



Turn About is Foul Play

Part Two of *The Shadow Conspiracy*

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

An Adventure for Any-Level Character

By **Joseph L. Selby**

Edited by Andrew Garbade

Once again your aid is requested by old acquaintances ...all regarding the same incident. But their stories seem contradictory. Who do you trust? A role-playing intensive module for all ATLS. This adventure directly follows the events of *Domino Effect*.

Domino Effect, The Shadow Conspiracy, ImageQuest, the ImageQuest logo, the Kenzer and Company logo, Living Kingdoms of Kalamar, the Living Kingdoms of Kalamar logo and Pekal Gazetteer are trademarks of Kenzer and Company. Kingdoms of Kalamar and the Kingdoms of Kalamar logo are registered trademarks of Kenzer and Company. © Copyright 2003, Kenzer and Company, Inc. All rights reserved. Dungeons & Dragons, Dungeon Master, D&D, RPGA, Living, the d20 system logo and the Wizards of the Coast logo are all trademarks owned by Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. and are used by Kenzer & Company under license. © 2003 Wizards of the Coast, Inc.

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

ATL _____

Adventure Notes

This module is part two of *The Shadow Conspiracy* series for use in the Living™ Kingdoms of Kalamar campaign setting. It is designed for 4 to 6 characters ranging from 1st to 7th level. It is advised that PCs go through this module with a full party, as the challenges presented may overwhelm a small party of adventurers. This is a combat intensive module.

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

Therefore, the DM should also have the *Kingdoms of Kalamar® Core Sourcebook* and the *Kingdoms of Kalamar Player's Guide*.

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

This module begins to focus more clearly on the layers of intrigue within the city, of people pretending to be someone whom they're not, and the impact that the PCs' decisions have on the city. Although they are minor players in the grand scheme of things, who they choose to help or not has large repercussions.

Adventure Synopsis

—**Introduction**—The PCs learn of the prohibition of Divination magic and other happenings in Bet Rogala.

SECTION 1: THE MODULE

—**Encounter 1**—The PCs are recruited by Thaturan and his lackeys to find Headmistress Shanti'a Diamondeyes, pretending to be agents of the Gray Legion trying to help her.

—**Encounter 2**—A raven claiming to be the familiar of Shanti'a Diamondeyes asks for the PCs help.

—**Encounter 3**—The PCs search for the Black Snitch and meet another Drow living in the city.

—**Encounter 4**—The Black Snitch turns out to be Shanti'a Diamondeyes' familiar, an Imp that can change its form.

—**Encounter 5**—The PCs go to Shanti'a's hiding place to find it deserted.

—**Encounter 6**—The PCs run into Headmaster Movashom, who has gone mad from casting too many Divination spells.

—**Encounter 7**— The PCs are taken to Shanti'a Diamondeyes hiding place where they can choose to help her or turn her over to the Thieves guild.

—**Encounter 8**—The PCs have a chance to double-cross Thaturan or double-cross Shanti'a, and their actions has a serious and direct impact on Bet Rogala's future.

SECTION 2: GATHERING INFORMATION

—**Encounter G11**—Constabulary: The PCs may want to speak with the constabulary and figure out if Thaturan is a constable or working for another group entirely.

—**Encounter G12**—Gather Information: There are a number of places PCs can go in Bet Rogala to gather information. This encounter describes some of the best places and what the PCs learn while they're there.

—**Encounter G13**—Lead Detective: The PCs may want to speak with the constable assigned to this case and see why he isn't doing more to find the assassins himself.

—**Encounter G14**—Midnight Sage: If the PCs played *Making a Name* they would have met (or at least heard of) Sorva D'Lortal, the only known shadow elf in the city. She operates the Midnight Sage, an herbalist's shop beside the College of Magic. The college has accepted her presence, so the rest of the city does as well. She's only open after sunset, though.

—**Encounter G15**—School of Divination: Supposedly divinations are failing, but the PCs may want to check for themselves. Speaking with the headmaster of the school, he insists that something is thwarting his spells.

SECTION 3: RUMORS

—**Encounter R1**—Otters in the Lake: The PCs hear a rumor that the College of Magic is using otter familiars to communicate with an underwater city of aquatic elves in Lake Eb'Sobet.

—**Encounter R2**—The Lost City: The PCs hear a rumor that a settlement was built in the Rytarr

Woods when sailors discovered a tree that produced golden apples. The location of the city was lost when the sailors' ship sank.

—**Encounter R3**—Kalamaran Embassy: The PCs hear a rumor that a rival to the Bet Rogalan Thieves Guild has set up shop in the Kalamaran Embassy. They hope to corner the market by using doppelganger assassins.

—**Encounter R4**—Night Workmen: The PCs hear a rumor that the municipal workers that walk the streets at night (lamplighters, street sweepers, etc) don't represent the Assembly of Light but are actually agents of the Bet Rogalan Thieves Guild.

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

APPENDICES

Appendix I: Treasure Summary

Appendix II: Experience Point Summary

Appendix III: Heroes and Villains (All ATLS)

Player Handout #1: The Temple of Magic prohibits the casting of Divination Magic.

Player Handout #2: The Constabulary is looking for Ziril, the supposed leader of the Bet Rogalan Thieves Guild.

Player Handout #3: A note for those players that have played *Domino Effect* but do not have the "Jade Brooch".

Player Handout #4: A request for those players that have played *Domino Effect* and have the "Jade Brooch" from *Vanishing Concerns*.

Player Handout #5: A request for those players that have not played *Domino Effect*.

Background

For all its accolades—largest Temple of Enchantment, largest college of magic—most people come to Pekal because of the people.

The citizens of the principality are known for their jovial manner and overall good humor. They've never been given a life of luxury, but they've learned to be happy with they have. Good food, good friends, and the freedom to enjoy them. These are the things that inspire an entire nation to seem welcoming to the most distant travelers.

A place like Pekal may seem especially welcoming to those people wanting to escape their past and get a new start. It is uncommon for a Dark Elf not to pursue the dark arts in worship of the Drow's evil gods. It does happen, though, more often than surface-dweller or underdark ruler would admit. And when such a thing happens, that person is usually forced to flee to the surface or lose his or her life. And a Shadow Elf trapped with no friends or family in the surface, especially in a place like Prompeldia, the city of thieves, is likely to trade one poor life for another. A place like Pekal may seem a suitable place to start over.

So, nearly 4 decades ago, Amishanti, a Drow Wizard, made her way to Bet Rogala's College of Magic, changing her name to Shanti'a Diamondeyes. With the use of spells to keep her identity hidden, the talented magician quickly found acceptance among the numerous mages and sages of the college. Her abilities, rather than her race, spoke for her.

Unfortunately her good life was interrupted last year when a Drow priestess learned that the Amishanti Codex—a work-journal that held a number of secrets lost to antiquity—was hidden in Bet Rogala, as was the Gate of Daihianidas. Although the plot to open the gate failed, it inadvertently involved the Bet Rogalan Thieves Guild, which learned that Headmistress Diamondeyes was really a Drow Wizard in disguise.

Over the course of the last year, they have been blackmailing her, at first for simple spells they did not want to pay for, but more recently for more rare and powerful things. Eventually they crossed the line and Shanti'a knew that if she continued to aid them, she'd supply the enemies of the nation that had felt more like home than any other place she had ever lived while incriminating herself in the process. She decided to go into hiding, hoping that her disappearance might allow the guild to abandon its plot so that she might return to the college.

Unfortunately, Headmaster Movashom from the School of Divination has allowed his crush on the headmistress to turn into an

obsession. Using every divination he has at his disposal, he's relentlessly searched for his "true love." In the process, word has spread that the headmistress has gone missing. The thieves guild knows she is hiding in Bet Rogala and has stepped up their efforts to find her. This includes using adventurers that they had duped the year before to aid them again, under false pretenses that they would actually be aiding the headmistress.

Calendar and Climate

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

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

Role Playing Intensive

This module is labeled role-playing intensive. What that means in regard to the Living Kingdoms of Kalamar campaign is that it is possible to participate in the entire module without ever having to enter into combat. This is *extremely* important in this module as all but one of the NPCs given a name in this module are 11th level or higher. PCs that think they might be able to overpower these NPCs or that they can simply disregard negotiation and/or subterfuge for a violent solution will quickly find that they and all their party members are dead.

It is imperative of the judge to keep this in mind when role playing the NPCs. They are confident that persons of the PCs' abilities cannot do any substantial damage to them. Most of them have spells at their disposal that could kill the PCs instantaneously or summon some fiendish creature to do it for them. Thus the NPCs shouldn't goad the players into a fight. It's like an elephant challenging an ant. It's nothing

more than a waste of time for the elephant. A negligent judge will see his entire table killed, which is not the purpose of this module or its inclusion of high-level NPCs.

DM NOTE: Give the PCs **Player’s Handout #1** and **#2**. The temporary ban on Divination magic applies to all spellcasters regardless of god or class. The Temple of Enchantment does not have enough members to actively patrol the entire city for casters, but if the Flow of magic does not balance itself out, the temple will most likely ban all spellcasting, so the prohibition is taken extremely seriously by all spellcasters who have an Intelligence higher than 9.

A young messenger boy delivers the following handouts to the appropriate PCs, saying that he spent all of yesterday trying to locate them.

To each PC that has played *Domino Effect* but does not have the “Jade Brooch” cert from *Vanishing Concerns* give **Player Handout #3**.

To each PC that has played *Domino Effect* and has the “Jade Brooch” cert from *Vanishing Concerns* give **Player Handout #4**.

To each PC that has not played *Domino Effect* give **Player Handout #5**.

INTRODUCTION

Although the weather has returned to normal compared to the never-ending rain of the previous year, Lake Eb’Sobet is still swollen. Because of this, ships are staying out on the water longer than normal—enjoying the improved fishing—making a place like the Merman’s Trident empty and forgotten. The stature of the building, though, has not diminished, regardless of its lack of clientele. In fact, it occurs to you that you’ve never seen the tavern occupied to even half its capacity, yet it is still one of the most prestigious inns in the city. How does it manage with such little business?

If any PCs suspect that the tavern may be an outlet for the Gray Legion or the thieves guild, they may make a **Knowledge (Local: Bet Rogala or Pekal)** or **Gather Information check**, but do not know of anything special regarding its nature, regardless of the result. They learn the following from their roll.

