible path when you top the

next mound to spot a man dressed in green and brown leathers standing in front of you some ninety feet away. As you approach, he calls out as he bows before you, "Greetings travellers! I do hope your woodland stroll was enjoyable, but I am afraid it has come to an abrupt end. I must insist that we relieve you of some of the weight on your back, specifically your coinage and other valuables, considering the unforgiving humidity. If you do not resist, you will be allowed to be on your merry way. Should you resist, I cannot vouch for your safety--the archers surrounding you are quite deadly..."

DM NOTE: At this point, it is up to the PCs to convince the bandits that they are here on "business". The moment the name Circlet of Su'Cleera is mentioned, the bandits clam up. They insist that they throw down their weapons and the bandit asks that they be allowed to blindfold the PCs. He explains that if they wish to talk to Captain Elk'cih, it is the only way.

Should the PCs resist, this is a brutal fight and many PCs may die. See **Appendix III: NPC Statistics**.

If the PCs surrender their weapons and agree to be blindfolded, read the following:

After quickly removing your obvious weapons, the man comes up and gives each of you a black, silken cloth and says simply, "Apply the blindfolds snugly and we will be on our way."

Once you secure the silken cloth over your eyes, you hear the forest come to life as many footfalls emerge from the brush. You hear your weapons being collected and then you are gently pushed and maneuvered into a line. The silky voice calls out again, "Please reach out and place a hand on the individual in front of you. Binding you in rope would be a deathwish to all of you should we run into a critter that enjoys 'eating' humanoids. Lets be off shall we?"

DM NOTE: If the PCs make a successful **Survival check** (DC 17), they can tell that after two hours of travel that they are about 10 miles northwest of Vithufatido.

After two hours of traversing terrain that takes you up and down terrain constantly, it

is nearly impossible to know how far you have gone or where you are during the relatively quiet hike in the deep forest. Finally, you are stopped in your tracks and have your blindfolds untied, finding yourselves staring at a rapidly fading sun.

Before you spans a large complex of well crafted cabins, spread out amongst a sea of trees. The high branches serve as a canopy of leaf cover almost completely blocking out the last rays of daylight. Many ruggedly dressed men, even a few orcs, are milling about eyeing you with undisguised suspicion. Jivasta bows before you once again and says in his lilting voice, "You will have to forgive the precautions that must be made in order to ensure the longevity of our way of life. Word has been sent to the Captain that you have arrived and he will see you now. If you would follow me..."

DM NOTE: Feel free to describe the activities of the bandits around the characters as they pass through the small village. Sights such as a table of men playing cards, a pair knife fighting with a small audience cheering them on, the sounds of female cooing and giggling from within one of the cabins, etc are all common sights and sounds. It is a place of carefree decadence and infamy--ham it up.

You are brought to what seems to be the largest structure in the bandit village. This wooden structure is built right into the side of a large tree, some fifteen feet in diameter. As Jivasta opens the door to the dim interior, you immediately see the contingent of about ten hobgoblins, humans and half-orcs fanned out in front of you. From a side entrance, a large, looming shadow slowly spreads across the ground in front of you as it approaches. Jivasta announces, "My guests, I present to you Captain Elk'cih!"

Finally, the shadow gives way to the actual person. The eight foot tall giant turns out to not be a giant at all. In fact, it reveals itself as a small gnome, less than three feet tall adorned in black leathers. Completely bald with a neatly trimmed goatee of snowy white, he rubs it slowly it as if pondering your very fate. His big blue eyes regard you without expression and then finally says, "Well, well well... look what the day wrung out and dumped on our little cozy corner of paradise.

Greetings, Honorable souls. Ye seek the demon and the demon ye have found. How can Captain Elk'cih help you this day and why should we not gut you where you stand?"

DM NOTE: Make it clear to all the PCs that if they played in *With Thine Eyes* that this gnome is indeed Hickie, the silversmith they met selling his wares outside of Bet Rogala. If most of the PCs have played this module, read the following as well:

I see you folks are still up to no good, eh? Still doing 'good' deeds for dear old Matikis, are ye?

DM NOTE: If the PCs have any visible items on them that they bought from Hickie, they gain a +3 circumstance modifier to all Charisma-based skill checks while dealing with Hickie and the rest of the bandits. He also shamelessly complements them on their choice of silver item.

Here are list of questions that they may have for Hickie (Captain Elk'cih):

—*Are you really Captain Elk'cih?*

"Don't believe every rumor you hear. Not every account of the 'Bandit King' has me as an eight foot tall, bloodthirsty giant. Misdirection, subterfuge and misinformation have kept my organization out of trouble for many years. Am I truly Captain Elk'cih? I will let you determine that for yourself. In the meantime, you may call me 'Captain'..."

—*Why are you called the "Bandit King"?*

"Well, it depends on what you may define as a Bandit King. Most scholars will tell you that it is the leader of bandits with their own settlement and government. Most constables will tell you that it is a warlord that directs military-like action in their criminal activities. Most children will tell you that it is what they want to be when they grow up. No matter what anyone tells you, know the truth. The truth is that a Bandit King is all of those things and none of those things. Take that for what it is worth."

—*Will we be allowed to leave?*

"You are my guests for this evening. As guests, you will be watched and guarded during your stay. Naturally, you will be

blindfolded and led out tomorrow at first light...should you be 'well-behaved' guests."

—Do you know where the Circllet of Su'Cleera is?

"Ahhh...the Circllet of Su'Cleera--the supposed 'artifact of truth' that has eluded treasure-seekers for centuries. Did you know that recently, someone found an ancient map to its resting place? It just so happens that I have just recently obtained one of three copies. So, do I know where it is? I have a map of it, but I have yet to undertake an expedition to see if it is there or even exists. In fact, I do not intend on looking for such an item--such things are best left undisturbed, unless one has a deathwish. Nonetheless, I have a map to the Circllet and am willing to deal for it."

—Can we deal with you to get the map?

"When I heard that you were wanting to speak with me about the Circllet, I knew you would want to deal for it. However, even though I am a merchant by heart, obtaining this map is more than a trade to me. Because this map is unique in what it holds, I wish to see that that the buyers of it are unique as well. Therefore, in order for you to be able to buy this map from me, each of you must prove that you are not stereotypical. For example, if one of you is a wizard studying the arcane, winning a successful bout in arm wrestling against one of my men would make you unique. If you are a veteran warrior, then if you show that you are an accomplished poet as well, that will make you unique. If at least half of you prove you are 'unique', I will sell you the map."

DM NOTE: Hickle is serious about this offer and this is the only way the PCs are able to get a map from the bandits, unless they take it by force, but that is nearly impossible. Make the PCs roll for whatever they are doing. Here is a guideline to use:

<i>Standard activity difficulty:</i>	DC 15
<i>Extremely unique or inventive activity:</i>	DC 10
<i>PC met Hickle in With Thine Eyes</i>	+1
<i>PC bought something from Hickle</i>	+1
<i>PC wears what was purchased</i>	+1
<i>Player roleplays the activity well</i>	+1
<i>Ranks in a non-stereotypical skill</i>	+2
<i>PC seems excited about performing</i>	+1

<i>PC assists in an APPROPRIATE way</i>	+2
<i>PC is a Gnome</i>	+1
<i>PC is a Brigand</i>	+1

At least half the party must impress Hickle (make their DC) or he does not sell them the map...period.

Should the PCs fail, read the following:

Hickle forces a smile once all of you have completed your displays. In a sad voice, the gnome says simply, "Unfortunately, I do not see you as individuals, but as the stereotypes that I have come despise. You will be granted leave in the morning. Rivasta, show them to their quarters and see them out at first light."

*Once the PCs are shown out in the morning, they are still able to see Duke Matikis get apprehended in Bet Rogala should they return there.

If more than half of the PCs succeed in impressing Hickle, then read the following:

Hickle smiles broadly, as the last 'display' comes to an end. His small hands clap together loudly in appreciation and says, "Bravo, bravo, my unique guests. You have truly proven yourselves as your own person, not a scoop from the common mudpile. The map is yours for 100 gold pieces."

DM NOTE: If the PCs bargain for a lower price, they can get it for 85gp with a successful **Diplomacy check** (DC 13 + ATL).

**At this point, the PCs are taken out to middle of the settlement, given a "stump" to sit on by the fire and brought some venison, bread and ale. They are under constant watch by 5 guards and when they are done eating, they are escorted to a cabin to sleep in. They are the only ones in this cabin and it too is guarded all night.*

DM NOTE: In the morning, the PCs are woken up by Rivasta, blindfolded and escorted back by Rivasta and the eight archers to where they were first found.

From here, they may either go to Bet Rogala to return the token to Peer or to Madam Brightstar to return what they have found.

