

LKOK22



Black and White

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

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It can't be! The Sword of Kings? The legendary blade lost to history that would restore the true emperor to the throne of Kalamar and reunite the empire. This pursuit could end the war ...or your lives. An adventure for ATLS 1-7.

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

Calculating Average Table Level (ATL)

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

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

ATL _____

ADVENTURE NOTES

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

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

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

CALENDAR AND CLIMATE

It is Pelsday 2nd, Mid-Season Harvest (June 9th). The weather has been very mild this year, and the high temperatures have been lower than normal. The crops are doing well, in part due to the excess rains last year, but also because the heat has not approached dangerous levels.

MODULE NOTES

The being currently named "Marik Faleco" is a doppelganger who killed the real Marik two years ago. This creature took over where Marik left off, and since much of the actual research and retrieval of the items depended on the abilities of the apprentices, there has not been any noticeable decline in business.

The doppelganger is eager to get its hands on the Sword of Kings, and though it is taking a risk by hiring adventurers to recover the item, it is in keeping with Marik's method of doing business.

BACKGROUND

"Marik Faleco" is an interesting man. He served in the Pekal army for many years, part of the time as a member of the Grey Legion. During his service, he became something of a rebel, frequently accomplishing his missions, but often doing so using questionable methods. Though his results endeared him to his commanders, certain politicians were never as fond of him, eventually causing his retirement.

After his retirement, Faleco began using his contacts in the military to get access to locations that were off-limits to normal civilians. He used this access to recover important items for people of note – most of the time politicians who opposed those that caused his retirement. Doing this for a few wealthy families enabled him to hire researchers and apprentices to help his efforts in acquiring truly difficult items of worth. The past few years have seen his efforts increase his popularity with the wealthy elite of

Pekal, and he has gained a solid reputation as a researcher and archaeologist.

Two years ago, Marik discovered an ancient journal detailing the flight of several generals and high-ranking military people from the Kalamaran Empire. A new Emperor had just assumed the throne, and they feared for their safety due to their loyalty to the previous Emperor as the new ruler was from a different family.

The journal provided extensive information on their journey, it was very vague about select other details. There were hints that the generals had something of great value and power that they were sworn to protect, but the actual description of this item was not presented anywhere in the journal.

Soon after this discovery, Marik sent messages to some of his contacts in the region surrounding Elos Bay. One of these messages was intercepted, and fearing what he might find, a doppelganger was dispatched to take Marik's place.

Two months ago an apprentice working on another project encountered the old legend of the "Great Warrior" fighting against the northern barbarian hordes. Many of the names and descriptions used in the legend matched those found in the journal. After a few intense weeks of study, more clues were revealed about the location of the "Great Warrior's" final resting place. Since then, the doppelganger has decided to hire some unwitting adventurers to investigate the cave and recover anything they find.

ADVENTURE SYNOPSIS

Introduction:

The PCs encounter a pair of priests in Independence Square arguing about the war with Tokis. An older priest of the Peacemaker believes that further diplomacy should be attempted while a young female cleric of The Valiant believes that Tokis and Kalamar have already shown they intend to attack. The PCs may talk to these NPCs if they choose.

Encounter 1:

Marik Faleco introduces himself to the characters, questions them about their loyalty to Pekal and Kalamar, and asks them to discuss a job opportunity at a small tavern outside the

Inner Gate. The PCs are given the opportunity to investigate Marik.

Encounter 2:

Marik provides details of the job. It seems he has found evidence he believes points to the location of the Sword of Kings, the fabled greatsword of Kalamar Emperors. He wishes the PCs to retrieve the item.

Encounter 3:

The PCs find the cave and encounter a hobgoblin family living in the area. They can talk to the hobgoblins and discover many interesting things about the region, as well as gain permission to enter the cave.

Encounter 4:

The cavern has a cave-in blocking a passage – an obvious reference to the legend. PCs must choose one of two ways to gain entrance to the center tunnel; either destroy valuable coal, or brave the depths of water that has been saturated with ore sediments.

