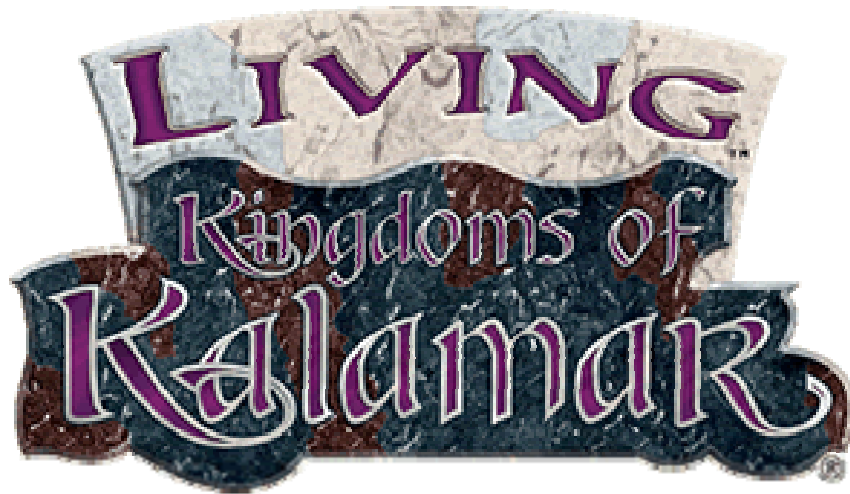


LKOK36



War

A 1-Round D&D Living Kingdoms of Kalamar[®] Adventure

**** Special Origins Release ****

by Andrew Garbade

The flames of war have spread across Elos Bay and reached the shores of Pekal. Only a small number of volunteers may be the difference in this initial assault. The first adventure in the War of Revival series. A Living Kingdoms of Kalamar adventure for ATLS 1-9.

This scenario is released for Origins as a lead-in to the Battle Interactive, A Song of Revival. Future releases will incorporate aspects of the Battle Interactive for those players unable to attend Origins.

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

Calculating Average Table Level (ATL)

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

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

ATL _____

ADVENTURE NOTES

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

You, the Judge (the authority figure of the table and the administrator of the adventure), need a copy of the Dungeons & Dragons® 3rd Edition revised Player's Handbook and Dungeon Master's Guide (v.3.5) for this event. The adventure takes place in the Kingdoms of Kalamar setting in the Principality of Pekal. Therefore, the Judge should also have the Kingdoms of Kalamar® Core Sourcebook and the Kingdoms of Kalamar Player's Guide.

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

MODULE NOTES

This adventure is the first in a series dealing with a war between the Principality of Pekal and the Kalamar Empire.

Kalamar has been planning for this assault far longer than most people realize. Their plans have finally come to fruition at a time when Pekal believes they might have finally struck a decisive blow to the Empire.

This event is a fairly straight-forward event, though the character will have to make decisions that drive their story. Specifically, these decisions will impact the final encounters of the event.

BACKGROUND

Several months ago, the Pekal Navy received intelligence from operatives in Basir that a large ship transfer was planned for the blockade south of Baneta in Elos Bay. Initial investigations into this event were confirmed by other sources, including both mundane and magical methods. After careful consideration, it was decided that a naval attack would be launched at the newly arrived ships, a few days after the transfer was finished. Tactically, the experienced sailors of the Pekal navy would likely be able to use their familiarity of Elos Bay to quickly overwhelm the Kalamar ships, thus breaking the blockade.

Unfortunately, the blockade replacement was a ruse designed to pull Pekal's navy into a conflict. Though the admirals in Pekal planned conservatively, they sent the bulk of their fleet against the Kalamar forces.

In short order, most of the Pekal ships were either destroyed or captured. Those few who

fled the battle were forced to turn south, headed toward open water rather than Baneta.

After the destruction at the blockade, several Pekal ships received a large number of sailor and legionnaire troops. Each ship also received three Legion Mages. Their goals were to sail the ships, under disguises created by illusionary magic, back to Baneta. Upon arrival, the forces were to launch a surprise attack, hopefully taking control of the Docks so more Kalamar troops could land in the city.

At the same time, a number of small forces made their way up the coast. Their mission was to take over the Naval Lighthouses south of Baneta, and the first line of defense against invasion by sea. These teams have controlled the lighthouses for several weeks, with the original soldiers dead and thrown over cliffs into Elos Bay.

The commanders of Baneta received favorable reports from their captains who attacked the blockade. At the beginning of the adventure, they have not yet realized that the entire southern corner of the Principality is under the threat of open war.

This event is set approximately 24 hours before the first ship arrives in Baneta

ADVENTURE SYNOPSIS

Introduction:

The characters are in Baneta, wandering the town on their own business. Rumors of the expected victory over Kalamar are running wild through the streets, and nearly every citizen expects the heroic sailors to town at any time.

Encounter 1:

A local guild member is looking for an escort to protect some military shipments. With so many soldiers out of the city (on the ships), the bulk of the remaining force is on full duty shifts, and none of them can get away to escort the carts.

Encounter 2:

Characters arrive at the first tower to a chilly reception. They are asked quite a number of questions (along with the caravan leader) about their business.

Encounter 3:

Characters arrive at the second tower to a warmer reception. The guards at this tower seem to be friendlier than those in the previous encounter.

Encounter 4A:

The “guards” in the second tower reveal themselves to be Kalamar spies, trying to kill the characters to keep them from alerting the Pekal military.

Encounter 5:

The characters arrive back in Baneta, just in time to see large ships arriving in the harbor.

Encounter 6:

The characters join the defenders on the docks, looking to repel the Legionnaires and forestall their attack.

Encounter 7:

A group of spies has broken the gate and is defending it against the Town Guard. The army is tying up the defenders near the walls, and the soldiers are stretched thin across the city. If the characters cannot shut the gate, the city may well be lost!

Conclusion A:

If the characters defeated their enemies or managed to close the gate in 10 rounds or less, they receive this conclusion.

Conclusion B:

If the characters did not defeat their enemies or manage to close the gate in 10 rounds or less, they receive this conclusion.

INTRODUCTION

Summary: The characters are in Baneta, wandering the town on their own business. Rumors of the expected victory over Kalamar are running wild through the streets, and nearly every citizen expects the heroic sailors to town at any time.

Baneta is unusually quiet today, as it has been the past week. Seven days ago, the Pekal Navy sent a massive armada into Elos Bay. Rumors abound, but the most common story is that Prince Kafen has finally given orders to break the Kalamar-Basir blockade. All the sailors who normally call Baneta

home have been called to duty, and for the first time in years, members of the Army outnumber their Naval compatriots in the city. The sturdy piers in the Naval enclave stand empty, save for a few vessels undergoing major repair.

Unfortunately, the city is under heavy guard right now, with foot patrols of Army and town watchmen a common sight. That has had the side-effect of rendering the job market for adventurers, treasure-seekers, and truth-finders relatively dry. But the dice of the Gods are always rolling, and your fortunes may be about to change.

Have the characters roll a Gather Information roll. They may use meta-org contacts, past NPCs, or just random passers-by. Consult the chart below for their result:

DC	Result
5	The sailors should be back any day now! I can't wait to hear about their victory over Kalamar!
10	Sure, the town is quiet because the sailors are gone, but it's causing problems in the economy; taverns are losing money, and people who used off-duty sailors for extra help are suffering.
15	Some people have said that the navy got a tip about problems at the blockade. They're hoping to wipeout a good portion of the blockade in one big fight!
20	The army has increased it's presence in the city the past few weeks. Probably knew this big battle was coming. There are more soldiers in the city than I have ever seen.
25	With the lighthouses, we're sure to have advance notice of the ships coming toward Baneta. There is a series of small lighthouses down the coast that the city uses to guide ships to harbor.