ENCOUNTER 4: Seize Him!

SUMMARY: When they arrive in Bet Rogala, they find a spectacle in the streets. They are just in time to see a contingent of Pekalese soldiers, headed by General Selemar, apprehending Duke Matikis. People boo him and pelt him with rotten vegetables as he passes. He is accused of being an illegal slaver, extorting local merchants and causing the economic ruin of the Eastern District. As he is dragged away, Duke Matikis implores the PCs to come see him in prison as the fate of Pekal rests on it...

**If the PCs return to Madam Brightstar...*

The PCs find her in her home. She thanks them heartily for retrieving the documents for her and for getting a hold of the map to the Circlet of Su'Cleera. She pays them each the 20 Victories she promised them and tells them that she will make sure her husband knows what a service they have done for them. She then asks the PCs if they will please deliver the map to Duke Matikis.

**If the PCs return to Peer Steeltumbler OR go deliver the map to Duke Matikis in Bet Rogala read the following:*

Amazingly, your multi-day trip back to Bet Rogala goes without any dangerous incident. The day that you see the gates of Bet Rogala, the sun is high and there is not a cloud in the sky. Farmers and merchants on the outskirts give their usual warm greeting to you as you make your way down to the northern gates. As you enter, you see a stream of people running towards the town center. Shouts echo across the thoroughfare from commoners. They scream such things as: "Burn the criminal!" "An Honorable has betrayed us!" "They have caught the traitor!"

As you round the next corner leading into the main square, the area is packed full of citizens, screaming and throwing rotten fruit and vegetables at someone being escorted through the streets. Their voices ring out with curses, hisses and boos as the procession makes its way through the city. Moving closer and try to make out what is going in, you see the proud figure of General Selemar with a scowl on his stony face, leading a contingent of Pekalese soldiers. In the middle of the armored guards is a tall figure bound in iron manacles, hand and

foot. He is walking on his own accord, with his head still high despite the rotten projectiles being thrown at him. His silver-lined gray breeches and tunic are soiled with splattered fruit, vegetables and you can only guess what else. The bound prisoner looks in your direction and you can easily recognize the aged, dirty face of Duke Lastofin Matikis. A saddened, hopeless expression crosses his sharp features as he stares towards you, but he still manages a grim nod. The crowd does not let up, now calling out "Death to the Duke" "Burn the Noble". The Duke's face turns back forward as if grimly accepting whatever is to become of him...

DM NOTE: The PCs are able to catch up to the procession and speak real quickly to either General Selemar or Duke Matikis...

**If they attempt to speak with Duke Matikis, read the following*

Pushing and prodding your way through the crowd, you finally make your way to the procession. By this time, the Duke is completely covered in foul smelling debris. As you get closer, you see Baron Labeta with a trio of his bodyguards around him. Turning to you as you approach, he sneers with a wicked grin, "You didn't actually believe that you, mere vagabonds, could make any sort of productive impact on Pekal, did you?"

DM NOTE: Baron Labeta laughs off any of the PCs' responses and makes his way from the crowd. The PCs can attempt to talk to Duke Matikis at this point, but he does not have much time before being roughly shoved by a guard behind him to continue the procession. Duke Matikis responds in kind with a look of hope at the sight of the PCs coming to talk to him and says as he is being shoved:

"Come see me at Gallow's Circle tomorrow morning. We must speak!"

**If the PCs approach General Selemar*

General Selemar turns to you, nods and says sternly, "I am sure your concern for Duke Matikis is great. Understand that he has been charged with Extortion, Destroying Property of the Crown and Treason. If you wish to speak with him, you may tomorrow morning.

He undergoes interrogation tonight. Now, if you will please excuse me...

DM NOTE: This concludes Round 1. If the PCs wish, you can give out experience for the first portion of the module and they may apply changes if they happen to "Level Up".

ROUND 2

ENCOUNTER 1: A Criminal's Plea

SUMMARY: For a third time, Duke Matikis asks the PCs for their help--this time with him from behind prison bars. The PCs notice that the Duke seems tired, ashamed, frustrated and angered all at once. Duke Larofin Matikis explains his story to the PCs, but does NOT reveal that he is a member of the Golden Alliance. As for why he asked them to visit him, he tells the PCs that they still have no proof against Count Labeta and his traitorous actions. Without proof, they have nothing, especially now that the Duke has been utterly discredited. He tells them that there is one true way to tell if the Count is guilty of such crimes--the Ancient Circler of Su'Cleera. When he discovers that the PCs have the map, he is now convinced that the only way to have ALL of the district nobles and the Prince agree to any accusation against a prestigious governing noble like Baron Labeta, such extreme measures are needed--and fast. He offers them each 75 victories for their help: 25 victories in advance and 50 victories for the successful return of the Ancient Circler of Su'Cleera, with Kabarin as the one who provides the payment and collects the Circler.

The grizzled guard points down the long corridor of prisoner cells on either side and says, "The Duke is being held in the first cell to your right. I will be right here if I am needed..."

DM NOTE: This encounter has a lot of information to give, so please make sure that you read this information beforehand to understand the possible answers to the PCs's questions.

Peering in the cell, you see the Duke sitting stoically on a simple wooden bench against the far wall. His silver hair is disheveled and

his gray robe has lost all semblance of finery and wealth due to the grime and filth covering it. An expression of relief crosses his dirty face as he sees you across the iron bars. His voice still carries the eloquence that you have been accustomed to, "I cannot tell you how relieved I am to see you and at the same time...ashamed. I wish I could offer more amenities to all of you, but such luxuries are far from my grasp it would seem."

DM NOTE: Duke Matikis is cordial and polite as he has always been to the PCs. Here is a list of possible questions the PCs may ask:

—*Why have you been arrested?*

With a heavy sigh, Duke Matikis looks up and meets each of you in the eyes. Shaking his head, he begins his tale, "I have been arrested for crimes of my youth. Most of the charges levied against me do indeed ring with the sound of truth. As a young noble, my mindset was quite different than it is today. Long story short, I was in the business of slaves, spices, extortion and many other unscrupulous activities to secure wealth and eventual political. These activities ceased for me a few years ago. As time brought wisdom and insight, I discovered my true love for Pekal and from that moment on, my efforts went to maintaining the principality I had fallen in love with. For the past five years, I have been faithful to Pekal and Prince Kefan.

Pausing, Duke Matikis seems reluctant to proceed, but seems to steel himself to continue, "There is more. Lately, I have been responsible for making life 'difficult' for the Eastern District. You see, my daughter lives there, married to a wealthy landowner. Know that I absolutely despise this man. He mistreats my daughter and has struck her in the face more than a few times. My daughter deserves better than that, but she does not see it that way. I only wanted what was best for her and I will admit that I was quite upset that she was so willing to leave my side to go so far into the Eastern District with her husband. He is bad for her and I desperately wish she would leave him. Because I loved my daughter and I wanted what is best for her, there are things that I did to make life difficult for her husband in hopes that she would see him for what he really is and

perhaps move back to Bet Rogala. Unfortunately, I underestimated my effectiveness and my actions brought near ruin to the Eastern District as a whole."

—Why did you do do this to your daughter's husband?

"It was my hope that she would see him as the cruel, greedy man that I know he is and I wanted her to come back to Bet Rogala, even stay with me if she so desired. She can do so much better than that malicious creature that is her husband."

—Did Baron Labeta have anything to do with this?

"Without a doubt Baron Labeta is one of the souls behind this. I thought I had left my past far behind me, but he is one who could certainly dig it up and bring it to Prince Kefan's attention. The timing of this proves to me that he must be involved."

—What will happen to you now?

"I am to remain here for the next few days until it is time for my trial before Prince Kefan. Odds are good that I will be convicted on all charges and punished accordingly."

—Why have you called us here?

"What happens to me now is not of consequence. My concern is ferreting out the true threat to Pekal, Baron Labeta. I have known him for many, many years and he is more greedy and deceitful than he ever was in the past. Now that my word carries no weight among those who govern Pekal, the Circllet of Su'Cleera is one of our last hopes for proving the Baron's guilt. I call you here to ask for your assistance one last time by retrieving the Circllet of Su'Cleera."

—Why should we help you get the Circllet of Su'Cleera?

"If Baron Labeta is allowed to continue to rot Pekal from within, we will fall to the invading forces of Tokis decidedly. Tens of thousands of people will die and I cannot allow that to happen. Because I am now out of Baron Labeta's way, he must be proven guilty by another means. If the Circllet of Su'Cleera is used against Baron Labeta, it should be proof enough of his treachery."

—What is the Circllet of Su'Cleera?

