



Shining Stones

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

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

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An antique dealer is searching for a forgotten relic in the Kamarela Mounds. A professor emeritus of the College of Magic has his own designs for the artifact. But the Mounds District is a dangerous place, and not one to be taken lightly. The PCs can help if they wish. This is a combat intensive, role-playing adventure for ATLS 1, 2, 3 and 5.

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

Calculating Average Table Level (ATL)

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

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

ATL _____

Adventure Notes

This module is an official supplement to the Living Kingdoms of Kalamar campaign. It is designed for 4 to 6 characters ranging from 1st to 5th level. It is advised that PCs go through this adventure with a full party, as the challenges presented may overwhelm a small party of adventurers.

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

the *Kingdoms of Kalamar® Core Sourcebook* and the *Kingdoms of Kalamar Player's Guide*.

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

This adventure deals with the complexity of the Kamarela Mounds. The district is rife with monsters both large and small. At the same time, it's host to a number of Halfling and Gnome villages as well as expansive vineyards that produce some of the best wines in this part of Tellene. Somehow the two aspects of the mounds co-exist together. The PCs are exposed to both these aspects of the mounds.

Adventure Synopsis

—**Prologue**— Volis Lamir was betrayed by the PCs in the adventure *May the Best Man Win*. He hired them to retrieve a relic and instead they kept it for themselves. As an extremely wealthy merchant, he's more concerned about the slight against him (and the damage that could do to his image) than possessing the Bracers of Haran. He's hired an assassin to punish the PCs. In this case, the assassin is an arrogant shadowdancer that likes to toy with his prey first.

—**Introduction A**—The PCs meet P'Dilago, who offers to hire them to retrieve a relic for him.

—**Introduction B**—After meeting P'Dilago (or refusing to meet with him), the PCs are delivered a message by a Wizard's familiar asking for help. It pertains to the same relic that P'Dilago is seeking.

—**Encounter 1**—The PCs are attacked when crossing into the Mounds district. The beasts are feeding on the bodies of murdered psions.

—**Encounter 2**—The PCs are found by a scout party from Tresana. An old friend, Rolan, offers to lead them to their destination.

—**Encounter 3**—The Black Tusk Clan has found the tower and sacked it, looking for booty. Depending on how long the PCs wait determines how many Orcs they have to fight.

—**Encounter 4**—Fallen Tower of Irema: Having defeated the Orcs, the PCs can examine the tower and find some important documents.

—**Encounter 5**—Five Starred Prison: The top of the tower is sealed by a strange mechanical lock.

—**Encounter 6**—If the PCs take the Eye of Romelo, a wave of negative energy erupts, waking the dead.

—**Conclusion A**—The PCs return to Bet Rogala and turn the Eye of Romelo over to P'Dilago. He pays them accordingly and mentions that he has some friends that may be able to offer them work in the future. If the PCs show interest in future prospects, he gives them a gift.

—**Conclusion B**—The PCs return to Bet Rogala and give the Eye of Romelo to Pulan and Headmistress Shanti'a Diamondeyes. Pulan thanks the PCs. Although he does not have any coin to give them, he does promise them a favor in the future for their invaluable aid.

Appendix I: Treasure Summary

Appendix II: Experience Point Summary

Appendix III: Heroes and Villains (All ATLS)

Player Handout #1

Player Handout #2

Player Handout #3

Player Handout #4

Background

The discovery of the Bracers of Haran in *May the Best Man Win* caught the attention of a number of people. Although the Lamirs did not know what they had asked the PCs to recover for them, a handful of people in the principality and around the Young Kingdoms do. This increased interest in the bracers and a number of other items has caught the interest of less reputable entrepreneurs such as P'Dilago.

P'Dilago has spent the past few months exhaustively searching for an item he caught wind of known as the Eye of Romelo. Although

he does not know what it does, he knows that any item being actively searched for by the College of Magic fetches a high price on the black market.

Of those who understand what the Bracers of Haran represent, only Pulan, a professor emeritus for the college, is young enough to take an active role in preventing P'Dilago from procuring the Eye and other items like it. Most of the others are weak with infirmity, or even on their death beds.

In the middle of all this are the PCs, a band of new arrivals to the principality. They are known for their steadfast dedication to Pekal, their willingness to take on new adventures with little understanding of what they're entering into, and to accomplish such tasks for little to no reward. They are quickly becoming the focus of those who would spend all their efforts defending Pekal in the coming political storm as well as those who attempt to undermine it in hopes of making a profit.

Calendar and Climate

It is the middle of Frosting (roughly the end of January) and the temperature is $20^{\circ} + 2d6^{\circ}$ Fahrenheit. The temperature drops 15 to 20 degrees at night. It has been snowing off and on for the past few days. With the help of the Temple of Life's Fire, and a new artifact acquired by the clerics of the Raiser, the harvest was saved after four months of devastating rain and the Principality is resting comfortably during the colder months.

Veshemo (Tellene's largest moon) is waning. Pelselond and Diadolai (Tellene's smallest moon) are running their normal courses. The fortune tellers in Independence Square, those willing to risk the winter's cold, are crying of dangerous portents. Diadolai, the smallest of the three moons, is twice its normal size. Not only is it visible at night (an unusual occurrence), but some claim to see it during the day as well, something unheard of.

The fortune tellers claim that their earlier prediction of a Tokite invasion was not unfounded, and that this new sign means that a new player is entering the fray. The invasion was simply delayed, but will come soon!

PROLOGUE

SUMMARY: Volis Lamir was betrayed by the PCs in the adventure *May the Best Man Win*. He hired them to retrieve a relic and instead they kept it for themselves. As an extremely wealthy merchant, he's more concerned about the slight against him (and the damage that could do to his image) than possessing the Bracers of Haran. He's hired an assassin to punish the PCs. In this case, the assassin is an arrogant shadowdancer that likes to toy with his prey first.

DM NOTE: This prologue is only for those players that have the *Hatred of Volis Lamir* cert. The assassin only confronts those players that have the *Bracers of Haran* cert. It is not possible to have the bracers but not the hatred cert (it is possible, though, to have some players who have earned the hatred of Volis Lamir and others who have not, as they may have played the module at different times).

—PCs with the *Hatred of Volis Lamir* cert—
The shadowdancer has studied the PCs for a considerable amount of time already. He knows what their primary languages are (the language they speak in most frequently) and where they regularly sleep, whether that be at a tavern, church, or outside the city.

Have all PCs with the *Hatred of Volis Lamir* cert make a **Listen check** (DC 37—this is a set DC and it's understood that no one in the campaign is capable of making this check at the moment). When the PCs fail, tell them that nothing rouses them out of bed.

The morning sun greets you as it always does and the sound of the morning's activities are already present outside. Another morning as an adventurer, another day pursuing the strange and exotic (and frequently profitable).

Today is different, though. Today begins with adventure finding you. As you wake, you see a scroll, hanging from a small strap of leather in front of you.

