

May the Best Man Win

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

An Adventure for 1st- to 4th-Level Characters

By Brian Patterson

With the merriment of the annual festival in Bet Rogala looming on the horizon, a student of Evocation named Elis Lamir hopes to hire the PCs to retrieve a magic relic from an abandoned estate on the ruined estate, locate the item, and return to Bet Rogala before the scheduled competition.

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May the Best Man Win Module Notes

This is a stand-alone module for use in the Living™ Kingdoms of Kalamar campaign setting. It is designed for 4 to 6 characters ranging from 1st- to 4th-level. It is advised that PCs go through this module with a full party, as the challenges presented may overwhelm a small party of adventurers. You, the judge (the authority figure of the table and the administrator of the adventure), need a copy of the Dungeons & Dragons® 3rd Edition *Player's Handbook* (3.5), *Dungeon Master's Guide*, and *Monster Manual* for these events.

All the adventures take place in the Kingdoms of Kalamar setting in the Principality of Pecal. Therefore, the DM should also have the *Kingdoms of Kalamar*® *Core Sourcebook* and the *Kingdoms of Kalamar Player's Guide*. Since the adventure begins in areas surrounding Bet Rogala and the Udo Bog, the DM should also make sure to have the *Pecal Gazetteer* for reference.

Each encounter presented includes abbreviated monster and 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 fewer than one time 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.

DM NOTE: The looting of a crypt enters into morally gray areas for many characters, including paladins and the like. Please take this into consideration when gauging table composition.

Also, there are *many* opportunities for combat and role playing, so keep a close eye on the time, encouraging PCs to move on if they're lingering too long on any one particular encounter.

BACKGROUND

The true past of the Haran family and, more specifically, Ilinar Haran is shrouded in mysteries and extravagant rumors. On the surface, Ilinar was once a shrewd but fair

businessman who worked to provide for his family and secure a comfortable future for all of his loved ones. Educated, kind and driven, Ilinar was an upstanding member of the local community.

Beneath the surface, something far darker dwelled. Ilinar—an experienced student of the magic arts—worked incantations and rituals to ensure his families future, no matter the risks involved. Occasional “business trips” to Bet Rogala became more frequent and Ilinar’s demeanor slowly changed. Many of the servants associated the change in Ilinar with a strange set of bracers that returned with him from his last journey to the city. Soon after, rumors spoke of a once kind-hearted and intelligent man becoming violent and irrational. A family once beloved is now feared because of the violent mood swings and paranoid behavior of a man spiraling into darkness. The final fate of Ilinar’s decent into madness would never see its’ conclusion, as a mysterious disease struck the entire family that year and resulted in the end of the Haran family bloodline. The bracers, in death as in life, remain attached to Ilinar in his eternal resting place.

Decades passed and the current year arrived with the knowledge of the Haran family and the mysterious bracers falling into the vastness of rumor and legend. This legend, once known by many bards and sages, now rests in forgotten tomes of history and arcane lore within the expansive libraries of the College of Magic.

Discovered by a young student of evocation, Elis Lamir, the legend of the Haran family once again surfaces. With the College of Magic’s annual festival approaching in the coming weeks, Elis is scheduled to compete in the *Tournament of Evocational prowess*. To ensure his edge in the contest, Elis studied the forgotten tomes within the library for any knowledge that may aid his efforts. During that period of extensive research, Elis discovered the Haran legend and the hearsay of the *bracers of Haran*. As Ilinar was reputed to have an uncanny talent with Evocational magic, Elis is convinced that the legendary bracers must be the source of such power.

With the aid of his father, Volis Lamir, Elis contacts the PCs to locate the ruined Haran estate and retrieve the bracers before the festival arrives.

ADVENTURE SYNOPSIS

—**Introduction**—One week before the annual festival held by the College of Magic the group is approached by Elis Lamir; a student scheduled to compete in the *Tournament of Evocational Prowess* and his father Volis Lamir; a successful cloth merchant from Bet Rogala. Elis is in need of an item to aid his efforts in the tournament and he requests that the group meet with him and his father later to discuss the specifics of the task and agree upon a form of payment.

—**Encounter 1**—Elis meets the PCs and introduces his father Volis Lamir; a successful clothing merchant from Bet Rogala. With introductions conducted, the PCs are asked to journey to the Haran estate located in the Udo Bog southwest of Bet Rogala to retrieve the *bracers of Haran*, a set of enchanted bracers rumored to greatly increase the potential of the wearer's Evocational spellcasting abilities. However, time is against the group as the tournament and festival are scheduled to begin in one week.

—**Encounter 2**—After the PCs agree to the terms offered by Elis and Volis, the two urge the group to depart for the Haran estate as time is now working against their goal. As the PCs depart from Bet Rogala, they are stopped by the Watchers of Twilight. The watchers hope to find a wanted band of criminals known as the Bloody Cudgels. If any of the PCs resemble the members of the Bloody Cudgels there are difficulties in leaving the city.

—**Encounter 3**—The PCs enter the Haran Estate. During this encounter, the PCs approach the ruins of the Haran estate and encounter a feature common to the isolation and dangers of Udo Bog, criminals in hiding. The Bloody Cudgels (mentioned in encounter #2) are a small time gang responsible for random acts of thievery and senseless brutality in many towns, thorps and communities across Pekal. Recognizable by their trademark weapons (cudgels) and deep-maroon sashes, the Bloody Cudgels have taken up a necessary residence in the Haran estate ruins to avoid the military patrols near the edge of bog until an opportune time to escape becomes available. The PCs encounter the Bloody Cudgels near the main house of the estate (which is located above the family crypts) and must resolve the situation either through role play or combat.

—**Encounter 4**—The entrance to the crypt is blocked by a puzzle-door, allowing the PCs to flex their intelligence and puzzle-solving skills. The crypt door uses a complex puzzle linked to placing the appropriate icons on the door in the appropriate order to open the lock (much like a combination lock) and enter the Haran family crypt.

—**Encounter 5**—Inside the Haran family crypt, the PCs must search the sarcophagi for the *bracers of Haran*. During the search, there is a chance for the PCs to release and contract a disease from the exposure to the decades old carcasses. Once the *bracers of Haran* are located in the sarcophagus of Elnyna Haran, the restless dead in the area of the estate mysteriously awaken. Zombies (including the slain *Bloody Cudgels*) converge onto the estate, attacking any living creatures. The PCs must escape from the estate before they are overrun.

— **Encounter 6**—The PCs must battle the immediate undead to create a clear path for escape as the zombies converge onto the Haran estate. PCs who stubbornly remain to fight ultimately face death as the number of undead becomes too much to handle. Escape is the best and only true solution for this encounter.

—**Encounter 7**—The mission ends when the PCs deliver the *bracers of Haran* to Elis Lamir at the festival, before the *Tournament of Evocational Prowess* begins. With the bracers delivered, the PCs receive their payment and gratitude from both Elis and Volis Lamir.

—**Conclusion**—With the trials and troubles of their mission completed, the PCs may attend the festival and participate in several of the activities presented. Among these activities, members of the College of Magic can compete in various tests of magic.

Appendix I: Treasure Summary

Appendix II: Experience Point Summary

Appendix III: NPCs

Appendix IV: Bracers of Haran

Appendix V: Map of the Haran Estate

Appendix VI: Map of the Haran Family Crypt

Appendix VII: Festival Contest Guidelines

Appendix VIII: Festival Activities

INTRODUCTION

SUMMARY: While enjoying the diversity and culture of the Bet Rogala marketplace, the PCs are approached by Elis Lamir, an enrolled student of Evocation at the College of Magic. Elis requests that the PCs join him for a drink at the Wayward Inn to discuss a business proposition of great importance.

With a cool breeze blowing in the afternoon air, the wide streets of Bet Rogala are alive with the activities of merchants, performers and citizens going about their daily routines. Wagons roll through the crowded streets as vendors call out to you in hopes of selling their goods. The aroma of cooking meats and exotic spices fills the air as a feeling of anxious excitement for the approaching Hokalas Faire Magica permeates the city.

Through a crowd of bustling city goers, the voice of a young man cries out to you, "Good friends! Might I have a word with you?" He continues to approach through the crowd, a young man of clearly Kalamaran decent, noted by his long red hair and tall, thin frame. The young man approaches and with an exhausted gasp he speaks in the Merchant's Tongue, "Hello my friends, I have searched for you all of this morning. I am Elis Lamir, a student of Evocation for the College of Magic. I have a matter of great importance to speak with you about if you would grant my father and me the time to explain our offer to you properly over drinks tonight at the Wayside Inn?"

—PCs Answer "No"?—

Elis produces a half-hearted smile and nods his head in respect as he leaves. The module is over.

—What time should we arrive?—

"We will wait for you tonight at the Wayward Inn shortly after sunset. Time is of the essence, so please do not be late."

—PCs begin to ask other questions of Elis?—

"I feel that it would be safer to discuss such details tonight, with a greater amount of discretion. I trust that you understand."

—PCs accept the offer—

"Splendid! I will await your arrival tonight so that we may discuss our needs to you in

greater detail." With a smile on his face, Elis turns and strides away from the PCs, pushing through the crowd of people.

DM NOTE: The PCs may do as they wish until they meet with Elis and his father at the Wayward Inn. They have two bells before sunset.

ENCOUNTER 1: The Wayward Inn

SUMMARY: After a day of activities the PCs eventually make their way to the Wayward Inn for the meeting with Elis Lamir and his father Volis to discuss the details of the task placed before them. After a brief introduction and an overview of the requested task, the Lamirs make an offer to the PCs to retrieve the forgotten bracers of Haran.

DM NOTE: This encounter is full of PC/NPC interaction. Make sure that you are familiar with the personalities involved, Elis and Volis Lamir. If a physical altercation should erupt, this would be disastrous to the PCs as the city watch and other patrons in the Wayward Inn would surely step in to detain the PCs, thus ending the adventure.

With the sun setting over the walls of Bet Rogala, a warm glow of red and orange bathes the city. Along the street merchants and vendors secure their businesses as the workday comes to an end and the nightlife of the city begins to take shape.

Ahead, the exterior of the Wayward Inn has come into view through the vivid display of sunset. A modest two-story structure constructed of sturdy stone and amber stained wood, it appears to be both welcoming and well kept. Patrons sit on the front stoop of the inn and make friendly conversation with passers by.

DM NOTE: On the inside of the inn there is a light crowd of regular patrons. The establishment is well lit and welcoming to all who enter. Behind the bar is one male barkeep, the owner of the Wayward Inn, Vilimir Tar'mir.

Just as the exterior suggests, the Wayward Inn is both comfortable and welcoming, projecting an aura of wealth and status. The soft glow of torchlight reveals the interior of

the inn to be constructed of dark, rich woods and decorated with intricate tapestries of battle and glory from Kalamaran history, especially the ways of the old empire. Several tables fill the common room and the sounds of light laughter and dignified merriment can be heard throughout the inn.

As you enter, a familiar voice calls out to you, "Ah hello my friends, you have made it." The voice is that of Elis Lamir, who is standing and gently waving to you from a far corner table. "Please, join us."

