

LKOK20



To Arms

Part 1 of *Lairds of the Land*

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

An Adventure for 1st- to 7th-Level Characters

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Word has arrived from the Kasite border that an orc horde is approaching Pekal. Many suspect it to be a feint for the Tokite army to invade. Instead of diverting the army, the prince has called for the militia and any able-bodied adventurer to stem the advance. But why is he sending a diplomat with them? An adventure for ATLS 1, 3, 5, and 7.

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

Calculating Average Table Level (ATL)

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

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

ATL _____

ADVENTURE NOTES

This module is an official supplement to the Living Kingdoms of Kalamar campaign. It is designed for 4 to 6 characters ranging from 1st to 7^h level. It is advised that PCs go through this adventure with a full party, as the challenges presented may overwhelm a small party of adventurers.

You, the judge (the authority figure of the table and the administrator of the adventure), need a copy of the *Dungeons & Dragons[®] 3rd Edition revised Player's Handbook* and *Dungeon Master's Guide* (v.3.5) for this event. The adventure takes place in the Kingdoms of Kalamar setting in the Principality of Pekal. Therefore, the 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 appendix at the back of this adventure as well as throughout the adventure 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 events, as there are many aspects relating to the flavor and culture that are important to the Living[™] Kingdoms of Kalamar campaign and to this adventure.

This adventure deals with the growing threat of war. Both sides know that the war between Tokis and Pekal is going to become violent again, perhaps more violent than the past ten years of war. The crown is beginning to take steps to ensure that the Pekalese military has enough manpower to withstand the Tokite army and the possible reinforcement by the Kalamaran legions.

CALENDAR AND CLIMATE

It is the middle of Snowfall (roughly the end of January) and the temperature is 15° + 2d10° Fahrenheit. The temperature drops 15 to 20 degrees at night. It snowed heavily two weeks ago and the weather has remained cold enough that most has not melted. Although famine was abated, anxiety is high in the principality. Rumors that war is beginning are rampant throughout the nation. Although little is done in the rural areas during the winter months, a sense of paralysis seems to have gripped the nation. The people are afraid.

Veshemo (Tellene's largest moon) should be full, but is eclipsed. Pelselond and Diadolai (Tellene's smallest moon) are running their normal courses, but both are invisible in the sky (not always uncommon). The fortune tellers in Independence Square, those willing to risk the winter's cold, claim it to be a sign from the Shimmering One. A great conjunction has occurred and the moons will appear again, red with the blood of Pekal's soldiers.

BACKGROUND

Prince Kafen has known about the presence of the Blood Nail Clan in Ek'Kasel and its movement toward the borders of Pekal for some time. Divinations by the College of Magic have allowed them to properly prepare for this situation. However, awareness of the situation has not given the crown a better understanding of the forces that set the clan's movement

toward Pekal. This could simply be an orc horde migrating, but it is odd that they have managed to travel such a great distance without being harassed by the Kasite military.

Because of this, the Pekalese government is becoming more wary of Ek'Kasel and the rumors that abound of raids across the western Pekalese border to conscript villagers into the Kasite army. This is explored in future modules but is the primary motivation for the actions Prince Kafen is now choosing to pursue.

The prince and his military advisers have agreed that the approach of the orc horde may be a manufactured diversion by Tokis, Kalamar or their allies to draw Pekalese soldiers away from the Tokite border. They are not going to take what they believe is bait and instead call up the militia, bolstering its numbers with hired mercenaries (typically adventurers that like a flat fee without the need to find treasure).

In truth, the Blood Nail Clan is a “converted” band of orcs (driven from their home closer to the Elos Desert by other orcs who still worshiped the Dark One, rather than the Bear, as this particular clan does [all levels of clan leadership is filled by Shaman]). In their flight, their numbers were thinned by the Krangi Hobgoblins fighting the Kasites on their mutual border. This conflict, along with a notice by adventurers traveling through the Ek'Kasel hinterland, brought attention to the clan, but it was decided that they should be given free passage through the country as long as they didn't bear arms against any specific Kasite villages.

ADVENTURE SYNOPSIS

Introduction:

The Bet Rogalan Adventurers Guild is registering all the new adventurers in the city as well as giving terms for the crown's call for the Pekalese militia to bolster their number with adventurer mercenaries.

Encounter 1:

The PCs are called to a meeting with a royal diplomat. Those that have the “Fang of Vevisalakale” are instructed to travel with the mercenary army to northwest Pekal to fend off an invasion by an orc horde, escorting a diplomat on a secret mission.

Encounter 2: While the army gathers, the PCs are approached by Tokite spies, trying to get them to sell information. The spies are captured, sentenced, convicted and executed for espionage.

Encounter 3:

On the road after the execution, the royal diplomat makes himself known.

Encounter 4:

On the way to the border, some of the less moral mercenaries “conscript” a local farm boy and a number of the farm's livestock. The farm's owner pleads with the PCs to help them. They'll starve without their horses and they need their grandson back.

Encounter 5:

Meeting with the Blood Nail Clan, the PCs must engage in a Trial of Bravery to convince the orc warriors to allow the royal diplomat to meet with Akray.

Encounter 6:

The PCs and the royal diplomat meet with Akray. The orcs are offered sanctuary in Pekal in exchange for their support against the Kalamaran Empire in the coming war.

Encounter 7:

Deprived of combat against the orcs, a number of the mercenaries begin to sack a Pekalese village. The army falls in on itself and the two sides begin to fight with each other.

Conclusion:

The PCs return to Bet Rogala and are paid but receive little fanfare other than this. No rewards or special commemorations.

Appendix I: NPCs and Monsters

Appendix II: Additional Rules

Appendix III: Player Handouts

INTRODUCTION

Before play begins, make note of all players that have the *Fang of Vevisalakale* (a masterwork silver dagger offered to them by Prince Kafen in *Reflections of the Shrouded Past*).

Distribute **Appendix III: Player's Handout #1** to those players and ask who, if any, is going to

attend. For those PCs choosing to attend the meeting, begin with the introduction. Those PCs not attending may be invited by those that do, or may find other reasons to join the army.

With winter still gripping the Principality of Pekal, most citizens remain indoors, sitting next to fires and sharing time with their families. The winter months are less hospitable to those inhabitants without family. Adventurers, craftsmen, scholars, and a variety of others in the capital city have only a room at a tavern or a small apartment to shelter them from the bitter cold.

For many, the various city guilds become a sanctuary from the cold. Other professionals in similar situations keep the oil lamps lit late into the night until the frost abates. Guilds offer intelligent conversation and an opportunity to share craft secrets.

Or, at a place like the Adventurers Guild, it offers a chance to drink ale, tell stories of daring escapades and find someone to wrestle (or even the occasional brawl). And on rare occasions, an occasion like today, there is the offer of work—a rare thing during the winter.

Players may choose not to begin at the Adventurers Guild if they do not classify their character as an adventurer. In this circumstance, it is up to the various PCs to recruit any missing characters as the plot hook of this module has very specific circumstances.

The Adventurers Guild (located at D36 on the Bet Rogala Map in the LKoK Campaign Book) is especially crowded today. A call went out for all adventurers to gather at the guild for an important announcement by Captain Thelis. The first floor of the guild has its own bar and PCs are welcome to get what drink they like. The mass of people gathered makes it impossible for the tavern girl to take drink orders outside of the bar and seating is unavailable.

Thief-type rogues may take this opportunity to attempt **Sleight of Hand**, although no NPC rogues are willing to attempt it (as they are not so foolish as to pick pockets in a room full of armed adventurers). Rules for picking pockets are detailed in the LKoK Campaign Book.

Unlike the College of Magic, the Adventurer's Guild does not require adventurers to register to work in Bet Rogala. Registration is required to work on a guild mission and adventurers must join the guild (not just register) to form a company recognized by the crown (the Adventuring Company meta-organization).

PCs can make a **Gather Information check** if they wish to try and learn what the latest rumors say. They may also attempt a **Listen** check to overhear others talking. They hear the following rumors while waiting for the meeting to begin.

- **DC 5:** Captain Thelis is going to hire all the adventurers for a 100 Victories (gp) a head. There may even be hazard pay that raises the price to 500 Victories.
- **DC 10:** There's a large job brewing for the prince. Some people think that he's launching a pre-emptive strike against Tokis. He's going to ask the adventurers of Bet Rogala to masquerade as mercenaries and then betray King Adoku.
- **DC 15:** A mercenary army is being raised to defend the northern borders of Pekal so that the military doesn't need to be diverted from the Tokite border.
- **DC 20+:** An orc horde massacred Ek'Kasel's eastern army. They're moving into northwest Pekal. Families are fleeing the area and the fields are already ablaze.

The PCs may roleplay for a reasonable amount of time, but when the bells sound Third Bell in the afternoon (approximately a half-hour in-game after the module begins if the PCs don't ask to advance the story), Captain Thelis stands on the small stage at the end of the room and calls the guild to attention.

In Merchant's Tongue he begins. "Hardy adventurers of Bet Rogala and other reaches of Pekal, welcome and thank you for answering my call. I am Captain Thelis, leader of the Steel Points Adventuring Company and guildmaster here. I am pleased to announce that a great honor has been bestowed upon us by His Royal Highness, Prince Kafen. Not only do we have the honor to serve our beloved principality, but we have the opportunity to do so and make a fat profit while we're at it!"

A summation of the captain's speech quickly spreads through the crowd in various languages: Low Kalamaran, Fhokki, Dwarven, Low Elven and both Hobgoblin languages.

The adventurers present are ardent Pekalese patriots and cheer and shout frequently during the captain's speech, hissing and booing at the mention of Tokis. The judge should feel free to adlib these reactions as appropriate.

"We have learned," the captain continues, "that an orc horde numbering in the hundreds has eluded the Kasite military and is nearing the Pekalese border. Prince Kafen and his advisors believe the horde's course has been manipulated by King Adoku of Tokis or Hobgoblin mercenaries in his employ. They believe the tactic to be a feint, forcing our prince to move portions of the army to the north, easing the resistance to a Tokite invasion in the south.