"The Circllet of Su'Cleera is an item of legend that has been lost for many years. I am not an arcane scholar, so I do not know the specifics. What I do know is that it is an item that can enable the bearer to discern truth from falsehood, even half-truths. The item's power is well known among the myths of mystical items within this Principality, but it has been lost for hundreds of years. There are also rumors that the Circllet of Su'Cleera has a purpose involving a select few other items of magic, but I have no idea what that purpose is or what those other items are--if such rumors carry any weight at all..."

—If we obtain the Circllet, who do we give it to?

"If you are successful and do obtain the Circllet of Su'Cleera, bring it to my manor and give it to Kabarin. He will also pay you for your services—75 Victories each."

—Can Kabarin be trusted?

"Kabarin is the most honorably being I have ever met. He has been my protector for over fifteen winters and has been a true friend. He can be trusted."

ENCOUNTER 2: Illusions of Safety

SUMMARY: After a few days of travel, the PCs follow the map that Captain Elk'Cih provided for them and miraculously it does indeed lead them to what can only be the Caverns of Fleeting Hope. After exploring through the spider web covered passageways and mysterious rooms, the tomb appears to be harmless. It is when they enter into the middle of the tomb itself when they encounter their first traps. Shortly after, they come to a seemingly bottomless chasm that the PCs must overcome. Once this is done, the PCs come across some freshly killed mercenaries and a dark robed mage.

DM NOTE: When the PCs leave Bet Rogala and begin their journey to Para'Bor, they have plenty of "downtime" on the road to do things they would like to do, as well as any RP interaction provided they are doing ok on time.

Putting Bet Rogala far behind you, the journey north towards distant Tulisido is both scenic and alarmingly peaceful. The spanning plateaus and sporadic patches of forest with the warming sun high above

makes your days of travel tolerable during the day. At night, the air grows cool and becomes downright freezing the further you make your way north.

DM NOTE: Allow the PCs to describe any precautions they are taking as far as watches, environment and travel.

The road north and its travellers prove to be fairly hospitable as you cross into the lands of Para'Bor some 5 days later. There are no elaborate wall fortifications or gatehouses separating the two principalities, merely a worn granite placard reading in Trader's Tongue:

Para'Bor

DM NOTE: It takes the PCs 2 days to get to Tulisido from the border to Paru'Bor. According to their Captain Elk'Cih's map, it should be another day's travel northwest to get to the Cavern of Fleeting Hope.

According to your map, the Cavern of Fleeting Hope lies due west of Tulisido. Making out twin canyons on the map through the blood droplets, you know that you are close. Your map calls for a stone path that leads to the bottom. After a few minutes of searching, you find the way. Following the treacherous, overgrown path that winds down to the bottom, you still have a hard time making out the canyon floor from the thick canopy of trees sheltering the ground. After an hour of negotiating the stone path, you reach the grassy floor.

DM NOTE: Those with the **Track** feat can make a **Survival check** (DC 12 + ATL). If they are successful, they can tell that two separate groups of human-sized tracks have passed here recently, within a day's time. Should the tracker make a check of DC 16 + ATL, he discovers that each group numbered five. One group is two days old and the other is probably about 6 hours. With a check of DC 20 + ATL, one of the tracks from the earlier group is limping.

Across the dense tree formations, you can see the shadowy entrance to a cave. As you get closer, it is apparent that it has been carved out by human hands. Etched skillfully into the stone are the ghastly visages of humans, both male and female, in poses of

terror and fear all the way around the entrance. Their faces are remarkably detailed and seem to be peering out, staring at you with undisguised horror...

***Knowledge (Architecture/Engineering)** DC 14

***Profession (Sculptor)** DC 10

—These carvings were indeed done by human hands in a style that is centuries old. Due to the detail of the facial features, it would be an accurate guess that the sculptor had a 'model' to work from...

DM NOTE: Refer to **Judge's Map #1** for a map of the *Cavern of Fleeting Hope* in the back of this module.

ENCOUNTER 3: College of Deceit

SUMMARY: As the PCs travel deeper and deeper within the caverns, they come to find that the caverns are not really a tomb at all, but a massive vault. Eventually, the PCs hear voices ahead of Kalamarans arguing over which way to go. They are dressed in the same dark robes as the dead wizard. This group of robed figures is the team sent from the College of Magic, specifically one of the masters. One of the higher placed Enchanters called Marius in the College of Magic has gotten wind of the rediscovery of the Caverns of Fleeting Hope and "happened" upon a copy of the map. This wizard is one of the instructors who wishes to follow the path of evil for power. He sends a group of his apprentices to obtain the Circlet at all costs, telling the apprentices that others seek the Circlet under false pretenses, but they actually seek it for greed. He appeals to his apprentices' sense of greed and promises magics should they succeed. They lie to the PCs and tell them that they were attacked by those "thugs" back there and they reveal that they are searching for treasures, but nothing specific...of course, they are lying. The College of Magic folk offer to join the PCs, but attack them if the PCs seem to not believe them. If the PCs do believe them, they attack the PCs as soon as they begin traveling again.

When the PCs reach #5 on the Caverns of Fleeting Hope map, read the following:

The monotony of empty rooms and dreadful silence comes to an end as you hear voices arguing in Low Kalamaran further up the corridor...

—**Listen check** (DC 15): The PCs can hear male voices in heated discussion arguing about which direction to go from here. There are three voices involved. If the PCs want to know what they are saying, make up a blame-filled discussion. Have fun!

DM NOTE: These are College of Magic apprentices sent by one of the Enchantment professors (Marius) to retrieve the Cirklet of Su'Cleera. Marius wishes to possess the item for himself. Due to the rumors of the dangers inherent to obtaining the object and to not raise suspicion for an absence from the college, he has ordered these apprentices to retrieve the Cirklet of Su'Cleera at all costs. He has gone further to tell them that anyone else who is trying to obtain the Cirklet of Su'Cleera has malicious intent and should be stopped at all costs.

The PCs have to go this way in order to reach the Chamber of Truth. Should they decide to parlay with the wizards:

In the middle of the intersection, there is a band of five robed figures: three male humans, a female human and a male elf. All of them wear dark blue robes and are decked out in travel gear. They have looks of surprise on their face as you are noticed and seem to tense up for combat, but do not attack. One of the human males speaks up in a raspy voice, "Greetings travellers! What a surprise to see others here! Are you also seeking the wealths of these caves? Would you like to join up, split the booty?"

***Sense Motive** (DC 16) gives the PCs that the robed figures seem nervous and scared. Their words ring with bits of veiled meaning and necessarily sincerity.

DM NOTE: The Apprentices do not attack the PCs here unless they believe that the PCs are on to them. If they have no reason to believe that the PCs are suspicious of them, they ask to travel with the PCs. They chat merrily while traveling, then turn on them as one, with intent to kill.

ENCOUNTER 4: Chamber of Truth

SUMMARY: After their encounter with the wizards from the College of Magic, the PCs enter a large cavern with forked pathways. On the pathway to the left, the PCs see what appears to be the Ancient Cirklet of Su'Cleera attached to a pedestal. There are skeletons of adventurers all around the pedestal. The second pathway leads to a large vaulted door with a large obsidian construct seeming to watch vigilantly over its entrance. Ancient writings warn of the evil magics within the vault with the Ancient Cirklet of Su'Cleera being one of the many keys to open the passage. If the PCs approach the golem, a voice whispers through the cavern warning that it senses that they do not possess all the keys. The whisper goes on to say that if they do not possess all the keys, they will be destroyed if they continue any further. When the pedestal with the Cirklet is touched, the skeletons animate and proceed to attack the PCs.

The worked passages span on for over an hour. Often, the grade slopes downward and the squared passageway winds its way through many angular turns and bends. Dark etchings continue to line the entirety of the granite passageways without pause...

DM NOTE: If a PC has Terran as a language, Read Magic or Decipher Script, they can tell that the writing on the walls tell a very long, detailed story. This story begins during a time when the Vast was at its infancy and seems to continue on until nearly a century ago.

DM NOTE: Dwarves, orcs or characters with any sort of Stoneworking skill is able to tell that the passageway must have taken centuries to build due to the worked stone being much more recent as you go deeper into the passageway.

Eventually, the seemingly endless corridor opens up into a large antechamber that forks into two passages. Slight illumination is granted by the large, blue patches of glowing fungi that grow sporadically throughout the chamber. The passageway on the left has an intricately carved statue of a woman dressed in a flowing robe standing defiantly right above the entrance. Her facade is etched to wear a facade of grim resolve and determination. The passageway to the right

leads into the stone wall with a tremendous steel door bound and closed, preventing entry beyond. A pair of hulking humanoid shapes flank either side of the vault-like door completely motionless. Their skin seems to gleam like polished, black steel...

LEFT PASSAGE: Upon further examination of the statue of the woman, she is wearing a circlet on her head. The passageway to the left continues on through the stone and curves around to the left.