Encounter 5:

The PCs discover the tomb mentioned in the legend. There are a variety of strange items in this cave, including a sarcophagus and the mummy of a dead warrior. PCs can possibly find an ancient sword, and a journal indicating the search for the Sword of Kings leads another direction.

Conclusion:

The resolution of the adventure. The PCs should return to Bet Rogala and speak with Marik.

INTRODUCTION

Summary: The PCs encounter a pair of priests in Independence Square arguing about the war with Tokis. An older priest of the Peacemaker believes that further diplomacy should be attempted while a young female cleric of The Valiant believes that Tokis and Kalamar have already shown they intend to attack. The PCs may talk to these NPCs if they choose.

The PCs are assumed to be out trying to buy or sell wares and engage in social activity.

Today is busy in Bet Rogala and many people seem to be in a hurry as they traverse the city. Entering Independence Square, a

strange sight comes into view. A large group of people has gathered about two individuals who are standing over the crowd arguing back and forth. The crowd seems calm, and nearby guards do not seem particularly nervous about the situation.

As you get closer, you catch some of the words between the two figures who are standing on large crates so they may be easily visible to people in the Square.

An older man wearing a simple robe gestures toward the other, “But why must we choose to fight TODAY!? Are you so sure that all means to settle the problems with Kalamar have been exhausted?”

Scattered clapping and cheering from the crowd startles him a bit as he pauses to catch his breath.

The armor-clad woman standing on a box opposite the man seems momentarily stunned, and then replies as if instructing a child, “We must fight because they have already shown their intentions! Is the Tokite army not proof enough for you? Your suggestions are sound when dealing with reasonable people, but the Butcher Kadori is known for his cruelty and tyranny, not his keen diplomatic skills!”

More cheering and clapping echoes around the Square as some members of the crowd shout encouragement to the woman.

Strangely, some of the people in the crowd near you seem familiar somehow, as if you all shared a common destiny...

Encourage the players to give character introductions at this point. After introductions are completed, continue below with the skill checks and the rest of the adventure.

There are about 75 people in the crowd at any one time, though the number fluctuates slightly as people stop to listen, or move on to continue their tasks.

Knowledge (local – Bet Rogala) DC 12 reveals that though not really a common practice, some of the more zealous priests from various temples come to Independence Square to try and gain converts. As long as they do not speak against

the crown, and maintain some semblance of discipline in their orations, they are allowed to speak as they please.

Knowledge (religion) DC 15 reveals the old man is wearing a robe common to the priests of the Peacemaker.

Knowledge (religion) DC 15 reveals the woman is wearing armor consistent with The Valiant.

Sense Motive DC 10 reveals the guards are actually keeping a close eye on the crowd.

Sense Motive DC 15 reveals the crowd does not appear hostile, but rather just gathering to enjoy a bit of free entertainment.

If the PCs wish to listen to or even argue with one of the speakers, allow them to do so. Talking points for each speaker are found in *Appendix I: NPCs and Monsters*.

The speakers are here to try and gain converts, not start riots. Neither of them is interested in combat, and they attempt to flee if at all possible. If combat does occur, the guards (15 3rd-level human male Fighters from DMG) quickly enter the melee to end the fight.

When you feel it is time to move on continue to **Encounter 1**.

PCs may return to this scene immediately after **Encounter 1** as they choose. After **Encounter 1**, these priests leave the square and do not return.

ENCOUNTER 1 **A Powerful Master**

Summary: Marik Faleco introduces himself to the characters, questions them about their loyalty to Pekal and Kalamar, and asks them to discuss a job opportunity at a small tavern outside the Inner Gate. The PCs are given the opportunity to investigate Marik.

As you watch the crowd, another man stops near you and watches intently. “Interesting, yes?” he asks. (First speaking Low Kalamaran, then High Kalamaran, then Elvish, then Merchant’s Tongue)

Allow the characters to respond for a few minutes, and introduce themselves if they wish.

“My name is Marik Faleco, a servant of the Powermaster. Make no mistake, I am no priest, though I try to follow his teachings.”