Give those PCs with the *Hatred of Volis Lamir* cert (except for those PCs that have the *Bracers of Haran* cert) **Player Handout #1**.

—PCs with the *Bracers of Haran* cert—

The shadowdancer has studied the PCs for a considerable amount of time already. He knows what their primary languages are (the language they speak in most frequently) and where they regularly sleep, whether that be at a tavern, church or outside the city.

Take each PC with the *Bracers of Haran* cert aside individually. Read each of them the following.

DM NOTE: Please note that a person gets +20 to a **Use Rope check** when binding someone. Thus, in this circumstance, an attempted **Escape Artist check** must succeed with a DC 40.

Any PCs with animal companions, familiars or trained animals can see them lying a short distance away with darts in their sides (the animal has been poisoned and hasn't suffered any serious damage. The sleep drought wears off in a few hours).

Rather than awaking to the morning sun, a hand forcing a dirty rag into your mouth jerks you from your sleep (or trance, if the character is an elf). Shrugging sleep aside you find yourself bound tightly, while a humanoid figure clad in black stands before you.

Pulling off his mask, a gaunt Svimohz smiles back at you, his white teeth a stark contrast to his dark skin. He speaks (in a language the PC understands, although it doesn't necessarily have to be the character's native tongue), "You've got something, friend. You've got something you were paid to retrieve. It's poor form for a mercenary to keep a prize he was hired to get for someone else. Gives you a bad reputation. People won't want to work with you.

"You know what happens, yeah friend? When you betray people? They call for me. And then I come and I'm paid to kill you. I've been doing this job long enough that they know I won't welch on a deal.

"But I have to admit, I've been watching you for awhile now and you're just an amateur. I'm curious whether you're the devious type, or if you just made an amateur mistake. Greed can be a tempting mistress. But death is a pretty frightening master. I've been watching you the last few months and I get the impression that you're doing some good around here.

"And that's the catch, friend. Stealing the Bracers of Haran from Volis Lamir was a

bad thing to do. I normally wouldn't lose a wink of sleep slitting your throat. But you seem to be doing good despite yourself. And that tells me that there's more at work here than I understand. For all I know, maybe the gods are playing with you.

"I don't mess with things like that, you see. So I thought we could have this little chat. You give the bracers back to Lamir. You pay him the upfront cost that he gave me, and I won't kill you. You don't... well, friend, I'm on the job too, you see, and there's only so much leeway I'm giving the gods to do their business. I'll let you sort things out for yourself."

The assassin leaves without unbinding the PC. The PC can attempt to escape or wait for his companions to find him. The assassin doesn't return this adventure.

If the PC wishes to return the bracers to Volis Lamir, the merchant is at the Wayward Inn (although he's unaware of the assassin's offer). A **Diplomacy check** (DC 14 + ATL) and 200 Victories (gp) satisfies Volis' lust for revenge. The price is non-negotiable.

INTRODUCTION A

One of the benefits of living in a metropolis is the city's walls and the windbreak they create. The streets are covered with snow and the usual crowded streets have thinned to only necessary traffic. It's an odd sight, because of this scarcity, to see a gangly man walking toward you waving his arms, apparently to gain your attention.

He breathes heavily, steam pluming in front of him. Dark bags circle his eyes and his cheeks are sunken and pale.

PCs who have played *Making a Name* may make a **Wisdom check** DC 10 + ATL to remember the man, P'Dilago (owner of P'Dilago's Antiques). Those succeeding by five or more also remember that P'Dilago's Antiques is notorious for acquiring its goods in less than reputable means.

"I've finally found you," he says in Merchant's Tongue. "I remember you from our chance meeting at my store and that you were working for the House Wanifer. I thought I might offer you another chance for

employment. With me, now with the merchant house. But I promise that I pay far better than that scrooge Wanifer," he says smiling.

PCs making a **Sense Motive check** DC 10 or better are unsettled by P'Dilago, but detect no apparent subterfuge. He simply has a suspicious aura about him.

"If you would permit me, we could step inside and sit by the fire and discuss my terms."

If the PCs refuse, continue to **Introduction B**. If they agree, they are only a few blocks from the Barley Horn (**D46** in the *Campaign Book* 563-564).

The Barley Horn is known for its beers and breads as well as its owners, a Fhokki Half-Dwarf and his Chors (Dejy) Half-Elf wife. The restaurant is full with its breakfast crowd, but P'Dilago seems to have reserved a table in the corner.

P'Dilago is searching for a special relic to add to his collection. Just yesterday, he received word that the item, known in the Merchant's Tongue as the Eye of Romelo, was hidden in the Kamarela Mounds.

- P'Dilago would like to hire the PCs to retrieve the item for him. He offers to pay each of them 50 Victories if they retrieve the Eye for him. (A successful **Diplomacy check** [DC 23] increases this amount to 100 Victories each.) Regardless of the total sum, he is unwilling to offer more than 25 Victories up-front.
- The relic is not to be stolen from anyone's possession, nor is it entombed in any kind of mausoleum or crypt. It's being kept by an old man named Irema.
- The PCs are to negotiate the sale of the item or a meeting in Bet Rogala so that P'Dilago can speak to him directly. He sees no reason why violence should be used.
- He's had a bad personal experience in the Mounds and doesn't want to go himself. (**Sense Motive check** [DC 19] to know that that's not true. If he's asked about the

experience, he claims not to want to talk about it. If he's challenged about lying, he increases his price by 50 Victories in exchange for the PCs' complacency.)

- He cannot hire someone like the Steel Ribbons as he has a poor relationship with them. There's an outstanding issue about the interpretation of a contract he feels they did not complete in a satisfactory manner.
- He will reimburse the PCs up to 1000 Victories for the purchase of the Eye from Irema. (Reimburse meaning pay them back if they purchase the Eye from Irema. This does *not* constitute an increase in pay for acquiring the object successfully.)
- The PCs must simply return with the Eye, with Irema, or deliver him on a predetermined date. They are also to take a "specially trained" raven, who is to witness the exchange between the PCs and Irema to ensure that everyone is on the up-and-up (anyone with arcane spellcasting abilities can most likely guess that the raven is a familiar).
- If the bird does not witness an exchange of money for purchase of the eye, there is to be no further monetary compensation.
- The raven knows the general direction to Irema's home. It shows the PCs the way (and the way back if there are no Rangers among the party). P'Dilago advises the party to keep the bird safe so they can return safely.

If you're the type that requires a contract, I suppose this can be accommodated, although I assure you that my intentions are plain for all to see. I hope yours are as well.

And unless you have other matters to discuss, I would recommend that you not waste the morning. Noon-time approaches and it is nearly three days journey to the mounds on foot.

INTRODUCTION B

As the PCs make their way from the Barley Horn, a hawk makes several passes across the

city street. When it sees them, it cries loudly. Shortly after, it lands on a streetlight, staring at the PCs. If any of the PCs approach it, it drops a scroll case that it holds in its talons. (The familiar gives the scroll case to any PC that has played *Domino Effect*. If no PCs have participated in that adventure, the case is given at random.)