DC 5: The Merman’s Trident is the only high-quality inn and tavern in the Dock District.

DC 10: The tavern holds an annual “Welcome Home” party on its roof at the end of the fishing season.

DC 15: The clientele of the tavern is composed primarily of ship captains, wealthy merchants, and visitors to the city who wish to remain close to the lake for nostalgic value.

DC 20: Everyone knows someone *else* who frequents the tavern, but it doesn’t seem like anyone you speak to actually go there themselves.

DC 25: Regardless of its high-class clientele, the Merman’s Trident is a regular after-work stop for guilds like the Street Sweepers and Lamp Lighters.

DC 30: Duke Larofin Matikis is the only noble known to have ever visited the tavern. It’s said he goes there to recruit “special” employees.

When the PCs head toward the door of the Merman’s Trident (which is on the lake-side of the building, around a walkway on the side of the building) they may make a **Spot check** (DC 15) to see a Raven sitting on a light post, staring directly at them. It moves (it’s real), but does not look away from the PCs, watching them intently. If the PCs choose to go to the Raven rather than into the Merman’s Trident, skip to **Encounter 2: An Impish Offer**.

Encounter 1: The Merman’s Trident

SUMMARY: The PCs meet with Thaturan, Tholan and Golan at the Merman’s Trident. The trio asks them to aid in their search for Headmistress Shanti’a Diamondeyes.

DM NOTE: If for any reason, a PC chooses to attempt to infiltrate the building first, climbing to the room and then coming down the stairs (making a **Move Silently check** DC 20) or sneaking to the lake-side of the building (making **Move Silently** and **Hide checks** DC 20) and looking through a window, they see a much calmer scene than when the group actually walks through the front door. The Halfings are standing passively, food in hand, staring at the door as if they are waiting for someone to arrive.

The barkeep is talking quietly to a patron at the bar and everyone seems relatively passive.

This scene changes significantly when someone walks through the front door. The Halfling food fight resumes (as if it had never stopped) and the bartender begins yelling at the two Lightfeet).

The interior of the Merman's Trident is well maintained, as always...except for the large amounts of bread, soup, and mashed potatoes that are splattered across a large table in the middle of the building. Two unusually tall Lightfoot Halflings chase each other around a large table in the center of the room. The bartender shouts at them in Low Kalamaran that he's tired of cleaning up their mess and that they better get out before he calls the constables.

The two Halflings, with devilish smiles as if they actually were children rather than a half-sized race, each throw him a platinum Kingspiece. The coins make a large slapping sound as the bartender traps them on the bar. He looks at the coins and sighs, knowing that they paid for their meals five times over

The tavern is sparsely populated. Along with the Halflings and the bartender, there is a group of six Kalamaran street sweepers that seem to be placing bets on which Halfling will win the food fight. The only other person in the tavern is the elderly Thaturan, who sits in the back corner watching the PCs as if the Halflings weren't even there (a **Spot check** [DC 22] reveals that he is wearing makeup to make him appear older, but this is no different than any other time the PCs have met him). He sits at a table large enough to accommodate up to six more people. Ample food is waiting, grapes, apples, oranges, fish stew, bread, and the bartender brings ale, wine, or cider at the PC's choosing.

DM NOTE: Thaturan, Tholan, and Golan do not detect as evil, if anyone should attempt to detect alignment. All three of them are subject of a *nondetection* spell. Everyone else in the bar (with the exception of the bartender) does, however.

Thaturan welcomes the PCs in Merchant's Tongue first and then Low Kalamaran. If there are still some lagging, he tries the other languages he speaks.

During the group's conversation, the Halflings assault on one another slows, but Thaturan seems unconcerned whether they are eavesdropping or not.

Thaturan tells them the following information:

- Two weeks ago, Shanti'a Diamondeyes, the Headmistress of Conjuraton at the College of Magic did not show up for her classes.
- She has not been seen or heard from since her disappearance.
- Unlike last year's incident, no retinue of Dark Elves has been seen in the city, nor has there been any known attempt on her life.
- When she did not arrive for class on the second day, her office was opened. A portion of her personal library was gone.
- Two days later, the rest of the contents of her office vanished.
- The College of Magic wishes to keep the matter private, for reasons they have not divulged.
- The college has not even announced the situation to the student body. The headmistress is seeing to a "personal matter." Because of this, Thaturan and anyone who works for him are not considered official employees of the college. This is a non-negotiable fact.
- Movashom, Headmaster of the School of Divination took a sabbatical due to his distress over the matter.
- Thaturan is attempting to locate the Headmistress while respecting the College's wishes of privacy.
- The PCs (or some other adventurers) were very successful last year in aiding Thaturan and Headmistress Diamondeyes without drawing attention to her or the College. He hopes they can demonstrate the same amount of discretion in this matter.
- The college has not provided him a budget, but he would be willing to pay them 20 Victories (gp) each out of his own pocket for their aid—all in advance. (A **Diplomacy**

check [DC 15] convinces him to increase the sum to 25 Victories.)

- He apologizes that the sum can't be more, but is certain that both he and Headmistress Diamondeyes will be very grateful for their assistance in the matter. (DC 13 **Sense Motive check** to catch his Innuendo saying that they PCs are to be paid in favors as well.)
- He has investigated the School of Conjunction and Shanti'a's private office repeatedly (the room was eventually sealed by the college, although he is certain that he did not miss anything in the room). He's explored every angle he knows and keeps coming to the same impasse.
- He's looking for someone called "The Black Snitch". Supposedly a newcomer to town, Thaturan has called in a number of favors and still can't find the person. He doesn't even know what race the person is.

The PCs are welcome to finish their lunch regardless of whether they agree to help or not. If they do not agree to help Thaturan, they must agree to help the Raven in **Encounter 2: An Impish Offer**, otherwise the module ends.

DM NOTE: Thaturan does not have any suggestions on where the PCs should begin. He's used his resources to gather information, but hasn't found anything credible. He has a reputation, though, and some of his usual informants seemed to be avoiding him. The PCs may have better luck than he has, which is the main purpose for why he's contacted them.

Encounter 2: An Impish Offer

The PCs are approached by a Raven, who claims to be the servant of Shanti'a Diamondeyes. It asks for their help protecting her from thieves that are hunting her.

All PCs should make a **Spot check** (DC 10) to see a raven perched on a lamppost across the street. It is staring at them and bobbing its head toward a side alley. Skip this encounter if no one succeeds as their **Spot check**.

Leaving the Merman's Trident, you see a raven perched on a lamppost across the street. It seems no different from any other carrion bird in the city at first. But it's unsettling that the bird does not break eye contact with you. After a moment, it begins bobbing its head, pointing at a side alley.

If the PCs don't follow the bird, continue to **Encounter 3: Searching for the Snitch**. If they do follow the bird into a side alley, it lands on a discarded shaft of wood at about eye level and begins speaking to them in Merchant's Tongue. It only speaks a limited number of languages.

The raven is really an Imp familiar of Shanti'a Diamondeyes. Aside from its natural imp form, it is capable of transforming into a raven, a Drow male, and a giant spider. It has learned that, when dealing with creatures not from the Underdark, that most of its forms are unpleasant, although people seem to generally accept the ability of a raven speaking. It stays in its raven form unless shifting becomes necessary to prove itself to the PCs. This is a judge decision that should be made with all serious, as the imp is aware that revealing its true nature would most likely result in its death.

DM NOTE: The creature is able to speak Fiendish, Undercommon, Drow, Merchant's Tongue, and Deji (Elo). Similar to changing form, it does not speak Fiendish, Undercommon, or Drow without first being spoken to in that language.

If PCs speak to each other in a language it understands, it listens and uses that information in the best possible way to further its goals. If a PC should talk to the familiar in a language it understands, it responds in the same language, regardless of what that language is (so if someone spoke Infernal to it, it would reply in Infernal, for example).

I beg your pardon, noble sirs. I would not choose to impinge on your time, but you seem the sort that would be able to aid me in my quest.

My name translates to Sunshine in your language, a damnable name indeed. I would prefer that you simply call me Raven. I am bound to the conjurer called Shanti'a Diamondeyes, and she is in grave trouble. The guild of thieves of this city under the sun has made aggressive moves against her, so much so that she has gone into hiding. They still seek her now, or any who might lead

them to her. I have been able to dissuade any that might prove a threat to her. ...all save one.

This person has gone into hiding, and I would beseech your aid in finding him, so that I may protect my mistress from the machinations of this sun-cursed guild. Would you hear my plea?

If the PCs agree to listen, the raven tells them the following. He does not get upset if PCs call him Sunshine, although always refers to himself as Raven.

- For the past year, Shanti'a Diamondeyes has told Raven that she was being blackmailed by a group of people she called a guild of thieves.
- At first, she only delivered information, but recently she had repeated arguments with the collectors, saying that she would no longer be her pawn. Things grew so violent that she eventually packed her best spellbooks and fled the college.
- He cannot adequately identify the blackmailers. He only saw them a few times, tall northmen. Their heads nearly touched the ceiling. But she always spoke to them looking at their waists, as if their eyes were in their belt buckles.
- Mistress Diamondeyes fled without him, although he is bound to her in such a fashion that he is unconcerned about being apart from her. He is concerned, however, about any others that may be able to lead the guild of thieves to her.
- She spoke fondly of adventurers and how that, although mercenary, they seemed to have a true spirit. He sought the PCs out in hopes that his mistress's perception of adventurers would prove true.
- There is one person left in Bet Rogala that may know where Shanti'a Diamondeyes is hiding. He is called "the Black Snitch." Raven does not know here he is, but is certain that the PCs can help him find the informant.

Encounter 3: Searching for the Snitch

The PCs can gather information around town, looking for the Snitch. This encounter relies heavily on **Section 2: Gathering Information**. Listed below is only the actual encounter where the PCs gain vital information on finding the Black Snitch. All other encounters only give vague pieces to the puzzle.

Following the possible the only lead from gathering information that doesn't result in a dead end, the PCs find themselves on the shores of Lake Eb'Sobet. From a distance, it's clear that a female humanoid (most likely Elven by her slight frame) is standing on the shore, skipping rocks across the lake surface. A **Spot check** (DC 16) reveals that she is a Dark Elf, dressed in a deep red leather armor that both complements and contrasts her pitch skin.