"We are not so foolish as our southern neighbors would take us for, and we will not be so easily duped. The Pekalese militia will muster in two days and march north to meet and destroy the orc horde. The prince has issued a royal decree that a mercenary army will be raised to bolster the numbers of the militia. Each individual pledging, remanding temporary authority to the Pekalese militia for the duration of the journey, will be compensated 15 Kingspieces (pp). Each adventuring company registered with the Adventurers Guild will see each of its members compensated 20 Kingspieces. This service ends with our return to Bet Rogala and cannot be used in any capacity in the future once this action is finished. What booty is found after the skirmish is yours to keep. But best of all, we get to kill some orc scum and teach King Adoku that we are free men and women who would not be enslaved to the empire so easily!"

The guild erupts in shouts and cheers at nearly deafening levels.

Any character who is a member of an Adventuring Company meta-org at the start of this module qualifies for the 20 Kingspieces.

Similar to how the College of Magic requires spellcasters to register, this ploy of paying adventurers more money if they register with the

Adventurers Guild is a tactic used to measure the amount of mercenary power available to the crown.

If a PC simply does not want to register as part of a group, he is then paid the 15 Kingspieces, although he is still subject to the commands of the militia for the duration of the adventure and will be assumed (incorrectly so) to be part of a company as most NPCs find it ridiculous not to register for the increased pay.

After his initial speech, Captain Thelis organizes a number of tables to register adventurers for the journey. The PCs may register individually or as a group. Either way, for purposes of this adventure, they are grouped together for command purposes. None of them is selected as the commander, rather, they have a NPC who issues orders. When the PCs reach the table, they may ask questions as they desire. Captain Thelis answers truthfully and with as much information as he possesses.

- The army musters in two days outside the south gate of the city.
- Full payment is made on completion of the mission. Payment is made to adventuring companies for all members who participate regardless of whether they survive (all members must register and participate in the action to earn pay). Individuals who participate and die do not earn pay if they do not belong to an adventuring company.
- The mission is not expected to last for more than two weeks, most likely less.
- Leaders of adventuring companies are considered to be militia captains, but only have authority over their own men. Militia regulars dictate orders to the company captains, and they disseminate those orders to the rest of their companies.
- Company captains do **not** have authority over other adventuring companies.
- A company *must* have a captain. This rank is denoted by a set of three chevrons pinned to the right arm the captain's armor, cloak, or robe.

- There is no special equipment or stipend for the action. Companies are expected to arm and supply themselves.

When the formal part of this encounter is complete, PCs may remain to participate in normal guild activities (wrestling, gambling, boasting, etc) or they may leave to conduct their own business in the city. If the PCs have agreed to participate in the action, they have no obligation over the course of the next two days, but must arrive at the south gate at dawn of the second day.

ENCOUNTER 1: **Royal Responsibility**

If no PCs at the table have this cert, skip this encounter.

Leaving the Adventurers Guild, an older gentleman—a Kalamaran Half-Elf—dressed in royal blue makes his presence known. Deftly gliding through the crowd of adventurers leaving the building, he makes his way toward you (he only approaches people who have the Fang of Vevisalakale).

In Merchant’s Tongue he says, “Good afternoon. My name is Shiasa Silverstar, aide to His Royal Highness, Prince Kafen. I am sent to bid you to the palace for instructions. It is time for those who bear the Fang of Vevisalakale to honor their pledge.”

The half-elf holds out his arm, ushering the PCs down the street toward the palace. If PCs do not possess the dagger but wish to accompany the aide and the other PCs to the palace, the aide agrees to this if the PCs with the dagger are willing to vouch for the PCs that do not have it. Because it is winter, the streets are mostly empty. The trip to the palace only takes 30 to 45 minutes.

Warmth washes over you as you enter the royal palace. The structure is amazingly well heated considering the vast amount of space the Elven architecture allows for the inside of the building. Servants offer to take your coats, robes or cloaks, and you are offered fur and leather slippers to wear instead of your snow-covered boots.

However, unlike your last visit here, the aide does not lead you to the royal chamber. You pass the massive double-doors and the guards that stand outside them. Instead you are lead to a smaller chamber further across the palace. It appears to be an office of some kind or another. Books and ink-stained parchment cover the desk, bookshelves and most of the chairs in the room.

“I apologize for the mess,” the aide says, “but the increase in hostilities with Tokis has offered me little opportunity to straighten my office.”

- Shiasa explains that he is a barrister for the Prince. He is the person who typically transcribes Kafen’s royal decrees and phrases them in legal language
- He has been instructed by the Prince to send a diplomatic envoy with the mercenary army to negotiate a possible peaceful resolution to the horde’s presence in northwestern Pecal.
- The exact details of this negotiation are confidential and are known only to the diplomat.
- All PCs with the *Fang of Vevisalakale* are instructed to escort the diplomat, ensuring his safety on the voyage and aiding him in any fashion he needs or wishes.
- They may assemble with the rest of the mercenary army. The diplomat has been given their descriptions and will meet them at his discretion.
- This effort offers no monetary reward. That is a non-negotiable issue. As a bearer of the prince’s family coat-of-arms, the PCs have pledged their allegiance to the crown and this situation is deemed an obligation of that status. (Any PCs without the cert who asked to come along are not offered a monetary reward either. Although they may refuse the mission without negative repercussions, such a refusal looks bad for their companions).
- Any PC with the dagger who refuses this mission must relinquish the dagger.
- If the diplomat should be slain for any particular reason on the journey, the PCs are

not to attempt negotiations themselves. Allow the mercenary army to complete its task, destroying the horde.

The barrister is polite but firm in his instructions. Although he is a royal official, he does not look down on the PCs or treat them as sub-standard. They have a role to perform, and he expects them to do it, very matter-of-factly.

If PCs are belligerent or hostile, they are excused from the duty, but are asked to relinquish their daggers. The barrister is not coerced by innuendo or threats of violence as the palace guard and the prince's personal guard are stationed down the hall.

Once the meeting is finished, the PCs are excused. They may do any shopping or participate in any other activities before the assembly. Attempts to **Gather Information** regarding the diplomatic mission fail. The royal court has been extremely tight-lipped about the subject and the usual information brokers (even Barabas Whiteshadow) are clueless on the subject.

ENCOUNTER 2: **A Tokite Presence**

The militia gathers before dawn and sets out as the mercenaries begin to muster at the South Gate. Approximately two thousand adventurers and mercenaries are gathered, dressed in an assortment of armor—from thick clothing to full plate mail—and armed with an assortment of weapons—scythes, longswords and flails. The PCs may place themselves wherever they wish in this massive conglomeration, but must choose to arrive at an appropriate time for the appropriate place (the closer to the front of the mercenary column the PCs wish to be requires them to show up earlier in the morning).

The temperature before dawn is approximately 0° F. PCs must have *endure elements* cast or wear winter clothing otherwise they suffer the effects of cold as described in the *Dungeon Master's Guide* (pg 302). This condition is constant through the entire module.

A good portion of the morning is spent forcing the various adventuring companies into a military-style rank and file column (although

certainly not absolutely strict with the formation) to allow the army to navigate the principality's paved roads. If the PCs wish to speak to the people next to them, they find a consistent trend that groups are registered adventurers while individuals are mercenaries (usually ex-soldiers from places like Ek'Kasel and Tokis or swords-for-hire from the Wild Lands).

As the PCs wait (ordered to arrive at sunrise, the army isn't in formation until noon), they are approached by an exuberant Rock Gnome.

In Merchant's Tongue, the gnome says** (without pausing to take a breath or allow a response) **"Hi! I'm Ralpashaz, what's your name? Wow, it sure is good to meet such experienced adventurers as you. I can tell you're experienced adventurers because you have a swagger when you walk. My father had that swagger, and I will too some day. Right now it's more of a hobble, or maybe a strut. I'm still learning how to swagger. So have you heard any news, have any info, what's the scoop, why are we headed North? This sure is exciting. I wonder if Tokis has circled the entire country and is invading. Wouldn't that be scary?"

"Ral!"** another Rock Gnome shouts, pushing the exuberant one out of the way. **"Stop doing your Halfling impersonation. It's not funny. It stopped being funny the first time you did it. I'm sorry, fellas, he thinks he's a comedian."

The second gnome, Jolliniferous ("Jolly" for short), introduces himself and his cousins as a couple of independent seekers-of-fortune from Skarna. They only arrived in Bet Rogala yesterday and heard about the opportunity for adventure. They admit that they're at a bit of a loss and hope that the PCs can help explain to them what is going on.

In truth, the gnomes are Tokite spies mining different adventuring companies for possible informants. They are very careful in what questions they ask and what order they ask them. They are also experienced infiltrators and know the risk of being discovered. Because of this, they work with pointmen that find prime infiltration opportunities and send them in with little or no information. Because of this, **Sense Motive checks** made during the conversation always reveal that gnomes are sincere in their

questioning. Checks succeeding with a DC 20 or higher reveal that the gnomes are probing for something, although their purpose is too difficult to determine.

Questions asked (in this relative order):

Free-form these questions and their responses to answers given, but they purposefully ask questions in this general order to break the PCs in before they begin asking questions that may be deemed too seditious. If the PCs seem patriotic or resentful toward questions about Tokis, the gnomes abandon their questioning and move on to other possible informants.

- Why is the mercenary army gathering?
- Is the militia called up very often?
- Why wasn't the regular army dispatched?
- Does this type of thing happen frequently?
- Is the journey long?
- Does it pay well?
- Is there much booty from these combats?
- Is there glory in these types of actions?
- Do they think adventuring volunteers might catch the attention of someone important like a general or the prince?
- Why is Pekal at war with Tokis?
- Is Pekal justified in the fight?
- Has anyone ever been to Tokis?
- Does Tokis have a mercenary army too?
- Is there a chance for glory there?
- Does Pekal ever send infiltrators into Tokis?
- Does Tokis ever send infiltrators into Pekal?
- Have the PCs ever thought about infiltrating for the Principality?
- Have the PCs ever thought about infiltrating for Tokis?

If the PCs express interest in possibly infiltrating for Tokis, the gnomes pull them aside to discuss matters more privately. Tokis offers 100 Aruses (gp) per viable piece of information delivered.

If the PCs agree to the terms:

Later in this encounter, the gnomes and the PCs are accused of being spies. The PCs may attempt to fight their way out of the situation (use NPC stats from Encounter 3: Conscription), but after the initial fight are overwhelmed. A cleric casts a *zone of truth* and asks the gnomes and the PCs if they agreed on an exchange of information to Tokis. If the PCs admit to the crime or cannot refuse (because of the spell), they are executed, as are the gnomes.

Use the box text later in this encounter as a guide to the quick trial and execution.