If the PCs open the case, give them **Player Handout #2**. P'Dilago's raven attempts to read the scroll, but if the PCs make an active effort to keep it away from the bird, it gives up, not wanting to rouse the party's suspicions too much.

DM NOTE: In truth, any effort to retrieve the Eye of Romelo leads to disaster and the raising of more undead. If the PCs recognize the similarities between this plot hook and that from *May the Best Man Win* and refuse to accept either patron's plea, they should receive full Role Playing Experience for this module and full XP for these introductory encounters, as accepting the mission leads them and Pekal closer to ruin.

ENCOUNTER 1: Grim Reality

<p>SUMMARY: The PCs are attacked when crossing into the Mounds district. The beasts are feeding on the bodies of murdered psions.</p>
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The trip to the Kamarela Mounds goes by peacefully. The South Merchant Way is a Type-1 road that is well maintained by the principality. There are way stations a day apart to offer shelter and the road is patrolled by the Pekalese Army. The main road turns south beyond the mounds. The PCs must travel without a road from then on.

The Kamarela Mounds has an odd reputation. The district is known throughout the Young Kingdoms for its magnificent wine (the best in this area of Tellene). It is ironic, then, that it is also known for its lethality. Home to numerous Gnome, Halfling, and Stone Dwarf villages, the district also holds Orc clans, giants, trolls and monsters so foul that those who do not live there assume they are myth

Of late, the Kamarela Mounds has been earning a new reputation as well, as a hotbed of psion activity. Rumors abound of hidden psion villages and "freedom trains"

that travel through the mounds, taking psions to safety.

And here they lay before you, the mounds. Where most of Pekal is rolling farmland, the mounds seem like a mountain range designed for little-folk. At the top of one rise you can see great distances, but a few scant feet ahead and the entire landscape disappears.

It's a two-and-a-half-day journey (on foot—two days mounted) to the Mounds District. If the PCs left immediately after accepting the mission from P'Dilago or Pulan, they arrive just after noon. If they waited longer, the sun has already set (twilight begins at roughly 4:30 this time of year).

PCs should make a **Spot check** (DC 7 during the day and DC 17 at night). Those PCs succeeding at the check see three poles standing just at the edge of the mounds (if the PC has played *Burial Mounds*, a **Wisdom check** DC 12 reminds him of the murdered psion he had seen last time he was here). If the **Spot check** exceeds the DC by five or more, the PC sees a number of creatures at the base of the poles.

If the PCs successfully spotted the poles, they may avoid this encounter completely if they choose (if so, skip to **Encounter 2: Tresana**). The wolves have their food and do not attack the PCs unless they characters pose a threat to their meal. If the PCs approach and wish to investigate the corpses, they must either befriend the animals or scare them off.

Druids and Rangers attempting to use **Wild Empathy** must succeed at a DC 19 + ATL. If the PCs choose combat, the wolves flee if reduced to 5 hit points or less.

ATL 1: EL 2

3 Wolves, 13 hp, see **Appendix III**

ATL 2: EL 3

4 Wolves, 13 hp, see **Appendix III**

ATL 3: EL 6

1 Dire Wolf, 45 hp
2 Wolves, 13 hp, see **Appendix III**

ATL 5: EL 7

2 Dire Wolves, 45 hp
2 Wolves, 13 hp, see **Appendix III**

With the wolves defeated, their meal is revealed to you. Or, at least what remains of their meal. Three Amberhair Halflings hang nailed to posts. Obviously bludgeoned to death, the wolves had their choice of the Halflings' meat long before you arrived. The nails through their hands and feet, in fact, are the only things that kept the wolves from dragging the bodies away.

Although decay has yet to set in, their faces are indistinguishable, as a blunt bludgeoning weapon has caved their skulls in. The Golden Halfling in center also has a parchment nailed through what remains of its forehead. The paper reads, "We know what you are! You can't hide forever!"

Those PCs that failed the previous **Wisdom check** may try again at the same DC (DC 12). Those that succeed this time or succeeded previously recall that the last encounter had a paper nailed to them speaking of "mind magic."

Based on the previous weather conditions and the amount of time that's passed since then, if any PCs wish to go to the Halfling village of Tresana, they must first succeed at a **Track check** DC 29 + ATL (increase the DC by 5 if tracking at night).

ENCOUNTER 2: Tresana

SUMMARY: The PCs are found by a scout party from Tresana. An old friend, Rolan, offers to lead them to their destination.

Moving into the mounds, you leave the road behind, with its safety and its easy travel. The accompanying bird cries shortly and points its beak North-Northwest, away from the more protected vineyards and into the wilds of the mounds.

The vineyards and those civilizations that are known to the principality keep close together as a matter of protection. The direction the PCs are heading is much further north. (For those that participated in *Burial Mounds*, they headed west from Har'Gadu, again to the south of their current location.)

DM NOTE: 1d4 + 1 random encounters occur during the PCs' trek through the mounds. The party is not expected to engage in any of these,

but may if they so choose. With the rise and fall of the mounds, PCs should be allowed **Spot checks** (DC 10 + ATL during the day or DC 20 + ATL if the PCs are moving at night) to see each possible encounter before it actually happens. Roll a d6 to determine which encounter happens, describe the situation and allow the PCs to choose what they do. If they wish to fight, all stats can be taken out of the *Monster Manual* 3.5 and *Dangerous Denizens*. If you don't have one of these books, roll again. Monster statistics are not included in this module.

1. ***Three rises away, heading south, a band of ogres trudges along. They seem to be led by one predominant ogre, dressed in feathers and a number of bone necklaces.*** (1 ogre mage and 5 + ATL ogres)
2. ***In the distance, standing on a hilltop, a pack of strange creatures, like none you've ever seen before, turn their heads to the sky and begin barking ferocious roars. Even from this distance, you can see their disproportionate jaws and muscled forearms.*** (1 + ATL slaving gougers [from *Dangerous Denizens*], **Knowledge (Monsters)** (DC 10) reveals what the creatures are)
3. ***The noise reaches your ears long before the depression becomes visible. In the distance, an ettin sits on the side of a hill, his hand around a wooden keg. He laughs heartily as he looks on at two other of his giant-kin, wrestling on the ground beside him. Both laugh as they jab at each other and twist each other's arms.*** (3 ettin giants)
4. ***To the north, the glint of metal gives away the position of someone wearing armor. In fact, once the distance is closed, the reality of the situation is revealed. Creatures looking like a mix between lizardmen and troglodytes, clad in armor and hurling javelins at one another, race about a number of hilltops, moving from peak to depression to new peak.*** (Two parties of Sca'lara Troglodytes [from *Dangerous Denizens*], each composed of 8 + ATL warriors battle each other. If the PCs wait for this encounter to resolve itself and

battle the victors, the winning party has 5 + ATL warriors remaining each down 2d4 hit points.)