He looks you over for a second as if considering something. “Forgive me for being forward, but you appear to be well-armed and armored for people outside of uniform. Are you perhaps members of the Pekal military?”

“No, well, perhaps that is just as well. Not to delve into your personal business, but what do you think of their discussion?” he asks indicating the two arguing priests.

Engage the PCs in conversation, though not in an aggressive manner. For example, Marik may ask them their thoughts on the war (i.e. ***“So, what are your thoughts on the war? Do you think it can be avoided?”***), gauging their reactions and loyalty. He has already decided to offer these individuals a job, and he doesn't want to offend them. When appropriate, continue below:

I have been working in Bet Rogala for some time now. My business dealings involve finding lost antiques and returning them to light. I must confess, finding them is what I enjoy most, and many of these things haven't been seen in decades or longer.”

“At any rate, I am currently engaged in an assignment, but I have a lead on something I've searched for over the past few years. Unfortunately, I have no time to investigate this myself, as I'm needed to direct and analyze my apprentices' current project. Would this be something that would interest you? Of course I would compensate you for your time and expenses.”

----- If the PCs answer “Yes”-----

“That is great to hear. I have an appointment in a few minutes, but I would like to meet you at Robin's Nest – a small inn and tavern outside the Inner Gate – in four bells. Please be prompt. I shall purchase your dinner, and we shall discuss the specifics of the assignment.”

----- If the PCs answer “No”-----

“It is unfortunate that we cannot do business because I had planned a very generous reward for your efforts. If you reconsider, I plan to dine tonight at Robin's Nest, a quaint tavern outside the Inner Gate. Good day to you.”

If the PCs try to find out something about Marik before the meeting, use the chart below for Gather Information checks:

- **DC 10** – A local antique dealer tells you Marik is a researcher and archaeologist who manages to find old and valuable items for resale here and abroad
- **DC 15** – One of the older town guards thinks Marik carries himself like a man with military training. Possibly in the infantry or scouting corps, as he does not walk like a sailor or cavalryman.
- **DC 20** – A woman running a small shop specializing in rare and historical documents and scrolls mentions Marik is a frequent customer. Though most of his research is private, she overheard a couple of his apprentices talking about a special weapon that has Marik interested, maybe a spear or sword?
- **DC 25** – A wizened priest of the Temple of Enchantment believes Marik's scholarly pursuits began when he joined the faithful of the Powermaster; he used to be a devout follower of The Holy Mother. Since his conversion, most of the items he recovers are those with political significance.
- **DC 30** – Some sailors remember a man matching Marik's description was seen on the deck of a Basiran ship that attacked a Pekalese Navel vessel a few months back. He was dressed oddly for a sailing vessel, more like a priest or scholar than a sailor.

Depending on the characters' questions, certain information from Encounter 2 may also be gained with DC 25 Gather Information checks. The Judge is free to provide reasonable and non-vital information to the PCs in this Encounter.

This is also an opportunity to allow PCs to wander a bit and get the feel of the market. Merchants and vendors are everywhere and all items in the PHB and Kalamar Player's Guide are available. If anyone asks specifically for an herb or alchemical shop, they find one that has fresh mooreta (Pg. 114 of Kalamar Player's Guide) for sale at 10 gp.

ENCOUNTER 2 **Devil's in the Details**

Summary: Marik provides details of the job. It seems he has found evidence he believes points to the location of the Sword of Kings, the fabled greatsword of Kalamar Emperors. He wishes the PCs to retrieve the item.

The Robin's Nest is a small inn and tavern in the outer city. Commonly used by visiting travelers, or even the occasional adventurer, it has a reputation for reliable service, good food, and few questions asked about clandestine meetings.

You see Marik waiting outside the building beside a large bald Kalamaran male. Seeing you, Marik waves, and enters the building. The large man looks your direction for a moment, then follows Marik inside.

The interior of the tavern is lighted with lanterns hanging on the walls. A large bar takes up one side of the room, and there are tables and chairs in the middle of the common room floor. The large man stands at the far side of the tavern beside a large table where Marik is seated.