The drow, Synn Seressa, makes no motion for the sword on her hip as the PCs approach whether they're stealthy about it or not. She continues to skip rocks until the PCs are 15 to 20 feet away.

You're welcome to join me if you like, but I must warn you, I'm aware of the surface dwellers' distaste for Dark Elves and I will most certainly kill you all with this single rock if you've come here for a fight.

Regardless of what the PCs say, even if it's threatening, Synn says the following.

Have you ever sailed these waters? Lake Eb'Sobet I've learned it is called. What a magnificent sea this thing is, rich with life and bright with the sun's reflection. You are very fortunate to make your home on her shores. She protects you. Like a mother. Like a mother keeping her child from the things that hide in the dark places....

Synn's father was killed at sea and seeing this new, magnificent lake has made her despondent.

- Her name is Synn Seressa, originally of the Drow city Shiahizaid. She moved here most recently from Prompeldia, the closest surface city to her home.

- She is a sailor by trade. She moved to Bet Rogala only a few weeks ago because her heritage seemed to only bring her ruthless or murderous work and she wanted to make a different life for herself.
- Drow that are unwilling or incapable of conforming to the strict nature of Dark Elf society often flee to the surface to begin again, hoping to find a place where they can live to their potential rather than following the traditional system of wizardry and clerisy.
- She got word that a childhood friend of hers, Amishanti—now called Shanti'a Diamondeyes—had moved to Bet Rogala.
- Shanti'a had already fled her home at the College of Magic by the time Synn arrived in the city.
- She's spent the last couple weeks looking for her, but has come to the same impasse. She needs to find Shanti'a's familiar, which is the only creature that knows her location.

DM NOTE: If the PCs mention that they spoke to the raven, Sunshine, Synn explains that Shanti'a does not have a raven familiar. She has an Imp familiar, although it is not unlikely that the creature could take the form of a raven, or a small number of other creatures.

- She knows how to call the creature, but is worried that if she exposes an Imp to the public, they may panic and kill the creature.

DM NOTE: A properly worded **Diplomacy** (DC 13) convinces Synn to teach them the special call to attract Shanti'a's familiar. Similarly, the PCs can bribe Synn 15 Victories to learn the call.

- She has no inclination to help the PCs any more than she does at this encounter. It has been decades since she's seen Shanti'a and doesn't want to immerse herself in the problems of an old acquaintance when she's trying to start her own life over.
- She has no suggestion where they should attempt to attract the Imp. She's tried outside the College of Magic, Independence Square, and the Temples District with no success. If the raven the PCs saw outside of the Merman's Trident really is the familiar,

that seems the most practical place to start. The one caveat is that he only comes out at night unless bidden by his mistress.

Encounter 4: The Black Snitch

The PCs may return to the Merman's Trident or any other place they thought they saw something in the shadows while gathering information. Sunshine appears if they call.

DM NOTE: If the PCs attempt to call Sunshine before nightfall, the familiar does not come. If they wait until after dark, they must be careful of the City Guard, who passes on street rotation once every hour. He appears as a Dark Elf, but is willing to change back to a raven if it would make the PCs more comfortable. He admits to being an Imp if directly questioned about it.

The call echoes across the empty alleyways of Bet Rogala. Time creeps by as you wait for Sunshine to appear, the only other person on the street is a street sweeper, heading in the opposite direction. However, the raven does not return. Instead, a male Dark Elf steps from the shadows and says, "You called?"

The Dark Elf is not armed or armored, dressed in a very simplistic shirt and breeches. The palms of his hands are forward and visible in a non-threatening manner. He smiles politely and slightly bows his head.

- The Drow male is indeed Sunshine. He admits to being able to change his form, and thought that speaking to a raven might have been less conspicuous during the day when so many other wizard familiars are roaming the streets.
- He is an Imp (but only admits to as much if directly accused of or questioned about being an Imp), but has served Shanti'a loyally for decades.
- Yes he knows where Shanti'a Diamondeyes is, but needed the PCs' aid in learning who did and did not know how to find Synn Seressa.
- Those people have been persuaded not to tell what they know about Synn or any other Drow in the city.

DM NOTE: Sunshine actually killed all the people who gave the PCs any information about Synn, but does not admit to this. If pressed, he admits to encouraging them to leave the city, alluding to the fact that he threatened, cajoled, or tricked them into leaving Bet Rogala.

- He has not heard of the Gray Legion or the College of Magic launching any kind of investigation into the whereabouts of his mistress. He believes that any such effort is most likely subterfuge by the thieves guild that was blackmailing Shanti'a. He does admit, though, that he does not have the intelligence gathering capabilities
- He is particularly suspicious of Fhokki, as these are the only representatives of the thieves guild he's actually seen.

DM NOTE: There were no Fhokki in the Merman's Trident when the PCs arrived. Aside from the two Halflings, everyone else in the room was Kalamaran.

- If the PCs genuinely believe they can help his mistress, he wants to know in detail what they feel they can accomplish by going to her.

DM NOTE: The PCs must succeed at an appropriately worded **Bluff** or **Diplomacy check** (DC 15) to convince Sunshine. Intimidation and bribery do not work as the Imp is absolutely loyal to its mistress. If a PC attempts to initiate combat, the Imp turns invisible and flees.

—If the PCs convince Sunshine to reveal where Shanti'a Diamondeyes is hiding—

It seems that my mistress found no more comfort in the light, as the shadows invaded her home and ruined the life she had built for herself. She hides now near the Gate of Daihianidas. Few know of its location and she feels safest there where the light and shadows do not go because everything is darkness.

Sunshine offers to lead the PCs there if none of them have played *Domino Effect* or if they chose to defend the Five Towers rather than go to the gate in that module. Otherwise, the PCs remember how to get to the gate.

—If the PCs fail to convince Sunshine to reveal where Shanti'a Diamondeyes is hiding—

You are foolish to attempt to find my mistress. She is of the darkness and has

returned to such for her own safety. A forgotten place that you cannot find.

Sunshine disappears and leaves after giving this last missive. If the PCs do not figure out that he's referring to the Gate of Daihianidas, they can tell Thaturan what they know and he figures it out.

If Thaturan is the one who figures it out, he tells the PCs that they have successfully completed their duties. They must succeed at a **Bluff** or **Diplomacy check** (DC 14 + ATL) to convince Thaturan to allow them to come along. Lower the DC by 10 if the PCs want to go without Thaturan. He allows them to leave and then races to the gate before them.

DM NOTE: If the PCs question Thaturan as to his affiliation to the Gray Legion, Thieves Guild, or any other organization, he tells them that regardless of which organization he was a member to, he wouldn't be able to tell them. So they'll just have to trust that he has the best interest of Pekal in mind, as they have done before.

He does point out that the thieves guild is notorious for excluding non-humans and he regularly works with two very enthusiastic Lightfoot Halflings (to which both Tholan and Goaln wave to emphasize the point).

PCs wanting to make a **Sense Motive check** need to succeed at a DC 25 check versus Thaturan to realize he's holding something back, or a DC 17 check versus Tholan and Golan to realize that they are unusually amused when their Halfling nature is used as a source of credibility.

If the PCs ask to look at Thaturan's inner lip, he agrees to show them, revealing a gray circle with two eyes—the mark of the Gray Legion. (He is not a member of the Legion, though. He simply uses the mark to accent his cover story, having learned of it after the events in *With Thine Eyes*.)

If the PCs cast *detect magic*, both Halflings glow with Transmutation magic, a large number of items on Thaturan glow, as well as a few things on the Kalamarans at the bar.

Encounter 5: Empty

The PCs go to the Gate of Daihianidas looking for Shanti'a Diamondeyes. When they get there, they discover that the cave is empty.

The journey beneath the sewers of Bet Rogala to the Gate of Daihianidas is long and dark. It is of little wonder why a Drow would come to a place like this seeking comfort.

There is no natural light source in this cavern, so PCs without Darkvision must have a light source (torch, sun rod, or some other device). The final leg of the cavern is a 200 foot stretch to the antechamber where the PCs fought the Drow in *Domino Effect*. Within that antechamber is the door to the Gate of Daihianidas. There are no traps in the antechamber, but an *alarm* spell has been placed on the door. A **Search check** (DC 20) finds the trap. A **Spellcraft check** (DC 16) reveals what kind of spell it is. The spell cannot be disabled, but a *dispel magic* versus a 15th-level caster can successfully remove the trap.

The stone door leading to the Gate of Daihianidas is not sealed, but still requires a DC 20 **Strength check** to push open. The door is large enough that three Medium-Size creatures or four Small creatures can all push on it together.

The entrance to the gate still bears the scars from the battle Thaturan had with the Drow priestess last year. A **Search check** (DC 16) shows that there is more to the cavern than the remains of the battle. Something or someone has been living here.

A **Survival check** (DC 12) confirms that a humanoid creature has been living here; (DC 17) that it's been here for at least two weeks; (DC 25) that it was a female elf—most likely Shanti'a Diamondeyes due to the circumstances; (DC 30) there is only one set of her footprints coming in and leaving, so she must have been staying here the entire time.

Although there is dust enough to discern tracks with a high enough Survival check, they disappear once the PCs get to the sewers if they attempt to follow them. There are no clues to her whereabouts.

DM NOTE: If Thaturan is with the PCs, he leaves, visibly frustrated. He tells the PCs that they have been misled and they should resume their search.

Encounter 6: Movashom?

Leaving the Gate of Daihianidas, the PCs find Movashom, the headmaster of the School of Divination, pacing outside the entrance. He's babbling to himself, semi-coherently.

DM NOTE: Movashom has violated the Temple of Enchantment's ban on the casting of Divination magic. Already today he has cast 35 Divination spells in an attempt to find Shanti'a Diamondeyes. If he was not mad already, the amount of divine energy flowing through his body has overwhelmed his mind. The overabundance of divinations flowing through his brain has tapped into the Flow of magic, allowing the Riftmaster—or perhaps some malevolent god—to send him visions haphazardly. He is detached, having difficulty distinguishing between reality, the possible future, and his own mad delusions. He doesn't act completely mad, though. His intellect allows him to keep some function. But he speaks as if he were watching the PCs rather than participating in a conversation with them. He's disoriented and assumes they know things that they have no possibility of knowing.