Characters may also use this time to move through the city purchasing goods per campaign rules.

Some characters may ask about specific groups in and around Pekal. A few of these are included

below. Nothing of importance is learned of groups that are not on the list below.

Naval Irregulars

Gather Information DC 15

The Naval Irregulars now sail out of another city, after the Admiral chased them off. We haven't seen Corsairs in Baneta in at least a year.

Legion of the Waves

Gather Information DC 10

Most of the Legion went with the military. There are a few still in Baneta, but they are either older officers, or new recruits.

Once the characters have been introduced to the scenario and the situation in Baneta, continue to **Encounter 1**.

ENCOUNTER 1

A Job into Darkness

Summary: A local guild member is looking for an escort to protect some military shipments. With so many soldiers out of the city (on the ships), the bulk of the remaining force is on full duty shifts, and none of them can get away to escort the carts.

A boy and girl run up to you wearing large backpacks full of rolled parchment. The girl smiles, awkwardly curtsies, then hands you a piece of paper. The boy doffs his small hat, and they turn to another person walking down the street.

If the characters watch, this is repeated to several people on the street, though not to any soldiers, nobles, or people that are obviously working (i.e. no merchants, cart drivers, etc.).

The paper reads:

**Purse too light? Need some quick coin?
If you can handle a crossbow, you're hired!
Apply in person to the House of Scales**

Pay depends on reputation.

Chief Agent Tarimar, House of Scales

The House of Scales mentioned is the Baneta office of the organization. Characters would know that the House of Scales is something of a business center for the Guilds of the city.

Working for them may never make one rich, but pay is always respectable.

If the characters do not want to go on the adventure, they may choose not to go to the House of Scales and leave the table.

Characters who venture to the House of Scales find a line near the front door. As they get into line, they notice a few other interesting individuals. Now is the time for character introductions.

The line is moving quickly, and once introductions are complete, the characters enter the building. There are several people at small desks with pens and paper. They appear to be interviewing prospective employees.

The judge should impersonate one of these functionaries. It can be the same NPC for each player, but does not have to be – one NPC can be an old man, one a young girl, another a crusty old sailor (full of “Argh, matey!” and such language). Essentially, this is the judge’s opportunity to have some fun role-playing their own creations during the adventure.

To conduct the interviews, first point to a character.

“Your name?”

Make some motions like you’re writing something down on paper.

Continue this for a few questions. This is a role-playing encounter, but this part should not take too long. Some suggestions are below.

“Nationality?”

“Are you a member of any Guilds?”

“Are you currently a wanted criminal?”

The final question should be:

“Can you shoot a crossbow, or failing that, defend yourself against wild animals and/or bandits?”

Once the judge has completed this process with all the characters, read the following.

As each of you are interviewed, other applicants leave the area through one of three doors at the back of the hall. All the applicants appear to be going through the left and center doors. The interviewer stops writing, pulls out a large seal, and slams it into the paper. Without rising, the interviewer hands you the paper and motions you toward the right door, “Through there. NEXT!”

A man inside the doorway looks at the character’s papers to make sure they are in the right place. The House of Scales is using the “interviews” to determine what kind of jobs the applicant is suited to perform. Because of their skills, the characters have managed to get placed on the “difficult and/or important assignment” list. If a character decides to go through a door other than the right one (pun intended), the person inside that door examines their paper and directs them to the proper location.

Once inside, continue.

A large table rests in front of you, chairs around it. Ale and water are available in a large pitcher, and several varieties of fruit and cheeses rest on a silver platter.

From a door across the room, a tall Kalamaran male enters. “Hello, my name is Tarimar, the Chief Agent in Baneta. You managed to impress our interviewer, and consequently, we are prepared to make you a very generous offer.

“We have a shipment of military goods that need to be delivered to the lighthouses Southeast of Baneta. Normally, sailors would accompany these wagons, but we have received word from the military that all soldiers are on active duty until the fleet returns. As such, our employee pool has been effectively taken from us. At any rate, I am willing to offer you 35 gp right now, and [5 x ATL gp] more when you return. The trip should take 3 days. The only dangers we have record of on this route are the occasional wild animal, and three robbery attempts. So, what do you say?”

Tarimar is willing to answer questions, and responds truthfully at all times (in case of Sense Motive checks). Below are some questions and

answers to aid the judge in determining his responses.

The information below is really about all Tarimar is willing to discuss.

What would we have to do?

Escort one large wagon to two lighthouses. One of you will have to guide the wagon (Ride check).

What about more money?

I have offered you the standard rates. If you perform very well, I'll consider a bonus, possibly even a retainer for your future services?

Two lighthouses?

Yes, the first is located twelve miles south of the city. The second is six miles beyond the first. The first is near a major road, so it should only take you about eight hours to arrive. The second is near the point of land where the Banader River reaches Elos Bay. There is not a road through there, only a rough path. Even with a lighter wagon, you should expect at least six hours to reach the Point Lighthouse.

The good news is that the soldiers in the lighthouses are expected to feed you, and should let you bunk in the common room or the barn. At least you will have the opportunity to sleep under shelter.

What is in the shipment?

Mainly food and clothing. There are some tools and raw materials like lumber and stone, in case the lighthouses need minor repairs.

Why do they need to be protected?

Well, we do get our share of banditry south of Baneta, what with Prompeldia only a few days ride from here. There are also the occasional wild animals we have to contend with, we even had a manticore attack last year. Plus, these are military shipments. I think they have some kind of rules about this kind of thing.

What about "X" Guild?

Well, the House of Scales is currently acting to support all the guilds of the city, especially since there are so few extra workers around these days.

I cannot believe that "X" guild would let you do that!

Well, some guilds may not need our help – The Bakers Guild, for example, has not notified us of any unfulfilled contracts. But you must also realize that many guilds take contract business so competitors cannot have it. In these cases, the guildmembers are not losing their pay or employment by having temporary workers – such as yourselves – providing some extra help. After all, the guilds are primarily concerned with ensuring their members are cared for, and they maintain an absolute grip on their particular industry. As long as those details are seen to, they tend to ignore trifles such as temporary help.

Why are there so few extra workers?

Well, a large part of our temporary workforce – people used on jobs like I would like to hire you to complete – are sailors who work while in port to make some extra money. We did not have any idea that Admiral Ruwasan was going to send the entire fleet into battle.

At first, we thought we could just hire the soldiers coming into town, but the Army did not approve our request. We just found out yesterday, hence the flyers being distributed throughout the city.

What do you get out of this arrangement?

I assume we take a percentage of the contract value relating to this delivery.

What is that percentage?

I really cannot say, I do not work in that department, located in Bet Rogala.

Why isn't the military escorting these shipments?

Truthfully, I am not sure. I could hazard a guess – perhaps outfitting a guard, wagon, and horse team for the shipment is too much for them on a regular basis? Maybe they have an agreement with the Porters and Longshoremen, or Mayor B'Pareso, or even the Bardic College for that matter.

This seems like quite a bit of money to pay for such a simple job.

Actually, the amount we are willing to pay you is based on two criteria: 1) your experience and reputation, and 2) the value of the entire contract to the guild in question.

I would surmise that this guild highly values this contract. They know that having all the sailors away from Baneta is a rare occurrence, so these rates are likely a one-time cost. Quite simply, they are willing to pay because it ensures they keep the contract, and the cost to them is less than any potential penalty clauses for late deliveries.