There are few other clients at this time of the day, a couple of halflings who loudly discuss voice their pleasure about the large mugs of ale on their table, a Fhokki man sitting at the bar, finishing a simple meal, and a serving girl who appears to be washing tables."

When the PCs sit down:

Thank you for coming, I do not have long, so I shall explain the assignment, and let you ask any questions as you desire. I will answer them as well as I can.

My faith in the Powermaster teaches that personal power to influence yourself and others is the true path to enlightenment. I say this so you may understand what I am about to tell you.

A few years ago, I discovered some strange documents during my research about some ancient artifacts of the Kalamaran Empire. These documents appeared to contain the journals of a group of deposed generals and their retainers as they fled the country before being slaughtered by the new Emperor. Implicit in these documents, but never actually stated, were comments about their duty to protect something until the proper time to bring it back to the Empire.

Distribute **Appendix III: Player Handout 1** to the players at this point.

I have continued to study these documents in my spare time, and expanded my research into the period over the past year or so.

Last month, I came across a manuscript in the library of Bet Rogala that gave me pause. It was a legend that told of a powerful warrior who possessed an item of great power. The item in question was said to hold "the secret of kings" inside its blade. The interesting thing is that this legend uses many of the same names in the documents I discovered some years ago.

Distribute **Appendix III: Player Handout 2** to the players at this point.

To make this short, the legend describes the warrior's last stand against the "barbarian hordes" of the north. Apparently, his death was not exactly honorable, though the story indicates that the barbarians were not to blame for the manner of his death. To try and restore this warrior's honor, his body and equipment were laid inside a cave. The entrance was collapsed to ensure none could disturb his remains. Through no small amount of luck, I believe I have discovered the cave mentioned in the story.

The cave is currently the home of a small family of hobgoblins. They apparently found ore inside the cave, petitioned the Miners and Stoneworkers Guild, and now work the cave under the Guild's protection.

Your job is to go to the cave, gain entrance, and find any evidence of the warrior or his equipment.”

I am willing to pay 20 gp now and 20 more when you return – whether or not you have the sword. If you do in fact have the sword, I shall give each of you a 100 gp bonus. I am willing to purchase other interesting or unusual items on a case-by-case basis. What do you say?

If the PCs do not agree:

I understand. Please enjoy your meal, and may you find that power which you deserve.”

The event is now over. The PCs do not have time to find the cave before Marik hires more adventurers to find the Sword.

If the PCs agree, continue:

“Excellent, Please understand that your discretion is appreciated. Much of my research is privately funded, and my employers value their privacy, lest some scandal erupt across the city.”

When role-playing Marik make sure he doesn't give away too much information. The less they know then the less likely they are to turn against him, but he will still answer any questions that they have.

Baruno does not speak or acknowledge the PCs. He appears to be a very devoted body-guard, and he knows his job is to protect Marik, not chat with PCs.

Here are some guidelines that may help direct the conversation:

- The offer of payment is non-negotiable. (True)
- Many of my clients are from powerful families, and my research often involves incidents or situations which, if commonly known, would cause embarrassment and political problems. (True)
- I have been a merchant for a few years now and I love the challenge of finding things that have eluded everyone else; the pay is nice as well (True)

- My past history is just that, history. Suffice to say I can take care of myself in a brawl, but generally know enough to avoid them. (True)
- My business is private, and while we may end up being close associates, I am unwilling to divulge too many of my secrets just yet. (True)
- My body guard is Baruno and he has been with me for two years now. You are free to speak with him, though he is unable to answer – his tongue was removed when he was the prisoner of Orc tribes to the south. (False, his tongue was cut out by Hobgoblins; Marik doesn't say this to minimize any suspicion it may cause the PCs to have about his motives)
- The weapon I seek is a greatsword, magnificently designed and forged, with a jewel-encrusted hilt. It glows with a pale purple light if unsheathed – though it must not be fully drawn! Only a person of “true blood” can draw the sword – the legend tells of tragedy befalling thieves who attempted to steal the sword; they were found the next morning with their hands burned off – it is said the sword is able to protect itself. (True)
- I believe this sword may be the linchpin to the war with Kalamar. If it is what I suspect, (the *Sword of Kings*) it shall reunite the ancient Thedorus bloodline, and result in a more moderate Emperor on the throne – one who would be willing to work with Pekal, not conquer it. (True)
- I have not attempted to gain entrance to the cave. (False, he tried to sneak in but escaped before the hobgoblins detected him)
- If I gain the sword, I intend to reveal its existence to Prince Kafen; he is a great politician, and I shall let him guide my actions on the matter. (True, though he seems to be skirting on the edge of truth)
- My religion tasks me to look for ways to gain influence; I can think of no better way to achieve this than to be the one behind the return of the sword. After all, what better influence is there than to stop the needless