The royal diplomat retrieves the *Fangs of Vevisalakale* after the PCs' execution, making no effort to stay their sentence. The *Favor of the Church of Life's Fire* cert is unusable if all the PCs are dead.

If the PCs decline the proposition but make no other actions:

The gnomes slip into the large crowd of soldiers and disappear. A short time later, shouts go up that spies have been captured and the gnomes are taken to Captain Thelis. Skip to the below box text.

If the PCs accuse the gnomes of being spies:

A cry goes up. The gnomes attempt to escape into the crowd rather than fighting. The PCs may attack them, subdue them or grapple them. They have 20 hp (but no **Tumble** skill so their movement is reduced to 10 ft. per round). To get in front of the Gnomes, PCs must have a movement above 30 or be able to tumble into the army, (to pass through the minimum three people it takes to get past the gnomes, **Tumble checks** of DC 25, 27, and 29 are required respectively).

If the PCs are incapable of capturing the gnomes, other adventurers overwhelm them.

The accused spies are brought before Captain Thelis. They both stand silently, Ralpishaz especially quiet compared to his previous introduction. A cleric standing behind the captain chants loudly, calling for the blessing of the Old Man (a Spellcraft check DC 17 reveals the spell to be zone of truth). In a loud voice, the captain asks, "Do you seek to subvert the Principality of Pekal in an effort to aid Tokis in its invasion?"

The gnomes stand silently. "If you do not confess or plead your innocence, you will proclaim your guilt in silence." Still nothing. Turning his attention to the army, the captain continues, "Men, it seems that we have caught ourselves some spies. By the power invested in me by His Highness, Prince Kafen, and the generals of the army, I find them guilty of espionage. Further, having sworn allegiance to this army and Pekal, they are also guilty of treason, the punishment of which is death."

Drawing his sword, the captain severs the heads of the gnomes. "Place them in a basket and send them to Bet Seder, boys. Show King Adoku what we do with his minions." The army—at least those close enough to witness what happened—erupts in cheers and applause.

A **Knowledge (Law) check**, DC 9, or a **Knowledge (Local: Pekal) check**, DC 14, reveals that such an execution is both legal and customary for military personnel convicted in the field.

If the PCs still have concerns, Captain Thelis is willing to meet with the captain of the group to allay any fears (other captains who are new to the area approach him to discuss the situation as well). If the PCs choose to leave the army at this for any reason, they are not considered deserters, but they are not paid for their services either. Any PCs with the *Fang of Vevisalakale* who chooses to leave the army and not escort the diplomat must relinquish that weapon when they return to Bet Rogala.

ENCOUNTER 3: **Diplomacy**

Although the spectacle of execution was received with cheers and raised arms, a pall falls over the army as the march begins. But by sunset on the second day away from Bet Rogala, morale returns. Companies share stories with one another and a number of marching songs reverberate up and down the columns.

Rumors spread that a number of other individual adventurers deserted after the execution. Many believe that they were all spies for Tokis, further proof of the pending invasion. Individuals are watched warily and a few are harassed, leading to short scuffles among the various mercenaries present. Still, after two days, the gnomes' death is the only evidence of true espionage.

As the column makes camp at the sunset of the second day, a large, broad-shouldered Kalamaran half-orc approaches the PCs' camp.

He speaks to the PCs in Low Kalamaran. If they do not know the language, he attempts

Merchant's Tongue, and then finally orc. If the PCs speak none of these languages, he attempts to **Pantomime** his message.

"I saw you when the army assembled in Bet Rogala. You were speaking to the gnome infiltrators."

The half-orc leaves his statement at this, obviously waiting for an explanation. If the PCs do not answer his baited statement he asks, ***"Can you be trusted?"***

The half-orc has no intention on starting a fight with the PCs. In truth, he is the royal diplomat. He is simply baiting the PCs to see if they were corrupted by the gnomes.

Once the PCs claim their innocence, challenge him to a duel, or take any other actions other than admitting guilt, the diplomat introduces himself.

He is Akath Kray, royal diplomat for the Principality of Pekal and expert on humanoid relations. He wishes to travel with the PCs for the rest of the journey. He has no special demands or instructions. They should conduct themselves as they normally would. The plan is to allow Akath to speak with the orcs to fully determine their intentions before the army attacks. The diplomat is to negotiate a peaceful settlement to the current conflict. The PCs are to accompany him as an escort when the time comes. If negotiations are not successful, the PCs are to complete their roles as hired soldiers and rid Pekal of the orcish menace.

With little other ceremony, the diplomat unfurls his bedroll and lies down. Within seconds he is asleep and snoring loudly.

If this gruff introduction is unsatisfactory for the PCs, they may ask whatever questions they wish, but the diplomat is only willing to answer questions that don't pertain to his specific mission.

Do you think there will be war with Tokis?

"Officially, Tokis and Pekal have been at war for the past ten years. But if you means whether or not I believe direct conflict will increase, it's not a matter of whether or not it will happen, simply a matter of when."

Are Tokite spies discovered often?

“The number of Tokite spies discovered is generally related to Tokis’ desire for combat. When the war first began, so many spies were discovered that one would wonder if Pekal even had an army. That number dropped significantly over the past decade, but has risen sharply in the last year.”

How did a half-orc become a negotiator?

“Most people assume that the average orc or half-orc is a witless oaf that can only speak monosyllabically. Most people are certainly correct. It takes very little for one of our race to rise above the others. The true trick is to understand the orc culture. Although I may be able to use big words in my sentences, there is equal risk in making a warchief appear foolish as there is in arming yourself with a fair-handed weapon like a rapier.”

How does a negotiator have such poor manners?

“I am a half-orc and I bathe. Be thankful for what you have.”

Are you any good in a fight?

“I don’t carry a big sword for nothing.”

What are you going to negotiate about?

“Your duty is to protect me on this excursion. My duty is to follow the Prince’s orders. My orders did not mention that I should take my bodyguards into my confidence, so I cannot answer.”

ENCOUNTER 4: **Conscription**

With such a large force of militia and mercenaries gathered together, the path to the northern border is peaceful. The monsters that roam the rural lands of the principality smell the soldiers coming long before they arrive. It is with some surprise and equal excitement when the shouts of possible battle begin to ripple to your area of the column.

PCs may make a **Listen check** DC 15 to hear over the noise of the shouting soldiers. Those that are successful hear shouts of an old man and the hysterical screaming of an old woman. PCs that fail the **Listen check** may still follow

the surge of other adventurers who hear the commotion and rush to see what has happened.

“Someone, anyone, please help us!” an old man shouts in Low Kalamaran. His rural accent is thick. His body is lean and his face weathered. He has obviously worked on the farm since his youth. “Please, won’t anyone help us! Amath, they’ve taken him! Please someone help!”

Many of the adventurers who approach the old man do not speak Low Kalamaran and those that do choose not to get involved. If the PCs do not agree to help him, skip this encounter and go directly to **Encounter 5: Test of Courage**.

If the PCs offer to help, the old man tells them the following.

- His name is Bamir. This is his family farm. It has been part of his family three hundred years. He still tends the fields himself.
- Although all his children have died, he has one grandson, Amath, who helps him with his work.
- A group of adventurers “conscripted” his grandson along with their two plow horses. They said they needed a standard bearer and pack animals.
- The boy is only 12 years old. He’s never been in combat and they fear for his safety.
- They have no coin or treasure that they can offer as reward. But if Amath and the horses are not returned to them, they won’t be able to harvest the fields, and they will likely starve.
- The adventurers were an eclectic group of elves, humans, and a half-orc. They gave Amath a standard: a mailed fist with a diamond behind it. They spoke in a language he didn’t understand. One of them spoke to him in Low Kalamaran, saying that his grandson would earn great honor by baring their standard.

If they decide to help the farmer, the PCs may make a **Spot check** or **Gather Information** DC 10 – ATL. The Diamond Fist is making no attempt to hide their new standard bearer and the conscripted horses have already been

loaded with their packs (full of standard adventuring gear: torches, small tents, hemp rope, flint and steel, etc).

A Kalamaran named Both wears the chevrons of the Adventurers Guild, marking him as the leader of the company. If addressed, none of the other members of the company reply, only Both.

This is a free-form, role-playing encounter. The Diamond Fist has been successful in all their attempted endeavors and, thus, are extremely cocksure. All **Intimidate** and **Diplomacy checks** made to force them to return the boy and horses have a circumstance penalty of -5. Not all **Diplomacy checks** are at a penalty, though. The company may be convinced to sell or trade the boy and horses with no penalty to the roll. If negotiations begin to pay for the boy and/or horses, the Diamond Fist demands 200 Victories for the boy and 400 Victories for each horse. A successful **Diplomacy check** DC 19 convinces the company to cut the cost of the horses in half. Another check convinces them to cut the cost of the boy in half. They are unwilling to reduce their price any further than this.

Reporting the company to higher-ranking officers takes time, but is eventually successful. By that point, however, the army is a considerable amount of time away from the farm and it is decided that the boy shall be returned on the way back to Bet Rogala.

Other opportunities to retrieve the boy include open combat (to which no other companies join in and no punishment is handed out afterward; these kinds of scuffles happen in mercenary companies) and stealing the boy away from the group at night (roll to determine if Both or Taloo is on watch). The group is cutthroat and mercenary. They do not fight with subdual damage, although they do not make the first attack. If provoked, they defend themselves to the death. If the PCs retreat, the Diamond Fist do not pursue them.

The PCs may approach Akath Kray to ask for his help in rescuing the boy. Akath tells the PCs, in a manner that questions their intelligence and sanity, that he is in no position to help, as his mission requires secrecy. To expose himself for the sake of a peasant boy would be foolishness.

Regardless of whether the PCs are able retrieve the boy or not, this is the only major altercation to occur for the rest of the journey. If both the PCs and the Diamond Fist survive, the latter company does not seek retribution but continues to defend itself if the PCs continue the attack.

ENCOUNTER 5: **Test of Courage**

Five days after leaving Bet Rogala, the mercenary army arrives in northern Pecal. Tension and excitement electrify the air. After nearly a week of passing barren farmland, the view has changed considerably. The rolling Pekalese hills flatten out toward the horizon and the landscape is spattered with tents and fires. Three hundred orcs—men, women and children—make camp on Pekalese soil. Three thousand soldiers ready for battle.