Leaving the subterranean cell of Daihianidas, a sound echoes from outside in the sewers. Other than Shanti'a and Thaturan, no one else living is supposed to know the location of the gate.

DM NOTE: Movashom casts *clairaudience/clairvoyance* and knows that Shanti'a Diamondeyes isn't in the cavern. He is not listening or looking for the PC, so any attempts to move stealthily succeed. He is alone and pacing back and forth outside of the cave entrance. Even when the PCs immerge, they most draw his attention for him to notice they are there. He begins slowly moving his hand in front of the PCs' faces as if his vision is betraying him. He does not speak to PC over another. Decide at random who he speaks to.

I've seen your faces before...but not here. I've seen your faces, covered in dirt...covered in blood. I don't think you were dead. Unless you're dead now and I'm just dreaming. It's so hard to tell.

Oh, I understand now. You're seeking the deceiver. You seek the woman who claims to be pure but is blacker than pitch. (He begins laughing.) You know once, I thought she did not fancy me because I was a Half-Elf. It's not uncommon for pure bloods

to look down on a half-breed such as me. Certainly wouldn't be the first time it has happened. But that's not it at all! It was my black skin, you see! Not that I'm half-Svimohzish, but that I have black skin. Because she has black skin! She's a Drow. Of all things, who would have thought that a Shadow Elf would become a headmistress at the College of Magic! But I know now. I hear the secrets on the wind. I hear what isn't said. I hear what people do not want known.

This is a free-form encounter as Movashom isn't coherent enough to speak in a specific pattern. There are a list of potential things he may say, but the judge may choose to say something similar if it fits the situation.

- *You will do great deeds, although you will not want to go the distance. The lower path will make you wealthy, but you will be bankrupt inside.*
- *You are an orphan. Do not fear. Only one of your parents died horribly.*
- *There is a woman seducing a married man on Holly Lane. She's going to steal his ring and blackmail him with it.*
- *A man you know is speaking gathering two Halflings that are seven feet tall. He's looking for you. He says you're no longer useful.*
- *You will need more than just your faith to whether the storms that are coming. Your stubbornness may prove a virtue.*
- *There is a Bard in Narr-Rytarr who poisons adventurers and steals their valuables.*
- *The Riftmaster is upset with me. He says that I will regret what I've done.*
- *You are working for two Halflings, but they are really Fhokki in disguise. They laugh at you after they throw mashed potatoes in your face.*
- *You are the tool of many powerful people within the city. They all expect you to die.*

- *You will die. But only you will die of old age. You will die in pain and you will die suddenly, without time to react.*

Movashom continues with senseless ramblings such as these for as long as the PCs permit him. The only thing that draws his attention is the mention of Shanti'a Diamondeyes. He does not know where she is, but he has the spell power to find her. A properly worded **Diplomacy** or **Bluff check** (DC 15) convinces Movashom to lead the PCs to Shanti'a Diamondeyes.

Although he agrees to help, this doesn't simply happen immediately. He may begin to agree to help them and then continue rambling again. He may require successive **Diplomacy** or **Bluff checks** to keep him on track.

As the group leaves to find Shanti'a, Movashom shudders and then whispers to the group:

Kabori has issued a decree. He's given it to 13 Hobgoblin warriors to deliver to the king of Tokis. They are to invade Pekal or be destroyed by the Kalamaran legions. Nobility will return to Pekal with an army and Kafen will be dethroned.

Encounter 7: Decisions

Movashom leads the PCs to The Vault in the Scholars District. Shanti'a Diamondeyes is hiding within. Only high-level members of the College of Magic can enter this building.

Heading back into the city, Movashom leads you to the Scholars District, to the mysterious building known only as "The Vault." This three-story stone building has no doors, no windows, no plumbing, or any other known entrances. No one knows its function other than it belongs to the College of Magic. Without hesitating, Movashom walks directly to the stone wall and vanishes.

Those who follow Movashom find themselves in a 5-foot wide hallway that ends at the stone wall they just walked through (which is now quite solid). No trained or untrained animals or animal companions are permitted through the wall. Familiars pass through without incident.

If a PC waits for more than 150 seconds outside the building after Movashom enters, the entrance to the Vault closes and they cannot

gain entry. Any non-College of Magic personnel loitering about the building are taken into custody by the city guard and taken to the city jail for questioning.

PCs that successfully enter the building see no doors or windows. There are torches lining the wall every ten feet, although they do not give off any smoke. Movashom does not wait to see if the PCs followed him or not. He continues down the passage way which ends at a single wooden door, which he opens and stands inside.

DM NOTE: If a PC should attempt to prevent Movashom from opening the door, he must succeed at a **Diplomacy check** (DC 20) or an **opposed Strength check**. If Movashom is stopped, adapt the following box text to conform to however the PCs choose to enter the room. The door is not trapped nor locked. Once the group has entered the room, Movashom begins speaking as per the box text regardless of whether he enters the room. Only gagging prevents him from doing so.

The door opens and within is a slender and fair skinned High Elf, sitting up on her elbows, surprised that anyone—much less a group of adventurers—is entering her sanctuary. Without hesitation, Movashom sternly declares, “You are Amishanti, born two hundred years past in the Drow city of Shiahizaid and you have betrayed my trust! Confess your sins and beg forgiveness.

DM NOTE: Movashom has prepared only Divination spells and has no offensive capabilities. He’s not even carrying a weapon. He simply wants Shanti’a to admit that she is not who she has claimed to be. If the PCs convince her to do so, Movashom becomes docile.

Shanti’a is reluctant to participate in any kind of conversation. There is no adequate lie that could explain how the city’s thieves guild could blackmail her, as any valid reason would incriminate her in something. Also, if she attempts to deceive the PCs, Movashom accuses her of lying (he has no current spell cast like *zone of truth*, but he compiled the entire story of current events surrounding Shanti’a through two weeks of divinations.

This is a free-form encounter with Shanti’a attempting to get a bearing for the PCs to determine whether or not they are working for the thieves guild, whether they’re pawns caught

between two powerful forces, or if they might help her get free of the thieves guild. She is as vague as possible, but is willing to give the PCs specifics only if they do the same with her. She wants to know the history of their involvement with Thaturan and the other thieves. She does not accept that Thaturan or the Halflings are part of the Gray Legion, although she has no proof to confirm her doubts.

If, through the course of conversation, she comes to believe that the PCs would help her get free of Thaturan and his attempts at Blackmail, she offers them a deal. Help her and she’ll be “very grateful” when she is able to return to the College of Magic. (A **Sense Motive check** [DC 5] tells the PCs that she’s offering to craft an item for them, although she is not willing to haggle about what that item would be.)

If the PCs agree, she produces a stunning ruby the size of a peach pit (an **Appraise check** [DC 15] puts the value of the gem at approximately 18,000 Victories).

Deliver this gem to “Captain Thaturan.” Say whatever you need to convince him to take it, but have him willingly accept this gem and our turmoil will be complete. I cannot stress enough how it is not in your interest to keep the gem, simply deliver it to “the captain.” Do this, and I will be sure to repay my debt to you in full. Do it not, and I will not remain here long enough to see if you betray me.

If the PCs agree to help, she gives them the gem. If they do not, she pulls a black fork from her pocket and vanishes. A **Spellcraft check** (DC 21) reveals that she cast *plane shift*. A **Knowledge (The Planes) check** (DC 30) reveals that she has gone to an alternate plane called *Circadia*.

Encounter 8: An Olive Branch

The PCs may choose to help Shanti’a Diamondeyes, Thaturan, or both/neither side.

DM NOTE: If any PC has played *Domino Effect* and states that he is going to attack Thaturan, Tholan, or Golan, allow the PC a **Wisdom check** (DC 8) to remember what happened during Thaturan’s battle with the Drow priestess. A large number of spells were used, including fireball, lightning bolt, cone of cold, and more.

DM NOTE: If any PC should decide to keep the gem, he should make a **Spot check** (DC 12) to see that there is writing on the bottom of the gem. If he succeeds at a **Spellcraft check** (DC 23), he knows that it is the material component for a *trap the soul* spell. An **Intelligence check** (DC 13) prevents the PC from actually reading the word and triggering the spell regardless of whether he knows what the item does (messing with Wizard tools is bad mojo). If the PC should still keep it and attempt to sell it without learning or revealing the gem's nature, email Andrew@kenzerco.com for a special result after the merchant who bought the item goes missing (or accuses the PCs of fraud, kidnapping, and attempted murder if they do not dispose of the gem in a secret location).

It does not take long to find Thaturan and his lackeys, as the captain is looking for you as well. For the first time, you see him without his ever-present makeup. Although still Kalamaran, he looks thirty years younger than he ever has before. Like always, Tholan and Golan are standing behind him, laughing over something that is not outwardly funny. Unlike normal, they are holding rapiers in their hands rather than mashed potatoes.

Staring intently at the PCs, the two Halflings double in size, becoming long-haired Fhokki warriors, grinning viciously. Each gives you a wink when his transformation is complete.

Thaturan feels the PCs have outlived their usefulness and has come to kill them unless they tell him where Shanti'a Diamondeyes is hiding. Thaturan is sure of his victory in this regard. Either the PCs complete the job they were hired to do, or he easily dispatches him. There is little risk to him in this regard. *Trap the soul* is a spell that Thaturan does not have access to and has never seen used. His greed presents a viable method to help convince him to take the object, but the manner in which the PCs choose to attempt this is what makes the difference.

It is the judge's discretion whether the PCs do a convincing enough job. Although Thaturan has a high **Sense Motive** modifier, he has difficulty deciding whether the PCs are up to something or simply scared of dying. He is overconfident in the matter and doesn't believe the PCs have anything that could harm him (but he's a powerful member of the thieves guild and

hasn't ascended to that point by being reckless or stupid).

Appropriately worded **Bluff**, **Diplomacy**, or **Intimidate checks** (DC 20) convince Thaturan to take the gem (although **Intimidate checks** are made with a -20 circumstance penalty because of Thaturan's confidence that the PCs are not capable of harming him).

DM NOTE: This is a critical exchange in the module and simply stating that the PC would like to convince Thaturan to take the gem is not enough to warrant a roll. Equally, Thaturan has a number of questions he wants answered and if the PCs skip directly to giving him the gem, he suspects something is awry. The PCs must be savvy and quick-witted to successfully navigate this encounter.