DM NOTE: When the PCs move to join Elis and Volis, a barmaid asks if they would care for a drink. The tab is covered by Volis so the PCs need not worry about spending any coin for the drinks. As his description says, Volis Lamir speaks only in High Kalamaran. If the PCs do not speak High Kalamaran, Elis must translate for them (unless they specified, all characters that speak "Kalamaran" speak "Low Kalamaran").

Elis stands to greet you and extends a hand of welcome along with a hearty smile. "Hello my friends, I am glad to see that you could join us. Allow me to introduce my father, Volis Lamir." With a stern face, Volis leans forward and gives welcome in high Kalamaran, "Hello, I am to assume that you are the group my son wishes to hire for this task? You appear to be experienced. Shall I tell you what is needed of you this night?"

—Have I heard of Volis Lamir?—

Have the PC make a **Knowledge (Bet Rogala: Local)** check (DC 20). With a successful check, the PC recognizes the name of Volis Lamir as a successful cloth merchant in Bet Rogala with a reputation for shrewd but fair business practices.

—PCs Answer "No."—

Elis and Volis appear confused and slightly angered by this obvious attempt to waste their precious time. The two men leave the inn frustrated. The module is over.

—PCs Answer "Yes."—

"I assume you aware of the festival scheduled for next week. The College of Magic hosts the fair every year. My son is a student of Evocation—one of the best the school has to offer. He is scheduled to compete in the Tournament of Evocational Prowess, one of several competitions used

to enroll gifted students into a special class with Headmaster Zenith himself. My son requires an item, or more specifically, a special tool to improve his chances for success in the competition. Elis?"

Elis speaks:

"Yes father, after several months of study I have located such an item within Pekal and within a short distance of the city. The item in question is a set of bracers known as the bracers of Haran. According to the books in the college library, the bracers were once the property of the Haran family. The Haran's were once prominent spellcasters and businessmen, known for honesty and good business practices, much like my father.

According to the books, the entire family died after contracting a terrible disease and was buried by servants in the family crypts located beneath the manor home. The books also stated that the bracers were never recovered from the house, lost somewhere on the estate. I believe Ilinar Haran sealed them somewhere within the house for safekeeping. I need these bracers for the competition. Will you retrieve them for me?"

—PCs Answer "No"?—

Elis appears disheartened but respects the PCs wishes. He and his father leave the inn. The module is over.

—How much are you paying us to do this?—

"I will pay each of you 60 Victories to retrieve the bracers from the Haran estate. In addition to this payment, you may keep any other items of value that you find in the estate. We only want the bracers. If you fail to retrieve the bracers, I will still pay you one-quarter of the agreed fee."

—PCs bargain for more gold?—

Have the PC make a **Diplomacy** check (DC 20. –2 penalty if the PC does not speak High Kalamaran). If successful, Volis agrees to 70 Victories but appears to be frustrated in paying the additional cost, as he is a shrewd businessman.

—What do the bracers do?—

Elis says:

"The bracers of Haran are said to increase the power of Evocational magic, which is my

specialty. I will know more when I am able to study the bracers more closely.”

—What is the prize for winning the competition?—

“The archmage gives private lessons to the winner of the competition, teaching the first traditions of the Arcane Order. But only advanced students may compete for the prize.”

—Wouldn't that be cheating?—

“No, the headmaster allows the competitor to use any special tools he or she possesses to increase his potential in the tournaments. A student is only as good as his tools, he always says.”

—Does Elis seem sincere?—

Have the PCs make a **Sense Motive** check (DC 10). If the check is successful, reveal to the PC that Elis is completely sincere and appears to have no ill intentions for the bracers.

—Where is the Haran estate?—

“If you follow the South Merchant Way due south and journey west, you will reach the edges of both Lake Eb'Sobet and the Udo Bog. Resting on a hill near this point are the remains of the Haran estate.

—Is there anyone guarding the estate?—

“The Haran family was known for their secrecy and none of the books I've read indicate any sort of protections in place on the estate or the family crypt. However I would recommend extreme caution as that area is known for bandits and other perils.”

—We could go faster on horses—

“Then perhaps you should buy yourselves horses. We wish to hire you for a service. How you get there is your concern. Our payment is our concern. You shall receive your coin when you arrive on time and with the bracers,” Volis says with an irritated tone.

—PCs agree to terms?—

With a hearty smile, Elis extends his hand to thank you and to seal the agreement. “I cannot thank you enough. The bracers of Haran will ensure my chances for victory and my enrollment into Headmaster Zenith's class. But please hurry, the festival begins in

one week's time and the tournament is scheduled for the early morning hours.”

Volis speaks:

“It is imperative that you return with the bracers before the day of the festival, to allow my son time to study them before use. If you fail to return before the festival our contract is null and void, I will not pay the full amount, only one-quarter of the amount. Good luck to you.”

DM NOTE: With the meeting complete, the PCs may prepare for the journey as they see fit. When they are ready to leave the city proceed to Encounter 2: Mistaken Identities.

ENCOUNTER 2: Mistaken Identities

SUMMARY: After the PCs agree to the terms offered by Elis and Volis Lamir, they are urged to depart for the Haran estate quickly, as time is now working against their goal. As the PCs attempt to depart from Bet Rogala, the *Watchers of Twilight* at the city gate stops them. The watchers hope to find a wanted band of criminals known as the *Bloody Cudgels* who have committed crimes in the city. If any of the PCs resemble the members of the *Bloody Cudgels* there are increased difficulties in leaving the city.

DM NOTE: This encounter is full of PC/NPC interaction. Make sure that you are familiar with the personalities involved, each of the *Watchers of Twilight* present as well as any personality traits of the PCs that may result in a hostile situation. If a physical altercation should erupt it would be disastrous to the PCs and the adventure, as the *Watchers of Twilight* certainly attempt to detain the PCs, thus ending the adventure. After the PCs have completed any preparations for the journey to the Haran estate and move toward the southern city gate read the following if they depart during daytime hours:

The bustling streets of Bet Rogala are filled with hurried travelers and merchants selling their wares to any passers-by who offer a curious glance. The flow of people and wagons maintains, as always, a steady pace southward toward the city gate until the imposing structure itself comes into view.

With the sounds of daily city life behind you, the sounds of frustration, confusion and anger dominates much of the area surrounding the southern gate. Wagons, horses and travelers anxious to depart from the city are held at bay. The source of the delay becomes apparent when you see and hear several of the city's watchmen, the Watchers of Twilight, conducting brief interrogations and searching all travelers from the city. Within moments, a squad turns to approach you as a female lightfoot halfling calls forth, "Hold there! What business takes you from the city walls this day?"

If the PCs depart from Bet Rogala at night read the following:

The once bustling streets of Bet Rogala are now much quieter as the merchants of the city and other workers have returned from a day of labor. In the distance you hear the sounds of merriment carried over the night sky. The sound of this merriment is slowly overpowered by the sounds of raised voices and confusion as you approach the city gate.

The gate, usually quiet and vacant of anyone but city guardsmen, is now crowded with travelers departing from the city. Wagons are stopped and travelers voice frustrations over delayed journeys. The source of the delay becomes apparent when you see and hear several of the city's watchmen, the Watchers of Twilight, conducting brief interrogations and searching all travelers departing from the city. Within moments a squad turns to approach you as a female lightfoot halfling calls forth, "Hold there! What business takes you from the city walls this evening?"

DM NOTE: For the sake of preserving the flow of this module the PCs should encounter the *Watchers of Twilight* regardless of the time in which they depart Bet Rogala and regardless of which city gate is chosen to depart from (if they choose to try another gate before speaking with the watchers). They are more on edge if encountered at night, but this does not change their interaction with the PCs.

The squad of watchers approaches the group quickly, but not as an act of aggression. Rather, the watchers are searching for a group of criminals known as the *Blood Cudgels*, a band

of thugs and cutthroats who have plagued the city as of late with petty crimes and acts of vandalism. Unknown to the watchers or the city guard, the cudgels have already escaped from Bet Rogala and are hiding from militia patrols in the ruins of the Haran estate (see encounter three). The *Watchers of Twilight* are conducting interrogations and searches in an effort to locate the *Bloody Cudgels*.

A squad of four watchers approaches you. The squad consists of three Kalamaran men and the female halfling. The woman approaches first and speaks in a calm but firm accented Low Kalamaran, "Good evening. By order of the city of Bet Rogala in an effort to locate the wanted criminals known as the Bloody Cudgels, I must ask what business takes you from the safety of the city walls and ask to inspect each of the possessions upon your person."

—*Who are the Bloody Cudgels?*—

Some PCs may know of the *Bloody Cudgels*. Have the PC make a **Knowledge (Bet Rogala: Local)** (DC 20) check. If the PC asks this question to Arenou, as this information is somewhat delicate in nature have the PC make either a **Diplomacy** or **Charisma** check (DC 20). If successful, Arenou leans forward and speaks in a lowered tone:

"The Bloody Cudgels? They are a band of cutthroats responsible for several acts of violence, thievery, and vandalism within the city walls in recent nights. Aside from the crimes themselves, the cudgels are particularly brutal in their methods in that they all carry clubs of some kind or another and find it necessary to bludgeon all of their victims to death or near death. Such vermin should be disposed of and the Watchers of Twilight intend to find these criminals and bring them to justice."

—*None of your business (or other forms of disrespect)*—

The watchers become unfriendly towards the PCs and demand to know each of their names and to search all of their belongings for illicit materials and evidence that may link them to the *Blood Cudgels*. If the PCs refuse to cooperate, the watchers arrest the PCs for further questioning. Regardless of this outcome (such as the PCs fleeing, etc), the module is over as the PCs are now wanted criminals (stats are not

kept for the watchers if PCs choose to initiate combat, but those present range from 2nd to 5th level; there are 10 watchers at the gate).

Quick talking may defuse this situation. Three successfully worded **Diplomacy** checks (DC 25) calms the guards and allows the PCs to begin the encounter with the watchers again.

—*The PCs create a false (yet believable) reason for leaving the city—*

Have the PC make a **Diplomacy** check (DC 15) with an opposed **Sense Motive** check (with a +5 to the die roll) from Arenou Kapran (the female halfling). If successful, the watchers causally ask a few non-invasive questions, perform a very light search of the PCs, and send them on their way.

—*The PCs are discovered carrying illicit materials (such as poison)—*

The watchers immediately take the PCs into custody for an extensive interrogation and possible sentencing. Add 2 day units to the total cost of the module. PCs must force march to complete the task on time and suffer from exhaustion penalties as defined in the *DMG*.

DM NOTE: Members of the military or its affiliated organizations (such as the Gray Legion) are allowed to carry poison. There is no more delay once these credentials are established.

Also, a good or lawful aligned cleric that is a member in good standing in a local church (meta-org) may reduce this delay to 1 DU with a successful **Diplomacy** check (DC 20).