5. ***Although the mounds are host to numerous foul creatures, it is a gnome flying through the air (and landing at your feet) that alerts you to something foul ahead. Four rises away, a pack of hill giants have ambushed a Rock Gnome caravan. The wagons in ruin, the hill giants are currently playing a bizarre form of stick ball with their clubs and the Gnome bodies.*** (1 + ATL hill giants)
6. ***Moving along the mounds, continuing northwest as the bird leads you, the unnatural roar of a bear sounds from behind you. Reaching the top of a nearby hill, you see a number of hills back a dire bear standing on its hind legs, looking your direction. After pausing for a moment, it falls to all fours, and begins trotting in your direction.*** (0 + ATL dire bears)

If the PCs successfully avoid or defeat the random encounters, four hours of uninterrupted travel follows (unless they left late or already paused to wait for optimal travel time) the sun is setting. They may make camp or continue on. Adapt this encounter so that the Halflings are following them if the PCs choose not to stop.

On the last watch, just before dawn, have those PCs that are awake make a **Listen check** (DC 10 + ATL) and a **Spot check** (DC 20 + ATL [or DC 15 + ATL if the PCs don't have a fire—the quarter moon provides light similar to a torch]).

Those PCs that succeed at the **Listen check** hear a number of humanoid sized creatures approaching. Those that succeed at the **Spot check** see a number of Small sized humanoid creatures approaching (although it's still difficult to tell whether they're Halflings, Dwarves, Gnomes or Goblins.

The group is an assortment of Golden Halflings and Stone Dwarves, including Rolan Kaprana, the Halfling that the PCs met in *Burial Mounds* (if they played that adventure). If the PCs have a fire, the Halflings in the approaching party were able to make them out in the low light. If they

don't have a fire, the Stone Dwarves were able to see them with their darkvision.

DM NOTE: The approaching group is coming to determine whether or not the party is a threat to them or not. Their reaction is based on how the PCs first approach them. If they engage them in combat, the dwarves and Halflings engage. If the PCs attempt to parlay, the demi-humans are willing to do so.

If the PCs attack, combat ensues

This is a fixed encounter, see **Appendix III**

Rolan Kaprana, Psion 5 (Dex), 21 hp

2 Golden Halflings, Psion 3 (Telepath), 7 hp

4 Stone Dwarves, Fighter 2, 24 hp

2 Stone Dwarves, Rangers 4, 35 hp

If the PCs attempt to parlay or if they failed their **Listen** and **Spot checks**, the demi-humans approach. One of the Halflings speaks.

—If the PCs have *not* played Burial Mounds—
“Ho there, travelers! We mean you no harm. We were hoping to warm ourselves next to your fire for awhile. The night air is cold and the winds harsh.” A Golden Halfling that looks young in years, save for the weariness in his eyes, leads a pair of his kin and a handful of Stone Dwarves. Although armed, they have no weapons drawn.

- The Halfling's name is Rolan Kaprana. He is an official from the Halfling village of Tresana, hidden here in the Mounds.
- The Stone Dwarves are from the village of Tokindaar, also in the Mounds. The two villages have a defensive alliance to protect the two against the dangers of the Kamarela Mounds. The Stone Dwarves frequently act as escorts to Tresana who deal more regularly with other villages both within and bordering the Mounds District.
- A similar band of amberhairs and dwarves left the Gnome village of Giblet a few days

back. They arrived at Tresana or Tokindaar.

- This group began a search for the missing. They found the bodies of the Stone Dwarves a few miles back, or at least what remained of them. They had been eaten by something. The remains of the armor were unmistakable, though.
- They are desperately searching for the three Golden Halflings that accompanied them. One of the three was an important asset to Tresana's governing council. Her loss would be unbearable.
- Although unlikely, if the PCs are not currently employed, Rolan has the authority to offer them each 5 Victories to assist him in searching for the missing Halflings.

—If the PCs *have* played Burial Mounds—
“Can it be? Yes, it is you! Although it's been nearly a year, I could hardly forget the faces of those brave souls who once saved my life. I would surely be Orc food if it were not for your courage. Come, wake your friends. I have a bit of wine left in my bottle, and I would make merry with you while I can!”
Although obviously aged in the last year, the exuberance in his speech clearly marks the Halfling as Rolan Kaprana, the page for the governing council of Tresana.

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- Although unlikely, if the PCs are not currently employed, Rolan has the authority to offer them each 5 Victories to assist him in searching for the missing Halflings.

DM NOTE: If the PCs do not tell Rolan of the bodies they found when arriving at the Mounds, but instead lead him to them, he honors his promise of 5 Victories. However, the time spent backtracking adds 1 DU to the total cost of the adventure.

If the PCs tell Rolan of the bodies they found (if they did not avoid the encounter), his face grows tight and his eyes are overwhelmed with despair. His two Halfling companions begin to openly weep.

"My sister was among them," he says stoically. "There are times when life in the Mounds is too much to bear. We shall return to Tresana with the news. Thank you, my friends, for solving what mystery remained.

"Bekorr, return to Tokindaar and inform the village prefect that his suspicions were correct. A party should be assembled. We'll set out as soon as I've returned to Tresana and informed my parents of our loss. Sathimanis is going to pay for this."

If the PCs ask who Sathimanis is, Rolan avoids the question as best he can, simply saying that not all adventurers seek their glories. Often it is thrust upon them. The death of Sathimanis is to be his glory.

If the PCs ask him why the people he is searching would be accused of Mind Magic, Rolan replies that it's a common justification for murder in the rural areas of Pekal. Too far from the College of Magic to be tried or disproved, those accused of psionic abilities are typically forced to flee for their lives if not especially

beloved by their community. Those demi-human villages in the Kamarela Mounds are generally isolated from the rest of the principality, and thus easily targeted for suspicion and rumor.

Unless the PCs did not tell him of the bodies, Rolan sets off immediately for Tresana. Otherwise, he passes the rest of the evening by their fire and then continues his search of the Mounds.

DM NOTE: If the PCs mention their destination (or at least that they're heading to some place Northwest), Rolan tells them that they're most likely heading toward the Tower of Irema. Although Rolan has lived in the Mounds all his life, he never knew of the existence of the tower until a month ago. It appeared out of nowhere. He and a scouting party had the chance to briefly investigate the tower, but it was shortly overrun by the Black Tusk Orcs and the Halflings have not been back since.

He bids them caution while approaching and good luck if that is truly where they're headed.

If the PCs have no other questions, Rolan and his group leave. Continue to **Encounter 3: In Ruins**.

ENCOUNTER 3: In Ruins

<p>SUMMARY: The Black Tusk Clan has found the tower and sacked it, looking for booty. Depending on how long the PCs wait, some of the Orcs may leave, determining how many Orcs the PCs have to fight.</p>

The bird does indeed lead the party to the Tower of Irema. Rolan's statement wasn't misleading either. The structure is a tower and nothing else. Unlike most towers, it was built in a depression rather than at the crests of the hills that surround it. From a distance, the tower looks like nothing more than an over-sized, one-story stone building. Once the full structure is in view, though, the tower is in fact three stories tall.