Akath Kray speaks privately to Captain Thelis. Word is given that a token negotiation must occur before the attack. Although some companies dissent, the army holds its ground.

You are ordered to escort Akath Kray to the orc camp and assist in his negotiations. He walks forward and waits for you to join him.

With such a large military force, the orcs are already alerted to the mercenary presence. They have begun to break camp. Twenty warriors have formed a line between the leather tents and the PCs' approach.

PCs that have played *The Rub* may make a **Spot check** DC 12. If successful, they realize that the Blood Nail Clan is approximately half the size it was when they discovered it in Ek'Kasel. This division is not disproportionate. There are less women and children, not just warriors.

Akath Kray instructs the PCs that they are not to speak without his permission, regardless of what may be said. Negotiations are to take place in orc, and he reminds them that body language and actions show just as much intent as words. They are not to draw their weapons unless the orcs attack. They should not allow the orcs to take their weapons either. If the orcs should attempt to do so, the entire negotiating party is

to retreat to the army and use the military solution.

Although the distance traveled by the PCs is not that far, the orcs have already completed the deconstruction of their camp and are ready to move. They wait for their leader's command before they leave. The apparent leader, dressed as a shaman, stands only a few feet behind the line of warriors. If PCs played *The Rub* and spoke with the orc leader, Akray, they notice that he is the same person in charge in this situation as well.

Tense moments fill the short distance from the mercenary army to the orc encampment. Twenty Okogn—orc warriors armed with greataxes—have formed a line, separating the camp from the army. On your approach, Akath Kray begins shouting to the warriors in the orc tongue. The largest of them, wearing half a dozen necklaces adorned with various trophies of war, shouts back and the negotiator stops in his tracks. He stands deep in thought for moments that seem like hours. Without translating or consulting with you, he raises his head and replies to the warrior. The leader waves you forward and Akath Kray resumes his approach, beckoning you to follow.

If any PCs speak orc, this is the exchange that happened:

Kray: *We wish to speak with the mighty shaman of the Blood Nail Clan! We come with weapons sheathed to share words of peace!*

Warrior: *Many have said such things on our journey and now we are few. If you wish to come before us, you must do so as an orc brother. Let us cast off your human masters who speak with forked tongues.*

Kray: *Very well.*

It is obvious to everyone involved that the Pekalese mercenary army far outnumbers the Blood Nail Clan. The insistence on a test of courage is more a sign of respect to the orc clan rather than a validation of their dominance in the situation. The army could easily wipe them out, but they want to be treated like equals in the situation, and being treated as such is most advantageous to Akath Kray's goals, thus his willingness to acquiesce.

Also, there is a chance that some PCs may speak orc as well. What they do during this box text is extremely important. If they choose to interrupt the discussion, multiple things may happen based on what they decide to do.

- An abrasive remark, insult, or threat of violence causes the orcs to refuse access to the shaman. They are not willing to listen to an apology or counter-offer.
- An agreement causes the orc warrior to wave the group forward, although Akath Kray is vocally upset, telling the PCs that they do not understand what they've agreed to.
- A positive statement that is not an agreement to the orc's decree does not cause the negotiations to fall apart, but does cause Akath to grow angry and remind the PCs that they are not to speak.

Use these general guidelines to handle the exchange if PCs should speak during the box text.

If the PCs ask Akath Kray what was said, he replies, ***"To speak to their leader, I must allow them to kill you. I have agreed."***

Again, what the PCs choose to do in this situation determines the outcome of the entire encounter. If they refuse, Akath attempts to convince them, explaining that it is a test of bravery. It is *possible* that the orcs may not kill the PCs, although he is not certain.

If the PCs still refuse, Akath tells them to return to the army and he will negotiate by himself. Returning to the army without the negotiator, though, sets off a spark with the highly volatile mercenaries. The rumor that the negotiator is a traitor spreads rapidly throughout the army and the soldiers charge without orders. There are too many soldiers to stop through combat or negotiation. The PCs may choose to fight the mercenaries for unjustly attacking the orcs (in this case use NPC statistics from **Encounter 7: Adventure**), they may attack the orcs (in this case use the *secondary* NPC statistics from **Encounter 5: Test of Courage**), or they may abstain from the battle entirely. There are no immediate negative consequences to any of these actions.

If the PCs initiate combat, the army sees this and charges. The PCs gain a surprise round (they start 30' away from the orcs) but must fight through one full round before the rest of the army arrives. Use the *primary* NPC statistics from **Encounter 5: Test of Courage**.

If the PCs agree to the test of courage or do not ask about the exchange, they are lead over a hill out of sight of the army and lined up, each facing an orc okogn. Akath instructs the PCs that they must accept their death to prove that they do not fear the orcs. PCs may state explicitly what they're doing (whether they're going to jump out of the way, take the blow, attack the orcs before they are able to swing, etc.). If they choose to take the blow, they must succeed at a **Fortitude save** DC 14 not to flinch. PCs may add their total character level as a circumstance bonus to this roll (any self-proclaimed cowardly PCs do not gain this bonus—but this is at the judge's discretion; it is role-playing after all).

If the PCs act before the orcs swing their axes, the situation is as if they had made negative remarks above; however, it requires an additional two rounds for the mercenary army to arrive (3½ rounds total).

If the PCs take the blow, the orcs attack with a full power attack, swinging the axes two-handed, but twist and use the flat of the blades at the last moment (total damage is 1d12 + 15 non-lethal damage). If this knocks the PCs unconscious, they are given Ghunuk until they are revived. If they are not unconscious, they are not given any healing by the orcs.

This subdual damage heals by the time **Encounter 7: Adventure** takes place. It only comes into effect if the PCs somehow initiate combat after the test of courage. Regardless of whether the PCs flinched, willingly taking the blow proves their courage to the orcs and passes the test.

ENCOUNTER 6: Negotiations

There's little interaction for the PCs in this encounter, so a judge should move through it as quickly but as thoroughly as possible. Conversation takes place between Akath Kray

and Akray. The PCs are not asked to participate any further.

PCs may make a **Listen check** DC 15 to eavesdrop on their conversation. The entire conversation takes place in orc. They are not permitted to approach close enough to utilize spells like *comprehend languages*. They must be able to speak the language.

The following highlights can be gleaned by those able to understand the conversation.

- Akath Kray is Akray's grandson.
- The Blood Nail Clan lived near the border of Norga-Krangel and Ek'Kasel, but they fled because of the encroaching war between the two nations.
- The clan originally numbered nearly 800 orcs: men, women, and children. Hobgoblins decimated their number crossing into Ek'Kasel, and the Kasite army, alerted by a roaming band of adventurers, killed even more of the group. They were able to cross the border with a little more than ¼ their original number.
- The clan is unique in its veneration of The Bear, rather than Creator of Strife, the typical god of orc tribes.
- Their race makes it difficult for them to find a home in civilized lands, while their worship makes them outcast in humanoid lands as well.
- Not knowing where Pekal was, they headed northeast in hopes of finding Akath Kray, hoping he may be able to help them find sanctuary.
- Prince Kafen received word of the clan's approach and their intentions. Akath Kray was dispatched to offer the Blood Nail Clan a unique offer.
- If the Blood Nail Clan can live in peace with the rural dwellers of Pekal, they are welcome to stay within the principality's borders. Also, the clan may keep their independence if they take up arms in the case of an invasion by Tokis or any other hostile nations.

- Akray would be given the hereditary title of Honorable Laird, royal emissary to all orc clans living within the principality.
- If the Blood Nail Clan is unwilling to swear loyalty to the principality and live in peace with its inhabitants, it will be expelled from Pekal's borders or eradicated by the assembled army.

The two talk for a considerable amount of time, recounting battles, life in the wild, life in service of the prince, and what life in civilization is like. After three hours of conversation, demands, and affirmations, the two come to an agreement.

With such little movement, the cold becomes oppressive for those not affected by a spell. This point should be emphasized while the PCs hear what's happening.

Regardless of whether or not the PCs were able to eavesdrop, Akath Kray takes them to the army and makes the announcement that the Blood Nail Clan has been given sanctuary in Pekal and Akray named Honorable Laird. The army is to return to Bet Rogala.

A large number of the mercenaries are upset about this decision and loudly voice their dissent. The militia, with the aid of the more prominent adventuring companies, finally convinces the army to turn around and head back to Bet Rogala. Tensions run high and a number of people talk of engaging the orcs anyway. The PCs can influence this attitude, either in favor of charging the orcs or calming the restless adventurers with a **Diplomacy check** DC 22.

ENCOUNTER 7: **Adventure**

If the PCs were able to successfully negotiate with the Blood Nail Clan, the mercenary army heads back to Bet Rogala. Tension is high at night. Many soldiers are upset that there was no battle. Two days into the return journey, PCs hear the unmistakable sounds of combat erupt from ahead.

While passing by the village of Thewido, a few of the more militant mercenaries break formation and begin pillaging the small town. The local militia of the small hamlet is quickly slain and the

army falls on itself. Some attempt to quell the looters, and others try to slake their bloodlust.

Diplomacy checks of high enough success (DC 29 + ATL) may convince a company to stop looting, but there are hundreds of other companies that are not so willing to listen to reason. Equally, bribery may prevent a few from slaying the innocent, but most are motivated by their need for combat rather than their lust for coin.

PCs may engage in combat against other mercenaries (using the appropriate statistics in the back). They must defeat at least one company in combat to help stop the ransacking of the village.

PCs may also choose to abstain from the battle. They certainly were not hired to fight the army they were a part of and technically have no obligation to the village. LKoK is a heroic campaign, however, and those other mercenaries who survive the battle and travel back to Bet Rogala with the PCs who fail to help stop the violence against the town keep them at a distance, talking to them only when absolutely necessary.

PCs may choose to join in the looting. They are unable to find anything worth taking without wresting it from a villager (typically an elderly person or older child). Regardless of whether they harm the person or not, actively participating in the pillaging of the village is an evil act and causes an alignment shift one step closer to evil ("Good" becomes "Neutral" and "Neutral" becomes "Evil"). Evil characters are removed from the campaign. All penalties of changing alignment apply to clerics and paladins also.

PCs should be given ample warning that participating in the attack on the village is an evil act and could have consequences for their character. Those players who persist should be penalized accordingly.