—*One of the PCs is a member of a good-aligned and well-respected faith (such as the Traveler, the Knight of the Gods, etc.)—*

The presence of such a character of faith eases the minds of the watchers and eases the difficulty in passing through the city gate. As long as the PCs conduct themselves respectfully and do not cause reason for concern the watchers ask only a few questions, conduct a very light search and send the PCs on their way.

—*One of the PCs resembles a member of the Bloody Cudgels—*

The *Watchers of Twilight* obtained loose physical descriptions for each of the *Bloody Cudgels*. If one (or several) of the PCs matches these descriptions the watchers attempt to detain the PCs for questioning. Described below

are the physical descriptions the watchers have for each of the *Bloody Cudgels*:

“A Kalamaran male standing six heads high with fiery red, shoulder length hair and carrying a large cudgel. He answers to the name Nalati.”

“A Kalamaran male known for wearing gray and black armor with short reddish-brown hair and also carries a large battle axe in addition to the gangs trademark cudgel.”

“A tall, thin Kalamaran man who is completely bald and carries the groups signature cudgel.”

“A large *sil’karg* woman with long black hair, reddish skin, and a pronounced under-bite. She wears black armor and carries an exquisite cudgel.”

In this situation, the PCs must convince the watchers otherwise either with the truth (**Sense Motive** check from Arenou (DC 10) or a believable lie from the scenario described above.

ENCOUNTER 3: Entering the Estate

SUMMARY: During this encounter the PCs approach the ruins of the Haran estate and encounter a common feature to the isolation and dangers of Udo Bog, criminals in hiding. The *Bloody Cudgels* (mentioned by the *Watchers of Twilight* in encounter #2) are a small gang responsible for random acts of thievery and senseless brutality in many towns, thorps and communities across Pekal. Recognizable by their trademark cudgels and deep-maroon sashes, the *Bloody Cudgels* have taken up a necessary residence in the Haran estate ruins to avoid the military patrols near the edge of the Udo Bog until an opportune time to escape becomes available. The PCs encounter the *Bloody Cudgels* near the main house of the estate (which is located above the family crypts).

DM NOTE: The trip to the Haran estate is uneventful for the PCs. Allow adequate time for role-playing and character interaction until the PCs are ready to continue forward and read the following aloud regardless of the time of day or night the PCs arrive at the Haran estate:

The beautiful scenery of the Pekalese countryside slowly begins to fade into a plain of rolling hills and damp foliage that comprised the outskirts of the Udo Bog. To the north, Lake Eb'Sobet dominates the horizon, and to the west, the hills continue to roll forward revealing a small stone pathway ascending up the eastern face of a steep hill covered in dense foliage. With the pathway in a state of neglect and disrepair, the silhouette of an abandoned manor home looms on the top of the hill surrounded by the dense overgrowth.

DM NOTE: With the elevated perch of the Haran estate, the *Bloody Cudgels* are out of sight of most travelers. Having enjoyed a few days of solitude, they've become lax with their guard duty (see Appendix VI: The Haran Estate). The *Bloody Cudgels* are hidden by the rise, but none of the villains are making efforts to conceal themselves.

—*Do I see or hear anything unusual?*—
Have the PC make a **Listen** or **Spot** check (DC 10+APL). If successful, the PC notices the presence of the *Bloody Cudgels*.

—*Enemy Tactics*—

Surprise Round: The *Bloody Cudgels* are unaware that anyone is in the bog. They're gathered around a cook fire and sharing conversation of previous adventures. Any PC succeeding at an opposed **Move Silently** check (vs. their **Listen** check at -5 penalty) may successfully advance on the camp.

Although they all own armor, no one is wearing it at the time. This has been their safe haven for some time.

First Round and Beyond: If they are not surprised, Takaran makes a **Knowledge (Military Tactics)** (KPG p. 73) check (DC 20) to grant his allies a +2 morale bonus to all attack rolls as he has surveyed the effective strengths and weaknesses of the PCs. In the meantime the rest of the *Bloody Cudgels* press the attack to the PCs. Jathal uses her Eyes of Fury (KPG p. 85)—APLs 3 and 4 only—ability as a free action first and then makes use of her Power Attack feat, Sunder, and Undying feat (KPG p. 92) if necessary. Natali utilizes his Expertise feat, while Rimal positions himself to use his Point Blank Shot feat until pressed at which time

he resorts to using his light mace in melee combat.

If they are surprised, they grab their weapons and move into combat as quickly as possible, trying to compose themselves and eventually utilize tactics.

Natali, Jathal, and Rimal all fight to the death to avoid defeat or capture. Takaran however attempts to escape if the PCs gain a decisive advantage (such as with the death of one or more of the *Bloody Cudgels*).

APL 2

The Bloody Cudgels

Natali Bolomo Male, Human (Kalamaran), Warrior 1/Brigand 1;

Medium-Size Humanoid; HD 2d8+4; Hp 17; Init -1; Spd 30 ft; AC 9; At light mace +3 Melee (1d6+2); AI CE; SV Fort +5, Ref +0, Wil +0; Str 15, Dex 9, Con 14, Int 14, Wis 10, Cha 8; SA: Improved Bluff; Skills: Climb +6, Handle Animal +3, Hide +3, Intimidate +2, Jump +4, Move silently +3, Ride +1; Feats: Blind-fight, Expertise; Possessions: light mace, dagger, small wooden shield, leather armor, backpack, hourglass, light horse (w/ riding saddle, bit and bridle), potion of love, 5 gp.

Languages: Low Kalamaran, Merchant's Tongue

Rimal P'Nare Male, Human (Mixed Kalamaran), Warrior 1/Brigand 2;

Medium-Size Humanoid; HD 3d8+3; Hp 21; Init +1; Spd 30 ft; AC 11; At light mace +4 (1d6+2) or short bow +3(4) (1d6); AI CE; SV Fort +7, Ref +2, Wil +0; Str 14, Dex 12, Con 12, Int 14, Wis 10, Cha 12; SA: Improved Bluff, Sneak Attack +1d6; Skills Appraise +3, Climb +6, Handle Animal +2, Hide +5, Intimidate +6, Jump +6, Move silently +5, Swim +6; Feats: Great fortitude, Point blank shot; Possessions: light mace, dagger, short bow, 20 arrows, leather armor, backpack, light horse (w/ riding saddle, bit and bridle), rope (50 ft. hemp), oil of timelessness, 5 gp.

Languages: Low Kalamaran, Merchant's Tongue, Hobgoblin, and Orcish

Takaran Jorisok Male, Human (Mixed Kalamaran), Warrior 1/Brigand 1;

Medium-Size Humanoid; HD 2d8; Hp 13; Init +5; Spd 30 ft.; AC 11; At light mace +5 (1d6+4) or light crossbow +2 (1d8); AI CE; SV Fort +3, Ref +2, Wil -2; Str 18, Dex 13, Con 11, Int 10, Wis 7,

Cha 11; SA: Improved Bluff; Skills: Hide +5, Jump +8, Knowledge (Military Tactics) +2, Listen -2, Move silently +2, Spot -2; Feats: Improved initiative, Quick draw; Possessions: light mace, dagger, light crossbow, 10 bolts, padded armor, backpack, light horse (w/ riding saddle, bit and bridle), potion of blur, 5 gp.

Languages: Low Kalamaran

Jathal Krelovok Female, Half Hobgoblin (Krangji), Warrior 1/Brigand 2

Medium-Size Humanoid; HD 3d8+6; Hp 24; Init +1; Spd 30 ft.; AC 11; At +6 light mace (1d6+3); AI CE; SV Fort +6, Ref +5, Wil +0; Str 16, Dex 13, Con 15, Int 14, Wis 9, Cha 10; SA: Improved Bluff, Sneak Attack +1d6, ; Skills: Bluff +5, Climb +6, Disable device +3, Handle animal +3, Hide +4, Jump +5, Intimidate +2, Listen +0, Move silently +2, Search +3, Spot +0; Feats: Power Attack, Sunder, Undying (KPG p. 92); Possessions light mace, dagger, chain shirt, buckler, backpack, hooded lantern, 5 flasks of oil, potion of bull's strength, 10 gp.

Languages: Low Kalamaran, Merchant's Tongue, and Hobgoblin

APL 1

Remove Jathal Krelovok from the party and continue the encounter as written. If an explanation is necessary, the remaining Bloody Cudgels grew tired of her overbearing attitude and betrayed her on the road to the Haran estate.

APL 3

*Same as APL 2, with the following changes:

1. Change Jathal Krelovok to the following:

Jathal Krelovok Female, Half Hobgoblin (Krangji), Warrior 1/Brigand 3

Medium-Size Humanoid; HD 4d8+8; Hp 31; Init +1; Spd 30 ft.; AC 11; At +6 light mace (1d6+3); AI CE; SV Fort +6, Ref +5, Wil +0; Str 17, Dex 13, Con 15, Int 14, Wis 9, Cha 10; SA: Improved Bluff, Sneak Attack +1d6, Evasion, Eyes of Fury; Skills: Bluff +6, Climb +7, Disable device +3, Handle animal +3, Hide +5, Jump +7, Intimidate +2, Listen +0, Move silently +2, Search +4, Spot +0; Feats: Power Attack, Sunder, Undying (KPG p. 92); Possessions light mace, dagger, chain shirt, buckler, backpack, hooded lantern, 5 flasks of oil, potion of bull's strength, 10 gp.

Languages: Low Kalamaran, Merchant's Tongue, and Hobgoblin

APL 4

*Same as APL 3, with the following changes:

1. Change Jathal Krelovok to the following:

Jathal Krelovok Female, Half Hobgoblin (Krangji), Warrior 1/Brigand 4;

Medium-Size Humanoid; HD 5d8+10; Hp 38; Init +1; Spd 30 ft.; AC 16; At +7 light mace (1d6+3); AI CE; SV Fort +7, Ref +5, Wil +0; Str 17, Dex 13, Con 15, Int 14, Wis 9, Cha 10; SA: Improved Bluff, Sneak Attack +1d6, Evasion, Eyes of Fury, Uncanny Dodge; Skills: Bluff +6, Climb +7, Disable device +3, Handle animal +3, Hide +7, Jump +7, Intimidate +2, Listen +0, Move silently +5, Search +4, Spot +0; Feats: Power Attack, Undying (KPG p. 92); Possessions light mace, dagger, chain shirt, buckler, backpack, hooded lantern, 5 flasks of oil, potion of bull's strength, 10 gp.

Takaran Jorisok Male, Human (Mixed Kalamaran), Warrior 1/Brigand 2;

Medium-Size Humanoid; HD 3d8; Hp 18; Init +5; Spd 30 ft.; AC 12; At light mace +6 (1d6+4) or light crossbow +3 (1d8); AI CE; SV Fort +4, Ref +3, Wil -2; Str 18, Dex 13, Con 11, Int 10, Wis 7, Cha 11; SA: Improved Bluff, Sneak Attack +1d6; Skills: Bluff +5, Hide +5, Jump +8, Knowledge (Military Tactics) +2, Listen -2, Move silently +2, Spot -2; Feats: Improved initiative, Quick draw; Possessions: light mace, dagger, light crossbow, 10 bolts, padded armor, backpack, light horse (w/ riding saddle, bit and bridle), potion of blur, 5 gp.