PCs must move to the crest of a hill just beside the tower to see the full size of the structure. As long as the PCs stay on their bellies, they receive 3/4 cover and a bonus to their **Hide checks**. If a PC stands so that all the Orcs can see him, the watchmen sound the alarm and all

the remaining Orcs (depending on when this takes place, there may be less Orcs [see below]) move to attack.

The tower is guarded by two Orcs at the door clad in leather armor and armed with bows. There are two more Orcs on the other side keeping watch in the opposite direction. There is shouting coming from within. If a PC speaks Orc, he hears, ***“I don’t care. I say we go back and get Garg. He’s dumb. If we tell him to bash the door in, he won’t stop until the door crumbles or he’s dead. I’m not touching it again!”***

A successful **Spot check** (DC 10 + ATL) reveals movement from within the tower. There are at least four Orcs on the first floor, but it’s hard to get a total number. A successful **Listen check** (DC 17 + ATL) reveals the sound of stone banging on stone from the top of the tower.

DM NOTE: There are currently 12 Orcs in Irema’s Tower trying to pillage whatever is locked in the third floor. A magical trap has been plaguing them for three days and they’re reaching the point of frustration.

If the PCs wait to see what the arguing is about, or to count how many total Orcs are present, or attempt to investigate through stealthy means, they witness one of the Orcs (the one who has started the argument and the one they heard if they succeeded at their **Listen checks**) storm out of the tower and head South. He is followed quickly by another, and when the first refuses to turn, the second draws his bow and shoots him in the back. The Orc falls over dead.

The remainder of the arguing Orcs move outside and the PCs no longer need to make **Listen checks**. If any of the PCs speak Orc, the argument continues and a number of the group claim that their efforts are hopeless and they should have allowed Gak to return to the cave. Others also want to leave. If the PCs do not speak Orc, they may make a **Pantomime check** (DC 10) to get a general impression that there is a heated disagreement among the group.

Based on the ATL of the adventure, more Orcs attempt to leave the group. (Please note that at ATL 5, no more Orcs leave.) They leave at sporadic intervals, the first a few minutes after the original deserter. Each time, the remaining Orcs attempt to strike them down (obviously, because of the vast reduction in the

total number occurring at ATL 1, this process is not short. Though some Orcs are struck down by their former comrades, others may escape at your discretion.

DM NOTE: Depending on when the PCs find and engage the Orcs, they suffer a -1 attack penalty if they are fought while in daylight.

ATL 1: EL 2-9

1-12 Black Tusk Okogn, 25 hp, see **Appendix III**

ATL 2: EL 4-9

2-12 Black Tusk Okogn, 25 hp, see **Appendix III**

ATL 3: EL 6-9

4-12 Black Tusk Okogn, 25 hp, see **Appendix III**

ATL 5: EL 8-9

9-12 Black Tusk Okogn, 25 hp, see **Appendix III**

The Tower of Irema is a good distance from the Black Tusk Clan’s lair. The Orcs had no definite time to return. None of the clan misses the slain group for a considerable amount of time. The PCs are free to investigate the tower at their leisure. Continue to **Encounter 4**.

ENCOUNTER 4: The Tower of Irema

SUMMARY: Fallen Tower of Irema: Having defeated the Orcs, the PCs can examine the tower and find some important documents.

What remained of the tower is in ruins after the Black Tusks’ pillaging. The first floor of the stone structure is nothing more than living quarters. The remnants of a chair, end table and feather bed litter the floor. A fire place stands cold and unused in the wall, but its ash has been spilled out across the foundation. The bed frame and mattress have been overturned. Pinned between is the frail, rotting corpse of a Kalamaran Half-Elf, shrouded in the robes of the College of Magic.

DM Note: There is no map for the tower, as it is entirely hollow, with a staircase winding around the wall leading to the different floors. The first floor is 40 feet in diameter, the second floor is 30 feet in diameter, and the third floor is 15 feet in diameter.

- The first floor is simply living quarters. The tower is relatively small, only large enough to house one person comfortably. The state of the first floor is total disarray. The Black Tusk Clan has been pillaging the tower for nearly two weeks. After their first discovery of magic items, the clan began searching the place stone by stone. Some of the mortar in the floor has even been destroyed and the foundation torn out.
PCs investigating the first floor should make a **Search check** (DC 16 + ATL). If they are successful, they find **Player's Handout #3**. If they succeed by five or more, they also find **Player's Handout #4**.
- The second floor is Irema's research room. Although away from the college, he still spent most of his hours theorizing and writing in his journals. After two weeks of being inhabited by Orcs, very little remains and what does is caked in offal, rotten meat, and blood.
PCs investigating the second floor should make a **Search check** (DC 20 + ATL). If they are successful, they find a loose stone in the side of the wall. Within is an oak box with the *arcane mark*, most likely of Irema. Inside are 6 light blue-colored potions and two scrolls. If the PCs best the check by 5 or more, they also find the **Remains of Irema's Journal** among the clutter (see cert).
- The third floor is currently inaccessible (and the source of the Orcs' frustrations). As the stairs lead to the third floor, what would be a door to open through the floor itself is sealed. Remains of a padlock lie on the steps below, but an intricate symbol marks the door (a **Spellcraft check** [DC 20] reveals that it is a *symbol of pain*—it can dispelled with a *dispel magic* vs. a 10th level caster). A *detect magic* shows that this symbol has already been activated. However, the door still glows with strong Abjuration and Necromancy.

The door is still trapped with five more symbols, each requiring a **Search check** (DC 30) to find that only Rogues can attempt (and only other Rogues can assist). Rogues finding the symbols may attempt a **Disable Device check** (DC 30) to disable the symbols. If the symbols are disabled, the door is still affected by an *arcane lock*, which increases the break DC by 10 (to a total of 25). Breaking the door does set off one of the remaining symbols. A *knock spell* bypasses the lock for ten minutes.

There is another way to access the third floor. In the shape of a circle, five protruding buttons stick out from the door. On each of them, five smaller buttons, each adorned with a symbol (one in High Elven, one in Low Elven, one in Ancient Kalamaran, one in Modern Kalamaran and one in Draconic). Each of them have the letters A, E, I, M and R in the different scripts. If the PCs don't speak all these languages, a **Decipher Script check** (DC 20), reveals the various letters for what they are. Each of these used is marked with a *symbol of pain*, although a number of them have already detonated. One symbol remains on each of the five primary disks.

The buttons should be pressed in the order of I – R – E – M – A to completion on each disc in a particular order: Draconic, High Elven, Ancient Kalamaran, Low Elven and Modern Kalamaran. Each time the A is pressed (if done in the proper order, the larger button depresses and the clicking of a lock can be heard. If at any time a button is pressed out of order, there is a 1d4 chance that the symbol on that particular disc is activated (on a roll of a 1, it goes off).