Why did you choose us/why did we come through the right door?

Everyone else interviewed before you was unfit for this assignment – mainly vagrants looking for quick money. They will get assigned to menial tasks in the city.

Once the characters have finished asking questions and accept the job, Tarimar gives them 35 gp, and asks them to meet his representative at the South Gate at 8am the next morning.

When finished with Tarimar and the characters leave on their journey, continue to **Encounter 2**.

ENCOUNTER 2 **To Admire Order**

Summary: Characters arrive at the first tower to a chilly reception. They are asked quite a number of questions (along with the caravan leader) about their business.

The judge should determine who is driving the cart. Steering the vehicle (2 horses) requires a **Ride check DC 10**.

Travel along the southern road passes quickly. As the sun finally reaches the horizon, your destination emerges from a haze near the cliff edge. A 40-foot stone tower stands against the sky, encircled by a wall with a large wooden gate.

See **Appendix II** for maps of the lighthouse.

The lighthouse is manned by six Pecal soldiers. As the characters reach the gate, one guard enters the pulpit and orders them to stop.

“Halt your vehicle, good masters. Please declare yourselves and your cargo!”

Allow the characters to present their credentials in whatever manner they choose. Until they provide evidence, like a cargo manifest, the gate remains closed.

The guard, unfortunately, has been alerted by his officers to interrogate anyone seeking entry, so he questions the character intently, trying to catch them in a falsehood. He should be respectful at all times, but if the characters refuse to answer, or become belligerent, he simply reminds them that if they are truly here to deliver goods, they should not mind answering reasonable questions to prove as much. ***He can even tell them something like “Answer truthfully, and everything will go smoothly.”***

Here are some sample questions:

Where did you begin your journey with this wagon and goods? (Baneta)

What does the wagon contains? (Raw materials, food, clothing, basic supplies)

Where are the weapons we ordered? (There were not any weapons)

What guilds do you represent? (House of Scales)

The judge is free to add questions as desired.

Once the characters have answered the guard's questions sufficiently, they are allowed to enter.

When they get inside, read the following:

Passing through the gate, several men wearing chainmail stand near the door to a small square building. Rising behind the building is the lighthouse. The guard looks down over the gate, “Move the wagon to the barn, two men will come out to remove our supplies.”

The door opens and another soldier, this one wearing a large open-faced helm, walks toward you. “Welcome to the Pivot Lighthouse, I am Lieutenant D’Tarnol, commander of the soldiers here. I apologize about the interrogation, but we received orders that we are to be on high alert until we see the fleet returning from the south. For that reason, I must ask you to stay in the

barn loft tonight. Food will be brought to you in an hour. Will that be sufficient?"

The lieutenant is a "proper" soldier, insofar as he tends to take his orders literally. As far as that goes, he currently considers any subject not directly related to the wagon or the delivery to be confidential, especially regarding his soldiers and the lighthouse. He is very polite, but nothing short of magic can compel him to act against his orders. If asked, he believes the other lighthouse received the same orders, so warns the characters they should anticipate similar treatment.

Any characters with military training (meta-orgs), 5 ranks in Knowledge (art of war, military logistics, military tactics, military training), or succeed at a **Wisdom check DC 12** realize that the officer is probably following orders, and not just trying to be difficult for its own sake.

The characters may watch the men removing the supplies, and the lieutenant insists on signing the cargo manifest indicating that he received the allotted amount for his lighthouse. The two men work quickly, and the wagon supplies are unloaded in under an hour.

Soon after the wagon is unloaded, a large stew pot, bowls, and utensils are brought out by a pair of soldiers. One of them carries the food, while the other walks behind, hand hovering near his longsword. They are also given instructions not to enter the lighthouse building during the night, except in the case of emergency (i.e. the barn catches fire). They are free to move about the barn and the courtyard, but the lighthouse is locked from the inside. Obviously, anyone attempting to break or sneak in is going to be in for a rough time as they are captured and immediately sent back to Baneta for interrogation. (The character is out of the adventure, and uses a Non-Adventuring Activity in jail).

If the characters ask, they do notice the lighthouse has a large cap on a tall stone at the top of the building. When the sun sets, this cap is lifted on one edge and begins slowly spinning. This causes the light beam to only be visible from one angle every few seconds.

The characters, if not already awake the next morning, are greeted with a breakfast of eggs

and bacon, as well as a request to leave as soon as possible.

If the characters wish, they may leave the tower before resting to sleep in the wilderness.

When the characters finally begin their journey to the Point Lighthouse, continue to **Encounter 3**.

ENCOUNTER 3 **True Seeing**

Summary: Characters arrive at the second tower to a warmer reception. The guards at this tower seem to be friendlier than those in the previous encounter.

The road, if it can be called that, to the Point Lighthouse is really more of a rough path. Full of ruts, dips, and bumps, the dirt track leading toward your destination leaves much to be desired. The only good thing to come of it is the amount of noise your small caravan makes is sure to scare away the more skittish animals.

After several hours, the tower of the lighthouse comes into view. Even against the sunlight, you can see the bright emanation from a large glowing stone at the top of the lighthouse.

When the characters pull their wagon to the gate, they get the familiar:

"Halt your vehicle, good masters. Please declare yourselves and your cargo!"

Unlike the last tower, however, as soon as the characters give a plausible story, the guard allows them to enter, and has men un-bar the gate. All of the guards are dressed the same as those in the Pivot Lighthouse.

A young Kalamaran man is waiting in the middle of the courtyard.

"Welcome to our lighthouse, friends. We appreciate you coming along with our supplies. I'm Captain Renton, in charge of this scurvy crew. Pull the wagon over to the barn and I'll get the men to help you unload it."

At this time, all the guards in this tower are really Kalamar spies. The real guards have been killed.

Characters may note that this individual is a captain rather than a lieutenant. Additionally, he uses nautical terms on occasion, in the mistaken belief that the Pekal guards were sailors or marines, not soldiers.

He tries to be friendly, hoping to be rid of the characters as soon as possible, while not revealing any of the true plot. At this point, the Kalamar Legionnaires have control of the Pekal ships, and are nearing the mouth of the river.

Captain Renton talks with the characters asking questions such as the following:

“What news from Baneta? We’ve been in the field for a month now, and can’t wait to get back!” (just general information fishing)

“Oh, D’Tarnol? He’s an alright chap, just a bit stuffy. What did you think about his command style?” (trying to gain trust)

“So, any word about the attack on the blockade? We’ve been on high alert for a while now.” (he found the orders)

“I can’t believe Kalamar! You would think they would just leave us alone – it’s been over 100 years since we rebelled!” (trying to gain trust)

“Oh, the cap on our light? Well, a couple of my men were fixing it, and it unbalanced, fell on one of them, and broke. The uninjured man took the other to Baneta for care, and we’re waiting on your supplies to fix the cap!”

If asked why his men do not seem to be on as much alert as the others, he simply says, “too much work and no play!” as if indicating that there isn’t anything to fear at the tower. If pressed, he recounts the terrible fights they had with the rats, birds, and insects that make the point home, but so far, massive reinforcements haven’t been necessary. He will not ignore or belittle them, but he will try to change the conversation, or at least turn it away from him and his men.

Other characters may note that the Pivot tower had five men, while he only has three. He indicates that one of his men was badly hurt, and had to be taken to Baneta for care two days ago (see above).

Essentially, the spies’ plan is to greet everyone, determine if they should be immediately killed, or used for information.

Captain Renton and his men are supposed to be portraying competent but fun-loving soldiers of the Pekal Army.