Languages: Low Kalamaran

—Post Combat—

The results of the post-combat encounter depend greatly on the outcome of the combat with the *Bloody Cudgels* itself. If the PCs slay all of the *Bloody Cudgels* and are unable to prevent Takaran from escaping, continue forward into the estate to discover the crypt entrance and Encounter 4: The Crypt Entrance after the PCs survey the damage and value of any possessions left behind by the *Bloody Cudgels*.

If the PCs manage to capture any of the *Bloody Cudgels* for interrogation allow the players to conduct the interrogation. This interrogation is free form at the DM's discretion. Feel free to consult the descriptions of the *Bloody Cudgels* in Appendix III: NPCs and role-play their reactions accordingly. Despite the methods used, none of

the *Bloody Cudgels* have been able to open the crypt door and are too frightened by the intricacy of the door to attempt to do so for fear of dire repercussions, nor do they possess knowledge of the Haran family (aside from the old painting in the foyer of the manor ruins in Encounter 4).

DM NOTE: It becomes obvious to the PCs that there are only three light horses accounted for near the estate. The reason for this is simple; the *Bloody Cudgels* have been forced to eat one horse, as they have been too afraid of nearby militia patrols to leave the Haran estate for supplies.

ENCOUNTER 4: The Crypt Entrance

SUMMARY: The entrance to the crypts is blocked by an intricate puzzle-door, allowing the PCs to flex their intelligence and puzzle-solving skills. The crypt door uses a complex puzzle linked to pushing the appropriate icons on the door in the appropriate order to open the lock (much like a combination lock) and enter the Haran family crypt, the location of the *bracers of Haran*.

DM NOTE: After the battle with the *Bloody Cudgels* the PCs must enter into the decaying remains of the Haran family manor home. When the PCs are ready to enter the manor home read the following aloud:

What once was a magnificent home has since decayed into a mere shadow of its former glory. A combination of strong masonry and exquisite woodwork has rotted, leaving a once two-story a now collapsed one-story home, with much of the second floor and roof piled into the first floor. Walls that were once whitewashed and vibrant are now yellowed by the harmful effects of the elements. Windows are shattered and the litter of countless squatters can be seen lying about the grounds of the estate. Weeping willows of the surrounding grounds now hang over the top of the ruins, appearing as the grim hand of the harvester, clawing the life from land and the estate itself.

DM NOTE: As the text suggests, the Haran family manor has become nothing more than a condemned ruin for passing brigands and

squatters to use as a refuge from militia patrols. There is nothing of value on the ground level of the estate or on the outside of the manor home. When the PCs move into the foyer of the manor read the following aloud:

The main foyer of the Haran manor home shows the signs of decay and disrespect displayed on the ruin's exterior. The smell of decay and waste fills the air as the remains of campfires, broken furniture and discarded trash covers the foyer floor. A faded piece of canvas with the blurred remains of a family portrait hangs over the remains of the fireplace with various curses and defacements scrawled onto the remnants of the portrait. To the east, through the debris of the rotten wood and collapsed ceiling, a narrow path leads to a set of stone stairs descending into the ground.

DM NOTE: The portrait over the fireplace is that of the Haran family during the height of their prosperity. While it is difficult to make out the images on the defaced canvas, a successful **Search** check (DC 15) allows the PC to discern the family members from the right to the left:

- Oralen (the youngest Haran son)
- Elener (the second daughter)
- Malako (the oldest daughter)
- Vilinesa (mother)
- Ilinar (father)

The name of each family member is written in High Kalamaran below them on the portrait, along with their title, as described above. This is of great importance to opening the puzzle-door to the family crypt located at the bottom of the stone stairwell to the east of the foyer. This is the order in which the buttons on the puzzle-door must be pressed to successfully open the door to the crypt without activating the trap left behind by Ilinar and his aids. Once the PCs move toward the stone stairwell to the east of the foyer read the following aloud:

Through the extensive wreckage of the ruined Haran manor home a narrow stairwell descends toward a large stone door. Like the rest of the home, pieces of debris litter the stairwell and the stone doorway has yellowed by the effects of time. Unlike other doors, this stone door bears a large engraving upon the front of it written in the Kalamaran tongue. The engraving is that of a

large circle with five smaller circles placed upon it. Each of the smaller circles bears a small symbol upon it and appears to be inset in the stonework of the door, as if they could be pressed inward.

DM NOTE: This is the puzzle-door that leads to the Haran family crypt. To open the door successfully, the PC must press the smaller buttons counterclockwise, beginning with the symbol at the bottom of the circle in the “six o’clock” position and each button thereafter. Each of the symbols on the smaller circles is letters of the Kalamaran alphabet (PCs must be literate in either High or Low Kalamaran to discern this fact) and represents the first letter of each family members name (beginning with Oralen). If the buttons are pressed in this order the door opens without incident and the PCs may proceed to Encounter 5: The Crypts. Failure to press the buttons in the proper sequence activates the magical trap placed upon the door.

DM NOTE: Although the portrait names are written in High Kalamaran, the alphabet for the two dialects is the same. PCs literate in either Kalamaran language may make an **Intelligence** check (DC 14) to associate the two. A **Decipher Script** check (DC 7) discerns the same relation between the letters and the portrait (increase the DC of this check if the character is not literate in either Kalamaran language).

APL 2

Haran Puzzle Door

Lightning Blast: 5-ft. wide x 15-ft. wide spray (2d6); Reflex save (DC 13) avoids; Search (DC 26); Disable Device (DC 25). The trap resets itself after each discharge and must be successfully opened through the proper button sequence, disarmed by a rogue PC, or dispelled with *dispel magic*.

APL 1

*Same as APL 2 with the following change:
1. Reduce the damage to 1d6.

APL 3

*Same as APL 2 with the following change:
1. Increase the damage to 3d6.

APL 4

*Same as APL 2 with the following change:

1. Increase the damage to 4d6.

ENCOUNTER 5: The Crypt

SUMMARY: Inside the Haran family crypt, the PCs must search the sarcophagi of each family member for the *bracers of Haran*. During the search, there are chances for the PCs to release and contract a series of diseases from the exposure to the decades old carcasses. Once the *bracers of Haran* are located in the sarcophagus of Ilinar Haran, a mysterious force awakes the dead in the area of the Haran estate as zombies (including any slain *Bloody Cudgels*) and skeletons (Haran family members) who converge onto the estate, attacking any living creatures.

DM NOTE: With the puzzle-door opened, the Haran family crypt is now open for the PCs to search.

With a slow grind of stone against stone subsiding, the decay of decades of dead and rancid moisture creates a putrid stench that escapes from the family crypt and attacks your senses. Within the small family crypt the silhouettes of five stone sarcophagi are visible from within the darkness. Two sarcophagi lay horizontally in the center of the room, with the each of the remaining three standing on the eastern, southern, and northern walls. The sarcophagi bear no special markings and no manner of identification is present.

DM NOTE: The five sarcophagi within the family crypt each hold one member of the Haran family. The *bracers of Haran* are located in the sarcophagi of Ilinar Haran, however he has been placed into the sarcophagi of his wife, Vilinesa. The sarcophagi are locked and require either a successful **Open Lock** check (DC 15) or a successful **Strength** check (DC 20) to break the lock itself and open the heavy stone lids.

—After a closer look are there any markings on the sarcophagi?—

Have the PC make a **Search Check (DC 15)**. If successful, the PC finds the name of a family member etched onto the side of the sarcophagi in Low Kalamaran. If the PC is literate in this language, she may identify all of the Haran family members. Except for Ilinar and Vilinesa

who have been switched in one last attempt to fool and potential grave robbers.

DM NOTE: Described below are the contents of the sarcophagi and the dangers involved with opening each of them:

1. Oralen (the youngest son)—When the sarcophagus of Oralen opens, read the following:

A putrid stench billows forth from the stone sarcophagus to reveal the skeletal remains of Oralen Haran. His clothes once vibrant robes are now faded and mildewed by decades of moisture and decay. Tufts of long red hair spot the top of the boy's skeletal head as his withered hands clasp a small leather pouch.

DM NOTE: The small leather pouch Oralen holds is filled with 10 gold pieces (the boy's life savings). Taking anything out of the sarcophagus exposes the offending PC to a strain of the *Rotting Death* (KPG p. 131) disease. For every sarcophagus looted by the same PC, increase the DC for the disease's Fortitude saving throw by 1.

2. Elener (the second daughter)—When the sarcophagus of Elener opens, read the following:

A mildewed stench escapes from the stone sarcophagus to reveal the decaying remains of Elener Haran. Her clothes have nearly disintegrated after decades of entombment. Within her withered hands, Elener clasps a small metal box.

DM NOTE: The small metal box Elener carries holds a small gold necklace (value: 5 gp). Taking anything out of the sarcophagus exposes the offending PC to a strain of *The Rotting Death* (KPG p. 131) disease. For every sarcophagus looted by the same PC, increase the DC for the disease's Fortitude saving throw by 1.

3. Malako (the oldest daughter)—When the sarcophagus of Malako opens, read the following:

The shocking contents of Malako Haran's sarcophagus reveal her decaying remains to be half eaten and festering with thousands of

flesh-eating maggots. Virtually nothing is left of Malako, except for a small jewel that rests within the remains of her open and infested chest cavity.

DM NOTE: The small jewel is an emerald (value: 20 gp). Taking anything from the sarcophagus exposes the offending PC to a strain of *The Rotting Death* (KPG p. 131) disease. For every sarcophagus looted by the same PC, increase the DC for the disease's Fortitude saving throw by 1.

4. Ilinar (Father) (with Vilinesa actually placed inside)—When the sarcophagus of Ilinar opens, read the following:

With the grind of stone against stone, the lid of Ilinar's sarcophagus opens to reveal the placed remains of his wife, Vilinesa. Decayed by decades of mildew and the ravages of time, her fragile remains clutch a scepter, adorned with small jewels and finely crafted gold.

DM NOTE: The scepter is an antique art item (value: 30 gp). Unlike the sarcophagus lids of Oralen, Elener, and Malako, the lock mechanism of this lid is covered with *Lamish Berry Juice poison* (KPG p. 117). *Lamish Berry Juice*, Contact (DC 14); 1d3 initial temporary Con damage and 1d3 secondary temporary Con damage.

Taking anything from the sarcophagus exposes the offending PC to a strain of *The Rotting Death* (KPG p. 131) disease. For every sarcophagus looted by the same PC, increase the DC for the disease's Fortitude saving throw by 1.

5. Vilinesa (Mother) (with Ilinar actually placed inside)—When the sarcophagi of Ilinar opens, read the following:

With the grind of stone against stone, the lid of Vilinesa's sarcophagus opens to reveal the placed remains of her husband, Ilinar Haran. Withered by the effects of time and decay, the robes of Ilinar are faded and tattered. His arms lay folded across his chest, adorned with a set of exotic bracers crafted from fine leather and two simple ruby stones, inset with rings of gold. Oddly, the bracers show no signs of aging or decay.