slaughter of thousands of men and women? (True with respect to the tenets of the Powermaster, False with respect to his comments on stopping the slaughter)

- The cave is two days away by horse. It is north of Bet Rogala; take the North Merchant Way until Thimidu; from there go northwest until Lubathruidu. There is a large peak rising nearly 4,000 feet above Lake Eb'Sobet about 8 miles northwest of Lubathruidu; the mine is off a small dusty road in the foothills of the mountain. (True)
- My loyalty can only be proven by my service to Pekal for over 18 years in the military. Most of that time was spent on special assignments. (True, if investigated, Marik Faleco spent almost 19 years in the Army; only those PCs who have certified favors from Military NPCs earned in other modules learn this information, others are assumed not to have the proper connections inside the military)

Spot/Sense Motive DC 15 reveals he rubs his lower lip as he says this; some PCs may know members of the Grey Legion have tattoos inside their lower lip (tattoo possibly encountered in *With Thine Eyes*), others may suspect with Knowledge (local – Pekal) DC 15 or other similar skill DC 20.

- PCs must leave in the morning, and return within six days. They may contact Marik at his shop off Thedorus' Way in the Merchant District. (True)
- Burial customs for important or honored bodies varied depending on tribe, but most barbarians either wrapped the corpse in strips of cloth (i.e. mummified), or cut a shallow grave, placed the body inside, then piled rocks on the body, forming a small mound about six feet long, three feet wide, and two feet high. (True)

Marik confirms the weapon is the Sword of Kings if pushed, though he doesn't use that term of his own choice.

PCs using Knowledge (history):

- **DC 15** – The sword was the symbol of Emperor Thedorus I of Kalamar hundreds of years ago. It was lost during the ascension of Emperor Vilik and House Bakar.

- **DC 20** – It is rumored that a loyal retainer of Emperor Thedorus gave his life so the sword could be crafted.
- **DC 25** – The man who died to craft the sword was Rovak Fen'doral, a paladin of Deb'fo. This man's image is engraved on the infamous Silver Dragon coins (Kalamar Campaign Setting pg. 36)

ENCOUNTER 3 **Honor Above All**

Summary: The PCs find the cave and encounter a hobgoblin family living in the area. They can talk to the hobgoblins and discover many interesting things about the region, as well as gain permission to enter the cave.

The days of travel pass quickly for your party. Spring is in full season, and the weather is perfect for overland journeys – not too cold at night, and not too warm during the day. The clear sky allows you to easily see mountains in the distance, and the plains have begun to give way to gently rolling hills.

Not three hours have passed since sunrise when you descend upon a small house next to a large series of hills. Two hobgoblin women hang laundry while another tills a small garden. Six smaller hobgoblins are chasing each other around the yard involved in a game of what appears to be tag, though there is quite a bit more wrestling and tackling involved than most other races would allow. They all appear to have very much more hair than most other hobgoblins you've seen.

The PCs are 200 feet away from the house, and it does not appear they have been noticed yet. There is a large cave about 100 feet away from the house in the side of a large hill.

They are Kors hobgoblins (various skills DC 15). These tribes are typically found in Kalamar, serving Emperor Kabori. These are not loyal to Kabori, and in fact probably hate him more than the PCs.