After a time, the man atop the lighthouse calls out and Captain Renton excuses himself. A few minutes later, he asks if the characters would like to see the fleet returning to Baneta.

Assuming they accept, continue below. If they refuse, continue to the section marked Poison.

The small building consists of a kitchen, small workshop, and several bunk beds. One door in the back leads to a small bedroom, likely the officer’s quarters, while the other door is open to a flight of stairs.

The stairs go up 10 feet then begin to spiral around the inside of the lighthouse. After climbing another 30 feet, the stairs end at the top of the platform. A large glowing stone rests in the center of the platform. Captain Renton hands you a spyglass and points toward Elos Bay and several small ships in the distance, still about a day away from Baneta. Farther down the river, you see a broad beam of light sweep around, obviously from the Pivot Lighthouse.

Characters looking through the spyglass see six warships sailing toward the river flying the flag of Pekal. Any characters with military training (through meta-org membership), 5 ranks in **Knowledge (art of war, military logistics, military tactics, military training)**, may attempt a check (meta-org check is Intelligence) **DC 15**. If successful, the character thinks something is wrong with the way the ships are sailing. If asked, Renton looks through the spyglass, then states it seems like several of the sails are damaged. That is true (part of the illusion) but the real reason for the awkward sailing is that the Kalamar sailor onboard are still not intimately familiar with the design or rigging.

If the result is **DC 20**, then the character realizes that the fleet is sailing toward harbor in a spread formation, as if ready for a battle, not returning home. Renton also agrees, though has no explanation for this.

The ships are too far away for the characters to get a Will save to disbelieve the illusion.

Also have the characters using the spyglass make **Spot** checks. The highest result notices a large group of man-sized shapes moving near the coast a few miles south of the Lighthouse. The fading sun causes faint glints and glimmers on the creatures. It also appears that there are at least four small ships, maybe more, anchored in the waters near the coast.

The check for the ships and the army happen at the same time.

Depending on the character's reaction, Renton may order his men to attack on the top of the lighthouse.

Either way, the combat occurs in **Encounter 4**.

ENCOUNTER 4 **True Colors**

Summary: The "guards" in the second tower reveal themselves to be Kalamar spies, trying to kill the characters to keep them from alerting the Pekal military.

Several things may happen when the Kalamar squads are found moving up the coast toward the tower.

1. The characters warn Renton; he seems a bit disgusted with himself, then orders his men to attack. This attack happens on top of the lighthouse.

2. The characters do not notify Renton, but retire to the barn to discuss what they've found. If they stay more than one hour, Renton attacks them in the barn. If this happens, the two legionnaires stand to either side of the door, and Renton stands 20 feet away. He begins calling for the characters, screaming that attackers are nearby at the gates. When the characters exit the barn, they are attacked. Renton charges into combat at the first opportunity.

3. The characters try to leave or escape the situation. Renton readily agrees, but when the wagon and horses are in front of the gate, his men attack.

4. Something else causing the judge to improvise the beginning of the battle.

Remember, these legionnaires are well-trained, and work well with each other.

The basic situation is that unless the characters can all teleport away, Renton either: 1) believes he has learned all they know, or 2) believes they have discovered some clue about the truth behind his men. Either way, they have to die.

ATL 1 (EL 3)

Kalamar Legionnaire Ftr1 x2
Renton Ftr1

ATL 3 (EL 5)

Kalamar Legionnaire Ftr1 x2
Renton Ftr 3

ATL 5 (EL 8)

Kalamar Legionnaire Ftr4 x2
Renton Ftr6

ATL 7 (EL 10)

Kalamar Legionnaire Ftr6 x2
Renton Ftr8

ATL 9 (EL 12)

Kalamar Legionnaire Ftr8 x2
Renton Ftr10

If they win the fight, the characters must now choose how to proceed.

If they search the area, they find a pit in the back of the barn under hay and stacks of boxes. The pit contains the following in large waterproof sacks:

Breastplate armor x3
Gasum (spear) x2 (Renton had his in his *glove*)
Light metal shield x3
Thin pilum x9
Tak'livek (dagger) x3

The shields carry the emblem of the Kalamar Legions.

Also inside one of the packs is a thick parchment, meticulously folded into a neat square. Opening it reveals several dates, going back several weeks. The most recent date is a little over a week ago, coincidentally the same as when the Armanda left Baneta. There is also a hand-written note at the bottom, "Solid for success"

This refers to the lighthouse beam, which has been solid for the past few days.

A **Track** or **Heal** check **DC 20** find small blood droplets inside the tower, near some of the bunks. **Search DC 25** also finds this evidence. The blood appears to be about one week old.

Any character remembering the army goes to the top of the lighthouse. **Spot DC 20 + ATL** to see them moving directly toward the lighthouse, about three miles away at the end of the battle. There are roughly two hundred people, all in armor similar to what was hidden in the barn.

The characters should decide to either send a message to Baneta, and hopefully ride back as well. The rest of this adventure assumes the characters arrive back at Baneta.

The exact details of the trip back are not specific, nor are they important. The only item of note is that if the characters try to rouse the guards of the Pivot Lighthouse, they arrive to find the gate locked. If they gain entrance, they discover the guards' lifeless bodies in various poses around the interior of the tower. **Heal check DC 15** reveals they died from poison. It is uncertain if the characters delivered the poisoned food or not – some of the boxes they delivered have been opened, but it's difficult to tell if the soldiers ate the food, or just moved it about to see what was included.

Nobody else has been inside the lighthouse since the characters left the previous day.

If the characters continue to flounder, it is acceptable to have a ranger or military scout encounter their party. When speaking with them, the NPC should recommend the characters return to the city.

When the characters finally turn toward Baneta, continue to **Encounter 5**.

ENCOUNTER 5 **Unwelcome Arrival**

Summary: The characters arrive back in Baneta, just in time to see large ships arriving in the harbor.

Cheers and sounds of celebration echo from inside the gate to Baneta. It seems that a party started a few hours ago, and all the citizens are enjoying themselves. Even the soldiers guarding the gate seem to be in high spirits.

If asked what is happening, the characters are told that "the lighthouses sent word an hour ago that the fleet is returning victorious!"

Obviously, there is something wrong, though nobody really knows where the rumor started, or who received the message.

The most effective thing the characters can do is to find an important NPC in the city and convince them about the impending attack.

Here is a list of potential NPCs:
Admiral Ruwasan, Pekal Navy
Commander Ytuma Ildat, Legion of the Waves
Kanimu B'Pareso, Mayor
Captain Nutiro Sacren, Town Guard
General Tawen Favido, Pekal Army

Any of these individuals can give the orders to seal the city and declare a military emergency.

Directions to their offices are easy, but getting in is harder. The characters must either have favors they are willing to burn, or try their hand at Diplomacy or Intimidate checks.

The characters have to pass two functionaries before they see the main NPC. To get past these NPCs, they must either spend two favors (total, not two per character), or make two **Diplomacy** or **Intimidate checks DC 12 + ATL** in a row (from different characters, no aiding).

If the favors are used, they are voided.

Eventually, the characters should get through the functionaries to speak with the main NPC. These people are all the masters of their own fiefdoms, and do not have time to put up with nonsense or disrespectful people. The characters' best bet is to present a concise

report in a respectful manner. In this event, the characters must convince the NPC about the attack. There are no dice rolls for this discussion – the players are responsible for making a convincing argument.