DM NOTE: The bracers placed upon Ilinar are indeed the *bracers of Haran*. Also placed to the side of Ilinar's corpse is a small, decaying rawhide sack filled with 100 gp (the remains of the Haran fortune). Unlike the sarcophagi lids of Oralen, Elener, and Malako, the lock mechanism of this lid is covered with *Lamish Berry Juice poison* (KPG p. 117). *Lamish Berry Juice*, Contact (DC 14); 1d3 initial temporary Con damage and 1d3 secondary temporary Con damage.

Also note that grave robbing is illegal in Pekal and this may cause issues with some PCs. They are encouraged to role play this decision among the group, deciding what, if anything, should be taken from the crypt and returned to Bet Rogala.

Taking anything from the sarcophagus exposes the offending PC to a strain of *The Rotting Death* (KPG p. 131) disease. For every sarcophagus looted by the same PC, increase the DC for the disease's Fortitude saving throw by 1.

DM NOTE: When the *bracers* are removed read the following aloud:

With the final buckle of the tightly fastened bracers opened, a flash of brilliant green light bursts from the entire crypt and for the briefest of moments the sound of a man's laughter can be heard in the wind. As the brilliant flash dissipates, the sounds of movement can be heard coming from the sarcophagi of the Haran family members as the long dead struggle to rise and feed....

DM NOTE: By removing the *bracers of Haran*, a mysterious force affects all of the dead within a half-mile radius of the Haran estate. The force acts as the *animate dead* spell and raises all dead in the half-mile area (including any slain *Bloody Cudgels*) with the understood mission of converging on the Haran estate and destroying any living creature present.

Within the Haran family crypt, any open sarcophagus allows the particular Haran family member inside to stand and attack the PCs as an *animated* skeleton. If the PCs flee to the surface and attempt to escape proceeds into Encounter 6: Escaping from the Haran Estate.

—*Enemy Tactics*—

For the Haran family skeletons the objective is clear, destroy any living creature within one-mile of the Haran estate.

APL 2

Haran Family Skeletons x5

Medium-Size Undead; HD 1d12; Hp 6; Init +5; Spd 30 ft; AC 13; 2 claws +0 Melee (1d4); AI N; SV Fort +0, Ref +1, Wil +2; Str 10, Dex 12, Con —, Int —, Wis 10, Cha 1; SQ: Undead, immunities; Feats: Improved Initiative.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex): Skeletons have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

APL 1

The same as APL 2 with the following change:
*Malako's corpse is damaged and cannot be raised as an undead, reducing the number of potential skeletons to four.

APL 3

The same as APL 2 with the following change:
*Increase the number of hit points for each Haran family skeleton to 12.

APL 4

The same as APL 3 with the following change:
*Every Haran family skeleton possesses a disease attack that duplicates the effects of *The Rotting Death* (KPG p. 131). With a successful melee attack from a Haran skeleton, PCs struck must make a successful Fortitude save or become infected with the disease.

—Post Combat—

Assuming that the PCs remain within the Haran family crypt to dispatch the newly *animated* skeletons, the only option left is to move to the surface, collect any mounts and treasure and begin the journey back to Bet Rogala and the College of Magic's festival to deliver the *bracers of Haran* to Elis Lamir (leading to Encounter 6: Escaping from the Haran Estate).

ENCOUNTER 6: Escape the Estate

SUMMARY: The PCs must battle the immediate undead in the area to create a clear path for escape as hordes of additional undead converge onto the Haran estate. PCs who stubbornly remain to fight the good fight ultimately face a most painful death as the number of undead in the area becomes too much to handle. Escape is the best and only true resolution for this encounter.

DM NOTE: With the situation in the Haran family crypt resolved and the *bracers of Haran* in their possession (hopefully), the PCs must now fight to escape from the Haran estate before the rising undead in the area converge on the estate and overwhelm them. When the PCs reach the surface, read the following aloud:

The once quiet skies surrounding the Haran estate are now filled with the echoes of low moans, grunts, shuffling and otherwise disturbing movement. Flowing across the air like a morbid choir, the sounds of the undead soon become reality as you see several silhouettes stumbling through the foliage towards the manor home. Decayed and broken, the walking dead represent an eclectic range of nationality and heritage, Kalamarans, Brandobians, Elves, and Hobgoblins alike all stagger forward with the look of hunger etched upon their faces.

DM NOTE: The Haran estate has severed as a safe haven for cutthroats and brigands for several years as the amount of immediate dead in the area suggests. Betrayed partners and foolhardy villains now rise to feed as the walking dead. Initially, there are six zombies in the area (this includes any of the slain *Bloody Cudgels* from encounter #3).

—Enemy Tactics—

Like most zombies, these undead rely on gang tactics and swarming maneuvers to hinder the movement of the PCs. If the PCs have mounts in the immediate area, the zombies attack them as well, thus further slowing the PCs escape. The zombies are feeding on the horses of the *Bloody Cudgels* when the PCs emerge from the crypt. This allows the PCs a one round head start if they choose to flee, or automatic initiative

for the first round of combat if they choose to fight. 1d4 rounds after the PCs arrive, the dead horses stand as zombies as well. It should become clear to the PCs that ALL dead within the area are becoming risen.

APL 2

Zombies x6

Medium-Size Undead; HD 2d12+3; Hp 16; Init -1; Spd 30 ft; AC 11; Slam +2 Melee (1d6+1); AI N; SV Fort +0, Ref -1, Wil +3; Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1; SQ: Undead, partial actions only; Feats: Toughness.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Partial Actions Only (Ex): Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

APL 1

The same as APL 2 with the following change:
*Reduce the number of zombies to four (this includes any of the slain *Bloody Cudgels*).

APL 3

The same as APL 2 with the following change:
*Increase the number of hit points for each zombie to 21.

APL 4

The same as APL 2 with the following change:
* Every zombie in the immediate area possesses a disease attack that duplicates the effects of *The Rotting Death* (KPG p. 131). With a successful melee attack from such a zombie, PCs struck must make a successful Fortitude save or become infected with the disease.

—Post Combat—

If the initial six zombies are defeated it should be stressed that in this situation, escape is the best and only option for survival. While the PCs may attack and defeat the initial wave of zombies in the area there are many more on the way, too many for the PCs to deal with this day. PCs that stubbornly remain to confront the zombies do not receive experience for doing so. Additionally,

if the PCs remain, they are overwhelmed by the hordes of undead that converge on the Haran estate.

ENCOUNTER 7: The Delivery is Made

SUMMARY: With the *bracers of Haran* in hand, the PCs return to Bet Rogala to deliver the hard fought prize to the Lamir's and receive the rewards for a job well done. With victory comes the invitation to partake of the merriment and activities that the annual festival brings. Among these events, the PCs are welcomed as special guests during the *Tournament of Evocational Prowess* to watch Elis in his quest for victory.

DM NOTE: The journey to Bet Rogala from the Haran estate is uneventful. The PCs arrive the day prior to the festival and the tournament. They may drop off the *bracers of Haran* and receive payment from Volis as soon as they arrive, as he's waiting for them. He waits with a Kalamaran dressed in the vestments of Golidirin, the Land Lord. Before Volis allows the conversation to begin, the cleric casts a spell (a successful **Spellcraft** check (DC 17) reveals that he cast *zone of truth*). If the PCs have recovered the bracers and attempt to lie and keep them, they earn the Hatred of Volis.

With a hearty and uncharacteristic smile, Volis Lamir chuckles to himself in disbelief. In a gesture foreign to the snobbish merchant, he speaks in the Merchant's Tongue. "You have done well. I am surprised by your efficiency in this matter and such quality will not be forgotten. I insist that you return as my guests for the tournament and the festival."

With this scenario the PCs are welcomed to the festival as guests of Elis and Volis, with all expenses paid (food and drink only). If this is accepted by the PCs, continue on to the conclusion of the module. If not, Volis extends his well wishes and thanks. The PCs may attend the festival and participate in the games, but may not sit in Volis' box to watch Elis compete. Skip over the relevant box text and allow the PCs to participate in the fair.

—*Did you know about the traps?*—

"Of course not! I read no mentioning of such devices or protections. I apologize for the difficulties whole-heartedly. Were any of you injured?"

—*Did you know about the Bloody Cudgels?*—
"That band of thugs? What were they doing there? I had no idea that they would be hiding in the Haran estate. That is an odd coincidence."

—*These bracers are cursed. They awoke the dead!*—
"Nothing in our studies made reference to a curse, certainly not one that would cause the dead to wake. Rest assured, the bracers will be given to the Assembly of Light as soon as possible."

An attempted **Sense Motive** check (DC 10) reveals that he is being honest. Neither Volis nor Elis knew about the specifics of the estate. Although a 15 or better tells that "as soon as possible" is after the competition.

If the PCs fail to retrieve the *bracers of Haran* and/or return to the Lamir home after the tournament takes place, read the following aloud:

Volis shakes his head slowly with a look of visible disappointment. He turns and leaves the room, unwilling to speak to you. Elis Lamir is also disappointed, but speaks; "I am regretful that you suffered such difficulties in attempting to retrieve the bracers. As agreed, we will pay you one-quarter of the agreed fee."

With this scenario the PCs receive only 15 Victories (gp) (or 17 if they haggled for more gold during the first meeting). If the PCs returned on time but without the bracers, they may attend the festival and participate in the games, but may not sit in Volis' box to watch Elis compete. Skip over the relevant box text and allow the PCs to participate in the fair.

If they returned late, the tournament and fair are over. The module is over (add any relevant DUs to the total cost of the module).

CONCLUSION

SUMMARY: With the bracers delivered and their payment received, the PCs may now participate

in the merriment of the annual festival. For PCs who are members of the College of Magic, some competitions are open and the bazaar is welcoming to all who wish to browse and enjoy the festivities. The highlight of the module comes with the Tournament of Evocational Prowess, where the PCs are welcomed as special guests to watch Elis compete.

DM NOTE: The festival is a time of relaxation and merriment after a long journey and a hard fought victory. If the PCs returned from the Haran estate early, allow them to rest and enjoy the leisure of the different booths and activities. When the PCs feel they have participated enough. Allow them to move toward the Lamir's private box.

With a cool breeze on the morning air, the city of Bet Rogala is alive with the sounds of activity and filled with a sense of merriment. Today is a day of relaxation and peace. Colorful banners hang from the building walls, crossing the crowded streets. Merchants from distant lands fill the streets of the city bazaar, peddling exotic wares rarely seen within the city walls. The smell of freshly baked honey-breads and spiced meats fills the air, along with the sound of children running through the crowds of otherwise joyful people.

Through the barrage of sights and sounds, a familiar voice cries out to you once again; "Hello my friends! I am honored that you could attend. After all, I would hate for you miss my upcoming victory, as you are very much a part of it." Elis Lamir stands before you wearing the ceremonial robes of a second year student of evocation. The fine red silk robes shimmer with a touch of orange and silver flaking that adorns the exotic symbols woven around the robes collar and cuffs. "Please follow me. The tournament is about to begin and my father has arranged for you to sit with him in the family viewing area as our special guests."