Once all five buttons have been properly completed, the symbols are disabled and the *arcane lock* is suppressed for 10 minutes. The third floor of the tower is windowless and extremely small. Unlike the other floors, this level has been reinforced with stone and mortar multiple times. The walls must be at least four feet thick in either direction (calling into question the stability of the tower itself, as it must be top-heavy).

In the third floor is an over-sized chest. Its lid is opened and an unlocked padlock lies on the floor. Inside that chest is another chest, also unlocked and opened, then a third, fourth and fifth chest within those. And within that fifth

ENCOUNTER 5: This Looks Familiar

SUMMARY: Five Starred Prison: The top of the tower is sealed by a strange mechanical lock.

chest, a finely crafted gold plate, slightly concave in the middle, sits uncovered, a wrinkled cloth beside it. In its center is inlaid a large pearl with a single black imperfection, appearing as an eye. A thin layer of dust covers the entire thing.

DM NOTE: If the PCs recognize the locking mechanism's similarities to the one in *May the Best Man Win* and choose not to open the door, understanding what would happen, they receive full experience for defeating **Encounter Six: Just Rewards**. Unless they change their mind and opt to acquire the Eye of Romelo, they may proceed to **Conclusion C**.

ENCOUNTER 6: Just Rewards

SUMMARY: If the PCs take the Eye of Romelo, a wave of negative energy erupts, waking the dead.

The chests in which the Eye of Romelo is held were all trapped and magically sealed. No one was ever meant to gain access to the Eye again. Over the years, however, Irema found that it was his only company and only reminder of his true purpose in life. He visited the item frequently, although never removed it from the third floor of the tower. There are *explosive runes* as well as an *arcane lock* on each of the chests. Any Rogue succeeding at a **Search check** (DC 25) looking for traps finds them. However, if anyone simply takes the Eye out of the chests, nothing happens.

Feel free to play with their paranoia as much as possible. ☺

Once they take the Eye of Romelo, read the following.

A flash of brilliant green light bursts from the pearl in the center of the object. Filling the room, it quickly spills down the steps and floods out of the tower. Then silence.

Shortly thereafter, a whisper begins to moan on the wind. At first unintelligible, it quickly becomes clear that it's a dialect of Kalamaran. With a thick accent, an elderly man says, "I know you're there. I can hear you on the other side of the stone. Come to me. Release me. I would see the blue skies again. I know you're there...."

The once quiet skies surrounding the tower of Irema are now filled with the echoes of low moans, grunts, shuffling and otherwise disturbing movement. Flowing across the air like the lilting song of a morbid choir, the sounds of the undead echo up the tower steps. The skies darken and thunder claps, although it does not begin to rain.

At the base of the tower, the slain Orcs begin to rise and head for the Eye of Romelo. Although it takes a couple rounds longer for the body to rise, eventually, Irema also stands.

DM NOTE: Irema's corpse raises 2 rounds after combat begins, and attacks the nearest spellcaster (in order of wizard, cleric, then any other). It attempts to grapple the spellcasters and damage them through grapple checks (strangling them). Rules on grappling may be found on page 155 of the *Player's Handbook*.

ATL 1: EL 3

3 Black Tusk Okogn Zombies, 22 hp

Irema Zombie, 13 hp, see **Appendix III**

ATL 2: EL 4

4 Black Tusk Okogn Zombies, 22 hp

Irema Zombie, 13 hp, see **Appendix III**

ATL 3: EL 6

6 Black Tusk Okogn Zombies, 22 hp

Irema Zombie, 13 hp, see **Appendix III**

ATL 5: EL 8

8 Black Tusk Okogn Zombies, 25 hp

Irema Zombie, 13 hp, see **Appendix III**

In the distance, the PCs can see other undead beginning to rise, including the skeletal remains of a hill giant standing no more than 300 feet away. Those creatures the PCs see seem to be heading North, rather than the easterly course the PCs need to take. No further encounters occur during their time in the Mounds (unless the PCs willingly pursue the undead—in such a case, stats are not provided in this module, but can be taken from the various Skeleton Templates in the *Monster Manual 3.5*), the normal creatures have been scared off by the sudden eruption of undead.

If the PCs are returning the Eye to P'Dilago, continue to **Conclusion A**. If they are returning it to Professor Pulan, continue to **Conclusion B**. If the PCs failed to secure the Eye, or one of them chooses to keep it, continue to **Conclusion C**.

CONCLUSION A

If the PCs return the Eye of Romelo to P'Dilago, he honors their agreement and pays them his promised sum (although any attempts to claim that the PCs had to pay for retrieving the item are quickly shot down by the wizard's familiar and he refuses to pay any additional amounts).

He also tells the PCs that he's always in need of brave souls and so are many of his associates. He offers them a patch, one that can be simply sewn onto a cloak, robe or soft armor. The patch is a four-leaf clover, wreathed by a horseshoe. Beneath are two dice, resting on snake eyes. That's how his friends can recognize them. It permits them to secure jobs before other mercenaries are hired.

If asked, he has no idea that acquiring the item would cause such a trap to be released. If the PCs did not bargain for more money, he increases their pay to 100 Victories each as "hazard pay." If they had bargained for the increased coin, he says that they were duly compensated and is pleased that there were capable of handling the situation (going so far as to pay for burial services if any of the PCs died during the course of his employ). No, he is not willing to pay for a *raise dead* nor is he willing to relinquish the item to any of the local temples. He paid for their services and expects them to deliver.

P'Dilago appreciates the PCs' effort. He hopes they can do business again in the future. He knows it will be quite fortuitous for all involved.

CONCLUSION B

Professor Pulan arrives in Bet Rogala two weeks exactly from when his message arrived, just like he instructed (this increases the total DU cost of the module to 14). He meets with them at the College of Magic, although Dean Zenith and Headmistress Diamondeyes are not

present. He appreciates the PCs' effort in securing the item for the temple. Although he is unable to offer them any direct compensation, he hopes that his overwhelming thanks is suitable for such heroes of the realm.

If asked about the undead, he explains that the item in question may pertain to something from the college's past, but does not feel comfortable detailing such things until he's had time to thoroughly cross-reference everything that happened on the PCs' journey, as well as the Eye itself. He insists that as soon as he knows something more concrete, he'll contact the PCs, as he's certain he'll be in need of their aid. Heroes are always in short supply these days.

CONCLUSION C

Depending on whom they tell (if they tell either), neither patron is overly pleased that the PCs did not secure the item. Pulan is outraged that they would simply leave the item in the wilderness for the next batch of P'Dilago's hired thugs to find.

The antique dealer, however, is calmer about the situation. He is certainly upset that they failed to deliver the Eye, but knowing that Irema is dead is valuable information. If he did not pay them any coin up-front, he offers them 25 Victories each for the information. If he did pay them up-front, he allows them to keep the coin with no hard feelings. He appreciates their assistance.