The most important pieces of evidence are:

1. The sets of Kalamar Legionnaire equipment found in the barn
2. The parchment with the dates
3. The spies who attacked them at the Point Lighthouse
4. The cover at the lighthouse was broken to emit a solid stream of light
5. The army landing just south of the lighthouse, moving toward the city
6. The behavior of the ships sailing toward Baneta

The NPC recognizes that the dates correspond to certain intelligence operations conducted by Pecal operatives. Additionally, he realizes that the ships are acting strangely. Those two facts, along with the rest of the evidence, is very suspicious.

When convinced, the NPC calls in subordinates and issues orders to close the city and activate all the military personnel within the walls. The people all streak out of the office on their assigned routes. The characters are shown to a small study to wait on the NPC.

Several minutes pass as you wait for some word on the situation. The doors are thrown open and [NPC] strides in. "Looks like you were right! Some of our wizards have detected powerful illusions on the ships headed for the docks. In addition, we just received word from our scouts that a large force of Legionnaires is massing outside the walls. We need your help. While I have no doubt in our military forces, you have proven your loyalty to Pecal! However, I know that some of you may feel more warmth from coin than the love of this land. Help us defend this city from the Legions, and you shall be able to choose from the most valuable rewards in this city.

If the characters agree...

Excellent, I am glad to hear it! My reports tell me that the walls are well-defended, but the docks could use more support. Report down

there and help keep these Kalamar dogs out of our city!

ENCOUNTER 6 **Dock Defense**

Summary: The characters join the defenders on the docks, looking to repel the Legionnaires and forestall their attack.

Soldiers run through the streets, and citizens scramble to stay out of their way. The cheers you heard earlier have been replaced with sobs and curses.

The docks are at the end of the main street, and you can see the large warships closing on the docks. The heavy twang of a ballista erupts from the docks, and a large wooden bolt flies at the lead ship. A crash sounds as the bolt hits the wooden hull, then bounces off.

More ballista fire at the ships, but their ammunition continues to deflect harmlessly into the water.

As the first ship reaches the pier, you can clearly see sailors working the lines to bring the ship into harbor. Before your eyes, a shimmering takes place, and instead of sailors, you see the thick helms and heavy armor of Kalamar Legionnaire lining the rails.

An older sergeant jogs in front of you screaming orders to his men. Pausing in front of your group, "Volunteers?! Push the enemy back into the river!"

The magic concealing the ship has been dispelled, along with the spells protecting the ship from ranged attacks.

The characters just have to essentially move down the pier, fighting to push the Legionnaires back to their ship.

The characters and legionnaires begin as indicated on the map. The battle is over after one side or the other has either 1) everyone down (incapacitated or dying) or 2) retreated past the indicated line.

Once the battle is over, proceed directly to **Encounter 7.**

ATL 1 (EL 3)

Kalamaran Legionnaire Ftr1x4

ATL 3 (EL 5)

Kalamaran Legionnaire Ftr2 x4

ATL 5 (EL 8)

Kalamaran Legionnaire Ftr4 x4

ATL 7 (EL 10)

Kalamaran Legionnaire Ftr6 x4

ATL 9 (EL 12)

Kalamaran Legionnaire Ftr8 x4

ENCOUNTER 7
A Desperate Road

Summary: A group of spies has broken the gate and is defending it against the Town Guard. The army is tying up the defenders near the walls, and the soldiers are stretched thin across the city. If the characters cannot shut the gate, the city may well be lost!

The judge should roll a d6:

- 1-2 Main Gate
- 3-4 Southern Gate
- 5-6 River Gate

Use this below when the soldiers provide their orders.

A group of soldiers rushes by you, intent on finishing the work you started. It seems the reinforcements have been called to the front as fresh men leap into the fray, pushing the Legionnaires back toward their ships.

Two soldiers run up and stop beside you. Saluting, "The General's compliments! He requests your assistance near the [insert random gate from above], several groups of sympathizers have jammed the hinges, and now hold it for their Kalamaran allies. Please follow us!" Turning, the two soldiers run off toward the gate

Characters may choose to cast some spells on the way to the gate. They may also grab nearby horses, weapons (all mundane), etc as they go.

When they reach the gate, read below:

The streets around the gate are a horrible scene. Dead bodies lie strewn about as several wounded guards cluster together near one of the hinges, surrounded by a large group of assailants.

ATL 1 (EL 2)

Kalamar sympathizer Com1 x6

ATL 3 (EL 5)

Kalamar sympathizer Com2 x6

ATL 5 (EL 7)

Kalamar sympathizer Com3 x8

ATL 7 (EL 9)

Kalamar sympathizer Com4 x8

ATL 9 (EL 11)

Kalamar sympathizer Com5 x8

There are two ways for the characters to defeat this encounter. They can either 1) defeat all the enemies, or 2) fix the hinges. The judge can tell the players that either of those options should be enough to deal with the threat

To fix the hinges, a **Disable Device check DC 18 + ATL** is needed to successfully close the gate.

If the judge thinks the characters have defeated these enemies in a very short period of time (less than 3 rounds is suggested), another group of commoners may enter from the side of the map. This is known as a "wave" encounter; essentially, the enemies keep coming until defeated.

Some important points about this optional encounter – DO NOT use these additional enemies to kill the characters. If they defeat the first group, they have completed the objective, and they should not be punished. That said, the purpose of this encounter is for them to experience a "close call" in a very chaotic battle at the gate to the city. Try to make sure the players are concerned for their character's safety, and getting some of them close to death without actually killing this is quite acceptable. This is the time for heroic characters to truly rise to the occasion. Make sure the players have fun, but it is absolutely acceptable to make them sweat a bit!

Also note that at **ATL 5** and up the commoners have improved grapple. They should not pose a real threat to the characters, unless they manage to grapple somebody, at which point they gang up on him until he is unconscious or rescued.

If the battle ends in 10 or fewer rounds, the characters receive **Conclusion A**.

If the battle continues for more than 10 rounds, the characters receive **Conclusion B**.

The item must be selected sometime in the next five adventures. If it is not chosen immediately after this event or the Battle Interactive at Origins, it also requires one Non-Adventuring Activity.

CONCLUSION A

Summary: If the characters defeated their enemies or managed to close the gate in 10 rounds or less, they receive this conclusion.

The gate slams shut as a large force of Kalamar Legionnaires sprints toward the closing portal. The city is safe, for now.

CONCLUSION B

Summary: If the characters did not defeat their enemies or manage to close the gate in 10 rounds or less, they receive this conclusion.

A large cohort of Legionnaires comes into view from around the wall, and seeing the open gate, break into a sprint toward your position. The men around you retreat, calling for you to follow. All around, a large force of marines slam into the Legionnaire formation, giving you a chance to regroup with your companions. But the truth is clear. The city has been breached, and its enemies flow into its heart. Baneta may once again soon be under the control of the Kalamar Empire.

Regardless of which conclusion the characters receive, the NPC they spoke with earlier offers them a chance to peruse the City Treasury, and select an item for a small donation to defense of the city. Their reasoning is simple, providing powerful items to defenders of the city is better than letting it fall into the hands of the enemy.

Awards

TREASURE

This is where treasure is listed. Items that have been stripped off bodies will be listed at prices for which they may be sold. Treasure is broken down by Encounter to aid the judge in determining if characters are awarded specific items. The amount may be more or less than what is listed in the PHB as the economy may fluctuate.

Encounter 1: 35 gp (per character)
Encounter 4: Breastplate x3, spear x3, light metal shield x3, thin pilum x9, dagger x3;
Conclusion A: "War" certificate, "Baneta Treasury" certificate
or
Conclusion B: "War" certificate, "Baneta Treasury" certificate

Due to the chaos around the battles in the city, the characters cannot loot any corpses while in Baneta.