Through the hustle and bustle of the festival crowds, Elis leads you to a larger area of the festival. As you break through a line of spectators you catch your first real glimpse of the majesty and tradition that is present during this festival.

A large circular stage, measuring no smaller than 60 feet in diameter sits slightly elevated. Two sets of small stairs (one on each end of the stage) lead up to the circular combat area. Arcane glyphs and markings cover the outer ring of the stage and a bright red, circular carpet rest in the center of the circular arena.

Dozens of spectators sit and stand eagerly at a safe distance from the stage. A buzz of conversation and eager anticipation hovers over the scene. To the left of the combat stage, a small, boxed area awaits, where Volis Lamir sits alone, studying the scene himself. To the far right of the combat stage, another box sits, filled with several gnomish men and women, dressed in lavish robes and conversing proudly with a young gnomish man wearing robes very similar to Elis's. Standing on the combat stage, a group of three Kalamaran men in wizardly robes converse with a Kalamaran woman dressed in long robes of her own, adorned with a black and white checkered pattern.

As Elis leads you toward the box, Volis stands; "Hello again. I am glad that you could join us today. Despite your station, I felt that you should attend today and witness the fruits of your labor. As expected, Elis has made it to the finals of his school's competition. Please sit and watch him win."

DM NOTE: If the PCs attempt idle conversation with Volis, he is stern, short and direct. As a reward for a job well done, he converses in the Merchant's Tongue, but seems unhappy or at the very least, uncomfortable in doing so.

—Who are the three men?—

They represent the College of Magic. I do not know their names.

—Who is that woman?—

She is Enala Sarati, a servant of Hokalas, The Gatekeeper here in the city. She is overseeing today's activities in the name of her god and his beliefs in the use of magic. If I am not mistaken, she has expressed several concerns for today's events, but has allowed such to continue.

—Who are they (the gnomes)?—

They are the family of my son's opponent in this competition. He is unworthy to compete

against my son, as Elis is the best evoker this college has ever seen. His opponent will fall, as will all the others who oppose my son.

DM NOTE: While the rules for participating in a contest during the annual festival are described in **Appendix VII: Festival Contest Guidelines**, the contest between Elis and his opponent, Treslin Harit should be described below from the spectators role. Once the PCs have settled, read the following:

After a few moments, two of the three men on the stage and the young woman exit to the right and take their places near the edge of the center of the stage, in what appears to be a judges area. One man remains on the combat stage. He is an older Kalamaran gentleman with short, strawberry blonde hair and a well-groomed beard. His robes flow with the same reds and silvers that adorn the robes of the two young competitors. From above, a single gong tolls, and the spectators fall silent, with all attention fixed onto the man in the center.

“Welcome! In the tradition of years past, this festival serves as both a time for merriment to enjoy the gifts that Hokalas brings us and to serve as a time of testing for those who would choose to use his blessings in life. The study of Evocation, the arts of creation and destruction, is a gift not to be taken lightly. To use these blessings, to use this art is to undertake an awesome responsibility and discipline. It is an art of control and self-awareness. For he who creates, may also destroy, but to know at what time to do each is the true mastery of Evocation. Bring forth the competitors!”

With his words, Elis and Treslin ascend onto the combat stage and take a position at opposite ends of the circle.

“Today you compete for the right to study with the lost arts of the arcane order. You will learn the secrets to becoming a more powerful and yet wiser practitioner of the Evocational arts. Use what you have learned thus far and may your words flow with precision.”

With that said, the robed figure leaves the circle and takes his place with the other

judges. Clearly, he speaks a series of words and a soft glow emanates from the arcane glyphs that surround the combat stage.

As the glow begins to dim, Treslin stands to attention and begins to swirl his arms and chant arcane incantations, his voice echoing loudly and clearly in the gnomish tongue. His robes lift as if caught in a slight breeze and his long hair lifts in the glow of his growing arcane power. Elis stands defensively, studying his opponents movements and words for the briefest of moments and begins to chant slowly himself. For what only takes a matter of seconds, it seems to be an eternity as the hum of Evocational power grows louder with each word uttered by the young gnome, until finally his last word echoes explosively and his arms lunge forward like the powerful stroke of a symphony conductor. A flash of lighting crackles from his arms and rolls down his fingertips, spraying forward toward the awaiting Elis. Suddenly, with a final shout Elis too rolls forward his arms and unleashes a volley of pure arcane lightning. The two bolts collide in the center of the combat stage, creating a flash of brilliant and violent white light. Thunder echoes across the city skyline and the two young wizards stand firm, each breathing deeply and glistening from droplets of sweat upon their brow, none the worse for ware. Arching light is quelled by the glow of the arcane glyphs as the crowd of spectators gasps in delight and terror at the sight of such magnificent wizardry.

With a quick step, Elis plants his feet and places his outstretched arms above his head, chanting louder than before. The air grows hot around his body as the heat begins to do distort his visage to the spectators. Across the way, Treslin looks on in a moment of study as a look of restrained fear sweeps across his brow as his face becomes pale in the morning sun. With a fevered pace, the young gnome begins to perform intricate gestures with his hands, uttering the words of a school not too familiar. His words stumble as he visibly struggles to perform the proper incantation. His family members look on with worry as Elis’s words become louder with each moment. Finally, with a guttural scream, the young Kalamaran waves his arms forward

and sends a large glowing bead of flame toward the shaken gnome. With his lunge, his sleeves fall back to reveal the bracers of Haran firmly attached to his forearms, with every exotic jewel upon them ablaze with color, producing an intimidating red glow. The glow of the bracers closely resembles the glow in the eyes of Elis as the bead streaks forward. Treslin quickly steps forward and shouts the last word of his incantation. A wave of soft blue energy spills forward from his hands and strikes the glowing bead of fire directly. A gasp of terror comes from the spectators' area as the bead of fire easily pushes through the waves of energy and strikes Treslin in the chest. A low roar is heard, followed by a sudden in-rush of air that moves the robes and hair of the judges as an eruption of fire explodes around the gnome. Billowing forward, the fire engulfs Treslin as he screams in defeat and falls to the ground, his hair and robes singed by the fire that already dissipates as quickly as it arrived.

As Treslin stirs on the ground disheartened, the spectators erupt in cheers as the judges stand point approvingly, proclaiming Elis the winner of the contest.

“Elis Lamir, you shall be inducted into the lessons necessary to join an order rich in tradition and steeped in the intricacies of the arcane arts. Congratulations.”

As Elis stands on the combat stage, he breathes deeply, the glow from his eyes and the bracers subsiding slowly as his father embraces him in approval.

DM NOTE: If there is time permitted, allow the PCs to explore the fair some more. All kinds of wizardry abound. Illusionists stand on every corner, creating every kind of demon and devilry while transmuters fly above the city buildings. Although these displays of arcane prowess seem excessive, the entirety of the Temple of Enchantment patrols the city and clerics of the Riftmaster are ever-present.

Feel free to extrapolate on the sensationalism and grandeur of the *Hokalas Faire Magica* for as long as time permits.

THE END

APPENDIX I: TREASURE SUMMARY

Encounter 3 (4 day units):

Rusted daggers x4 (can be sold for 2gp each)
Battered light mace x4 (can be sold for 10 gp each)
Rimal's Shortbow (can be sold for 15 gp)
Cracked small wooden shield x1 (can be sold for 1 gp)
Buckler x1 (can be sold for 7 gp)
Slightly battered light Crossbow x1 (can be sold for 12 gp)
Used leather armor x2 (can be sold for 8 gp each)
Padded Armor x1 (can be sold for 3 gp)
Chain shirt x1 (can be sold for 50 gp)
Hooded lantern x1 (w/ 5 flasks of oil) (can be sold for 6 gp)
Slightly cracked hourglass x1 (can be sold for 10 gp)
Potion of *bull's strength* x1 (can be sold for 150 gp)
Potion of *blur* x1 (can be sold for 150 gp)
Potion of *love* x1 (can be sold for 75 gp)
Oil of timelessness x1 (can be sold for 75 gp)
25 gp

Looted gold this encounter: 160gp + 4 various potions

Total possible gold (with value of potions included) is 610gp

Encounter 5 (1 day units):

Gold necklace x1 (can be sold for 3 gp)
Blemished emerald x1 (can be sold for 10 gp)
Antique scepter x1 (can be sold for 25 gp)
110 gp

Looted gold this encounter: 148gp

Total possible gold is 148gp

Conclusion (4 day units):

60gp (or 70gp) each character for finding and delivering the *bracers of Haran* successfully.

Total treasure this module: 308gp + (60 gp (70gp if the PCs haggled) per player)
Potion of *bull's strength* x1
Potion of *blur* x1
Potion of *love* x1
Oil of timelessness x1

THESE REWARDS COME AT THE EXPENSE OF 9* DAY UNITS

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

APPENDIX II: EXPERIENCE POINT SUMMARY

— Encounter 3: Defeating the <i>Bloody Cudgels</i>	50 experience points
— Encounter 4: Opening the Haran puzzle-door to enter the family crypt	25 experience points
— Encounter 6: Defeating the raised zombies in the immediate area	25 experience points
Escaping from the Haran estate	25 experience points
— Conclusion: Delivering the <i>bracers of Haran</i> to Elis and Volis Lamir	50 experience points
*Discretionary Experience for Role Playing	<u>0-125 experience points</u>
	300 experience points

APPENDIX III: NPCs

—Elis Lamir (Kalamaran), student of evocation at the College of Magic—

Elis Lamir is a handsome young Kalamaran man in his early twenties. Typically wearing his long red hair in a tight knot on the back of his head, Elis carries himself with a calm, yet stern grace. His thin frame should not be used as a judge for the potential of this young student of evocation from the College of Magic. In terms of dress, Elis prefers the classic robes of a wizard accented with vibrant tones of red and silver.

**Role-playing Tips*—Elis presents himself in a friendly fashion, yet like his father maintains a tone of seriousness and discipline.

**Wizard 4; AL N; STR 10, DEX 10, CON 10, INT 19, WIS 14, CHA 12; hp 13*

—Volis Lamir (Kalamaran), father of Elis and successful clothing merchant in Bet Rogala—

Volis Lamir is an aging Kalamaran man with short, thinning red hair that is highlighted with touches of silver and gray. A fiercely serious man, Volis's facial expression rarely changes from that of total concentration on the subject at hand and his cold stare leaves many people cold. Unlike his son, Elis, Volis has gained weight in his later years yet carries it well for a man of his shorter stature. This weight gain could be the result of several years of comfort created through several decades of hard work as a simple clothing merchant. Today, Volis is very successful and may finally be allowing himself the luxury of enjoying the fruits of his labor. Perhaps.

**Role-playing Tips*—Volis is a cold man who rarely displays outward emotion. He remains focused on the business at hand and is rarely distracted during a negotiation. He is fierce, yet fair in business dealings and this reflects in his methods. But unlike his son, Volis clings to the regal status and old ways of the empire by refusing to speak any language other than high Kalamaran while discussing business. He is presented as stern and slightly snobbish.