CONCLUSION

The journey back to Bet Rogala sees little more excitement than what's already passed. Akath Kray has long-since disappeared and you make the long march alone. Somberness quiets the army so that even the most

talented bard finds it difficult to make merry. The capital city greets you with a small, makeshift, wooden booth. From it, money is distributed to the captains of the various adventuring companies. From there, the various adventurers, mercenaries and world-travelers break on the walls of Bet Rogala like waves against the cliffs. The army disperses into the city and across the principality.

Within the walls, there is no fanfare and no welcome home. Peace is maintained and life carries on another day. All that welcomes you is a warm fire and a soft bed. Welcome home, heroes of Pekal.

The End

Awards

- Encounter 4:** Mundane equipment worth 45 gp
(Only if the PCs defeat the Diamond Fist in combat)
- Encounter 5:** “Scar of the Nail” cert to any character who passed the test (see **Encounter 5** for details)
- Encounter 7:** Mundane equipment worth 52 gp
- Conclusion:** 15 pp (or 20 pp if part of an Adventuring Company)*

Total Possible Gold: 1,297 gp

Scar of the Blood Nail

For passing the test of courage, the PCs have earned some respect from the Blood Nail Clan. This character gains a +1 circumstance modifier to Diplomacy and Intimidate checks when dealing with Blood Nail orcs in future modules.

Alternatively, members of the Blood Nail Clan offer to brand the character’s right forearm with a white-hot serrated orc dagger for passing the test. A PC who accepts the brand permanently loses one hit point. However, the branded character now receives a +3 circumstance modifier to Diplomacy and Intimidate checks when dealing with Blood Nail orcs instead of the +1 mentioned above. The character also gains a +1 modifier to Diplomacy and Intimidate skill checks with all other NPC orcs.

Experience Points and Day Units

EXPERIENCE	ATL 1-3	ATL 5-7
Encounter 2: Discovered the gnomes are Tokis spies	60 xp	120 xp
Accusing the gnomes of being spies (caused their capture)	20 xp	40 xp
Encounter 3: Helped Bamir recover Amath and the horses	40 xp	80 xp
Solved problem through non-combat methods	25 xp	50 xp
Encounter 4: 10 xp for each PC who passed the Test of Courage	60 xp	120 xp
Additional if all PCs passed the test	15 xp	30 xp
Encounter 5: Defeated the Blood Stones Company	40 xp	80 xp
 Discretionary Experience for Role Playing	 <u>140 xp</u>	 <u>280 xp</u>
 Total	 400 xp	 800 xp

DAY UNITS

These rewards come at the expense of **18 Day Units**.

APPENDIX I: NPCs and Monsters

ATL 2

Encounter 2:

Ralpashaz: Male, Rock Gnome, Infiltrator 3, Small humanoid, HD 3d6+6; hp 20; Init +3; Spd 30; AC 16 (touch 14, flatfooted 13); Atk +4 melee (1d3 19-20/x2, dagger) or +6 ranged (1d3/x2, sling); SQ Gnome magic, Darkvision, Trackless Step, Uncanny Dodge, Woodland Stride; AL NE; SV Fort +4, Ref +6, Will +1; Str 10, Dex 16, Con 16, Int 12, Wis 10, Cha 14.

Skills and Feats: Bluff +12, Disguise +8, Escape Artist +9, Gather Information +8, Survival +6; Glib Tongue (KPG p. 86), Lone Wolf (KPG p. 88).

Possessions: Small dagger, Small sling, leather armor, 17 Aruses.

Languages: Gnome, Merchant's Tongue, Low Kalamaran

"Jolly": Male, Rock Gnome, Infiltrator 3, Small humanoid, HD 3d6+6; hp 20; Init +3; Spd 30; AC 16 (touch 14, flatfooted 13); Atk +4 melee (1d3 19-20/x2, dagger) or +6 ranged (1d3/x2, sling); SQ Gnome magic, Darkvision, Trackless Step, Uncanny Dodge, Woodland Stride; AL NE; SV Fort +4, Ref +6, Will +1; Str 10, Dex 16, Con 16, Int 12, Wis 10, Cha 14.

Skills and Feats: Bluff +12, Disable Device +6, Listen +6, Open Lock +6, Spot +6; Glib Tongue (KPG p. 86), Lone Wolf (KPG p. 88).

Possessions: Small dagger, Small sling, leather armor, 12 Aruses.

Languages: Gnome, Merchant's Tongue, Low Kalamaran

Encounter 3:

Akath Kray: Male, Kalamaran Half-orc, Fighter 2/Rogue 2, Medium-Size humanoid, HD 2d10 + 2d6 + 4; hp 28; Init +4; Spd 20; AC 15 (touch 10, flatfooted 15); Atk +7 melee (2d6+6 19-20/x2, greatsword) or +3 ranged (1d10 19-20/x2, heavy crossbow); SA Sneak Attack +1d6, SQ Darkvision, Evasion; AL LG; SV Fort +5, Ref +3, Will +0; Str 18, Dex 10, Con 12, Int 12, Wis 10, Cha 14.

Skills and Feats: Bluff +7, Diplomacy +13, Jump +5, Knowledge (Fighting Styles) +5, Knowledge (Local: Pekal) +2, Listen +2, Sense Motive +6, Spot +1, Improved Initiative, Negotiator, Power Attack.

Possessions: Greatsword, heavy crossbow, breastplate, 12 Kingspieces, 6 Victories, 10 Coppers.

Languages: Low Kalamaran, Merchant's Tongue, orc

Encounter 4:

The Diamond Fist

Both: Male, Kalamaran Half-orc, Barbarian 1: Medium-Size humanoid, HD 1d12 + 2; hp 14; Init +2; Spd 40; AC 16 (touch 13, flatfooted 13); Atk +6 (+4) melee (1d8+5/x3, greataxe) [and +4 melee (1d6+2/x3, handaxe)]; SA Rage 1/day; SQ Darkvision; AL N; SV Fort +4, Ref +3, Will -1; Str 20, Dex 16, Con 14, Int 4, Wis 8, Cha 5.

Skills and Feats: Survival +3; Two-Weapon Fighting.

Possessions: Greataxe, hand axe, studded leather armor, 3 Victories, 1 Arus.

Ieriese Iroiese: Female, Gray Elf, Wizard 1: Medium-Size humanoid, HD 1d4; hp 4; Init +2; Spd 30; AC 14 (touch 12, flatfooted 12); Atk -1 melee (1d8-1 19-20/x2, longsword) and +2 ranged (1d8 19-20/x2, light crossbow); SQ Gray Elf Qualities; AL N; SV Fort +2, Ref +2, Will +3; Str 8, Dex 14, Con 10, Int 20, Wis 12, Cha 10.

Skills and Feats: Concentration +8; Knowledge (Arcana) +9, Knowledge (History) +9, Knowledge (Monsters) +9, Knowledge (Local: Pekal) +9, Knowledge (Religion) +9, Spellcraft +9; Combat Casting.

Possessions: longsword, light crossbow, leather armor, spellbook (0th level: *detect magic*, *daze*, *read magic*, *ray of frost*, *open/close*; 1st level: *magic missile*, *shield*, *sleep*), 8 Victories.

Spells: 0th level: *detect magic*, *daze*, *ray of frost*; 1st level: *magic missile*, *shield*, *sleep*

Familiar: Rat

Taloo: Male, Reanaarian, Rogue 1: Medium-Size humanoid, HD 1d6; hp 6; Init +3; Spd 30; AC 16 (touch 13, flatfooted 13); Atk +1 (-1) melee (1d6+1 18-20/x2, rapier) [and -1 melee (1d4 19-20/x2, dagger)] and +3 ranged (1d6 x3, short bow); SA Sneak Attack +1d6; AL NE; SV Fort +0, Ref +5, Will +2; Str 12, Dex 16, Con 10, Int 16, Wis 10, Cha 12.

Skills and Feats: Appraise +7, Balance +6, Bluff +5, Climb +4, Escape Artist +6, Jump +4, Knowledge (Local: Loona) +7, Listen +4, Sense Motive +4, Spot +4, Tumble +6, Use Magic Device +5; Hammer and Anvil (KPG p. 86), Two-Weapon Fighting.

Possessions: rapier, dagger, shortbow, studded leather armor, 10 Coppers.

Encounter 5:

6x Blood Nail Okogn: Male, common orc, Barbarian 4: Medium-Size humanoid, HD 4d12 + 12; hp 45; Init +7; Spd 40; AC 16 (touch 13, flatfooted 13); Atk +9 melee (1d12+7 x3, greataxe) and +7 ranged (1d6/x3, short bow); SA Rage; SQ Dark Vision, Daylight Sensitivity; AL N; SV Fort +7, Ref +4, Will -1; Str 20, Dex 16, Con 16, Int 10, Wis 6, Cha 6.

Skills and Feats: Climb +9; Jump +9, Listen +3, Survival +3; Improved Initiative, Power Attack.

Possessions: Greataxe, short bow, studded leather armor.

Languages: orc

Encounter 7:

Blood Stones

Ramiris: Male, Kalamaran, Gladiator 1: Medium-Size humanoid, HD 1d10 + 6; hp 16; Init +2; Spd 30; AC 15 (touch 13, flatfooted 12); Atk +4 melee (2d4+3 x2, spiked chain); SQ Dark Vision, Gladiator Abilities; AL N; SV Fort +4, Ref +5, Will +0; Str 14, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Pantomime +4, Sense Motive +4, Tumble +6; Exotic Weapon Proficiency (Spiked Chain), Weapon Finesse.

Possessions: spiked chain, studded leather armor.

Ashazara: Male, Rock Gnome, Cleric 1 (Battle Rager): Small humanoid, HD 1d8 + 1; hp 9; Init +2; Spd 15; AC 18 (touch 13, flatfooted 16); Atk +2 (+0) melee (1d6 x3, Small battleaxe) [and +0 melee (1d3 x2, Small light hammer)] and +4 ranged (1d6 19-20/x2, Small light crossbow); SQ Gnome Qualities; AL CN; SV Fort +3, Ref +3, Will +5; Str 10, Dex 15, Con 12, Int 10, Wis 16, Cha 14.

Skills and Feats: Concentration +5; Knowledge (Religion) +2, Spellcraft +2; Two Weapon Fighting, MARTIAL WEAPON PROFICIENCY: Battleaxe, Weapon Focus: Battleaxe, MARTIAL WEAPON PROFICIENCY: Light Hammer, Weapon Focus: Light Hammer.