If the PCs convince him to take the gem, he screams in pain as the ruby glows bright red, sucking his entire body inside its small frame. Continue to **Conclusion A** and read the following.

Although skilled in their own right, Tholan and Golan flee when they see their powerful master consumed by the gem. A sinister sounding laugh comes from in front of you as Sunshine, Amishanti's Imp familiar appears next to the gem.

"He got what he deserves, you see. And now we'll be certain to put this gem where no one will find it for eons. His threat against my mistress and his manipulation of Bet Rogala have ended because of you. It is safe for her to return to the College of Magic. You should be proud of yourselves, surface dwellers. You've done an admirable thing today. The benevolent lady would reward you if you are willing to accept it."

If the PCs tell Thaturan where Shanti'a is hiding and that she had given them a gem to give to him, he succeeds at a **Spellcraft check** to understand what the gem is used for. He decides not to kill the PCs as they have proved their value. Continue to **Conclusion B** and read the following.

"Well, it seems you proved useful after all. I'm surprised, if you must know. I didn't think you had the capacity to accomplish anything more than what a lapdog could. You may be of use to me in the future, regardless of your obvious shortcomings. Consider this a

reprieve. I'll even send you a little token when all this is finished to demonstrate my gratitude for saving my life. I hope this was not a mistake. I trust you won't make me regret this later."

Saying no more, the three humans walk away toward the Scholar District, no doubt planning on finding a way into the Vault and continuing whatever nefarious plot they have involving the Drow headmistress.

If a PC has already been sucked into the gem, Thaturan is so amused that he chooses not to kill the PCs after all. He feels that, although they are too incompetent to serve as his patsies, that their ability to amuse him makes them worth keeping around. Continue to **Conclusion B** and read the following.

Thaturan guffaws when he learns what has befallen the PCs. "In truth, I would not doubt that the trap was meant for me. I came here with no greater purpose than to kill you, assuming that you were too inept to be of any use to me. But what you lack in skill, you make up in dumb luck. Truly, this is perhaps the most amusing thing I've seen happen in months. Consider yourselves spared for as long as you continue to amuse me.

"Tholan, Golan, let us go. We have real business to attend to. For as much as I would like to stay and savor this moment, we have more important things at hand. We will recount the actions of these buffoons at a later time. Good day to you all."

Saying no more, the three humans walk away toward the Scholar District, no doubt planning on finding a way into the Vault and continuing whatever nefarious plot they have involving the Drow headmistress.

If the PCs warn Thaturan about the gem but do not betray Shanti'a's location, Thaturan chides them for their lack of resolve. He succeeds at a **Spellcraft check** and thanks them for saving his life from such a dismal fate. Because of this, he agrees to spare their lives for this moment. He is certain that their inability to choose one side or the other will accomplish the task of killing them without dirtying his blade. Continue to **Conclusion B** and read the following.

Thaturan eyes you warily. After an oppressive moment of silence, he speaks calmly. "I came here with no greater purpose than to kill you, assuming that you were too

inept to be of any use to me. But what you lack in skill, you make up in loyalty. Unfortunately you lack the conviction to put such loyalties to any good use.

"You are no longer any use to me, but you have done me a great service today by warning me of this terrible trap. We'll consider this debt repaid. You have spared me and now I will spare you. Our business is now finished unless you are foolish enough to cross my path again."

The trio walks away, saying no more nor taking a looking behind. They walk resolutely back toward Old Town, no doubt to devise another plot to find the headmistress.

Conclusion A

If the PCs convinced Thaturan to accept the gem and he is trapped inside the gem, use this conclusion.

The life of an adventure is often odd, filled with risk and danger. But shadow plays performed by shadow puppets are perhaps the most difficult to understand. It's impossible to know who to trust and what to do when everyone seems to have secrets to keep. But there are times when secrets are told and the larger picture becomes easier to see.

Over the course of the following days, rumors spread like wildfire. It doesn't take long before everyone in Bet Rogala seems to know of what has happened. Movashom, headmaster of the School of Divination, has been arrested by the Temple of Enchantment for flagrantly violating the prohibition of Divination magic. He has been removed from his position in the College of Magic until the case has been concluded.

The Honorable Head Constables Galis Belis and Janaiy announced that they have broken open their pursuit of Ziril, the supposed guildmaster of the local thieves. Word on the street is that she was only the face of the leadership, but not the actual guildmaster. Crime has begun to increase as rumors spread that the actual guildmaster has vanished along with a couple of his key lieutenants. Non-guild criminals are now paying more attention to Bet Rogala and the new opportunity for wealth and glory.

Lastly, word has spread that the College of Magic has granted sanctuary to another Shadow Elf. The wizard Amishanti has been appointed headmistress of the School of Conjuration, as her predecessor, Headmistress Diamondeyes recently retired. In turn, Headmistress Amishanti has granted safe haven to a companion of hers, Synn Seressa.

These are strange days with strange happenings.

THE END

Conclusion B

If the PCs do not give Thaturan the gem and instead betray Shanti'a Diamondeyes, use this conclusion.

The life of an adventure is often odd, filled with risk and danger. But shadow plays performed by shadow puppets are perhaps the most difficult to understand. It's impossible to know who to trust and what to do when everyone seems to have secrets to keep. But there are times when secrets are told and the larger picture becomes easier to see.

Over the course of the following days, rumors spread like wildfire. It doesn't take long before everyone in Bet Rogala seems to know of what has happened. Movashom, headmaster of the School of Divination, has been arrested by the Temple of Enchantment for flagrantly violating the prohibition of Divination magic. He has been removed from his position in the College of Magic until the case has been concluded.

The Honorable Head Constables Galis Belis and Janaiy announced that they have abandoned their search for Ziril, the supposed guildmaster of the local thieves guild. A number of constables lost their lives and the pursuit was deemed too costly to continue. Crime has increased in just the past few days in response to the apparent weakness of the constabulary.

Lastly, word has spread that the headmistress of the School of Conjuration has been removed in abstentia for Fraud Against the Crown. It seems that this entire

time she was a Shadow Elf in disguise. She is currently wanted for questioning in relation to a number of treasonous acts, but there is no word on where she may be hiding.

These are strange days with strange happenings.

The End

Gathering Information

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

Encounter G1: Constabulary

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

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

If the PCs go to the constabulary in an attempt to identify Thaturan or see whether or not Shanti'a Diamondeyes is truly missing, they speak with a young Kalamaran desk officer named Ramida. A successfully worded **Diplomacy** or **Gather Information check** (DC 20) causes Ramida to feel friendly with the PCs and attempt to answer their questions to the best of his ability.

- He's never heard of any constable named Thaturan, but it is certainly possible that he works for the Gray Legion as he insinuates. The Legion keeps no known records of its

membership and reports, supposedly, to only the highest ranked officers in the army.

- The constabulary frequently works with the Pekalese Army, the Grey Legion and the city guard. So much so that Thaturan could easily be a member of any of those groups working in cooperation with the constabulary.
- Relations between the city constabulary and the Gray Legion have become strained over the last year. With the increase of aggressive activity with Tokis, the Legion frequently turns in suspected spies, but their lack of uniform or proper identification makes it difficult for the constabulary to process the crimes properly.
- There has also been an increase in reported crime where the perpetrators were masquerading as Legion members or other covert operatives of the crown in an effort to dupe their targets. It makes it difficult for the constabulary to determine if a supposed Legion member is truly a member or simply a daring rogue working for the local thieves guild.

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

Encounter GI2: Back Alley Info

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

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

- **Artisan's District:** Perhaps the smallest district in Bet Rogala, tucked away in the southwest corner of the city, the streets of the Artisans District are unlike any other in the city. Where most streets and alleyways are filled with vendors, traveling merchants

and panhandlers, the Artisans District bustles with bards, dancers and street performers from every walk of life. A singing bard may have to stand on a box to be seen from behind the juggler who's moved on from daggers to short swords while only losing one finger.

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

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

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

If the PCs are fortunate enough to find someone with rumors to sell, have them make a **Gather Information check** (DC 15). For each point above the DC, they gain additional information.

- DC 15: For 5 additional Victories, the PCs hear that Duke Larofin Matikis is using adventurers to infiltrate the Honorable and route out a Tokite spy! (**DM NOTE:** PC that has played any module of the *Forbearance Plot* recognizes this rumor as referring to himself.)

- DC 16: For an additional Victory, the PCs hear that there have been sightings of Drow about the city. Along with the herbalist Sorva D'Lortal and the adventurer Malagith, at least two other Dark Elves have been seen about town, a man and a woman (but never together). Although the male Drow is rarely seen and disappears quickly after being sighted, the female has been seen regularly outside the walls along the shores of Lake Eb'Sobet.
- DC 17: For an additional Victory, the PCs learn information to lead to **Encounter T1: Otters in the Lake**.
- DC 18: For an additional Victory, the PCs learn information to lead to **Encounter T2: The Lost City**.
- DC 19: For an additional Victory, the PCs learn information to lead to **Encounter T3: Kalamaran Embassy**.
- DC 20: For an additional Victory, the PCs learn information to lead to **Encounter T4: Night Workmen**.
- **Independence Square:** Independence Square is perhaps the most frequented part of Bet Rogala for those looking for rumors, which is ironic considering it's one of the most difficult to get useful information. The multitude and diversity of people in Independence Square make it rife with possibilities, but most of these people are foreigners looking to make a quick coin off a local or a local looking to make a quick coin off of a foreigner. Varying fluency in Merchant's Tongue and the confusion of translating from a native tongue often garble or confuse what would otherwise be a sound bit of information.

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

The PCs have 75% chance of finding someone in Independence Square that is willing to sell information. Most merchants in the area understand supply and demand, making them

willing to retell rumors that they are sure eventually make their way to adventurers anyway, especially if it makes them a few coins in the process. Once a transaction has taken place, though, merchants in the bazaar rarely give refunds. The high energy and clash of cultures leads to frequent arguments and the city guard does not tolerate disturbances within the market, as they tend to spread quickly. An argument over pay is broken up and the guard gives each side only one chance to explain his side of the situation, making an arbitrary decision afterward to bring an end to the dispute.

If the PCs are fortunate enough to find someone with rumors to sell, have them make a **Gather Information check** (DC 10). For each point above the DC, they learn additional information.