**Expert 5/Aristocrat 3; AL N; STR 10, DEX 10, CON 11, INT 15, WIS 14, CHA 18; hp 37*

—The Watchers of Twilight—

The Watchers of Twilight are responsible for the city watch groups in various cities and towns across Pekal and in Bet Rogala. Unlike many groups or organizations in Pekal the *Watchers of Twilight* are dominated primarily by demi-human races. More information on the Watchers of Twilight is located in the Living Kalamar Gazetteer (page 29). In this adventure the PCs are introduced to four members of this organization, who are described briefly below:

—Arenou Kapran (Lightfoot Halfling); Leader of the Watcher of Twilight patrol—

Arenou is an attractive, young halfling woman who wears her extremely long, dark hair in an intricately braided bun on the top of her head. In addition to the blue and white tabard of the watchers, Arenou also favors the use of light armors and carries only a small club as her weapon.

**Role-playing Tips*—Arenou is a stern woman who believes in the law and has vowed to protect “her city” with her dying breath if necessary. Her small size is no indication of her ability to protect the city's laws and maintain order in a chaotic situation.

—The Bloody Cudgels—

This small band of thugs has gained a small amount of infamy in recent weeks within the walls of Bet Rogala for acts of thievery and brutality. Recognized by their blood red sashes and trademark cudgels, this band of villains is quickly gaining the attention of Bet Rogala's Honorable, the *Watchers of Twilight* in particular. Led by a sil'karg woman known as Jathal, the *Bloody Cudgels* have assaulted more than three merchants in so many days, two of which did not survive through the night due to the sinister brutality in which they were beaten. This sort of behavior has continued without provocation and without consequence as the city watch has yet to even identify the gang, much less apprehend them. It is said in whispers that the Bloody Cudgels attacks are not as random as one would think and that the group serves a greater purpose in Bet Rogala. These rumors however have yet to be confirmed. Described below in general detail is each member of the Bloody Cudgels:

—Jathal Krelovok (Kalamran/Krangi Half-Hobgoblin); Leader of the Bloody Cudgels —

Jathal is a wretch of a sil'karg. Unusually large for her race (standing 6'7 in height), Jathal has learned through bitter experience how to use her sil'karg size and strength in combat. She wears her long, oily black hair out and typically over her face in a futile attempt to disguise her prominent under-bite and misshapen teeth. In dress Jathal wears the clothing of a man and proudly wears the chain shirt of her former master, whom she claims to have slain during a night of passion. Her cudgel is also the property of her former master, stained with the blood of countless victims of Jathal's bloodlust and sadism.

**Role-playing Tips—*Jathal is a disgusting woman and her mannerisms should reflect this. She constantly snorts with the congestion of a cold sufferer and shows no qualms about wiping herself with the sleeve of her undershirt. Despite this, Jathal fancies herself to be a beautiful woman and the object of men's desires. In combat, Jathal uses her strength and hereditary mean-streak to overpower her opponents, resorting to any methods necessary to win.

—Rimal P'Nare (Mixed Kalamaran)—

Much like his fellow Bloody Cudgels, Rimal's exact origins are a mystery to everyone but himself. What is known is his love for violence and archery. For most villains, the rewards of villainy are coin and infamy. For Rimal however, the ultimate reward is the thrill of the kill itself as he enjoys the pain of others and loves to act as the distributor of such pain. Rimal is a man of average height and weight with a trim build. He wears his reddish-brown hair long and in a ponytail to prevent any distractions from his archery. Rimal's most distinct feature is not Rimal himself but his shortbow. His care for the bow could be considered unhealthy, as well as his habit of speaking to the bow as if it were a living person.

**Role-playing Tips—*Rimal is reaching a point of dementia that even the Bloody Cudgels are having a tough time dealing with. He speaks to himself in mutters and rarely speaks in the singular form, always referring to himself and his bow. In a word, Rimal is insane.

—Takaran Jorisok (Mixed Kalamaran)—

This soft-spoken Kalamaran is renowned for his skill with a crossbow and cunning combat tactics. A man of considerable size (weighing nearly 300 pounds) Takaran is surprisingly nimble and evasive for a man so large. His baldhead is scarred with several years of the villains' lifestyle and his trimmed goatee is beginning to show signs of graying.

**Role-playing Tips—*Takaran is soft-spoken but fierce in combat. During battle, Takaran is known for studying the field of battle and devising expert tactics on a moments notice and barking orders to such a degree.

—Nalati Bolomo (Kalamaran)—

A one-time potential for the College of Magic, Nalati rejected the ways of the arts after an unexplained accident that claimed most of the skin on the right side of his face. With scars that would not heal, Nalati turned to a life of crime and brutality. It was he who found Jathal and devised the role of the Bloody Cudgels, though he is content to allow Jathal to act as the gang's "leader". A Kalamaran man of average build, Nalati keeps his fiery red hair very short and well groomed. In dress Nalati favors loose-fitting and comfortable clothes that do not hinder his actions in combat, such as loose shirts and breeches.

**Role-playing Tips—*Nalati is the backbone of the Bloody Cudgels. In times of trouble he rallies around the planning of Takaran, the strength of Jathal, and the sinister skills of Rimal. He is the first to enter combat and typically the last to leave. Despite the recent success of the Bloody Cudgels, Nalati still resents his failure to join the College of Magic and hopes to one day exact his revenge against the college for his failure.

—Fomore Dilemos (Kalamaran)—

Fomore is a sample student provided for competitions during the annual festival for PCs eligible for the competition. She is a striking young Kalamaran woman of exceptional skill. Her hair is long and deep red in color, typically worn in a braided ponytail. In dress, Fomore favors robes of purple, with white accents.

**Role-playing Tips—* As a student of abjuration, Fomore utilizes the strengths of a good defense and patience to wear her opponents down.

APPENDIX IV: The Bracers of Haran

DM NOTE: Locating and retrieving the *bracers of Haran* is the ultimate goal for the PCs during this adventure. While the *bracers of Haran* are an extremely useful magic item for wizards and sorcerers, the end result of this module should see the *bracers of Haran* in the possession of Elis Lamir. However, if a PC chooses to keep the bracers of Haran she should be made aware of the consequences of such an action. For example, keeping the *bracers of Haran* rather than returning them earns the hatred of Volis Lamir, a well respected and financially secure merchant in Bet Rogala. To be on the opposite side of such a man as Volis could be very troublesome for a PC, as he most certainly would hire other mercenaries to locate the PC and the *bracers of Haran* for his son Elis.

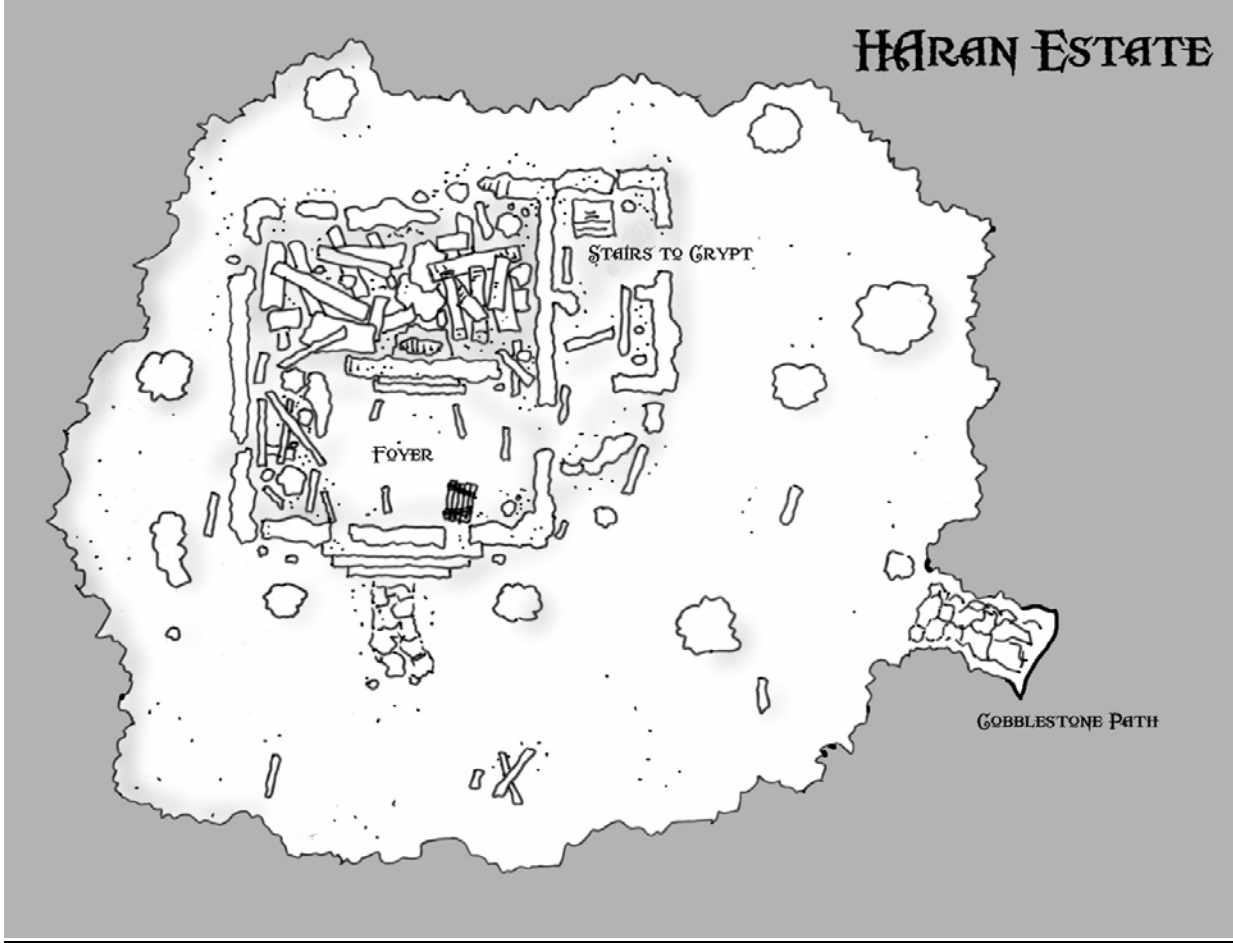
Several decades prior to the tragic disease and death of the Haran family, Ilinar Haran prospered as a businessman in the local community. Ilinar was both respected and well liked by all in the community and revered for his stern, yet fair business practices in exotic spice trading. Unbeknownst to the community at large, Ilinar also excelled as a student of the arts, more specifically in the school of evocation. Of course, Ilinar never used his talents with the arts for personal gain. Among his family members Ilinar was always secretive of his studies and often journeyed to the city of Bet Rogala for business matters and personal matters (none of which he discussed with his family members). In the summer prior to his family's disease and death, Ilinar returned from Bet Rogala with a pair of exquisite bracers. Unwilling to discuss the nature or origin of the exotic bracers, Ilinar became increasingly erratic and short-tempered with everyone close to him. On his deathbed Ilinar requested that his servants bury him with the bracers and to never speak of them to anyone. When the harvester finally arrived for Ilinar, his servants followed his final wish to the letter, burying him in the family crypt and abandoning the Haran estate.