Possessions: Small battleaxe, Small light hammer, Small light crossbow, Small breastplate, 24 Victories, silver holy symbol of the Battle Rager.

Spells: (Metal [KPG p. 154]/War) 0th level: *create water, inflict minor wounds, mending*; 1st level: *cause fear, inflict light wounds, (d) magic weapon*

Glynn: Male, Fhokki, Brigand 1: Medium-Size humanoid, HD 1d8 + 1; hp 9; Init +7; Spd 30; AC 16 (touch 13, flatfooted 14); Atk +1 melee (1d8+1 19-20/x2, longsword) and +3 ranged (1d8 x3, long bow); AL CN; SV Fort +3, Ref +3, Will +0; Str 12, Dex 16, Con 12, Int 10, Wis 10, Cha 16.

Skills and Feats: Bluff +11, Gather Information +7, Intimidate +7, Search +4; Dragon Blood, Improved Initiative.

Possessions: longsword, long bow, light steel shield, studded leather armor, 29 Victories.

ATL 3

Encounter 2:

Ralpashaz: Male, Rock Gnome, Infiltrator 3, Small humanoid, HD 3d6+6; hp 20; Init +3; Spd 30; AC 16 (touch 14, flatfooted 13); Atk +4 melee (1d3 19-20/x2, dagger) or +6 ranged (1d3/x2, sling); SQ Gnome magic, Darkvision, Trackless Step, Uncanny Dodge, Woodland Stride; AL NE; SV Fort +4, Ref +6, Will +1; Str 10, Dex 16, Con 16, Int 12, Wis 10, Cha 14.

Skills and Feats: Bluff +12, Disguise +8, Escape Artist +9, Gather Information +8, Survival +6; Glib Tongue (KPG p. 86), Lone Wolf (KPG p. 88).

Possessions: Small dagger, Small sling, leather armor, 17 Aruses.

Languages: Gnome, Merchant's Tongue, Low Kalamaran

"Jolly": Male, Rock Gnome, Infiltrator 3, Small humanoid, HD 3d6+6; hp 20; Init +3; Spd 30; AC 16 (touch 14, flatfooted 13); Atk +4 melee (1d3 19-20/x2, dagger) or +6 ranged (1d3/x2, sling); SQ Gnome magic, Darkvision, Trackless Step, Uncanny Dodge, Woodland Stride; AL NE; SV Fort +4, Ref +6, Will +1; Str 10, Dex 16, Con 16, Int 12, Wis 10, Cha 14.

Skills and Feats: Bluff +12, Disable Device +6, Listen +6, Open Lock +6, Spot +6; Glib Tongue (KPG p. 86), Lone Wolf (KPG p. 88).

Possessions: Small dagger, Small sling, leather armor, 12 Aruses.

Languages: Gnome, Merchant's Tongue, Low Kalamaran

Encounter 3:

Akath Kray: Male, Kalamaran Half-orc, Fighter 2/Rogue 2, Medium-Size humanoid, HD 2d10 + 2d6 + 4; hp 28; Init +4; Spd 20; AC 15 (touch 10, flatfooted 15); Atk +7 melee (2d6+6 19-20/x2, greatsword) or +3 ranged (1d10 19-20/x2, heavy crossbow); SA Sneak Attack +1d6, SQ Darkvision, Evasion; AL LG; SV Fort +5, Ref +3, Will +0; Str 18, Dex 10, Con 12, Int 12, Wis 10, Cha 14.

Skills and Feats: Bluff +7, Diplomacy +13, Jump +5, Knowledge (Fighting Styles) +5, Knowledge (Local: Pekal) +2, Listen +2, Sense Motive +6, Spot +1, Improved Initiative, Negotiator, Power Attack.

Possessions: Greatsword, heavy crossbow, breastplate, 12 Kingspieces, 6 Victories, 10 Coppers.

Languages: Low Kalamaran, Merchant's Tongue, orc

Encounter 4:

The Diamond Fist

Both: Male, Kalamaran Half-orc, Barbarian 3: Medium-Size humanoid, HD 3d12 + 6; hp 32; Init +2; Spd 40; AC 16 (touch 13, flatfooted 16); Atk +8 (+6) melee (1d8+5/x3, greataxe) [and +6 melee (1d6+2/x3, handaxe)]; SA Rage 1/day; SQ Darkvision, Uncanny Dodge, Trap Sense +1; AL N; SV Fort +5, Ref +4, Will +0; Str 20, Dex 16, Con 14, Int 4, Wis 8, Cha 5.

Skills and Feats: Survival +5; Track, Two-Weapon Fighting.

Possessions: Greataxe, hand axe, studded leather armor, 3 Victories, 1 Arus.

Ieriese Iroiese: Female, Gray Elf, Wizard 3: Medium-Size humanoid, HD 3d4; hp 10; Init +2; Spd 30; AC 14 (touch 12, flatfooted 12); Atk +0 melee (1d8-1 19-20/x2, longsword) and +3 ranged (1d8 19-20/x2, light crossbow); SQ Gray Elf Qualities; AL N; SV Fort +3, Ref +3, Will +4; Str 8, Dex 14, Con 10, Int 20, Wis 12, Cha 10.

Skills and Feats: Concentration +10; Knowledge (Arcana) +11, Knowledge (History) +11, Knowledge (Monsters) +11, Knowledge (Local: Pekal) +11, Knowledge (Religion) +11, Spellcraft +13; Combat Casting, Spell Focus: Conjuraton.

Possessions: longsword, light crossbow, leather armor, spellbook, 8 Victories.

Spells: 0th level: *detect magic* x2, *daze*, *ray of frost*, 1st level: *color spray*, *magic missile* x2, *shield*, *sleep*; 2nd level: *protection from arrows*, *shatter*

Familiar: Rat

Taloo: Male, Reanaarian, Rogue 3: Medium-Size humanoid, HD 3d6; hp 14; Init +3; Spd 30; AC 16 (touch 13, flatfooted 13); Atk +5 (+3) melee (1d6+1 18-20/x2, rapier) [and +3 melee (1d4 19-20/x2,

dagger)] and +5 ranged (1d6 x3, short bow); SA Sneak Attack +2d6; SQ Evasion, trap sense +1; AL NE; SV Fort +1, Ref +6, Will +3; Str 12, Dex 16, Con 10, Int 16, Wis 10, Cha 12.

Skills and Feats: Appraise +9, Balance +10, Bluff +7, Climb +6, Escape Artist +8, Jump +8, Knowledge (Local: Loona) +9, Listen +6, Sense Motive +6, Spot +6, Tumble +10, Use Magic Device +7; Instant Stand (pg. 87), Two-Weapon Fighting, Weapon Finesse.

Possessions: rapier, dagger, shortbow, studded leather armor, 10 Coppers.

Encounter 5:

6x Blood Nail Okogn: Male, common orc, Barbarian 4: Medium-Size humanoid, HD 4d12 + 12; hp 45; Init +7; Spd 40; AC 16 (touch 13, flatfooted 13); Atk +9 melee (1d12+7 x3, greataxe) and +7 ranged (1d6/x3, short bow); SA Rage; SQ Dark Vision, Daylight Sensitivity; AL N; SV Fort +7, Ref +4, Will -1; Str 20, Dex 16, Con 16, Int 10, Wis 6, Cha 6.

Skills and Feats: Climb +9; Jump +9, Listen +3, Survival +3; Improved Initiative, Power Attack.

Possessions: Greataxe, short bow, studded leather armor.

Languages: orc

Encounter 7:

Blood Stones

Ramiris: Male, Kalamaran, Gladiator 3: Medium-Size humanoid, HD 3d10 + 6; hp 28; Init +2; Spd 30; AC 15 (touch 13, flatfooted 12); Atk +6 melee (2d4+3 x2, spiked chain); SQ Dark Vision, Gladiator Abilities; AL N; SV Fort +5, Ref +6, Will +1; Str 14, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Pantomime +6, Sense Motive +6, Tumble +8; Combat Expertise, Exotic Weapon Proficiency (Spiked Chain), Weapon Finesse.

Possessions: spiked chain, studded leather armor.

Ashazara: Male, Rock Gnome, Cleric 3 (Battle Rager): Small humanoid, HD 3d8 + 3; hp 21; Init +2; Spd 15; AC 18 (touch 13, flatfooted 16); Atk +4 (+2) melee (1d6 x3, Small battleaxe) [and +2 melee (1d3 x2, Small light hammer)] and +6 ranged (1d6 19-20/x2, Small light crossbow); SQ Gnome Qualities; AL CN; SV Fort +4, Ref +4, Will +6; Str 10, Dex 15, Con 12, Int 10, Wis 16, Cha 14.

Skills and Feats: Concentration +11; Knowledge (Religion) +4, Spellcraft +4; Combat Casting, Two Weapon Fighting, MARTIAL WEAPON PROFICIENCY: Battleaxe, Weapon Focus: Battleaxe, MARTIAL WEAPON PROFICIENCY: Light Hammer, Weapon Focus: Light Hammer.

Possessions: Small battleaxe, Small light hammer, Small light crossbow, Small breastplate, 24 Victories, silver holy symbol of the Battle Rager.

Spells: (Metal [KPG p. 154]/War) 0th level: *create water*, *inflict minor wounds x2*, *mending*; 1st level: *bane*, *cause fear*, *inflict light wounds*, (d) *magic weapon*; 2nd level: *inflict moderate wounds*, *sound burst*, (d) *heat metal*

Glynn: Male, Fhokki, Brigand 3: Medium-Size humanoid, HD 3d8 + 3; hp 21; Init +7; Spd 30; AC 16 (touch 13, flatfooted 14); Atk +3 melee (1d8+1 19-20/x2, longsword) and +5 ranged (1d8 x3, long bow); SA Sneak Attack +1d6; SQ Evasion; AL CN; SV Fort +4, Ref +4, Will +1; Str 12, Dex 16, Con 12, Int 10, Wis 10, Cha 16.

Skills and Feats: Bluff +13, Gather Information +9, Intimidate +11, Search +6; Dragon Blood, Eyes of Fury (KPG p. 85), Immovability (KPG p. 87), Improved Initiative.

Possessions: longsword, long bow, light steel shield, studded leather armor, 29 Victories.