A sickly green luminance can be seen in the distance. The passageway opens up to reveal another domed chamber, only this one significantly smaller. With seemingly no exits out of this chamber aside from the way you entered, there is a raised diocis with an iron pedastal in the middle. Sitting atop the pedastal is a simple, silvery circlet with glimmering, red ruby encrusted in the center.. Littered around the diocis are corpses and skeletons in various states of decomposition. Some of the bodies seem to be very fresh, perhaps even a day old. Aside from those corpses, the other bodies have long past and now remain only as haunting skeletons with remnants of armor and leathers adorning their bones.

DM NOTE: This area wrecks of evil magic. If *Detect Evil* is used, the entire area seems to radiate evil, but the Circlet does not appear to. There is permanent version of the *Desecrate* spell in effect here. The Circlet is strapped to the pedastal, so it has to be physically ripped from its "mount".

**When the PCs get within 15 feet of the Circlet, the zombies and skeletons animate and attack the PCs. See Appendix III: NPC Statistics*

RIGHT PASSAGE: Once the PCs get within 30 feet of the door, the two iron golems take a step forward, barring passage to the vaulted door. A disembodied voice speaks in a smooth, High Kalamaran voice:

"Greetings. You possess none of the keys. Any attempts to access the Vault of Remosa will be met with resistance."

DM NOTE: These are indeed iron golems. Any attempt to access the vault provokes the iron golems to attack the PCs. They have a chance to run, but if they attempt to fight, they certainly die. Should the PCs have the Circlet of Su'Cleera with them when they get within 30 feet, the voice says this instead:

"Greetings. You possess only one of the required keys. Any attempts to access the Vault of Remosa will be met with resistance."

CONCLUSION

SUMMARY: Kabarin collects the circlet and pays the PCs. He quickly excuses himself, saying he has much to do. He also promises that the Duke shall contact them regarding the trial—one way or another and asks for a way that he can contact the PCs.

Just as Duke Matikis said, Kabarin is there at his manor when you arrive. His angular face is stoic and expressionless. He asks simply, "Do you have the Circlet?"

If they have the Circlet and give it to Kabarin, he continues:

"Here is your reward, as promised. The Duke of Nighson also wishes for me to pass on to you that he will be in touch with you, in some form or another soon. He respectfully requests that you provide me with some way that he may contact you in the future."

A **Sense Motive** check (DC 15) reveals that he is telling the truth.

To Be Continued...

APPENDIX I: TREASURE SUMMARY

ROUND 1

INTRODUCTION

20 gp each from Madam Brightstar
Potion of cure moderate wounds x6 (175 gp each if sold)

ENCOUNTER 1

10gp each from Peer (if they bring him back a token from Captain Elk'cih)

ENCOUNTER 2

Longsword x6 (can be sold for 5 gp each)
Longbow x2 (can be sold for 20 gp each)
Studded Leather Armor x6 (can be sold for 10 gp each)
20 gp in loose coin

Total possible gold for Round 1 is 1830 gp

ROUND 2

ENCOUNTER 3

Scroll of Ray of Enfeeblement (can be sold for 25 gp)
Scroll of *Darkvision* (can be sold for 150 gp)
Wan of Serenity (500 gp if sold)
10 gp in loose coin

ENCOUNTER 4

Amulet of Scaborous Life (can be sold for 500 gp) [*Scab* spell effect from VDH]
Circlet of Su'Cleera (cannot be sold)
10 gp in loose coin

CONCLUSION

75 gp each from Kabarin

Total possible gold for Round 2 is 1645

Total possible gold for the adventure is 1975 gp

THESE REWARDS COME AT THE EXPENSE OF 20* DAY UNITS

This number is reduced to 17 if all the PCs ride mounts.

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

APPENDIX II: EXPERIENCE POINT SUMMARY

Round 1

Introduction: Accepting the job from Madam Brightstar	25 xp
Encounter 1: Finding out about Captain Elk'cih from Peer	25 xp
Encounter 2: Defeating the Slavers	25 xp
Encounter 2: Freeing the townpeople from illegal slaving	25 xp
Encounter 3: Meeting Captain Elk'cih	25 xp
Encounter 3: Succeeding in the "Trial"	25 xp
Encounter 3: Obtaining the map to the Circlet	50 xp
<i>*Discretionary Experience for Role Playing:</i>	0-200 xp

Total XP possible: 200 xp + a 200 xp role-playing bonus for **400 xp maximum**

Round 2

Encounter 1: Visiting Duke Matikis in prison	25 xp
Encounter 1: Accepting the job from Duke Matikis	25 xp
Encounter 2: Discovering the Cavern of Fleeting Hope	25 xp
Encounter 3: Defeating the Apprentices	25 xp
Encounter 4: Defeating the Skeletal Guardians	25 xp
Encounter 4: Obtaining the Circlet of Su'Cleera	50 xp
Conclusion: Bringing the Circlet to Kabarin	25 xp
<i>*Discretionary Experience for Role Playing:</i>	0-200 xp

Total XP possible: 200 xp plus a 200 xp role-playing bonus for **400 xp maximum**

Total Possible EXP for the entire module: 800 xp

APPENDIX III: NPC STATISTICS (ATL 1)

ROUND 1

ENCOUNTER 2: Slavers

—*Tactics*: One Brigand from each wagon jumps down and engages the PCs in melee, fighting in tandem with the respective hobgoblin on his wagon, flanking when the opportunity arises. The remaining Brigand on each wagon uses his longbow to harry any spell casters or PCs not engaged in melee from atop the wagon.

—Male Kalamaran Brigand 1st level x 4

CR 1; SZ Medium; HD 1d8+2; Hp 10; Init +2; Spd 25 ft; AC 15 (+2 Dex, +3 Studded Leather); At +2 Melee (1d8+3 Long Sword) or Ranged +3 (1d8 Longbow); AI NE; SV Fort +3, Ref +3, Wil+3; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 14; Skills and Feats: Bluff +6 (+10), Hide +5, Move Silently +5, Listen +4, Spot +4, Wilderness Lore +4, Point Blank Shot, Iron Will; SA Improved Bluff; Possessions: Longsword, Studded Leather, Longbow, 26 arrows, 5 gp

—Hobgoblin, Ranger 1st level x 2

CR 1; SZ Medium; HD 1d10+2; Hp 12; Init +3; Spd 30 ft; AC 16 (+3 Dex, +3 Studded Leather); At +1/+1 Melee (1d8+2 Longsword / 1d6+1 Shortsword) or Ranged +2 (1d2 Whip); AI NE; SV Fort +4, Ref +3, Wil+0; Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 10; Skills and Feats: Move Silently +4, Hide +4, Listen +4, Spot +4, Wilderness Lore +4; Feats: Tracking, Ambidexterity, Two Weapon Style, Exotic Weapon Proficiency: Whip; Possessions: Longsword, Shortsword, Studded Leather Armor, Whip, 5 gp

ENCOUNTER 3: The Bandit Patrol (same for all APLs)

—**DM NOTE**: If the PCs get into this combat, they more than likely have to run or they die. Give the PCs the opportunity to flee, seeing that this patrol is well trained, well organized and VERY good at what they do. Should the PCs resist or attack, the Rangers will try and spread their shots to hit each PC with one of the coated arrows. Obvious spellcasters will be fired at by more than one ranger with the coated arrows. After the initial coated arrow volley, the archers will use Rapid Fire and concentrate on the next spellcaster PC until he drops. They will then call a target and switch to the next PC closest to the archers. Jivasta will attempt to immediately slip in behind the archers and hide among the brush until a target presents itself. These bandits have worked together often and are quite deadly when engaged.

—Jivasta, High Elf Rogue 8th level

CR 8; SZ Medium; HD 8d6+8; Hp 42; Init +3; Spd 40 ft; AC 18 (+4 Dex, +4 Chainshirt); At +11/+5 Melee (1d6+2 Rapier); AL N; SV Fort +3, Ref +10, Wil+3; Str 14, Dex 18, Con 12, Int 12, Wis 12, Cha 14; Skills and Feats: Move Silently +15, Hide +15, Listen +12, Spot +12, Search +12, Wilderness Lore +6; Feats: Tracking, Weapon Finesse: Rapier, Weapon Focus: Rapier; Possessions: Rapier, Chainshirt, 10 gp

—Half-Elf, Ranger 6th level x 8

CR 6; SZ Medium; HD 6d10+12; Hp 52; Init +3; Spd 30 ft; AC 16 (+3 Dex, +3 Studded Leather); At +8/+3 Melee (1d8+3 Longsword / 1d6+1 Shortsword) or Ranged +10/+4 (1d8 +3 Mighty Longbow); AL N; SV Fort +4, Ref +3, Wil+0; Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 12; Skills and Feats: Move Silently +12, Hide +12, Listen +9, Spot +9, Wilderness Lore +9; Feats: Tracking, Rapid Shot, Manyshot, Point Blank Shot, Weapon Focus: Longbow; Possessions: Longsword, Mighty Longbow +2, 30 arrows, Chainshirt, 10 gp

*Each archer has two arrows coated with *Saadolos Extract (Injury 18 – unconsciousness/none)* See the KoKPHB for details.