- DC 10: For 5 Victories, the PCs hear that Ul'Karg and Norga-Krangel are secretly joining forces in an attempt to establish a new Hobgoblin empire.
- DC 11: For an additional Victory, the PCs hear that the stories about the College of Magic destroying a necromancer lich two years ago were contrived for unknown political reasons.
- DC 12: For an additional Victory, the PCs hear that the lich that was destroyed by the College of Magic was the head of a cabal of Harvesters and a number of undead roam the countryside of the Young Kingdoms.
- DC 13: For an additional Victory, the PCs hear that Tokis has tripled the number of raids across the border, but the crown is keeping the incidents quiet to avoid going to war.
- DC 14: For an additional Victory, the PCs hear that the Knights of the Empire have made a secret deal with Kalamar to help return Pekal to the Vast.
- DC 15: For an additional Victory, the PCs hear that the high priest of the Assembly of Light is embezzling the gems that the church's clergy sacrifice every month.
- DC 16: For an additional Victory, the PCs hear that the last herd of Drhokkeran

Chargers that came in had an illness that's killing all the other horses in Bet Rogala.

- DC 17: For an additional Victory, the PCs hear that there's a city on Reanaaria Bay that's inhabited by bat-people and ruled by a vampire!
- DC 18: For an additional Victory, the PCs learn information to lead to **Encounter T1: Otters in the Lake**.
- DC 19: For an additional Victory, the PCs learn information to lead to **Encounter T2: The Lost City**.
- DC 20: For an additional Victory, the PCs learn information to lead to **Encounter T3: Kalamaran Embassy**.
- DC 21: For an additional Victory, the PCs learn information to lead to **Encounter T4: Night Workmen**.
- **Old Town Square:** Old Town is a shadow of its former self. Remembered as Bet Rogala Proper, it's now home to the city's poor. Mortar chips away from buildings and thatching rots away from rooftops. Where most of Bet Rogala's streets are lined with merchants and vendors, Old Town's streets are lined with homeless. Although information in this part of town isn't always accurate, it's plentiful and cheap.

Old Town Square was once the location of Bet Rogala's bazaar. As the city grew and Old Town lost its appeal, the bazaar moved to Independence Square, where it still operates today, and Emperor's Square—as it was known—became home to those citizens who have unique abilities to sell. It always has a resident or two, and during the twilight hours, the square teams with Old Towners, returning from work, trading information and plotting the night's activities. Whether those plans involve celebrating life as an Old Town laborer or accepting a contract from the thieves guild is indeterminable.

The PCs have a 90% chance of finding someone in Old Town Square that is willing to sell information. If the PCs are fortunate enough to find someone with rumors to sell, have them make a **Gather Information check** (DC 9). For

each point above the DC, they gain additional information.

- DC 9: For 2 Victories, the PCs hear that, although Ziril is said to be the head of the thieves guild, her erratic behavior and violent temper make many people think that she's just a decoy for the true guildmaster.
- DC 10: For an additional Victory, the PCs hear that Zo'Amas the Lame was a healthy wizard until Prince Kafen suspected him of coveting the crowned princess. Kafen had the toes on Zo'Amas' right foot cut off and fed to him to remind the wizard of his loyalty to the crown.
- DC 11: For an additional Victory, the PCs learn information to lead to **Encounter T1: Otters in the Lake**.
- DC 12: For an additional Victory, the PCs learn information to lead to **Encounter T2: The Lost City**.
- DC 13: For an additional Victory, the PCs learn information to lead to **Encounter T3: Kalamaran Embassy**.
- DC 14: For an additional Victory, the PCs learn information to lead to **Encounter T4: Night Workmen**.

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

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

- **The Crying Angel:** There are dozens of inns and taverns throughout Bet Rogala,

each with its own style and appeal. The Crying Angel is one of the most popular taverns among the adventuring community. Everyone is welcome, regardless of race or religion. The only stipulation is that they buy a drink and share a story. The tavern is frequently entertained by traveling Basiran Dancers as well as the constant squabbling of a few regulars.

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

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

The PCs should make a **Gather Information check** (DC 5) to convince a tavern patron to share the information he claims comes from Barabas Whiteshadow himself. For each point above the DC, they gain additional information. At one point or another, Barabas actually did share these stories, or variations thereof. PCs that frequent the LK In-Character discussion list (online in Yahoo groups at *LKoK_CryingAngel*) may recognize some of them. Patrons that get caught reusing rumors argue in an effort to keep the payment, but aren't willing to start a fight on the subject and reluctantly back down.

- DC 9: For 10 Victories, the PCs hear that the Sword of Kings is hidden some-where within Pekal, which is why Emperor Kabori is so obsessed with reclaiming the Young Kingdoms.
- DC 10: For an additional Victory, the PCs hear that the guildmaster of the House of Scales is a gnome werewolf!

- DC 11: For an additional Victory, the PCs hear that Ek'Kasel is raiding the border of western Pekal, conscripting townfolk to bolster their armies in preparation of a Krangi invasion.
- DC 12: For an additional Victory, the PCs hear that ever since the Hokalas Faire Magica, there have been sightings of undead rising all about Pekal.
- DC 13: For an additional Victory, the PCs hear that Baron Labeta is a member of the Golden Alliance, trying to break the hold of the House of Scales in an effort to double his fortune.
- DC 14: For an additional Victory, the PCs hear that Barabas is really Prince Kafen in disguise, which is why he always knows what's happening in the city.
- DC 15: For an additional Victory, the PCs learn information to lead to **Encounter T1: Otters in the Lake.**
- DC 16: For an additional Victory, the PCs learn information to lead to **Encounter T2: The Lost City.**
- DC 17: For an additional Victory, the PCs learn information to lead to **Encounter T3: Kalamaran Embassy.**
- DC 18: For an additional Victory, the PCs learn information to lead to **Encounter T4: Night Workmen.**
- DC 19: A female Shadow Elf has been repeatedly seen on the shores of Lake Eb'Sobet. Although Malagith (a male Drow adventurer that was given sanctuary in the city at the end of *Domino Effect*) has been to the Crying Angel a number of times lately, he swears he has no knowledge of who this woman is.

Encounter GI3: Head Constable

A wanted posted has gone up looking for Ziril, the supposed head of the Bet Rogalan Thieves Guild. Galis Bellis is heading the investigation.

Coming to the constabulary headquarters in the Municipal District, a number of humans, elves and halflings, all wearing royal blue sashes marked by official crests, stand about the front steps smoking pipes and talking calmly. Their clothes are clean, and saps hang casually from their hips.

The PCs are permitted to enter the building with little trouble. Inside, only fifteen feet from the door is a wooden wall with a single window. A duty clerk sits organizing what appears to be a rather poorly kept filing drawer. He, as well as the rest of the people in this building, speaks both Low Kalamaran and Merchant's Tongue. If the PCs identify themselves as associates of the Galis Belis, they are follow the clerk to the second floor waiting room.

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

If the PCs have not played *Domino Effect* or do not have the gratitude of Galis Belis, they're told to wait in the first floor waiting room. This is a poorly lit room with a low ceiling (Fhokki and Hobgoblins are forced to hunch if they wish to stand upright). Roughshod benches are chained to the wall and the floor could use mopping.

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

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

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

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

- He's received evidence that Ziril is responsible for the kidnapping of his daughter last year.
- The Kalamaran woman has many allies and disappeared as soon as the detective broke the case open. He has heard no word of her whereabouts since.
- He's working in association with another head constable to find the woman, but their raid on her house only resulted in a number of deputy deaths. It seems that her entire home is one large death trap.
- He wishes he could be more assistance with the PCs concerns considering the debt he owes them. He has heard nothing about Headmistress Diamondeyes being missing or the Gray Legion being involved in rescuing her. He's also received no word on whether she was being blackmailed by the thieves guild or anyone else

Encounter GI4: Midnight Sage

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

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

If the PCs wait until nightfall to go to the shop, it is open for business; however, Sorva D'Lortal is not there. Svihma, a female Svimohz wearing the robes of the College of Magic is attending the store. A properly worded **Diplomacy** or **Gather Information check** (DC 10 + ATL) gives the PCs what little information Svihma knows.

(She speaks Svimohzish, Low Kalamaran, Merchant's Tongue and Draconic. She prefers to speak in Svimohzish, but if she can't, she uses Merchant's Tongue. She considers Kalamaran to be a slightly inferior language and speaks in Draconic before Low Kalamaran.)

- The owner had business to attend to and asked the girl to run the shop herself.
- Svihma is a third-year student, having been held back a year for making items without the college's permission.
- She is upset that the owner would not permit her to run the business fully tonight, making what herbal concoctions are ordered. She's been instructed to only take orders for Sorva to fill later.
- Svihma doesn't know what business the Shadow Elf has. But Sorva received a letter in a language Svihma didn't understand and then quickly packed a small bag and left the shop. She's never done anything like that without an explanation before.
- She disapproves of working for a Shadow Elf. She's studied them in the college libraries and doesn't understand why the college would grant her asylum in the city. Much less the other one who she's seen at the Apothecary's Guild on her personal visits there. (She's referencing Malagith, the only other known Drow in the city, and an active adventurer. PCs know he is not a potential lead as he and Sorva dislike each other.)
- A **Diplomacy check** (DC 9 + ATL) and 10 Victories per ATL and Svihma is willing to make any herbal concoction she knows (*Celestial Health Potion*, *Satum's Bane*, and *White Ilem Blossom* all listed on pages 116-117 in the KPG). She sells them for book price plus 5 Victories (for the risk, she says). She doesn't negotiate the price. Any mixture takes the night to make. The PCs should return tomorrow just before the store opens and Svihma gives them their purchase then.

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

Encounter GI5: School of Divination

Although Zenith tells the PCs that all divination spells are failing, they may wish to speak with the diviner first hand. Movashom is the Svimohzish Half-Elf headmaster of the School of Divination and he's been handling the matter personally.

The School of Divination echoes with a low roar of gossip. Students here are particularly affected by the prohibition of divination magic handed down by the Temple of Enchantment. To add to the furor, it is widely known that Headmaster Movashom took a mid-semester sabbatical only a week after Headmistress Shanti'a Diamondeyes went on hers.