If the PCs tell neither party, efforts are made to find them and discover what happened to the Eye, but both parties decide that the PCs' delinquency is proof that they did not obtain the item. They both contact new adventurers to locate the object. The PCs hear stories a couple weeks later how a plague of undead has spread across the Kamarela Mounds and the vineyards are hiring more men to protect the vines.

Any PC who wishes to keep the Eye must contact andrew@kenzerco.com within 7 days of playing this module. There is not a cert for the Eye, and all consequences for keeping the Eye shall be handled outside the scope of this event.

The End

APPENDIX I: TREASURE SUMMARY

Introduction A: (1 Day Unit)

100 gp each for retrieving the Eye of Romelo for P'Dilago
Plus an additional 50 gp if P'Dilago bribed them for their complacency

Encounter 3: (3 Day Units)

12 Orc Bow Blades (certed) (can be sold for 10 gp each)
12 suits of ruined studded leather armor (can be sold for 8 gp each)

Encounter 5: (0 Day Units)

6 potions of *cure light wounds* (can be sold for 30 gp each)
a scroll of *false strike* (can be sold for 15 gp)
a scroll of *Sarmar's coin beacon* (can be sold for 400 gp)
Remains of Irema's Journal (certed)

Conclusion B: (10 Day Units)

Favor of Professor Pulan/Influence Point with the College of Magic (certed)

Total treasure available this mod: 756 gp (1,056, if they were bribed)
6 Bow Blades, 6 potions, 2 scrolls, and a journal
(this assumes half the bow blades were sold)

OR 1,411 (1,711, if they were bribed) total coin and a journal

THESE REWARDS COME AT THE EXPENSE OF 8* DAY UNITS FOR HELPING P'DILAGO
This number is reduced to 7 if all the PCs ride mounts.

—OR—

THESE REWARDS COME AT THE EXPENSE OF 14* DAY UNITS FOR HELPING PULAN
This number is reduced to 11 if all the PCs ride mounts.

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

APPENDIX II: EXPERIENCE POINT SUMMARY

Introduction A or B: OR for refusing to participate in the module	50 xp
Encounter 1:	25 xp
Encounter 3:	50 xp
Encounter 6:	75 xp
*Discretionary Role Playing Award	<u>200 xp</u>
Total Possible xp this Adventure	400 xp

APPENDIX III: HEROES AND VILLAINS (ATL 1, 2, 3, 5)

Encounter 1

Wolf, Medium-Size animals, HD 2d8+4; hp 13; Init +2; Spd 50; AC 14 (touch 12, flatfooted 12); Atk +3 melee (1d6+1 x2, bite); SA Trip; SQ Low Light Vision, Scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1 (+5 Tacking by scent); Track, Weapon Focus (Bite)

Dire Wolf, Large animal, HD 6d8+18; hp 45; Init +2; Spd 50; AC 14 (touch 11, flatfooted 12); Atk +11 melee (1d8+10 x2, bite); SA Trip; SQ Low Light Vision, Scent; AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2 (+6 Tacking by scent); Alertness, Run, Track, Weapon Focus (Bite)

Encounter 2

Rolan Kaprana: Male, Golden Halfling, Psion (Nomad) 6, Small humanoid, HD 6d4+6; hp 25; Init +3; Spd 20; AC 17 (touch 13, flatfooted 14); Atk +3 melee (1d3 19-20/x2, dagger) or +7 ranged (1d3/x2, sling); SQ Low-Light Vision; AL NG; SV Fort +5, Ref +6, Will +7; Str 10, Dex 16, Con 12, Int 16, Wis 14, Cha 14.

Skills, Feats and Modes: Concentration +10, Escape Artist +12, Jump +9, Knowledge (Psionics) +12, Psicraft +12; Inertial Armor (PsiHB p. 26), Run, Sprint (KPG p. 91); *empty mind, intellect fortress, mental barrier, mind blast, mind thrust, thought shield, tower of iron will.*

Powers (19 points): 0th: *detect psionics, finger of fire, missive, my light, burst* (d); 1st: *disable, spider climb, skate* (d); 2nd: *clairaudience/clairvoyance, glide* (d); 3rd: *dimension slide* (d)

Possessions: Psicrystal (Hero) earring, Small dagger, Small sling, 36 Victories.

Amberhairs: Male, Golden Halfling, Psion (Telepath) 3, Small humanoid, HD 3d4+3; hp 14; Init +2; Spd 20; AC 16 (touch 12, flatfooted 14); Atk +1 melee (1d3 19-20/x2, dagger) or +3 ranged (1d3/x2, sling); SQ Low-Light Vision; AL LN; SV Fort +4, Ref +3, Will +5; Str 10, Dex 14, Con 12, Int 16, Wis 14, Cha 16.

Skills, Feats and Modes: Bluff +13, Concentration +7, Diplomacy +13, Knowledge (Psionics) +9, Psicraft +9; Glib Tongue (KPG p. 86), Inertial Armor (PsiHB p. 26); *empty mind, intellect fortress, mental barrier, mind blast, thought shield, tower of iron will.*

Powers (8 points): 0th: *detect psionics, my light, missive* (d); 1st: *grease, stomp, charm person* (d).

Possessions: Psicrystal (Hero) pendent, Small dagger, Small sling, 9 Victories.

Stone Dwarves: Male, Stone Dwarf, Fighter 2, Medium-Size humanoid, HD 2d10+6; hp 2; Init +1; Spd 20; AC 17 (touch 11, flatfooted 16); Atk +6 (+4 TWF) melee (1d6+1 19-20/x2, short sword) or (and) +6 (+4 TWF) melee (1d4 20/x4, light pick) or +3 ranged (1d6/x3, short bow); SQ Dark Vision; AL N; SV Fort +6, Ref +1, Will +2; Str 16, Dex 13, Con 16, Int 8, Wis 14, Cha 9.

Skills and Feats: Climb +3; Shock Resistant (KPG p. 91), Stone Bones (KPG p. 92), Tough as Nails (KPG p. 92), Two-Weapon Fighting, Undying (KPG p. 92).

Possessions: short sword, light pick, short bow, 20 arrows, chainmail, whetstone, flint & steel, 19 Victories

Stone Dwarves: *Female, Stone Dwarf, Ranger 4*: Medium-Size humanoid, HD 4d8+16; hp 49; Init +3; Spd 20; AC 18 (touch 14, flatfooted 12); Atk +6 (+4 TWF) melee (1d6+1 19-20/x2, short sword) or (and) +6 (+4 TWF) melee (1d4 20/x3, light pick) or +7 ranged (1d6/x3, short bow); SA Favored Enemy (Orcs); SQ Dark Vision, Wild Empathy; AL N; SV Fort +8, Ref +7, Will +3; Str 12, Dex 16, Con 18, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +10; Hide +12, Listen +9, Move Silently +12, Spot +9, Survival +9; Rapid Shot (class benefit), Shock Resistant (KPG p. 91), Stone Bones (KPG p. 92), Track, Two-Weapon Fighting (race benefit), Undying (KPG p. 92).