ROUND 2

ENCOUNTER 3: College of Magic Apprentices

—*Tactics*: These apprentices will attack as one to try and catch the PCs by surprise, using their most powerful spells to incapacitate any noticeable spellcasters among the PCs

The wand of serenity carried by the sorcerer is a tool he is unable to use (the spell isn't on his list). He actually carries the item planning on selling it in Koreta. This item can be ignored during combat.

—Elven Sorcerer 2nd level

CR 2; SZ Medium; HD 2d4+2; Hp 9; Init +3; Spd 30 ft; AC 17 (+3 Dex, +4 *Mage Armor*); At +1/+1 Melee (1d6 Quarterstaff); AL NE; SV Fort +1, Ref +3, Wil+4; Str 10, Dex 16, Con 12, Int 12, Wis 12, Cha 16; Skills and Feats: Bluff +8, Concentration +6, Knowledge (Arcana) +6, Spellcraft +4; Feats: Combat Casting; Spells: 0 level (5): Detect Magic, Daze, Read Magic, Ray of Frost, Open; 1st level (3): Magic Missile, Mage Armor; Possessions: Wand of Serenity, 2gp, Toad Familiar

—Kalamaran Wizard 1st level x 4 (3 male/1 female)

CR 1; SZ Medium; HD 1d4+2; Hp 6; Init +3; Spd 30 ft; AC 16 (+2 Dex, +4 *Mage Armor*); At +0 Melee (1d6 Quarterstaff) or Ranged At +2 (1d8 Light Crossbow); AL N; SV Fort +2, Ref +2, Wil+4; Str 10, Dex 14, Con 14, Int 16, Wis 14, Cha 10; Skills and Feats: Concentration +6, Knowledge (Arcana) +7, Spellcraft +7, Knowledge (Religion) +7; Feats: Combat Casting, Silent Spell; Spells: 0 level: Daze x2, Ray of Frost x2; 1st level: Sleep
Possessions: Quarterstaff, Light Crossbow, 20 bolts, 2gp

ENCOUNTER 4: Undead Guardians

—*Tactics*: These creatures are ordered to lay still until a living creature gets within 5 feet and then destroy them. They will flank, charge and use other combat tactics in order to destroy the interlopers.

—Reliquis (see *Monsters of Tellene* for more details)

CR 1; SZ Medium; HD 3d12; Hp 19; Init +4; Spd 30 ft; AC 17 (+2 Natural, +5 bronze armor); At +2 (2d6+1 Greatsword); AL N; SV Fort +3, Ref +1, Wil+3; Str 12, Dex 10, Con -, Int -, Wis 10, Cha 11; Skills and Feats: Great Fortitude, Improved Initiative; Special Attacks/Qualities: Amethyst Gem Blast/ Damage reduction 5-bludgeoning, darkvision '60 ft, immunity to cold, +2 turn resistance, undead traits; Possessions: Rusty Greatsword, Rusted Bronze banded mail

**Amethyst Gem Blast* – Able to fire three simultaneous magic missiles once every 4 rounds at either a single target or multiple targets. The eyes are amethysts and glow a deep lavender during use.

APPENDIX IV: NPC STATISTICS (ATL 2)

ROUND 1

ENCOUNTER 2: Slavers

—*Tactics*: One Brigand from each wagon will jump down and engage the PCs in melee, fighting in tandem with the respective hobgoblin on his wagon, flanking when the opportunity arises. The remaining Brigand on each wagon will use his longbow to harry any spell casters or PCs not engaged in melee from atop the wagon.

—Male Kalamaran Brigand 2nd level x 3

CR 1; SZ Medium; HD 2d8+2; Hp 17; Init +2; Spd 25 ft; AC 15 (+2 Dex, +3 Studded Leather); At +3 Melee (1d8+3 Long Sword) or Ranged +3 (1d8 Longbow); AI NE; SV Fort +4, Ref +3, Wil+3; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 14; Skills and Feats: Bluff +7 (+11), Hide +6, Move Silently +6, Listen +4, Spot +4, Wilderness Lore +4, Point Blank Shot, Iron Will; SA Improved Bluff; Sneak Attack +1d6; Possessions: Longsword, Studded Leather, Longbow, 26 arrows, 5 gp

—Hobgoblin, Ranger 1st level x 2

CR 1; SZ Medium; HD 1d10+2; Hp 12; Init +3; Spd 30 ft; AC 16 (+3 Dex, +3 Studded Leather); At +1/+1 Melee (1d8+2 Longsword / 1d6+1 Shortsword) or Ranged +2 (1d2 Whip); AI NE; SV Fort +4, Ref +3, Wil+0; Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 10; Skills and Feats: Move Silently +4, Hide +4, Listen +4, Spot +4, Wilderness Lore +4; Feats: Tracking, Ambidexterity, Two Weapon Style, Exotic Weapon Proficiency: Whip; Possessions: Longsword, Shortsword, Studded Leather Armor, Whip, 5 gp

ENCOUNTER 3: The Bandit Patrol—(see ATL 1 entry)

ROUND 2

ENCOUNTER 3: College of Magic Apprentices

—*Tactics*: These apprentices will attack as one to try and catch the PCs by surprise, using their most powerful spells to incapacitate any noticeable spellcasters among the PCs

The wand of serenity carried by the sorcerer is a tool he is unable to use (the spell isn't on his list). He actually carries the item planning on selling it in Koreta. This item can be ignored during combat.

—Elven Sorcerer 3rd level

CR 2; SZ Medium; HD 3d4+3; Hp 19; Init +3; Spd 30 ft; AC 17 (+3 Dex, +4 *Mage Armor*); At +1/+1 Melee (1d6 Quarterstaff); AL NE; SV Fort +2, Ref +4, Wil+4; Str 10, Dex 16, Con 12, Int 12, Wis 12, Cha 16; Skills and Feats: Bluff +8, Concentration +6, Knowledge (Arcana) +6, Spellcraft +4; Feats: Combat Casting, Toughness; Spells: 0 level (6): Detect Magic, Daze, Read Magic, Ray of Frost, Open; 1st level (5): Magic Missile, Sleep, Mage Armor; Possessions: Wand of Serenity, 2gp, Toad Familiar

—Kalamaran Wizard 2nd level x 4 (3 male/1 female)

CR 2; SZ Medium; HD 3d4+3; Hp 19; Init +3; Spd 30 ft; AC 16 (+2 Dex, +4 *Mage Armor*); At +0 Melee (1d6 Quarterstaff) or Ranged At +2 (1d8 Light Crossbow); AL N; SV Fort +2, Ref +2, Wil+4; Str 10, Dex 14, Con 14, Int 16, Wis 14, Cha 10; Skills and Feats: Concentration +7, Knowledge (Arcana) +8, Spellcraft +8, Knowledge (Religion) +8; Feats: Combat Casting, Silent Spell; Spells: 0 level: Daze x2, Ray of Frost x2; 1st level: Sleep, Shield
Possessions: Quarterstaff, Light Crossbow, 20 bolts, 2gp

ENCOUNTER 4: Undead Guardians

—*Tactics*: These creatures are ordered to lay still until a living creature gets within 5 feet and then destroy them. They will flank, charge and use other combat tactics in order to destroy the interlopers.

—**Reliquis x 3** (see *Monsters of Tellene* for more details)

CR 1; SZ Medium; HD 3d12; Hp 19; Init +4; Spd 30 ft; AC 17 (+2 Natural, +5 bronze armor); At +2 (2d6+1 Greatsword); AL N; SV Fort +3, Ref +1, Wil+3; Str 12, Dex 10, Con -, Int -, Wis 10, Cha 11;

Skills and Feats: Great Fortitude, Improved Initiative; Special Attacks/Qualities: Amethyst Gem Blast/
Damage reduction 5-bludgeoning, darkvision '60 ft, immunity to cold, +2 turn resistance, undead traits;

Possessions: Rusty Greatsword, Rusted Bronze banded mail

**Amethyst Gem Blast* – Able to fire three simultaneous magic missiles once every 4 rounds at either a single target or multiple targets. The eyes are amethysts and glow a deep lavender during use.