Tarimar cannot be found in the city. He may make an appearance later, depending on the results from this adventure and the Battle Interactive.

OTHER AWARDS

War

The war between Pekal and Kalamar has begun. Its effects are going to be felt across Tellene, though much more acutely within those lands. As a result of the war, everything has become more valuable. Characters must now pay double the listed value for all goods; unfortunately, merchants are wary of large inventory, so selling prices remain the same. This certificate can only be voided by the "End of the War" certificate.

Baneta Treasury

For your efforts in defending the city from attack, you may make a small donation to the city's defense fund, and in return, gain the use of a powerful magic item. The weapon or armor chosen must be listed in Core Rulebook I, II, or the Kingdoms of Kalamar Player's Guide. They are considered standard magic items, and are not made from special materials. This donation is not affected by the increase in value from the 'War' certificate.

<u>Item</u>	<u>Donation</u>
<i>Amulet of Natural Armor +1</i>	1,000 gp
<i>Bracers of Armor +2</i>	1,000 gp
<i>Quiver of Ehlonna</i>	1,000 gp
<i>+1 weapon (not double weapon)</i>	1,100 gp
<i>+1 armor or shield</i>	1,100 gp
<i>Brooch of Shielding</i>	1,200 gp
<i>Ring of Protection +1</i>	1,200 gp
<i>Metamagic Rod, Extend, lesser</i>	2,000 gp
<i>Wand of Magic Missiles (5th)</i>	2,000 gp

Experience Points and Day Units

EXPERIENCE	CHARACTER LEVEL	
	1-4	5-9
Encounter 4: Defeating the spies	75 xp	150 xp
Discovering the Kalamar Legion equipment	25 xp	50 xp
Discovering the blood	25 xp	50 xp
Determining that the handwritten note refers to the lighthouse	25 xp	50 xp
Encounter 5: Per evidence (see list on page 11) provided (Up to a total of 6 pieces of evidence – max xp shown)	10 xp (60 xp)	20 xp (120 xp)
Encounter 6: Defeating the Legionnaires on the docks	75 xp	150 xp
Encounter 7: Either defeating the mob or closing the gate BONUS: if both are completed before 10 rounds are finished	75 xp 25 xp	75 xp 50 xp
Discretionary Experience for Role Playing	115 xp	230 xp
Maximum Possible Experience	500 xp	1000 xp

Appendix I: NPCs and Monsters

Encounter 4

All the NPCs in this Encounter have chainmail and shields, wearing longswords and daggers. Their Legionnaire equipment is hidden in the barn.

ATL 1 (EL 3)

Kalamar Legionnaire Ftr1 x2

Male human (Kalamaran) Ftr1: Medium Humanoid (human); CR 1; HD 1d10+2; hp 8; Init +0; Spd 20 ft.; AC 18 (+5 armor, +3 shield), touch 10, flat-footed 18; BAB/Grp +1/+3; Full Atk longsword +3 melee (1d8+2;19-20/x2) or dagger +3 melee (1d4+2;19-20/x2); AL LN; SV Fort +4, Ref +0, Will +0; Str 14, Dex 10, Con 14, Int 10, Wis 10, Cha 11.

Skills & Feats: Knowledge (art of war) +3, Knowledge (military tactics) +3, Listen +3, Spot +3. Power attack, shield specialization, weapon focus (gasum).

Possessions: Chainmail, longsword, light metal shield, dagger.

Renton Ftr1

Male human (Kalamaran) Ftr1: Medium Humanoid (human); CR 1; HD 1d10+2; hp 10; Init +1; Spd 20 ft.; AC 19 (+5 armor, +3 shield, +1 Dex), touch 11, flat-footed 18; BAB/Grp +1/+3; Full Atk longsword +3 melee (1d8+2;19-20/x2) or dagger +3 melee (1d4+2;19-20/x2); AL LN; SV Fort +4, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 14.

Skills & Feats: Knowledge (art of war) +3, Knowledge (military tactics) +3, Listen +3, Spot +3. Power attack, shield specialization, weapon focus (gasum).

Possessions: Chainmail, longsword, light metal shield, dagger.

ATL 3 (EL 5)

Kalamar Legionnaire Ftr1 x2

Male human (Kalamaran) Ftr1: Medium Humanoid (human); CR 1; HD 1d10+2; hp 8; Init +0; Spd 20 ft.; AC 18 (+5 armor, +3 shield), touch 10, flat-footed 18; BAB/Grp +1/+3; Full Atk longsword +3 melee (1d8+2;19-20/x2) or dagger +3 melee (1d4+2;19-20/x2); AL LN; SV Fort +4, Ref +0, Will +0; Str 14, Dex 10, Con 14, Int 10, Wis 10, Cha 11.

Skills & Feats: Knowledge (art of war) +3, Knowledge (military tactics) +3, Listen +3, Spot +3. Power attack, shield specialization, weapon focus (gasum).

Possessions: Chainmail, longsword, light metal shield, dagger.

Renton Ftr 3

Male human (Kalamaran) Ftr3: Medium Humanoid (human); CR 3; HD 3d10+6; hp 24; Init +1; Spd 20 ft.; AC 19 (+5 armor, +3 shield, +1 Dex), touch 11, flat-footed 18; BAB/Grp +3/+5; Full Atk longsword +5 melee (1d8+2;19-20/x2) or dagger +5 melee (1d4+2;19-20/x2); AL LN; SV Fort +5, Ref +2, Will +1; Str 15, Dex 12, Con 14, Int 10, Wis 10, Cha 14.

Skills & Feats: Knowledge (art of war) +5, Knowledge (military tactics) +5, Listen +4, Spot +4. Blinding shield, cleave, power attack, shield specialization, weapon focus (gasum).

Possessions: Chainmail, longsword, light metal shield, dagger.

ATL 5 (EL 8)

Kalamar Legionnaire Ftr4 x2

Male human (Kalamaran) Ftr4: Medium Humanoid (human); CR 4; HD 4d10+8; hp 32; Init +0; Spd 20 ft.; AC 18 (+5 armor, +3 shield), touch 10, flat-footed 18; BAB/Grp +5/+7; Full Atk longsword +7 melee (1d8+2;19-20/x2) or dagger +7 melee (1d4+2;19-20/x2); AL LN; SV Fort +6, Ref +1, Will +1; Str 15, Dex 10, Con 14, Int 10, Wis 10, Cha 11.

Skills & Feats: Knowledge (art of war) +6, Knowledge (military tactics) +6, Listen +5, Spot +4. Blinding shield, cleave, power attack, shield specialization, weapon specialization (gasum), weapon focus (gasum).

Possessions: Chainmail, longsword, light metal shield, dagger.

Renton Ftr6

Male human (Kalamaran) Ftr6: Medium Humanoid (human); CR 6; HD 6d10+12; hp 50; Init +1; Spd 20 ft.; AC 19 (+5 armor, +3 shield, +1 Dex), touch 11, flat-footed 18; BAB/Grp +6/+8; Full Atk longsword +8/+3 melee (1d8+2;19-20/x2) or dagger +8/+3 melee (1d4+2;19-20/x2); AL LN; SV Fort +7, Ref +3, Will +2; Str 15, Dex 12, Con 14, Int 10, Wis 10, Cha 14.

Skills & Feats: Knowledge (art of war) +8, Knowledge (military tactics) +8, Listen +7, Spot +6. Blinding shield, cleave, combat reflexes, fearless, power attack, shield specialization, weapon specialization (gasum), weapon focus (gasum).