A **Gather Information check** (DC 8) reveals that the majority of the student body believe that Movashom and Shanti'a Diamondeyes have gone away together. Most people already knew about the diviner's affection for the headmistress of conjuration.

DC 18 reveals that Headmaster Movashom believed that Headmistress Diamondeyes was missing and was spending his entire allotment of spells per day attempting to divine her location. He is the source of the Temple of Enchantment's prohibition of divination magic.

DM NOTE: Professors won't risk prosecution for divining for the PCs. A number of roguish students may be persuaded to do so. A successful **Diplomacy check** (DC 40) convinces a student to sell up to 3rd level spells to the PCs (listed at DMG price). Paying 10 Victories per ATL reduces the DC by 1.

DM NOTE: If the PCs convince a student to cast a divination for them, add the student's name (Miris) to the adventure's conclusion as being arrested by the Temple of Magic for illegal casting and being expelled from the College of Magic.

Rumors

DM NOTE: There are no specific encounters listed in the T Encounters in terms of specific NPCs or necessary conversations. Information

has been provided for the most interesting rumors that the PCs learn during their information gathering. Be willing to Free form encounters as necessary.

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

Encounter R1: Otters in the Lake

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

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

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

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

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

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

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

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

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

- 1: The otter carries a miniature scroll sealed with a drop of wax. On the wax is an arcane mark. **Knowledge (Bet Rogala) check** (DC 29) reveals the owner is Jahijy, a male Deji professor at the School of Evocation.
- 2: The otter carries a signet ring. A **Knowledge (Bet Rogala) check** (DC 17) reveals the owner to be that of Zo'Amas the Lame.
- 3: The otter carries anything.
- 4: The otter carries a miniature leather pouch with a small amount of shiny dust. The pouch has an arcane mark. **Knowledge (Bet Rogala) check** (DC 33) reveals the owner is Asesusa, a female Kalamaran fourth-year student at the College of Magic.
- 5: A fine pearl with an arcane mark on it. A **Knowledge (Bet Rogala) check** (DC 15) reveals the owner to be Dean Zenith, headmaster of the College of Magic.
- 6: The otter carries anything.

The judge may assign any legal punishment appropriate for any crimes the PCs commit against the otters. Although the PCs may not be immediately punished, the College of Magic frequently utilizes the School of Divination to

ensure the safety of its membership and the PCs are eventually apprehended (in 2d4 days).

Encounter R2: The Lost City

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

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

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

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

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

Encounter R3: Kalamaran Embassy

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

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

The Vast, under the new reign of Emperor Kabori, has declared that Pekal and the other Young Kingdoms are not independent nations, but imperial lands in revolt. As such, no Kalamaran nobles or diplomats are permitted to utilize the embassy on threat of treason.

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

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

- DC 10: The city watch marches down the street with impeccable timing. Every thirty minutes the same two guardsmen walk by. They are relieved at dawn.
- DC 15: Although the streets are relatively empty. The occasional page leaves a neighboring embassy and runs down the street.

- DC 20: Occasionally, a shadow passes behind the Kalamaran Embassy. If the PCs attempt to move behind the embassy, roll a d6. They discover one of the following:
 - 1: A Reanaarian page is running with a sealed scroll to be delivered to the Embassy of the Lands of Drhokker. A **Knowledge (Nobility and Royalty or Heraldry) check** (DC 13) reveals that he belongs to the Embassy of the City of Zoa. He speaks Reanaarese and Merchant's Tongue.

DM NOTE: Opening a sealed letter carried by a uniformed page of a foreign government is considered to be "Fraud Against the Crown" and is heavily punished (if the offender doesn't work for the crown). See the *Pekal Gazetteer* for details.

 - 2: Two Svimohzish pages (one male and one female) have snuck behind the embassy for a late night tryst. A **Knowledge (Nobility and Royalty or Heraldry) check** (DC 13) reveals they're from Zazahni.
 - 3: A well-dressed Fhokki woman hurries back toward the Embassy of the Queendom of Tharggy. Her cheeks are flushed, her hair is slightly mussed and her corset tied properly.
 - 4: A short humanoid (approximately the same height as your average Reanaaria), cloaked in black, is prying at one of the back windows of the Kalamaran Embassy. The PCs must succeed at a **Move Silently check** (DC 14+ ATL) not to alert the infiltrator of their approach. If he hears or sees them, he takes off running (assorted feats allow him to move 225 feet a round). If a PC gains on him, he quickly draws a tanglefoot bag in an attempt to flee the area. If he's caught, he insists he's a common thief hoping to swipe a few of the furnishings inside the embassy.
 - 5: Nothing. Whatever was there is gone now.
 - 6: The city guard is making its rounds through the back alleys, ensuring that

the rear of all the embassies is free of vandals.

- DC 25: 2d4 figures can be seen moving about inside the embassy. They aren't using torches, so only when one accidentally passes too close to a window can they be seen. The locks on all the doors and windows require an **Open Lock check** (DC 40). A **Strength check** (DC 24) bashes open a door, while a window doesn't require a check at all. If the PCs force their way into the constabulary, the noise echoes loudly across the empty street, which summons the city watch. They arrive in 2d4 rounds.

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

Encounter R4: Night Workmen

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

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

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

similar race is reflected in the city workers. Humans dominate the ranks of both these organizations though.

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

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

store, taking what they could hide beneath their robes and what coin they could move quickly. The gnome insisted on taking his case to the prince himself, but later changed his mind, abandoning his shop and leaving Bet Rogala entirely.

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

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

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

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

APPENDIX I: TREASURE SUMMARY

Due to the nature of this event, the reward in gold pieces is very small, but the possibility of reward in other ways – i.e. certs that allow magic items – is very high for the campaign.

Encounter 1: Up to 25 Victories

Conclusion A: Favor of Shanti'a Diamondeyes

Conclusion B: Favor of Thaturan

Conclusion C: None

Conclusion D: Disdain of the Bet Rogala Thieves Guild

Total Possible Gold: 25 Victories

Favor of Shanti'a Diamondeyes

If used with two other favors from the College of Magic, Shanti'a Diamondeyes agrees to create one wondrous magic item (from available campaign resources) with a market value of 2,000 gp or less, as long as the creation of the item does not require spells of the evocation or illusion schools of magic. This is a one-time use cert that does not expire. Using this cert requires full payment of the item's value.

Favor of Thaturan

Thaturan agrees to create one wondrous item (from available campaign resources) with a market value of 1,500 gp or less. This is a one-time use cert that does not expire. Using this cert requires full payment of the item's value.

Disdain of the Bet Rogala Thieves Guild

You have earned the enmity of the Bet Rogala Thieves Guild. As long as the character named above holds this cert, he/she may not join the Guild, and may be prevented from certain "profitable" enterprises in the future.

APPENDIX II: EXPERIENCE POINT SUMMARY

Due to the nature of this adventure, experience points are awarded based on whether or not the players completed the event.

Experience awards in this event are based on the character's level.

Event	Character Levels	
	1, 2, 3, 4	5, 6, 7, 8 +
If the players finished the event with Conclusion A or B: or	300	600
If the players finished the event with Conclusion C or D:	150	300
Discretionary Role-Playing Reward:	100	200
Total Possible Experience Point Award:	400	800

APPENDIX III: NPC STATISTICS (All ATLS)

Tholan and Golan: Fhokki Rogue 11; CR 12; Medium-Size (humanoid); HD 11d6+22; hp 68; Init +10; Spd 30 ft.; AC 19, touch 16#, flat-footed 19 (+6 Dex, +3 Studded Leather); Base Atk +8/+3; Grp +9; Atk +14 melee (+1d6+1/18-20 x2, rapier); Full Atk +14/+9 melee (+1d6+1/18-20 x2, rapier); SA Sneak Attack +6d6; SQ Evasion, Uncanny Dodge, Improved Uncanny Dodge, Trap Sense +3, Improved Evasion; AL Chaotic Evil; SV Fort +4, Ref +13, Will +1; Str 12, Dex 22, Con 14, Int 14, Wis 8, Cha 14.

Skills and Feats: Balance +22, Bluff +18, Diplomacy +18, Disable Device +16, Disguise +18, Intimidate +20, Open Lock +22, Perform +19, Sleight of Hand +22, Tumble +20, Use Magic Device +16; Improved Initiative, Skill Focus: Perform, Persuasive, Weapon Finesse, Expert Timing.

Possessions: rapier, masterwork studded leather armor, masterwork thieves tools, Gloves of Dexterity +4, Wand of Alter Self (21 charges remaining).

Languages: Fhokki, Merchant's Tongue, Reanaarese, Low Kalamaran, Brandobian, Svimohzish

Captain Thaturan: Kalamaran Rogue 1/Infiltrator 1/Wizard 5/Arcane Trickster 9; CR 16; Medium-Size (humanoid); HD 1d6+1d6+5d4+9d4+48; hp 94; Init +10; Spd 40 ft.; AC 22, touch 18, flat-footed 22 (+6 Dex, +4 Bracers of Armor, +2 Deflection); Base Atk +7/+2; Grp +9; Atk +14 melee (1d4+2/19-20 x2, dagger); Full Atk +12/+12/+7 melee (1d4+2, 1d4+1/19-20 x2, dagger); Space/Reach 5 ft./5 ft.; SA Sneak Attack +6d6; SQ Ranged Legerdemain (Sleight of Hand); AL Lawful Evil; SV Fort +7, Ref +17, Will +10; Str 14, Dex 22, Con 16, Int 22, Wis 10, Cha 16.

Skills and Feats: Bluff +18, Concentration+26, Decipher Script +13, Disable Device +15, Disguise +22, Escape Artist +13, Gather Information +24, Knowledge (Arcana) +16, Knowledge (Local) +16, Listen +10, Sense Motive +5, Sleight of Hand +23, Spellcraft +27; Scribe Scroll, Improved Initiative, Combat Casting, Weapon Finesse, Maximize Spell, Leadership, Envelope the Wall, Two-Weapon Fighting, Irresistible Spell.

Ranged Legerdemain: An arcane trickster can perform Sleight of Hand at a range of 30 feet. Working at a distance increases the normal skill check DC by 5, and an arcane trickster cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less. Thaturan can use ranged legerdemain three times per day.