APPENDIX V: NPC STATISTICS (ATL 3)

ROUND 1

ENCOUNTER 2: Slavers

—*Tactics*: One Brigand from each wagon will jump down and engage the PCs in melee, fighting in tandem with the respective hobgoblin on his wagon, flanking when the opportunity arises. The remaining Brigand on each wagon will use his longbow to harry any spell casters or PCs not engaged in melee from atop the wagon.

—Male Kalamaran Brigand 3rd level x 3

CR 2; SZ Medium; HD 3d8+6; Hp 24; Init +2; Spd 30 ft; AC 15 (+2 Dex, +3 Studded Leather; At +4 Melee (1d8+3 Long Sword) or Ranged +4 (1d8 Longbow); AL NE; SV Fort +4, Ref +4, Wil+4; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 14; Skills and Feats: Bluff +8 (+12), Hide +7, Move Silently +7, Listen +5, Spot +5, Wilderness Lore +4, Point Blank Shot, Precise Shot, Iron Will; SA Improved Bluff; Sneak Attack +1d6; Possessions: Longsword, Studded Leather, Longbow, 26 arrows, 5 gp

—Hobgoblin, Ranger 2nd level x 2

CR 1; SZ Medium; HD 2d10+4; Hp 20; Init +3; Spd 30 ft; AC 16 (+3 Dex, +3 Studded Leather); At +4 Melee (1d8+3 Longsword) or Ranged +2 (1d2 Whip); AL NE; SV Fort +3, Ref +3, Wil+0; Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 10; Skills and Feats: Move Silently +5, Hide +5, Listen +5, Spot +5, Wilderness Lore +4; Feats: Tracking, Exotic Weapon Proficiency: Whip; Possessions: Longsword, Shortsword, Studded Leather Armor, Whip, 5 gp

ENCOUNTER 3: The Bandit Patrol—(see ATL 1 entry)

ROUND 2

ENCOUNTER 3: College of Magic Apprentices

—*Tactics*: These apprentices will attack as one to try and catch the PCs by surprise, using their most powerful spells to incapacitate any noticeable spellcasters among the PCs

The wand of serenity carried by the sorcerer is a tool he is unable to use (the spell isn't on his list). He actually carries the item planning on selling it in Koreta. This item can be ignored during combat.

—Elven Sorcerer 4th level

CR 3; SZ Medium; HD 4d4+7; Hp 23; Init +3; Spd 30 ft; AC 17 (+3 Dex, +4 *Mage Armor*); At +2 Melee (1d6 Quarterstaff); AL NE; SV Fort +2, Ref +4, Wil+5; Str 10, Dex 16, Con 12, Int 12, Wis 12, Cha 17; Skills and Feats: Bluff +9, Concentration +8, Knowledge (Arcana) +6, Spellcraft +4; Feats: Combat Casting, Toughness; Spells: 0 level (6): Detect Magic, Daze, Read Magic, Ray of Frost, Open; 1st level (6): Magic Missile, Sleep, Mage Armor; 2nd level (3): Flaming Sphere; Possessions: *Wand of Serenity*, 2gp, Toad Familiar

—Kalamaran Wizard 3rd level x 4 (3 male/1 female)

CR 2; SZ Medium; HD 3d4+6; Hp 19; Init +3; Spd 30 ft; AC 16 (+2 Dex, +4 *Mage Armor*); At +0 Melee (1d6 Quarterstaff) or Ranged At +2 (1d8 Light Crossbow); AL N; SV Fort +3, Ref +3, Wil+4; Str 10, Dex 14, Con 14, Int 16, Wis 14, Cha 10; Skills and Feats: Concentration +12, Knowledge (Arcana) +9, Spellcraft +9, Knowledge (Religion) +9; Feats: Combat Casting, Toughness, Silent Spell; Spells: 0 level: Daze x2, Ray of Frost x2; 1st level: Sleep, Shield; 2nd level: Melf's Acid Arrow
Possessions: Quarterstaff, Light Crossbow, 20 bolts, 2gp

ENCOUNTER 4: Undead Guardians

—*Tactics*: These creatures are ordered to lay still until a living creature gets within 5 feet and then destroy them. They will flank, charge and use other combat tactics in order to destroy the interlopers.

—**Reliquis x 4** (see *Monsters of Tellene* for more details)

CR 1; SZ Medium; HD 3d12; Hp 19; Init +4; Spd 30 ft; AC 17 (+2 Natural, +5 bronze armor); At +2 (2d6+1 Greatsword); AL N; SV Fort +3, Ref +1, Wil+3; Str 12, Dex 10, Con -, Int -, Wis 10, Cha 11; Skills and Feats: Great Fortitude, Improved Initiative; Special Attacks/Qualities: Amethyst Gem Blast/ Damage reduction 5-bludgeoning, darkvision '60 ft, immunity to cold, +2 turn resistance, undead traits; Possessions: Rusty Greatsword, Rusted Bronze banded mail

**Amethyst Gem Blast* – Able to fire three simultaneous magic missiles once every 4 rounds at either a single target or multiple targets. The eyes are amethysts and glow a deep lavender during use.

APPENDIX VI: NPC STATISTICS (ATL 4)

ROUND 1

ENCOUNTER 2: Slavers

—*Tactics*: One Brigand from each wagon will jump down and engage the PCs in melee, fighting in tandem with the respective hobgoblin on his wagon, flanking when the opportunity arises. The remaining Brigand on each wagon will use his longbow to harry any spell casters or PCs not engaged in melee from atop the wagon.

—Male Kalamaran Brigand 3rd level x 3

CR 1; SZ Medium; HD 3d8+6; Hp 24; Init +2; Spd 30 ft; AC 16 (+2 Dex, +4 Chainshirt); At +4 Melee (1d8+3 Long Sword) or Ranged +4 (1d8 Longbow); AL NE; SV Fort +4, Ref +5, Wil+4; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 14; Skills and Feats: Bluff +8 (+12), Hide +7, Move Silently +7, Listen +6, Spot +6, Wilderness Lore +4, Point Blank Shot, Precise Shot, Iron Will; SA Improved Bluff; Sneak Attack +1d6, Evasion, Eyes of Fury; Possessions: Longsword, Studded Leather, Longbow, 26 arrows, 5 gp

—Hobgoblin, Ranger 3rd level x 2

CR 1; SZ Medium; HD 3d10+6; Hp 31; Init +3; Spd 30 ft; AC 17 (+3 Dex, +4 Chainshirt); At +3/+3 Melee (1d8+2 Longsword / 1d6+1 Shortsword) or Ranged +4 (1d2 Whip); AL NE; SV Fort +5, Ref +4, Wil+1; Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 10; Skills and Feats: Move Silently +6, Hide +6, Listen +6, Spot +6, Wilderness Lore +6; Feats: Tracking, Toughness, Two Weapon Fighting, Exotic Weapon Proficiency: Whip; Possessions: Longsword, Shortsword, Studded Leather Armor, Whip, 5 gp

ENCOUNTER 3: The Bandit Patrol – (see ATL 1 entry)

ROUND 2

ENCOUNTER 3: College of Magic Apprentices

—*Tactics*: These apprentices will attack as one to try and catch the PCs by surprise, using their most powerful spells to incapacitate any noticeable spellcasters among the PCs

The wand of serenity carried by the sorcerer is a tool he is unable to use (the spell isn't on his list). He actually carries the item planning on selling it in Koreta. This item can be ignored during combat.

—Elven Sorcerer 5th level

CR 4; SZ Medium; HD 5d4+8; Hp 26; Init +3; Spd 30 ft; AC 17 (+3 Dex, +4 *Mage Armor*); At +2 Melee (1d6 Quarterstaff); AL NE; SV Fort +2, Ref +4, Wil+4; Str 10, Dex 16, Con 12, Int 12, Wis 12, Cha 17; Skills and Feats: Bluff +11, Concentration +9, Knowledge (Arcana) +9, Spellcraft +9; Feats: Combat Casting, Toughness; Spells: 0 level: Detect Magic, Daze, Read Magic, Ray of Frost, Open; 1st level: Magic Missile, Sleep, Mage Armor; 2nd level: Flaming Sphere, Scare Possessions: *Wand of Serenity*, 2gp, Toad Familiar

—Kalamaran Wizard 3rd level x 4 (3 male/1 female)

CR 2; SZ Medium; HD 3d4+6; Hp 19; Init +3; Spd 30 ft; AC 16 (+2 Dex, +4 *Mage Armor*); At +0 Melee (1d6 Quarterstaff) or Ranged At +2 (1d8 Light Crossbow); AL N; SV Fort +3, Ref +3, Wil+4; Str 10, Dex 14, Con 14, Int 16, Wis 14, Cha 10; Skills and Feats: Concentration +12, Knowledge (Arcana) +9, Spellcraft +9, Knowledge (Religion) +9; Feats: Combat Casting, Toughness, Silent Spell; Spells: 0 level: Daze x2, Ray of Frost x2; 1st level: Sleep, Shield; 2nd level: Melf's Acid Arrow Possessions: Quarterstaff, Light Crossbow, 20 bolts, 2gp

ENCOUNTER 4: Undead Guardians

—*Tactics*: These creatures are ordered to lay still until a living creature gets within 5 feet and then destroy them. They will flank, charge and use other combat tactics in order to destroy the interlopers.