ATL 7 (EL 10)

Kalamar Legionnaire Ftr6 x2

Male human (Kalamaran) Ftr6: Medium Humanoid (human); CR 6; HD 6d10+12; hp 50; Init +0; Spd 20 ft.; AC 18 (+5 armor, +3 shield), touch 10, flat-footed 18; BAB/Grp +6/+8; Full Atk longsword +8/+3 melee (1d8+2;19-20/x2) or dagger +8/+3 melee (1d4+2;19-20/x2); AL LN; SV Fort +7, Ref +2, Will +2; Str 15, Dex 10, Con 14, Int 10, Wis 10, Cha 11.

Skills & Feats: Knowledge (art of war) +8, Knowledge (military tactics) +8, Listen +7, Spot +6. Blinding shield, cleave, combat reflexes, fearless, power attack, shield specialization, weapon specialization (gasum), weapon focus (gasum).

Possessions: Chainmail, longsword, light metal shield, dagger.

Renton Ftr8

Male human (Kalamaran) Ftr8: Medium Humanoid (human); CR 8; HD 8d10+16; hp 62; Init +0; Spd 20 ft.; AC 19 (+5 armor, +3 shield, +1 Dex), touch 11, flat-footed 18; BAB/Grp +8/+11; Full Atk longsword +11/+6 melee (1d8+3;19-20/x2) or dagger +11/+6 melee (1d4+3;19-20/x2); AL LN; SV Fort +8, Ref +3, Will +2; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 14.

Skills & Feats: Knowledge (art of war) +10, Knowledge (military tactics) +10, Listen +9, Spot +8. Blinding shield, cleave, combat reflexes, fearless, improved critical (gasum), power attack, shield specialization, weapon specialization (gasum), weapon focus (gasum).

ATL 9 (EL 12)

Kalamar Legionnaire Ftr8 x2

Male human (Kalamaran) Ftr8: Medium Humanoid (human); CR 8; HD 8d10+16; hp 62; Init +0; Spd 20 ft.; AC 18 (+5 armor, +3 shield), touch 10, flat-footed 18; BAB/Grp +8/+11; Full Atk longsword +11/+6 melee (1d8+3;19-20/x2) or dagger +11/+6 melee (1d4+3;19-20/x2); AL LN; SV Fort +8, Ref +2, Will +2; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 14.

Skills & Feats: Knowledge (art of war) +8, Knowledge (military tactics) +8, Listen +7, Spot +6. Blinding shield, cleave, combat reflexes, fearless, power attack, shield specialization, weapon specialization (gasum), weapon focus (gasum).

Possessions: Chainmail, longsword, light metal shield, dagger.

Renton Ftr10

Male human (Kalamaran) Ftr10: Medium Humanoid (human); CR 10; HD 10d10+20; hp 80; Init +1; Spd 20 ft.; AC 19 (+5 armor, +3 shield, +1 Dex), touch 11, flat-footed 18; BAB/Grp +10/+13; Full Atk longsword +13/+8 melee (1d8+3;19-20/x2) or dagger +13/+8 melee (1d4+3;19-20/x2); AL LN; SV Fort +9, Ref +4, Will +3; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 14.

Skills & Feats: Knowledge (art of war) +8, Knowledge (military tactics) +8, Listen +7, Spot +6. Blinding shield, cleave, combat reflexes, fearless, leadership, power attack, shield specialization, superior weapon focus (gasum), weapon specialization (gasum), weapon focus (gasum).

Possessions: Chainmail, longsword, light metal shield, dagger.

Encounter 6

ATL 1 (EL 3)

Kalamaran Legionnaire Ftr1x4

Male human (Kalamaran) Ftr1: Medium Humanoid (human); CR 1; HD 1d10+2; hp 8; Init +0; Spd 20 ft.; AC 18 (+5 armor, +3 shield), touch 10, flat-footed 18; BAB/Grp +1/+3; Full Atk gasum +4 melee (1d8+2; 20/x2) or tak'livek +3 melee (1d4+2;19-20/x2) or thin pilum +1 ranged (1d6+2; x3); AL LN; SV Fort +4, Ref +0, Will +0; Str 14, Dex 10, Con 14, Int 10, Wis 10, Cha 11.

Skills & Feats: Knowledge (art of war) +3, Knowledge (military tactics) +3, Listen +3, Spot +3. Power attack, shield specialization, weapon focus (gasum).

Possessions: Breastplate, light metal shield, gasum, tak'livek, 3 thin pilum.

ATL 3 (EL 5)

Kalamaran Legionnaire Ftr2 x4

Male human (Kalamaran) Ftr2: Medium Humanoid (human); CR 2; HD 2d10+4; hp 14; Init +0; Spd 20 ft.; AC 18 (+5 armor, +3 shield), touch 10, flat-footed 18; BAB/Grp +2/+4; Full Atk gasum +5 melee (1d8+2; 20/x2) or tak'livek +4 melee (1d4+2;19-20/x2) or thin pilum +2 ranged (1d6+2; x3); AL LN; SV Fort +5, Ref +0, Will +0; Str 14, Dex 10, Con 14, Int 10, Wis 10, Cha 11.

Skills & Feats: Knowledge (art of war) +4, Knowledge (military tactics) +4, Listen +4, Spot +3. Cleave, power attack, shield specialization, weapon focus (gasum).

Possessions: Breastplate, light metal shield, gasum, tak'livek, 3 thin pilum.

ATL 5 (EL 8)

Kalamaran Legionnaire Ftr4 x4

Male human (Kalamaran) Ftr4: Medium Humanoid (human); CR 4; HD 4d10+8; hp 32; Init +0; Spd 20 ft.; AC 18 (+5 armor, +3 shield), touch 10, flat-footed 18; BAB/Grp +5/+7; Full Atk gasum +8 melee (1d8+4; 20/x2) or dagger +7 melee (1d4+2;19-20/x2) or thin pilum +5 ranged (1d6+2/x3); AL LN; SV Fort +6, Ref +1, Will +1; Str 15, Dex 10, Con 14, Int 10, Wis 10, Cha 11.

Skills & Feats: Knowledge (art of war) +6, Knowledge (military tactics) +6, Listen +5, Spot +4. Blinding shield, cleave, power attack, shield specialization, weapon specialization (gasum), weapon focus (gasum).

Possessions: Breastplate, light metal shield, gasum, tak'livek, 3 thin pilum.

ATL 7 (EL 10)

Kalamaran Legionnaire Ftr6 x4

Male human (Kalamaran) Ftr6: Medium Humanoid (human); CR 6; HD 6d10+12; hp 50; Init +0; Spd 20 ft.; AC 18 (+5 armor, +3 shield), touch 10, flat-footed 18; BAB/Grp +6/+8; Full Atk gasum +9/+4 melee (1d8+4; 20/x2) or dagger +8/+3 melee (1d4+2;19-20/x2) or thin pilum +6 (1d6+2/x3); AL LN; SV Fort +7, Ref +2, Will +2; Str 15, Dex 10, Con 14, Int 10, Wis 10, Cha 11.

Skills & Feats: Knowledge (art of war) +8, Knowledge (military tactics) +8, Listen +7, Spot +6. Blinding shield, cleave, combat reflexes, fearless, power attack, shield specialization, weapon specialization (gasum), weapon focus (gasum).

Possessions: Breastplate, light metal shield, gasum, tak'livek, 3 thin pilum.