ATL 5

Encounter 2:

Ralpashaz: Male, Rock Gnome, Infiltrator 3, Small humanoid, HD 3d6+6; hp 20; Init +3; Spd 30; AC 16 (touch 14, flatfooted 13); Atk +4 melee (1d3 19-20/x2, dagger) or +6 ranged (1d3/x2, sling); SQ Gnome magic, Darkvision, Trackless Step, Uncanny Dodge, Woodland Stride; AL NE; SV Fort +4, Ref +6, Will +1; Str 10, Dex 16, Con 16, Int 12, Wis 10, Cha 14.

Skills and Feats: Bluff +12, Disguise +8, Escape Artist +9, Gather Information +8, Survival +6; Glib Tongue (KPG p. 86), Lone Wolf (KPG p. 88).

Possessions: Small dagger, Small sling, leather armor, 17 Aruses.

Languages: Gnome, Merchant's Tongue, Low Kalamaran

"Jolly": Male, Rock Gnome, Infiltrator 3, Small humanoid, HD 3d6+6; hp 20; Init +3; Spd 30; AC 16 (touch 14, flatfooted 13); Atk +4 melee (1d3 19-20/x2, dagger) or +6 ranged (1d3/x2, sling); SQ Gnome magic, Darkvision, Trackless Step, Uncanny Dodge, Woodland Stride; AL NE; SV Fort +4, Ref +6, Will +1; Str 10, Dex 16, Con 16, Int 12, Wis 10, Cha 14.

Skills and Feats: Bluff +12, Disable Device +6, Listen +6, Open Lock +6, Spot +6; Glib Tongue (KPG p. 86), Lone Wolf (KPG p. 88).

Possessions: Small dagger, Small sling, leather armor, 12 Aruses.

Languages: Gnome, Merchant's Tongue, Low Kalamaran

Encounter 3:

Akath Kray: Male, Kalamaran Half-orc, Fighter 2/Rogue 2, Medium-Size humanoid, HD 2d10 + 2d6 + 4; hp 28; Init +4; Spd 20; AC 15 (touch 10, flatfooted 15); Atk +7 melee (2d6+6 19-20/x2, greatsword) or +3 ranged (1d10 19-20/x2, heavy crossbow); SA Sneak Attack +1d6, SQ Darkvision, Evasion; AL LG; SV Fort +5, Ref +3, Will +0; Str 18, Dex 10, Con 12, Int 12, Wis 10, Cha 14.

Skills and Feats: Bluff +7, Diplomacy +13, Jump +5, Knowledge (Fighting Styles) +5, Knowledge (Local: Pekal) +2, Listen +2, Sense Motive +6, Spot +1, Improved Initiative, Negotiator, Power Attack.

Possessions: Greatsword, heavy crossbow, breastplate, 12 Kingspieces, 6 Victories, 10 Coppers.

Languages: Low Kalamaran, Merchant's Tongue, orc

Encounter 4:

The Diamond Fist

Both: Male, Kalamaran Half-orc, Barbarian 5: Medium-Size humanoid, HD 5d12 + 10; hp 50; Init +2; Spd 40; AC 16 (touch 13, flatfooted 16); Atk +10 (+8) melee (1d8+5/x3, greataxe) [and +8 melee (1d6+2/x3, handaxe)]; SA Rage 2/day; SQ Darkvision, Uncanny Dodge, Improved Uncanny Dodge, Trap Sense +1; AL N; SV Fort +6, Ref +4, Will +0; Str 21, Dex 16, Con 14, Int 4, Wis 8, Cha 5.

Skills and Feats: Survival +7; Track, Two-Weapon Fighting.

Possessions: Greataxe, hand axe, studded leather armor, 3 Victories, 1 Arus.

Ieriese Iroiese: Female, Gray Elf, Wizard 5: Medium-Size humanoid, HD 5d4; hp 16; Init +2; Spd 30; AC 14 (touch 12, flatfooted 12); Atk +1 melee (1d8-1 19-20/x2, longsword) and +4 ranged (1d8 19-20/x2, light crossbow); SQ Gray Elf Qualities; AL N; SV Fort +3, Ref +3, Will +5; Str 8, Dex 14, Con 10, Int 21, Wis 12, Cha 10.

Skills and Feats: Concentration +12; Knowledge (Arcana) +13, Knowledge (History) +13, Knowledge (Monsters) +13, Knowledge (Local: Pekal) +13, Knowledge (Religion) +13, Spellcraft +15; Combat Casting, Scribe Scroll, Silent Spell, Spell Focus: Conjunction.

Possessions: longsword, light crossbow, leather armor, spellbook, 8 Victories.

Spells: 0th level: *detect magic* x2, *daze*, *ray of frost*; 1st level: *color spray*, *magic missile* x2, *pounding stones* (KPG p. 183), *shield*, *sleep*; 2nd level: *a moment ago* (KPG p. 162), *protection from arrows*, *shatter*; 3rd level: *fireball*, *summon monster III*

Familiar: Rat

Taloo: Male, Reanaarian, Rogue 5: Medium-Size humanoid, HD 5d6; hp 22; Init +3; Spd 30; AC 16 (touch 13, flatfooted 13); Atk +6 (+4) melee (1d6+1 18-20/x2, rapier) [and +4 melee (1d4 19-20/x2, dagger)] and +6 ranged (1d6 x3, short bow); SA Sneak Attack +3d6; SQ Evasion, trap sense +1, Uncanny Dodge; AL NE; SV Fort +1, Ref +7, Will +3; Str 12, Dex 17, Con 10, Int 16, Wis 10, Cha 12.
Skills and Feats: Appraise +11, Balance +12, Bluff +9, Climb +8, Escape Artist +10, Jump +10, Knowledge (Local: Loona) +11, Listen +8, Sense Motive +8, Spot +8, Tumble +12, Use Magic Device +9; Instant Stand (pg. 87), Two-Weapon Fighting, Weapon Finesse.
Possessions: rapier, dagger, shortbow, studded leather armor, 10 Coppers.

Encounter 5:

6x Blood Nail Okogn: Male, common orc, Barbarian 4: Medium-Size humanoid, HD 4d12 + 12; hp 45; Init +7; Spd 40; AC 16 (touch 13, flatfooted 13); Atk +9 melee (1d12+7 x3, greataxe) and +7 ranged (1d6/x3, short bow); SA Rage; SQ Dark Vision, Daylight Sensitivity; AL N; SV Fort +7, Ref +4, Will -1; Str 20, Dex 16, Con 16, Int 10, Wis 6, Cha 6.

Skills and Feats: Climb +9; Jump +9, Listen +3, Survival +3; Improved Initiative, Power Attack.

Possessions: Greataxe, short bow, studded leather armor.

Languages: orc

Encounter 7:

Blood Stones

Ramiris: Male, Kalamaran, Gladiator 5: Medium-Size humanoid, HD 5d10 + 10; hp 44; Init +2; Spd 30; AC 15 (touch 13, flatfooted 12); Atk +8 melee (2d4+3 x2, spiked chain); SQ Dark Vision, Gladiator Abilities; AL N; SV Fort +6, Ref +7, Will +1; Str 14, Dex 17, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Pantomime +8, Sense Motive +8, Tumble +10; Combat Expertise, Exotic Weapon Proficiency (Spiked Chain), Weapon Finesse.

Possessions: spiked chain, studded leather armor.

Ashazara: Male, Rock Gnome, Cleric 5 (Battle Rager): Small humanoid, HD 5d8 + 5; hp 33; Init +3; Spd 15; AC 19 (touch 14, flatfooted 16); Atk +5 (+3) melee (1d6 x3, Small battleaxe) [and +3 melee (1d3 x2, Small light hammer)] and +7 ranged (1d6 19-20/x2, Small light crossbow); SQ Gnome Qualities; AL CN; SV Fort +5, Ref +4, Will +7; Str 10, Dex 16, Con 12, Int 10, Wis 16, Cha 14.

Skills and Feats: Concentration +13; Knowledge (Religion) +6, Spellcraft +6; Combat Casting, Two Weapon Fighting, MARTIAL WEAPON PROFICIENCY: Battleaxe, Weapon Focus: Battleaxe, MARTIAL WEAPON PROFICIENCY: Light Hammer, Weapon Focus: Light Hammer.

Possessions: Small battleaxe, Small light hammer, Small light crossbow, Small breastplate, 24 Victories, silver holy symbol of the Battle Rager.

Spells: (Metal [KPG p. 154]/War) 0th level: *create water, inflict minor wounds x2, mending, resistance*; 1st level: *bane, cause fear, doom, inflict light wounds, (d) magic weapon*; 2nd level: *inflict moderate wounds x2, sound burst, (d) heat metal*; 3rd level: *dispel magic, inflict serious wounds, (d) magic vestment*

Glynn: Male, Fhokki, Brigand 5: Medium-Size humanoid, HD 5d8 + 5; hp 33; Init +7; Spd 30; AC 16 (touch 13, flatfooted 14); Atk +5 melee (1d8+1 19-20/x2, longsword) and +7 ranged (1d8 x3, long bow); SA Sneak Attack +2d6; SQ Evasion, trap sense +1, Uncanny Dodge; AL CN; SV Fort +5, Ref +4, Will +1; Str 12, Dex 17, Con 12, Int 10, Wis 10, Cha 16.

Skills and Feats: Bluff +15, Gather Information +11, Intimidate +13, Search +8; Dragon Blood, Eyes of Fury (KPG p. 85), Immovability (KPG p. 87), Improved Initiative.

Possessions: longsword, long bow, light steel shield, studded leather armor, 29 Victories.

ATL 7

Encounter 2:

Ralpashaz: Male, Rock Gnome, Infiltrator 3, Small humanoid, HD 3d6+6; hp 20; Init +3; Spd 30; AC 16 (touch 14, flatfooted 13); Atk +4 melee (1d3 19-20/x2, dagger) or +6 ranged (1d3/x2, sling); SQ Gnome magic, Darkvision, Trackless Step, Uncanny Dodge, Woodland Stride; AL NE; SV Fort +4, Ref +6, Will +1; Str 10, Dex 16, Con 16, Int 12, Wis 10, Cha 14.

Skills and Feats: Bluff +12, Disguise +8, Escape Artist +9, Gather Information +8, Survival +6; Glib Tongue (KPG p. 86), Lone Wolf (KPG p. 88).

Possessions: Small dagger, Small sling, leather armor, 17 Aruses.