—**Reliquis x 2** (see *Monsters of Tellene* for more details)

CR 2; SZ Medium; HD 3d12; Hp 19; Init +4; Spd 30 ft; AC 17 (+2 Natural, +5 bronze armor); At +2 (2d6+1 Greatsword); AL N; SV Fort +3, Ref +1, Wil+3; Str 12, Dex 10, Con -, Int -, Wis 10, Cha 11;

Skills and Feats: Great Fortitude, Improved Initiative; Special Attacks/Qualities: Amethyst Gem Blast/ Damage reduction 5-bludgeoning, darkvision '60 ft, immunity to cold, +2 turn resistance, undead traits;

Possessions: Rusty Greatsword, Rusted Bronze banded mail

**Amethyst Gem Blast* – Able to fire three simultaneous magic missiles once every 4 rounds at either a single target or multiple targets. The eyes are amethysts and glow a deep lavender during use.

—**Skarrnid Swordwraith x 2** (see *The Monsters of Tellene* for more details)

CR 5; SZ Medium; HD 5d12; Hp 32; Init +5; Spd 30 ft; AC 18 (+1 Dex, +2 large metal shield, +5 breastplate); At +5 (1d8+3 Longsword) or Ranged +3 (1d10 Heavy crossbow); AL LE; SV Fort +1, Ref +2, Wil+5; Str 17, Dex 13, Con -, Int 10, Wis 12, Cha 8; Skills and Feats: Hide +5, Intimidate +7, Listen +6, Search +5, Sense Motive +4, Spot +7, Survival +1 (+3 when following tracks), Blindfight, Improved Initiative; Special Attacks/Qualities: Strength Damage/ Incorporeal jaunt, darkvision '60 ft, summon iad, +2 turn resistance, undead traits, vulnerable to daylight; Possessions: Rusty Longsword, Splintered heavy crossbow, rusty breastplate, corroded large shield)

**Strength Drain (Su)* – Living creatures struck by a swordwraith's melee weapon must succeed at a Fortitude save (DC 14) or suffer 1 point of temporary Strength drain

**Incorporeal jaunt (Su)* – Able to shift from solidity to an incorporeal state as a free action, and shift back again as a move. When incorporeal, the swordwraith can only be harmed by magic, other incorporeal creatures or +1 or better magic weapons. When incorporeal, there is a 50% chance to ignore damage from any corporeal source, it can pass through objects at will, its own attacks move through armor and it always moves silently.

**Summon Aid(Su)* – When badly hurt (at half hit points), a swordwraith can let out a loud, mournful wail that alerts all other swordwraiths within 60 feet to come to its aid.

**Unnatural Aura (Su)* – animals can sense swordwraiths presence within 30 feet and do not willingly approach any closer. If forced, they become panicked until either they or the swordwraiths move out of that range.

**Vulnerability to Daylight (Ex)* – Swordwraiths are powerless in natural (not magical) sunlight and flee from it unless somehow restrained.

APPENDIX VII: NPC STATISTICS (ATL 5)

ROUND 1

ENCOUNTER 2: Slavers

—*Tactics*: One Brigand from each wagon will jump down and engage the PCs in melee, fighting in tandem with the respective hobgoblin on his wagon, flanking when the opportunity arises. The remaining Brigand on each wagon will use his longbow to harry any spell casters or PCs not engaged in melee from atop the wagon.

—Male Kalamaran Brigand 5th level x 3

CR 5; SZ Medium; HD 5d8+8; Hp 36; Init +2; Spd 25 ft; AC 16 (+2 Dex, +4 Chainshirt; At +6 Melee (1d8+3 Long Sword) or Ranged +6 (1d8 Longbow); AL NE; SV Fort +5, Ref +4, Wil+4; Str 15, Dex 14, Con 14, Int 12, Wis 12, Cha 14; Skills and Feats: Bluff +11 (+15), Hide +10, Move Silently +10, Listen +9, Spot +9, Wilderness Lore +4; Point Blank Shot, Precise Shot, Iron Will; SA Improved Bluff; Sneak Attack +2d6, Evasion, Eyes of Fury, Uncanny Dodge; Possessions: Longsword, Studded Leather, Longbow, 26 arrows, 5 gp

—Hobgoblin, Ranger 4th level x 2

CR 4; SZ Medium; HD 4d10+8; Hp 34; Init +3; Spd 30 ft; AC 17 (+3 Dex, +4 Chainshirt); At +4/+4 Melee (1d8+2 Longsword / 1d6+1 Shortsword) or Ranged +7 (1d2 Whip); AL NE; SV Fort +6, Ref +7, Wil+1; Str 15, Dex 16, Con 14, Int 12, Wis 10, Cha 10; Skills and Feats: Move Silently +10, Hide +10, Listen +7, Spot +7, Wilderness Lore +7; Feats: Tracking, Two Weapon Fighting, Exotic Weapon Proficiency: Whip; Possessions: Longsword, Shortsword, Studded Leather Armor, Whip, 5 gp

ENCOUNTER 3: The Bandit Patrol – (see ATL 1 entry)

ROUND 2

ENCOUNTER 3: College of Magic Apprentices

—*Tactics*: These apprentices will attack as one to try and catch the PCs by surprise, using their most powerful spells to incapacitate any noticeable spellcasters among the PCs

The wand of serenity carried by the sorcerer is a tool he is unable to use (the spell isn't on his list). He actually carries the item planning on selling it in Koreta. This item can be ignored during combat.

—Elven Sorcerer 5th level

CR 5; SZ Medium; HD 5d4+8; Hp 26; Init +3; Spd 30 ft; AC 17 (+3 Dex, +4 *Mage Armor*); At +2 Melee (1d6 Quarterstaff); AL NE; SV Fort +2, Ref +4, Wil+4; Str 10, Dex 16, Con 12, Int 12, Wis 12, Cha 17; Skills and Feats: Bluff +11, Concentration +13, Knowledge (Arcana) +9, Spellcraft +9; Feats: Combat Casting, Toughness; Spells: 0 level: Detect Magic, Daze, Read Magic, Ray of Frost, Open; 1st level: Magic Missile, Sleep, Mage Armor; 2nd level: Flaming Sphere, Scare Possessions: *Wand of Serenity*, 2gp, Toad Familiar

—Kalamaran Wizard 4th level x 4 (3 male/1 female)

CR 4; SZ Medium; HD 4d4+11; Hp 27; Init +3; Spd 30 ft; AC 16 (+2 Dex, +4 *Mage Armor*); At +0 Melee (1d6 Quarterstaff) or Ranged At +2 (1d8 Light Crossbow); AL N; SV Fort +2, Ref +2, Wil+4; Str 10, Dex 14, Con 14, Int 17, Wis 14, Cha 10; Skills and Feats: Concentration +9, Knowledge (Arcana) +10, Spellcraft +10, Knowledge (Religion) +10; Feats: Combat Casting, Silent Spell, Toughness; Spells: 0 level: Daze x2, Ray of Frost x2; 1st level: Sleep, Shield, Magic Missile; 2nd: Scorching Ray, Mirror Image Possessions: Quarterstaff, Light Crossbow, 20 bolts, 5gp

ENCOUNTER 4: Undead Guardians

—*Tactics*: These creatures are ordered to lay still until a living creature gets within 5 feet and then destroy them. They will flank, charge and use other combat tactics in order to destroy the interlopers.

—**Skarrnid Swordwraith x 4** (see *The Monsters of Tellene* for more details)

CR 5; SZ Medium; HD 5d12; Hp 32; Init +5; Spd 30 ft; AC 18 (+1 Dex, +2 large metal shield, +5 breastplate); At +5 (1d8+3 Longsword) or Ranged +3 (1d10 Heavy crossbow); AL LE; SV Fort +1, Ref +2, Will+5; Str 17, Dex 13, Con -, Int 10, Wis 12, Cha 8; Skills and Feats: Hide +5, Intimidate +7, Listen +6, Search +5, Sense Motive +4, Spot +7, Survival +1 (+3 when following tracks), Blindfight, Improved Initiative; Special Attacks/Qualities: Strength Damage/ Incorporeal jaunt, darkvision '60 ft, summon iad, +2 turn resistance, undead traits, vulnerable to daylight; Possessions: Rusty Longsword, Splintered heavy crossbow, rusty breastplate, corroded large shield)

**Strength Drain (Su)* – Living creatures struck by a swordwraith's melee weapon must succeed at a Fortitude save (DC 14) or suffer 1 point of temporary Strength drain

**Incorporeal jaunt (Su)* – Able to shift from solidity to an incorporeal state as a free action, and shift back again as a move. When incorporeal, the swordwraith can only be harmed by magic, other incorporeal creatures or +1 or better magic weapons. When incorporeal, there is a 50% chance to ignore damage from any corporeal source, it can pass through objects at will, its own attacks move through armor and it always moves silently.