Possessions: short sword, light pick, short bow, 20 arrows, chainmail, whetstone, flint & steel, 19 Victories

Encounter 4

Black Tusk Okogn: *Male, common Orc, Barbarian 2*: Medium-Size humanoid, HD 2d12+6; hp 25; Init +2; Spd 40; AC 15 (touch 12, flatfooted 13); Atk +7 melee (1d4+5 x2, bow blade) and +4 ranged (1d6/x3, short bow); SA Rage; SQ Dark Vision; AL NE; SV Fort +8, Ref +7, Will -2; Str 20, Dex 15, Con 16, Int 10, Wis 6, Cha 6.

Skills and Feats: Climb +9; Jump +9, Listen +3, Survival +3; Exotic Weapon Proficiency (Bow Blade).

Possessions: short bows with bow blades (Fury in the Wastelands, p. 110), studded leather armor.

DM NOTE: Depending on when the PCs find and engage the Orcs, they suffer a -1 attack penalty if they are fought while in daylight.

Encounter 6

Black Tusk Okogn Zombies: Medium-Size undead, HD 2d12+3; hp 22; Init +1; Spd 30; AC 16 (touch 11, flatfooted 15); Atk +7 melee (1d6+6 x2, slam) and +2 ranged (1d6/x3, short bow); SQ Single Actions Only; AL NE; SV Fort +0, Ref +1, Will +3; Str 22, Dex 12, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness.

Possessions: short bows with bow blades (Fury in the Wastelands, p. 110), studded leather armor.

DM Note: These zombies do not shoot arrows with their bows, they simply engage in melee combat with the PCs.

Undead Irema: Medium-Size undead, HD 2d12; hp 13; Init +3; Spd 30; AC 15 (touch 13, flatfooted 12); Atk +3 melee (1d6+2 x2, slam); SQ Single Actions Only; AL NE; SV Fort +0, Ref +3, Will +1; Str 14, Dex 16, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness

PLAYER HANDOUT #1

Look where you've placed yourself. It was a simple task, retrieving the bracers from the Haran Estate. Accepting money beforehand and betraying your patron is poor business.

In a way, though, it's good business for me, so I thank you for that. I have been contracted by our mutual acquaintance to accomplish three goals: to reacquire the Bracers of Haran, kill the current possessor and ensure that his companions are not capable of reproducing. We both agree that allowing you to spawn would be negligent to the best interests of Pekal. Your traitorous dishonor shall remain a trait that only you possess.

Consider this notice that I have accepted payment to achieve such goals. I have not decided when I shall make you a unique, but I wished to allow you time to resign yourself to such a life.

Make preparations. I am coming for you.

PLAYER HANDOUT #2

Heroes of Pekal

I have been given word of your exploits of late and send this message to beseech you to come to my aid. I am Pulan, a professor of the College of Magic and friend to Headmistress Shanti'a Diamondeyes. She tells me you (or a friend of yours if the PCs have not played *Domino Effect*) aided her recently in a rather complicated situation. I would call on you for similar aid. I am currently in Bet Regor and unable to make the trip to Pekal at this time. I leave shortly, but time is of the essence.

There is an item, taken into the Kamarela Mounds two centuries past, called the Eye of Romelo. Notice was recently given to me that the existence of the Eye has become known outside the College of Magic. One in particular, an antique dealer from a less reputable area of Bet Rogala, hopes to acquire the object, most likely for his friends in the Bet Rogalan Thieves Guild. This cannot happen. The Eye of Romelo is an important device to the college. The fact that it is known of at all is dire, but to fall into the hands of one so sinister, is unconscionable.

I ask you to acquire this item on behalf of the College of Magic. My familiar can guide you to the appropriate location. I arrive in a fortnight to the School of Conjunction. Please meet with me and Headmistress Diamondeyes with the Eye in your possession.

If you are truly the heroes that I have been told so much about, you will recognize the perilous situation Pekal finds itself in and will take steps to preserve its sovereignty, as you have done in the past.

With my sincerest regards,

Pulan

Professor Emeritus

The College of Magic in Bet Rogala
School of Conjunction

PLAYER HANDOUT #3

This will be my last journal entry. Although I have lived a long and venerable life, my hands have become infirm and I find it unlikely that I'll be able to hold the pen to adequately compose my thoughts.

It seems so long ago now, and although I didn't think it at the time, I was still most certainly in my youth when I agreed to the College of Magic's request to move to the Kamarela Mounds. For a young assistant professor, such a duty was an honor. It is ironic, I believe; it was my talent for harnessing the arcane Flow that advanced me to the position of assistant professor so quickly. And the honor I received for such efforts is to leave for a place where I could never truly practice my arts again. Now, with my life spent, I can only hope that maintaining the prison of Gahida was worth such sacrifices.

I wonder what my life would have been otherwise... Would I be headmaster? Would I have created such items as to have bards sing my name? Not all the keys had guardians. What fate caused me to give up my life? No wife, no children, I haven't created a magic item in 180 years. How old I feel now.

...I wonder. Who will find my journal? Who will read it? Does the college even remember that I exist?

Good-bye, Irema Starflower sleeps now knowing that Gahida's prison is secure and that his life was spent not in vain, but in service of the world.

PLAYER HANDOUT #4

Originally part of Irema's journal (most likely before **Player Handout #3** by its context), this portion was ripped out and apparently used to clean some body part of an Orc. It's covered in filth and stinks, but some words are still legible.

...In my infirmity, it is growing more difficult to remember the proper order. I try to remind myself, but I can feel it slipping away. I tell myself to remember my blood, my ancestors, my emperor, my people and my wife. It's the only way I can remember. I don't know why it's easier to pose such a riddle to myself. Perhaps after all this time, I still fear someone discovering the Eye, even though I'm most certain I've been forgotten. It would be, of course, too easy to simply say ...

The rest of the page is illegible.

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 agree to help P'Dilago?
- Did they agree to help Pulan and the College of Magic?
- Did they attempt to play both sides and if so, how did they accomplish this?
- Did the PCs fight the wolves to stop them from feeding on the dead psions?
- Did they engage any of the random encounters in the Kamarela Mounds?
- Did they tell Rolan Kaprana where the dead Halfling bodies were?
- Did the PCs attack the Orcs (and if so, how many were present)?
- Did they find Irema's research journal?
- The hidden potions and scrolls?
- Did they retrieve the Eye of Romelo?
- Did any of the PCs recognize the trap on the door as similar to that in *May the Best Man Win*?
- If so, did any of the PCs refuse to continue after making that realization?
- Who did the PCs give the Eye of Romelo to?

Please return this form to the Living Kingdoms of Kalamar representative at your convention or email the results to andrew@kenzerco.com with "Shining Stones AAR" in the subject line.