Languages: Gnome, Merchant's Tongue, Low Kalamaran

"Jolly": Male, Rock Gnome, Infiltrator 3, Small humanoid, HD 3d6+6; hp 20; Init +3; Spd 30; AC 16 (touch 14, flatfooted 13); Atk +4 melee (1d3 19-20/x2, dagger) or +6 ranged (1d3/x2, sling); SQ Gnome magic, Darkvision, Trackless Step, Uncanny Dodge, Woodland Stride; AL NE; SV Fort +4, Ref +6, Will +1; Str 10, Dex 16, Con 16, Int 12, Wis 10, Cha 14.

Skills and Feats: Bluff +12, Disable Device +6, Listen +6, Open Lock +6, Spot +6; Glib Tongue (KPG p. 86), Lone Wolf (KPG p. 88).

Possessions: Small dagger, Small sling, leather armor, 12 Aruses.

Languages: Gnome, Merchant's Tongue, Low Kalamaran

Encounter 3:

Akath Kray: Male, Kalamaran Half-orc, Fighter 2/Rogue 2, Medium-Size humanoid, HD 2d10 + 2d6 + 4; hp 28; Init +4; Spd 20; AC 15 (touch 10, flatfooted 15); Atk +7 melee (2d6+6 19-20/x2, greatsword) or +3 ranged (1d10 19-20/x2, heavy crossbow); SA Sneak Attack +1d6, SQ Darkvision, Evasion; AL LG; SV Fort +5, Ref +3, Will +0; Str 18, Dex 10, Con 12, Int 12, Wis 10, Cha 14.

Skills and Feats: Bluff +7, Diplomacy +13, Jump +5, Knowledge (Fighting Styles) +5, Knowledge (Local: Pekal) +2, Listen +2, Sense Motive +6, Spot +1, Improved Initiative, Negotiator, Power Attack.

Possessions: Greatsword, heavy crossbow, breastplate, 12 Kingspieces, 6 Victories, 10 Coppers.

Languages: Low Kalamaran, Merchant's Tongue, orc

Encounter 4:

The Diamond Fist

Both: Male, Kalamaran Half-orc, Barbarian 7: Medium-Size humanoid, HD 7d12 + 14; hp 68; Init +2; Spd 40; AC 16 (touch 13, flatfooted 16); Atk +12/+7 (+10/+5) melee (1d8+5/x3, greataxe) [and +10 melee (1d6+2/x3, handaxe)]; SA Rage 2/day; SQ Damage Reduction 1/-, Darkvision, Uncanny Dodge, Improved Uncanny Dodge, Trap Sense +2; AL N; SV Fort +7, Ref +5, Will +1; Str 21, Dex 16, Con 14, Int 4, Wis 8, Cha 5.

Skills and Feats: Survival +7; Power Attack, Track, Two-Weapon Fighting.

Possessions: Greataxe, hand axe, studded leather armor, 3 Victories, 1 Arus.

Ieriese Iroiese: Female, Gray Elf, Wizard 7: Medium-Size humanoid, HD 7d4; hp 22; Init +2; Spd 30; AC 14 (touch 12, flatfooted 12); Atk +2 melee (1d8-1 19-20/x2, longsword) and +5 ranged (1d8 19-20/x2, light crossbow); SQ Gray Elf Qualities; AL N; SV Fort +4, Ref +4, Will +6; Str 8, Dex 14, Con 10, Int 21, Wis 12, Cha 10.

Skills and Feats: Concentration +12; Knowledge (Arcana) +13, Knowledge (History) +13, Knowledge (Monsters) +13, Knowledge (Local: Pekal) +13, Knowledge (Religion) +13, Spellcraft +15; Augment Summoning, Combat Casting, Scribe Scroll, Silent Spell, Spell Focus: Conjunction.

Possessions: longsword, light crossbow, leather armor, spellbook, 8 Victories.

Spells: 0th level: *detect magic* x2, *daze*, *ray of frost*, 1st level: *color spray*, *magic missile* x2, *pounding stones* x2 (KPG p. 183), *shield*, *sleep*; 2nd level: *a moment ago* (KPG p. 162), *protection from arrows*, *shatter*, *summon monster II*; 3rd level: *fireball*, *summon monster III* x2; 4th level: *dimension door*, *summon monster IV*

Familiar: Rat

Taloo: Male, Reanaarian, Rogue 7: Medium-Size humanoid, HD 7d6; hp 30; Init +3; Spd 30; AC 16 (touch 13, flatfooted 13); Atk +8 (+6) melee (1d6+1 18-20/x2, rapier) [and +6 melee (1d4 19-20/x2, dagger)] and +8 ranged (1d6 x3, short bow); SA Sneak Attack +4d6; SQ Evasion, trap sense +2, Uncanny Dodge; AL NE; SV Fort +2, Ref +8, Will +4; Str 12, Dex 17, Con 10, Int 16, Wis 10, Cha 12.
Skills and Feats: Appraise +13, Balance +14, Bluff +11, Climb +10, Escape Artist +12, Jump +12, Knowledge (Local: Loona) +13, Listen +10, Sense Motive +10, Spot +10, Tumble +14, Use Magic Device +11; Combat Expertise, Instant Stand (KPG pg. 87), Two-Weapon Fighting, Weapon Finesse.
Possessions: rapier, dagger, shortbow, studded leather armor, 10 Coppers.

Encounter 5:

6x Blood Nail Okogn: Male, common orc, Barbarian 4: Medium-Size humanoid, HD 4d12 + 12; hp 45; Init +7; Spd 40; AC 16 (touch 13, flatfooted 13); Atk +9 melee (1d12+7 x3, greataxe) and +7 ranged (1d6/x3, short bow); SA Rage; SQ Dark Vision, Daylight Sensitivity; AL N; SV Fort +7, Ref +4, Will -1; Str 20, Dex 16, Con 16, Int 10, Wis 6, Cha 6.

Skills and Feats: Climb +9; Jump +9, Listen +3, Survival +3; Improved Initiative, Power Attack.

Possessions: Greataxe, short bow, studded leather armor.

Languages: orc

Encounter 7:

Blood Stones

Ramiris: Male, Kalamaran, Gladiator 7: Medium-Size humanoid, HD 7d10 + 14; hp 60; Init +2; Spd 30; AC 15 (touch 13, flatfooted 12); Atk +10/+5 melee (2d4+3 x2, spiked chain); SQ Dark Vision, Gladiator Abilities; AL N; SV Fort +7, Ref +8, Will +2; Str 14, Dex 17, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Pantomime +10, Sense Motive +10, Tumble +12; Combat Expertise, Exotic Weapon Proficiency (Spiked Chain), Improved Feint, Improved Trip, Weapon Finesse.

Possessions: spiked chain, studded leather armor.

Ashazara: Male, Rock Gnome, Cleric 7 (Battle Rager): Small humanoid, HD 7d8 + 7; hp 45; Init +3; Spd 15; AC 19 (touch 14, flatfooted 16); Atk +7 (+5) melee (1d6 x3, Small battleaxe) [and +5 melee (1d3 x2, Small light hammer)] and +9 ranged (1d6 19-20/x2, Small light crossbow); SQ Gnome Qualities; AL CN; SV Fort +6, Ref +5, Will +8; Str 10, Dex 16, Con 12, Int 10, Wis 16, Cha 14.

Skills and Feats: Concentration +13; Knowledge (Religion) +6, Spellcraft +6; Combat Casting, Two Weapon Fighting, Martial Weapon Proficiency (Battleaxe), Martial Weapon Proficiency (Light Hammer), Spell Focus (Necromancy), Weapon Focus (Battleaxe), Weapon Focus (Light Hammer).

Possessions: Small battleaxe, Small light hammer, Small light crossbow, Small breastplate, 24 Victories, silver holy symbol of the Battle Rager.

Spells: (Metal [KPG p. 154]/War) 0th level: *create water, inflict minor wounds x2, light, mending, resistance*; 1st level: *bane, doom, inflict light wounds x2, magic weapon, (d) magic weapon*; 2nd level: *align weapon, inflict moderate wounds x2, sound burst, (d) heat metal*; 3rd level: *dispel magic, inflict serious wounds, searing light, (d) magic vestment*; 4th level: *inflict critical wounds, (d) divine power*

Glynn: Male, Fhokki, Brigand 7: Medium-Size humanoid, HD 7d8 + 7; hp 45; Init +7; Spd 30; AC 16 (touch 13, flatfooted 14); Atk +5 melee (1d8+1 19-20/x2, longsword) and +7 ranged (1d8 x3, long bow); SA Sneak Attack +2d6; SQ Evasion, trap sense +1, Uncanny Dodge; AL CN; SV Fort +6, Ref +5, Will +4; Str 12, Dex 17, Con 12, Int 10, Wis 10, Cha 16.

Skills and Feats: Bluff +15, Gather Information +11, Intimidate +13, Search +8; Dragon Blood, Eyes of Fury (KPG p. 85), Fearsome Appearance (KPG p. 86), Immovability (KPG p. 87), Improved Initiative, Iron Will.

Possessions: longsword, long bow, light steel shield, studded leather armor, 29 Victories.

Appendix II: Additional Rules

There are no additional rules for this adventure.

TO ARMS! TO ARMS!

Brave warriors of Pekal, Prince Kafen, in his majestic wisdom, has issued a Royal Decree calling for all able-bodied mercenaries, adventurers, and seekers of fortune and glory to gather at the Adventurers Guild of Bet Rogala!

The tyrannous invaders of Tokis hope to penetrate our borders while the snow still covers our wheat fields. Any man able to carry a weapon not serving in the Pekalese Army or militia will be paid a bounty for his services in defense of our Gods-given liberty!

Meet with Captain Thelis at the Adventurers Guild this Pelsday of Snowfall for details. We will not bow to king or emperor!

Gods save the prince!

After Action Report

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

- Did PCs with the Fang of Vevisalakale agree to the prince's orders?
- Did they discover the Tokite spy?
- Did they aid the spy, turn him in or kill him?
- Did the PCs attempt to rescue the conscripted boy and livestock?
- Did the PCs convince the mercenaries to attack the orcs when the two groups met?
- Or did they help dissuade Captain Thelis from attacking to help the diplomat?
- If they did not fight the orcs, did they fight with or against the adventurers raiding Thewido?

Please return this form to the Living Kingdoms of Kalamar representative at your convention or email the results to andrew@kenzerco.com with "To Arms AAR" in the subject line. This After Action Report is valid until October 1, 2004.