**Summon Aid (Su)* – When badly hurt (at half hit points), a swordwraith can let out a loud, mournful wail that alerts all other swordwraiths within 60 feet to come to its aid.

**Unnatural Aura (Su)* – animals can sense swordwraiths presence within 30 feet and do not willingly approach any closer. If forced, they become panicked until either they or the swordwraiths move out of that range.

**Vulnerability to Daylight (Ex)* – Swordwraiths are powerless in natural (not magical) sunlight and flee from it unless somehow restrained.

APPENDIX VIII: NPC PERSONALITIES

Madam Nolan Brightstar

This soft-spoken halfling is the wife of Colonel Nolan Brightstar. She is a very intelligent lady who always manages Nolan's affairs while he is gone. She loves her husband dearly and understands the time he has to spend away from her in order to make Pekal the principality that they love so.

*Roleplaying Tips—She is friendly, courteous and hospitable at all times. She has great admiration for the PCs, especially if they were involved in saving her husband.

Peer Steeltumbler

A seemingly pleasant dwarf who now runs his father's locksmithy, Peer More Locks. Peer has taken his father's rather small business and expanded its operations to cater to more than just its regular customers. After a few discreet meetings, Peer is now also a source form information on how to get hard to find items. The dwarf does quite well for himself, but you would not be able to tell such by his working garb and lack of gaudy trappings.

*Roleplaying Tips—Peer is your typical, gruff dwarf who gets straight to the point, but can quickly put on a semblance of pleantry and cunning. He is a businessman through and through with the only sign of a braod smile being the mention of Madam Brightstar. Eventough he will emphatically deny it, he has a crush on her.

Captain Elk'cih (aka Hickie)

He is a pleasant, kind traveling merchant, who seems naive. In actuality, this little gnome is quite the effective information gatherer. In fact, he knows exactly who the PCs are and that it was no 'chance' meeting. More will be revealed in later modules.

*Roleplaying Tips – Hickie appears to be blunt and to the point. He would argue with a stump just to prove he was right. He takes great pride in his wares and does not hesitate to let the PCs know 'what a bargain they are getting' for his asking prices. If the PCs have not heard of him, he will seem shocked. He is a shrewd merchant and negotiator, but his voice is a bit nasal and "nerdy"...

*AI N; STR 12, DEX 16, CON 14, INT 14, WIS 10, CHA 13; Hp 45

Duke Larofin Matikis

He is primarily responsible for the Lake District, which includes the northern shores of Lake Eb'Sobet from Fort Renthar, along the western shores to the Udo Bog. The district government is in the small town of B'Fagido, which oddly enough is not on the lakeshore. The Duke is among a small circle of nobles who assists Prince Kafen in the ruling of Pekal. Duke Matikis is known to be a bit eccentric and unorthodox, yet fair and honorable in his dealings. He has a shrouded past, but his noble heart is undeniable. The last few years have not been kind to Duke Matikis. His wife died from a rare disease just over two years ago. His only remaining family is his twenty year-old daughter who resides in the Eastern District married to a farmer there. His respect for Prince Kafen is immense and he supports him in almost everything. It is Duke Matikis who personally negotiated with the Stone Dwarves in order to allow them to settle Nebago in Udo Bog. Rumor has it that Lord Matikis was an adventurer when he was much younger. They say that in his a Stone Dwarf saved his life many adventures during this point in his life, more than once. Anytime it has been addressed, the Duke deftly avoids giving direct answers...

*Roleplaying Tips—Duke Larofin Matikis is a kind, elderly man who longs to be young again. As the decades have passed, he has decided to 'make a difference' not with a sword, but with policy and understanding. He is a kind and sincere man, but perhaps a bit eccentric. The Duke carries himself humbly, yet with confidence. His eyes are kind, but firm. His voice is aged, but strong. He will always make eye contact and treat each individual as an individual. Insults cast in his direction are taken in stride, addressed with kindness and manners. He is questioning in all things having to do with politics, but he is unshakably confident in the competence of Prince Kafen. However, he trusts no other nobles in Pekal besides himself and his Prince, however he would never reveal such. He is quick to compliment others and slow to anger. A kind smile is seen much more often than a frown of any sort, although as of late he has been doing an awful lot of frowning. There is perhaps more to this enigmatic individual, but such will not be revealed until later...

*AI CG; STR 12, DEX 14, CON 12, INT 14, WIS 12, CHA 16; Hp 42

Kabarin

He is a dutiful Deji whose sole purpose is to protect Duke Matikis. He has been his bodyguard for several years and has indeed foiled a couple of attacks against the Duke while traveling. He also commands the house guard in times of crisis. The rest of the Matikis Manor Guards have also been serving for some time and are quite loyal to the Duke, not to mention they are paid quite well...

*Roleplaying Tips – Kabarin is grim and no nonsense. The protection of the Duke is his prime concern. Though the Duke may wish to speak to guests alone, Kabarin is never more than one room away. He is quiet and physically intimidating. The rest of the guards are serious "customers" as well, with humor being lost to them...

*Kabarin – Ftr5/Devoted Defender3; AI LN; STR 16, DEX 12, CON 15, INT 12, WIS 12, CHR 10; Hp 71

APPENDIX IX: IN-CHARACTER KNOWLEDGE OF BET ROGALA

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

Abbreviations used:

BK: Bardic Knowledge

INT: Intelligence check (Max DC of 10)

GI: Gather Information

KBR: Knowledge (Bet Rogala)

KP: Knowledge (Pekal)

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

- There are at least 21,900 living in Bet Rogala
- Bet Rogala trades with the small communities encircling Lake Eb'Sobet. They receive unfinished goods from these communities and provide finished ones such as wagons, boats, furnishings and tools.
- Half of its citizens are humans of various races. The other half is evenly split between Halflings, gnomes and elves.
- Bet Rogala is located on the northeaster shores of Lake Eb'Sobet
- The Pekal Prince Kafen rules the city and enlisted other humanoids to help him rule
- Most of the city's residents are artisans, farmers or fishermen.
- The people live comfortably due to the plentiful supply of fish and the moderate climate.
- Small natural and artificial hills are home to the city's Halflings and dwarves.
- Soldiers bivouac outside the city's walls
- The middle and upper class citizens live in large brick homes.
- Smaller Pekalese merchant caravans from Baneta and other cities trade with Bet Rogala. They find the wealth of the exotic city warrants the overland journey and the caravans often continue north to Vithufatido and Bet Rogala after stopping in Bet Rogala.
- Exotic goods are available in Bet Rogala but at inflated prices.
- Humanoids of all sorts populate the army. The core of the army is made up of human foot and horsemen. They are rounded out by Halfling slingers, gnomish engineers, Elven scouts and Elven archers. War wizards stand by battle priest to sway combat towards Bet Rogala's cause.
- Bet Rogala sees little foreign trade because the larger merchant trains find it easier to travel along the Banader and Renador rivers, thus bypassing Bet Rogala.
- Adventurers bring a good deal of wealth into the city.
- The poorer citizens of the city live in ancient Dejay lake houses.
- Pipido is a full day's ride from Bet Rogala.
- There are more wizards in Bet Rogala than anywhere on Tellene.
- The College of Magic calls Bet Rogala home.
- The College of Magic hosts an annual fair which lasts a week
- There is an annual event held in a flat area simply called "the Green" which is an annual wrestling competition. It is hosted by the Temple of Three Strengths, has hundreds of entrants and thousands attend it

A successful GI (DC 10), INT (DC 10), KBR (DC 8), KP (DC 12) check and/or BK check (DC 15) reveals any of the following information.

- The Archmage Zenith is the Dean of the College of Magic
- Graduates of the College of Magic often become leaders of the city and of the nation.

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

A GI check (DC 15), KBR (DC 13), KP (DC 17), and/or BK check (DC 19) reveals any of the information listed in the INT check section plus the following

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

Player Handout #1

WANTED

Looking for specific hearty souls who have saved my loved one's life not long ago. A ring was given to your brave band for diving right in to help him. If you are the individuals who aided me in the past, I implore you to visit me in Dethido at your earliest convenience. It is my promise that you will be aptly rewarded for this service that I request of you.

P.S. Please read this to those companions who have not mastered the written words.

Sincerely,

B