While worn by a wizard or sorcerer the *bracers of Haran* grant the wearer the ability to treat all of her arcane, evocation-based spells as one caster level higher than her current level. For example, Okuto a 2nd-level wizard prepares his *magic missile* spell for the day as he normally would. When he casts the spell, it is considered prepared and cast as by a 3rd-level wizard, rather than a 2nd-level wizard. Under these conditions Okuto's *magic missile* spell would produce two *missiles* rather than the standard of one *missile* for a character of his level. It also grants the caster the Spell Focus (Evocation) feat. If this feat has already been taken, then it provides the Greater Spell Focus (Evocation) feat.

Specific repercussions of keeping the bracers are also defined on the cert. All purchases made within Bet Rogala have their costs effectively tripled. Also, Volis has hired help to retrieve the bracers, which is dealt with in a later module.

Appendix V: Haran Estate

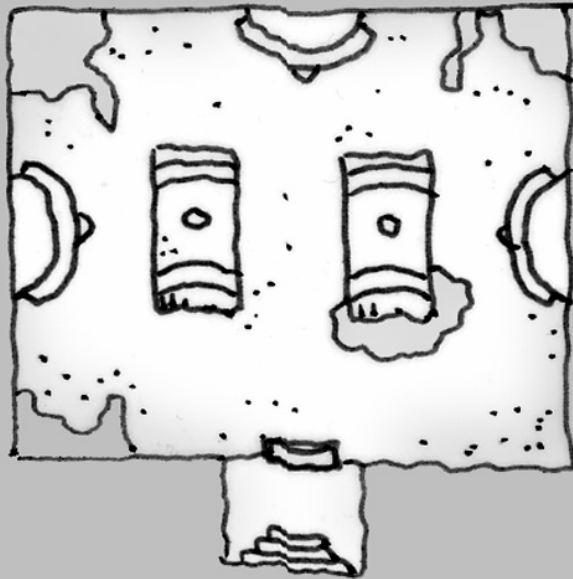
Judge's Map #1



Appendix VI: Haran Family Crypt

Judge's Map #2

HARAN FAMILY CRYPT



CENTER:

LEFT - DILINESA

RIGHT - ILINAR

CLOCKWISE

1. ORALEN

2. ELENER

3. MALAKO

Appendix VII: Festival Contest Guidelines

This appendix is used in situations when PCs registered with the College of Magic (as allowed in the module, *Hurry Up and Wait*) wish to compete in the contests held during the annual festival. Listed below are the headers and rules that the judge needs to be familiar with if a PC elects to enter such a contest during the conclusion of the festival. All contestants must be registered with the College of Magic. No exceptions are made:

- Level:** There are several levels of expertise contested during the annual festival. This header describes which character levels are appropriate for the described contest.
- School:** Some contests are centered on one school of magic such as evocation. To enter a contest, the PC must choose one school of magic to represent. She may only choose one school of magic annually, however she may choose a different school of competition each year.
- Fee:** All contestants must provide a fee for entrance into a contest. As there are several degrees of expertise, the fees increase with each level as well (to provide safety measures, components, seating areas, and clean up afterwards.)
- Rules:** These are the rules for the contest and the conditions for victory.
- Magic Items:** This specifies the allowance of magical items permitted during a contest (if any) and describes any restrictions to such.
- Special Rules:** If any spells are restricted during a contest, they are listed here.
- Rewards:** The possible rewards for winning a contest are described here, along with any necessary restrictions.

As the PCs are only eligible for entry-level contests, only this type is described at this time.

- Level:** Entry-level contest (PC levels 1-4)
- Schools:** All
- Fee:** 100 gp.
- Rules:** Contestants must enter the 60-ft. arena and compete against another spellcaster. All schools of magic are permitted and the battle continues until either one contestant is incapacitated or until both contestants are depleted of spells (resulting in a tie). In the event of a tie, both contestants lose and do not receive any rewards. This contest teaches the value of spell selection and proper placement.
- Magic Items:** None
- Special Rules:** No melee. This is a spell battle only.
- Rewards:** One of the following potions (chosen by the winner): *Alter self, blur, darkvision, endurance, detect thoughts, or bull's strength.*

APL 1

Fomore Dilemos Female, Kalamaran Wizard 1

Medium-Size Humanoid; HD 1d4+1; Hp 5; Init +2; Spd 30 ft.; AC 12; At +0; AI NG; SV Fort +1, Ref +2, Wil +5; Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8; SA: Summon Familiar; Skills: Alchemy +4, Concentration +5, Knowledge (arcana) +4, Listen +3, Spellcraft +6; Feats: Scribe Scroll, Iron Will.

Possessions: Robes, component pouch.

Spells per day: (3/2)

Spells Known: 0—Resistance, ray of frost, detect poison, daze, dancing lights, flare, light, ghost sound, disrupt undead, mage hand, mending, open/close, arcane mark, detect magic, prestidigitation, read magic. 1—Alarm, protection from chaos, shield, magic missile, color spray.

Languages: Low Kalamaran, Merchant's Tongue, and Draconic

APL 2

Fomore Dilemos Female, Kalamaran Wizard 2

Medium-Size Humanoid; HD 2d4+1; Hp 9; Init +2; Spd 30 ft.; AC 12; At +1; AI NG; SV Fort +1, Ref +2, Wil +6; Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8; SA: Summon Familiar; Skills: Alchemy +4, Concentration +5, Knowledge (arcana) +5, Listen +4, Spellcraft +7; Feats: Scribe Scroll, Iron Will.

Possessions: Robes, component pouch.

Spells per day: (4/3)

Spells Known: 0—Resistance, ray of frost, detect poison, daze, dancing lights, flare, light, ghost sound, disrupt undead, mage hand, mending, open/close, arcane mark, detect magic, prestidigitation, read magic. 1—Alarm, protection from chaos, shield, magic missile, color spray, hypnotism, mage armor.

Languages: Low Kalamaran, Merchant's Tongue, and Draconic

APL 3**Fomore Dilemos Female, Kalamaran Wizard 3**

Medium-Size Humanoid; HD 3d4+1; Hp 13; Init +2; Spd 30 ft.; AC 12; At +1; AI NG; SV Fort +2, Ref +5, Wil +6; Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8; SA: Summon Familiar; Skills: Alchemy +5, Concentration +6, Knowledge (arcana) +6, Listen +4, Spellcraft +8; Feats: Scribe Scroll, Iron Will, Lightning Reflexes. Possessions: Robes, component pouch.

Spells per day: (4/3/2)

Spells Known: 0—Resistance, ray of frost, detect poison, daze, dancing lights, flare, light, ghost sound, disrupt undead, mage hand, mending, open/close, arcane mark, detect magic, prestidigitation, read magic. 1—Alarm, protection from chaos, shield, magic missile, color spray, hypnotism, mage armor. 2—blur, mirror image.

Languages: Low Kalamaran, Merchant's Tongue, and Draconic

APL 4**Fomore Dilemos Female, Kalamaran Wizard 3**

Medium-Size Humanoid; HD 4d4+1; Hp 18; Init +2; Spd 30 ft.; AC 12; At +2; AI NG; SV Fort +2, Ref +5, Wil +7; Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 9; SA: Summon Familiar; Skills: Alchemy +6, Concentration +7, Knowledge (arcana) +7, Listen +4, Spellcraft +9; Feats: Scribe Scroll, Iron Will, Lightning Reflexes. Possessions: Robes, component pouch.

Spells per day: (4/4/3)

Spells Known: 0—Resistance, ray of frost, detect poison, daze, dancing lights, flare, light, ghost sound, disrupt undead, mage hand, mending, open/close, arcane mark, detect magic, prestidigitation, read magic. 1—Alarm, protection from chaos, shield, magic missile, color spray, hypnotism, mage armor. 2—blur, mirror image, resist elements, glitterdust.

Languages: Low Kalamaran, Merchant's Tongue, and Draconic

Appendix VIII: Festival Activities

This appendix is used if the PCs elect to wander around during the annual festival in search of exotic food, spirits, or merchandise. You (as the judge) may choose freely from the descriptions below or roll randomly to determine in which order these vendors are encountered.

The Asarian Spirit

The sounds of bravado and loud conversation can be heard from several feet away as you approach this ramshackle wagon. Sitting on top of several unmarked barrels you see a stout Reanaarian fellow who carries the look of a sailor. His long black hair is kept on a ponytail and he wears a loose-fitting shirt with breeches and high boots. He speaks in the merchants tongue; "Ah. Hello fellow travelers! Could I interest you in some fine Asarian brandy today? It is the finest you will find in these lands!"

DM NOTE: Vaxaa sells his brandy by the bottle from a tap on the barrels he rides upon. It is a stout brandy and though Vaxaa may appear to be less than eloquent, the brandy is not, as it may be the finest the PCs have tasted. Vaxaa sells the brandy for 3 gp per bottle.

The Feathered Bow

Resting with the shade of a small booth surrounded by the equipment of a bow maker, an older Kalamaran woman sits quietly working away on a set of fine hunting arrows. Her red hair streaked with grey highlights, she works intricately on the tip of an arrow as she looks up to greet you in the low Kalamaran tongue. "Hello there, how can I help you today?"

DM NOTE: Dilo is a fine craftsman that sells many types of bows (non-masterwork) and several varieties of specialty arrows (KPG p. 123). She carries the specialty arrows described for market price as well as standard shortbows and longbows.

Shanka's Exotic Spices

With a small wooden cart, this elderly Deji man sits under the shade of an animal skin canopy. His face is tan and cracked from decades of travel and exposure to the elements, but he sits quietly with a smile upon his face. Lining his small cart is several (10-20) jars and clay mugs filled with exotic spices and odd herbs. Crushed, powdered, or still whole, Shanka's selection is staggering and would leave any aspiring cook in a state of bliss. In a heavily accented merchant's tongue he speaks; "Hello young ones, would you care to sample my spices this fine day?"

DM NOTE: Shanka sells his spices in a sampler-bundle to those who have not purchased from him before. If purchased (for 5 gp), the use of his spices grants the PC a +2 circumstance bonus to all Craft: Cooking skill checks.

After Action Report

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

- Did the PCs accept the job from the Lamirs?
- Did the Watchers of Twilight delay the PCs?
- Did the PCs kill all the *Bloody Cudgels*?
- Did they capture any *Bloody Cudgels*?
- If they took captives, did they remand them to the authorities?
- Did any of the *Bloody Cudgels* escape?
- Did the PCs take the bracers and awaken the undead?
- Did the PCs return the bracers to Volis or did they earn his hatred?
- Did any of the PCs participate in the festival?
- Did any of the participating PCs win an event?

Please return this form to the Living Kingdoms of Kalamar representative at your convention or email the results to joe@kenzerco.com with "May the Best Man Win AAR" in the subject line.