ATL 9 (EL 12)

Kalamaran Legionnaire Ftr8 x4

Male human (Kalamaran) Ftr8: Medium Humanoid (human); CR 8; HD 8d10+16; hp 62; Init +0; Spd 20 ft.; AC 18 (+5 armor, +3 shield), touch 10, flat-footed 18; BAB/Grp +8/+11; Full Atk gasum +12/+7 melee (1d8+5;20/x2) or dagger +11/+6 melee (1d4+3;19-20/x2) or thin pilum +9 ranged (1d6+3/x3); AL LN; SV Fort +8, Ref +2, Will +2; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 14.

Skills & Feats: Knowledge (art of war) +8, Knowledge (military tactics) +8, Listen +7, Spot +6. Blinding shield, cleave, combat reflexes, fearless, power attack, shield specialization, weapon specialization (gasum), weapon focus (gasum).

Possessions: Breastplate, light metal shield, gasum, tak'livek, 3 thin pilum.

Encounter 7

ATL 1 (EL 2)

Kalamar sympathizer Com1 x6

Male human (Kalamaran) Com1: Medium Humanoid (human); CR 1/4; HD 1d4+1; hp 3; Init +1; Spd 30 ft.; AC 13 (+2 armor, +1 Dex), touch 11, flat-footed 12; BAB/Grp +0/+1; Full Atk club +1 melee (1d6+2; 20/x2); AL CN; SV Fort +1, Ref +1, Will +0; Str 13, Dex 12, Con 13, Int 9, Wis 10, Cha 8.

Skills & Feats: Hide +4, Listen +2, Spot +3. Dodge, improved unarmed strike.

Possessions: Leather armor, club.

ATL 3 (EL 5)

Kalamar sympathizer Com2 x6

Male human (Kalamaran) Com2: Medium Humanoid (human); CR 1/2; HD 2d4+2; hp 7; Init +1; Spd 30 ft.; AC 13 (+2 armor, +1 Dex), touch 11, flat-footed 12; BAB/Grp +1/+2; Full Atk club +2 melee (1d6+2; 20/x2); AL CN; SV Fort +1, Ref +1, Will +0; Str 13, Dex 12, Con 13, Int 9, Wis 10, Cha 8.

Skills & Feats: Hide +4, Listen +4, Spot +4. Dodge, improved unarmed strike.

Possessions: Leather armor, club.

ATL 5 (EL 7)

Kalamar sympathizer Com3 x8

Male human (Kalamaran) Com3: Medium Humanoid (human); CR 1; HD 3d4+3; hp 11; Init +1; Spd 30 ft.; AC 13 (+2 armor, +1 Dex), touch 11, flat-footed 12; BAB/Grp +1/+6; Full Atk club +2 melee (1d6+2; 20/x2); AL CN; SV Fort +2, Ref +2, Will +1; Str 13, Dex 12, Con 13, Int 9, Wis 10, Cha 8.

Skills & Feats: Hide +5, Listen +5, Spot +5. Dodge, improved unarmed strike, improved grapple.

Possessions: Leather armor, club.

ATL 7 (EL 9)

Kalamar sympathizer Com4 x8

Male human (Kalamaran) Com4: Medium Humanoid (human); CR 1; HD 4d4+4; hp 15; Init +1; Spd 30 ft.; AC 13 (+2 armor, +1 Dex), touch 11, flat-footed 12; BAB/Grap +2/+7; Full Atk club +3 melee (1d6+2; 20/x2); AL CN; SV Fort +2, Ref +2, Will +1; Str 13, Dex 12, Con 13, Int 9, Wis 10, Cha 8.

Skills & Feats: Hide +6, Listen +6, Spot +6. Dodge, improved unarmed strike, improved grapple.

Possessions: Leather armor, club.

ATL 9 (EL 11)

Kalamar sympathizer Com5 x8

Male human (Kalamaran) Com5: Medium Humanoid (human); CR 2; HD 5d4+5; hp 19; Init +1; Spd 30 ft.; AC 13 (+2 armor, +1 Dex), touch 11, flat-footed 12; BAB/Grap +2/+7; Full Atk club +3 melee (1d6+2; 20/x2); AL CN; SV Fort +2, Ref +2, Will +1; Str 13, Dex 12, Con 13, Int 9, Wis 10, Cha 8.

Skills & Feats: Hide +7, Listen +7, Spot +7. Dodge, improved unarmed strike, improved grapple.

Possessions: Leather armor, club.

Appendix II: Additional Rules

KALAMARAN LEGIONNAIRE FIGHTER TEMPLATE

This template describes a progression for a character following the training practices of the Kalamar Legions. The typical conscript is a Kalamaran male, in his mid-teens. Non-humans are not included in this training. Those of elven blood are trained as scouts, while those of monstrous blood (including orcs and hobgoblins) are trained as shock troops.

The feats are required training in the legions, and each recruit is trained in the same manner and method as those that came before him. The legions have other soldiers, but the vast majority of the legionnaires serve as heavy infantry.

Possessions: Gasum (spear), tak'livek (dagger), thin pilum (x3), breastplate, light metal shield

Weapons (all from *Goods and Gear*):

Name	Cost	Damage (M)	Critical	Range	Weight	Type
Gasum	5 gp	1d8	x2	20 ft.	4 lbs.	Piercing
Tak'Livek	2 gp	1d6	19-20/x2	10 ft.	1 lb.	Piercing and Slashing
Thin Pilum	4 gp	1d6	x3	40 ft.	4 lbs.	Piercing

Level	Accomplishment	Feat or Special Ability
1	New Character	Weapon Focus: Gasum
	Human	Shield Specialization
	Fighter	Power Attack
2	Fighter	Cleave
3	Character	Blinding Shield
4	Fighter	Weapon Specialization: Gasum
6	Character	Combat Reflexes
	Fighter	Fearless (KPG)
8	Fighter	Improved Critical: Gasum
9	Character	Superior Weapon Focus: Gasum
10	Fighter	Leadership

BLINDING SHIELD [GENERAL]

You are able to reflect light off your shield to blind your enemies.

Benefit: You may use a light or heavy metal shield to reflect bright light (direct sunlight or the *daylight* spell suffice; torchlight or sunlight on an overcast day do not) at an opponent up to 20 ft. away.

You must make a ranged touch attack to aim the light into their eyes. If you hit, the opponent must make a Combat Saving Throw (CSv) DC 10 + your Base Attack Bonus. They attempt a CSv by rolling a d20 and adding their Base Attack Bonus and Wisdom modifier (if positive) to the result. If they fail their CSv, they are blinded until the beginning of your next turn (one full round).

The shield used for this ability must receive a professional polishing through either a successful Craft (armorsmithing) DC 15 or by paying 25 gp per month (every four LKOK adventures) to have it professionally maintained. Any spells or items that mar or hide the polish render the shield incapable of being used for this ability until it is cleaned (several minutes is required). All shields in possession of Legionnaires (except those in Encounter 4) have had this polish, and may be used with this ability.

FEARLESS [GENERAL]

You never consider retreat or flight from a battle.

Benefit: Effects that would result in you being “panicked” are reduced to “frightened,” “frightened” are reduced to “shaken.” You ignore effects that normally result in “shaken” conditions.

SHIELD SPECIALIZATION [GENERAL]

You are highly skilled in the use of a shield.

Prerequisite: Shield Proficiency.

Benefit: When you use a shield, its shield bonus to AC is increased by +1. Additionally, you may use the shield as a weapon while still retaining its normal AC bonus (keeping magical enhancements, but losing the +1 granted from this feat). You lose this bonus any time you are flat-footed or otherwise denied your Dexterity bonus to AC.