Wizard Spells Prepared (4/6/6/5/5/4/4/2; save DC 16 + spell level): 0 – detect magic, ghost sound, mage hand, open/close; 1st – charm person, color spray, grease, magic missile (x2), shield; 2nd – extended charm person, ~~extended disguise self~~, glitterdust, knock, scorching ray, see invisibility; 3rd – dispel magic (x2), fireball, fly, lightning bolt; 4th – ~~detect scrying~~, dimension door (x2), ~~extended nondetection~~, fear; 5th – cloudkill, irresistible charm person, irresistible silent image, teleport; 6th – chain lightning, extended dominate person, greater dispel magic, irresistible Tasha's hideous laughter; 7th – irresistible hold person (x2).

Possessions: masterwork dagger x2, Amulet of Health +4, Belt of Strength +4, Boots of Elvenkind, Bracers of Armor +4, Cloak of Charisma +4, Gloves of Dexterity +4, Headband of Intellect +4, Ring of Improved Invisibility, Ring of Protection +2, Robe of Blending.

Languages: Low Kalamaran, Brandobian, Merchant's Tongue, Reanaarese, Fhokki, Svimohzish, Low Elven, Dwarven, Halfling, Hobgoblin (Krang)

Shanti'a Diamondeyes: Dark Elf Wizard (Conjurer) 15; CR 15; Medium-Size (humanoid); HD 15d4; hp 60; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 14 (+4 Mage Armor); Base Atk +7/+2; Grp +6; Atk +6 melee (1d4-1/19-20 x2, dagger); Full Atk +6/+1 melee (1d4-1/19-20 x2, dagger); Space/Reach 5 ft./5 ft.; SQ Conjurer, Light Sensitivity, Imp Familiar; AL Lawful Evil; SV Fort +5, Ref +5, Will +10; Str 8, Dex 11, Con 10, Int 26, Wis 12, Cha 16.

Skills and Feats: Bluff +25, Concentration +22, Decipher Script +26, Diplomacy +16, Knowledge (Arcana) +26, Knowledge (History) +17, Knowledge (Local: Bet Rogala) +14, Knowledge (Local: Shiahizaid) +14, Knowledge (Races) +14, Knowledge (The Planes) +17, Sense Motive +10, Spellcraft +26; Skill Prodigy, Scribe Scroll, Combat Casting, Extend Spell, Glib Tongue, Spell Focus: Conjunction, Craft Wondrous Item, Augment Summoning, Improved Familiar, Miser with Magic.

Light Sensitivity: In direct sunlight, or within the radius of light from a *continual flame* or *daylight* spell (or similar effects), a Dark Elf suffers a -1 penalty to all skill checks, attack rolls, and saving throws.

Conjurer: Shanti'a is incapable of casting Evocation or Illusion spells.

alter self. Shanti'a extends *alter self* eight times over, changing the duration to 17½ hours/day.

Wizard Spells Prepared (5/7/7/7/6/5/4/3; save DC 18 (19) + spell level): 0 – *acid splash* (x3), *mage hand*, *touch of fatigue*; 1st – ~~*alarm*~~, *expeditious retreat*, *grease*, *mage armor*, *mount*, *obscuring mist*, *summon monster I*; 2nd – *detect thoughts*, *glitterdust*, *see invisibility*, *summon*, *summon swarm*, *touch of idiocy*, *web*; 3rd – *dispel magic* (x2), *magic circle against evil*, ~~*nondetection* (x2)~~, *stinking cloud*, *summon monster III*; 4th – ~~*detect scrying*~~, *dimension door*, *enervation*, *Evard's black tentacles*, ~~*extended see invisibility*~~, *lesser globe of invulnerability*, *summon monster IV*; 5th – *cloudkill*, *dismissal*, *faithful hound*, *summon monster V*, *teleport* (x2); 6th – *circle of death*, *extended dominate person*, *greater dispel magic* (x2), *summon monster VI*; 7th – *finger of death* (x2), *magnificent mansion*, *plane shift*; 8th – ~~*extended (8 times) alter self*~~, *extended summon monster VII*, *trap the soul*.

Possessions: dagger, *Headband of Intellect +6*.

Languages: Undercommon, Low Kalamaran, Merchant's Tongue,

Movashom: Svimohzish Half-Elf Wizard (Diviner) 15; CR 15; Medium-Size (humanoid); HD 15d4+3; hp 63; Init +4; Spd 30 ft.; AC 14, touch 14, flat-footed 10 (+4 Dex); Base Atk +7; Grp +8; Atk Not Armed; Space/Reach 5 ft./5 ft.; SQ Diviner, Rat Familiar; AL Chaotic Neutral; SV Fort +7, Ref +9, Will +10; Str 12, Dex 18, Con 11, Int 24, Wis 8, Cha 8.

Skills and Feats: Concentration +22, Knowledge (Arcana) +25, Knowledge (Local: Pekal) +25, Knowledge (Religion) +25, Knowledge (The Planes) +25, Spellcraft +25; Combat Casting, Scribe Scroll, Iron Will, Extend Spell, Toughness, Spell Focus: Divination, Miser with Magic, Combat Expertise, Craft Wand, Spell Mastery.

Diviner. Movashom is incapable of casting Evocation spells.

Wizard Spells Prepared (5/7/7/7/6/6/5/4/2; save DC 17 (18) + spell level): 0 – ~~*detect magic* (x3)~~, *detect poison* (x2); 1st – *comprehend languages* (x2), ~~*detect secret doors* (x2)~~, *detect undead*, *true strike* (x2); 2nd – ~~*detect thoughts* (x2)~~, ~~*locate object* (x2)~~, ~~*see invisibility* (x3)~~; 3rd – *arcane sight*, *clairaudience/clairvoyance* (x5), *tongues*; 4th – *arcane eye*, ~~*detect scrying*~~, ~~*locate creature* (x2)~~, *scrying* (x2); 5th – ~~*contact other plane* (x3)~~, *prying eyes*, *telepathic bond*; 6th – ~~*legend lore* (x2)~~, ~~*true seeing* (x3)~~; 7th – ~~*extended true seeing*~~, *greater arcane sight*, ~~*greater scrying*~~, *vision*; 8th – *discern location*, ~~*discern location*~~.

Possessions: *Headband of Intellect +6*.

Languages: Svimohzish, Low Elven, High Elven, Merchant's Tongue,

PLAYERS' HANDOUT #1

This handout should be given to all players before the module begins. It is posted in all the civilized languages known in Pecal.

Hear ye! Hear ye!

By order of the Holder of the Platinum Key and with the blessings of His majesty, Prince Kafen, this decree is thus issued.

ALL spellcasters are given notice that the casting of ALL Divination magic—whether it be through preparation, arcane talent, from scroll or wand, or by the blessings of Hokalas the Riftmaster himself—has been temporarily suspended.

The excess of such magic recently has put a strain on the Flow of magic. The application of this school, and any spell considered to be part thereof, is strictly forbidden within the capital city of Bet Rogala and its surrounding environs as per the laws of the land until such time that the Temple of Enchantment deems it suitable to resume use of such magic.

Notice will be issued when this prohibition has been lifted. This prohibition applies to all organizations of faith as well as the College of Magic.

The Temple of Enchantment

PLAYERS' HANDOUT #2

This handout should be given to all players before the module begins after Player Handout #1.

WANTED!

By order of the Honorable Guard Colonel Kananivik Darisek, the Honorable Head Constables Janaiy and Galis Belis, and with the blessings of His majesty, Prince Kafen, this decree is thus issued.

A Kalamaran woman standing approximately 6 feet tall, with fiery red hair, and a number of tattoos on her arms and neck known as Ziril is rumored to be affiliated with a guild of thieves operating within Bet Rogala.

She is wanted for questioning in connection to the following crimes: unlawful entry of private property, unlawful entry of municipal property, theft, extortion, bribery, kidnapping, assault, battery, rape, murder, disrupting the peace, illegal possession of poison, illegal slaving, smuggling, malicious intent, villainy, and organization or participating in the leadership of an unlicensed guild.

Any viable information receives a 100-Victory bounty. Returning the woman, dead or alive, earns a bounty of 3000 Victories.

PLAYERS' HANDOUT #3

This handout should be given to all players who participated in Domino Effect but do not have the cert "Jade Brooch" from Vanishing Concerns. It is written in Merchant's Tongue on one side and Low Kalamaran on the other.

You were of invaluable service during last year's "events" to me, the organization I represent, and Pekal as a whole. The incursion of the Dark Elves into our city and the attempted assassination of Headmistress Shanti'a Diamondeyes was both nefarious and foreboding. I say foreboding because it seems that their plot was far more complex than any suspected. Although the College of Magic is keeping the incident quiet, I have been asked to recruit your aid for the headmistress once again.

Diamondeyes has been missing for a full week now. A subordinate professor maintaining her classes while she recovers from an "illness" says the college. We hope to help them rectify the situation without bringing undo attention to their plight. With the temporary restriction on Divination magic, this task requires old fashioned investigation and a touch of subtlety that comes with being an unaffiliated adventurer, rather than an officer in the army or one of its more "discreet" branches.

If you feel up to the task, meet me at the Merman's Trident in the Dock District today at the noon bell. This is a paying mission, of course, and I would be surprised if you did not earn significant favor for once again protecting such an influential person within the college.

Captain Thaturan

PLAYERS' HANDOUT #4

This handout should be given to all players who participated in Domino Effect and have the cert "Jade Brooch" from Vanishing Concerns. It is written in Merchant's Tongue on one side and Low Kalamaran on the other.

Tokens of Jade and service to the shadow warriors placed you in the highest towers of the College of Magic one year ago. Such a tower now stands empty and the shadows beckon for your aid once more. Jade calls us to you and we would ask you to meet us at the Merman's Trident to discuss such perilous matters.

Your service was greatly appreciated and we are certain that you shall prove equally useful again. The principality pleads you rescue it from its enemies once again.

Th/G

PLAYERS' HANDOUT #5

This handout should be given to all players who did not participate in Domino Effect and do not have the cert "Jade Brooch" from Vanishing Concerns. It is written in Merchant's Tongue on one side and Low Kalamaran on the other.

We have received a special request from a regular patron. Your presence is requested at the Merman's Trident in the Dock District at the noon bell today to discuss the potential for work.

Bring this note to a Kalamaran man named Captain Thaturan.

Captain Thelis

Bet Rogala Adventurers Guild