If the PCs attempt to talk to the hobgoblins:

When the PCs announce they are approaching house, have one of the boys point at them and

say something to one of the women (“Look!”). She immediately alerts the other females and they begin gathering the children inside the house. Hurgoth emerges moments later, followed by Larz and Durath.

If the PCs try to sneak into the mine:

If they want to sneak to the cave, allow them to make Hide and Move Silently checks to avoid the hobgoblins. It is assumed the PCs try to go back down the path and find a way to either come over the hills or at least sneak near them. Use your best judgment, though creative and realistic methods to circumvent the hobgoblins should be allowed if at all possible! The hobgoblins’ stats are found in **Appendix 1: NPCs and Monsters**.

If discovered, the Hurgoth, Larz, and Durath come out of the house and try to drive the PCs away. The PCs still have a chance to negotiate at this point, though all DCs are increased by 5.

Continue here if the PCs have chosen to negotiate:

A large hobgoblin man exits the house wearing a large leather smock, and loose fitting clothes. The most striking feature is his long and wild-looking beard. His hair is pulled into tight braids to the side of his head, but his beard is unkempt. He stands about six and half feet tall and has reddish-brown skin that match his eyes. Another two hobgoblins emerge from the house in similar garb and appearance, though their skin is a few shades darker than the larger figure.

Hurgoth first wants to know why the PCs are here. If they do not say they are there on behalf of the Guild, he tells them they are then trespassing and must leave.

He is not unreasonable, but he is very Lawful; the Guild has put this mine under his care, but he believes he must follow their rules or they would take it away. If he believes the PCs are going to do any of the following things, he does not allow them inside:

- 1) Destroy the mine
- 2) Harm him or his family
- 3) Damage any unmined coal inside the mine without paying restitution
- 4) Try to steal any coal

After a few minutes of conversation, allow the PCs to make Diplomacy checks DC 20 to convince him they are not here for any of the reasons listed above. Success results in Hurgoth inviting them to share dinner. Failure means they have to keep trying to convince him.

If the PCs succeed, Hurgoth invites them to dine with his family.

Hobgoblin Dinner:

The menu is venison, chicken broth, bread, and some scrub vegetables. The fare is not very tasty to those PCs used to more upper-class establishments, but it is filling. Characters from rural or martial backgrounds recognize the cooking style as one commonly used away from civilized areas – few spices, smaller portions, and lots of broth. PCs have the choice of apple cider, carrot juice, or water.

It is a grave insult if any PCs refuse to eat once at the table. Any PCs with hobgoblin or orc blood would be aware of this tradition. Typical knowledge skills have a DC 10 to know this information.

Hurgoth continues to talk to the PCs. Eventually, some of the younger children ask some of the PCs to play a game. They are very excitable, and generally tougher than human or elven children of the same age. “Tag” is the game of choice. If any PCs participate, they receive 1d3 subdual points of damage.

The Judge is encouraged to create a small story instead of just rolling the subdual damage (i.e. “... as you turn the corner of the house, three of the children barrel into you, all yelling something unintelligible. They get up and run, providing evidence that you are in fact ‘it’ in this game of tag.”

As long as none of the PCs gives offense by sitting down and refusing to eat, and at least one plays tag with the children, Hurgoth allows them to enter the mine.

If the PCs do not accomplish both these goals, they must succeed at a Diplomacy check DC 10 before Hurgoth allows them inside.

If the PCs do not accomplish either of these goals, they must succeed at a Diplomacy check DC 15 before Hurgoth allows them inside.

Hobgoblin family:

Hurgoth introduces his family:

- Torzu: Hurgoth's mate
 - Hurg – 7 years old, boy
 - Frundi – 5 years old, girl
 - Derrbu – 3 years old, girl
- Larz: younger brother
- Melda: Larz's mate
 - Donzub – 6 years old, boy,
 - Rella – 5 years old, girl
- Durath: youngest brother
- Undra: Durgoth's mate
 - Sewo – 4 years old, girl

Ask the PCs for a Heal check DC 15; successful PCs notice Undra is about 4-5 months pregnant.

Here are some talking points for Hurgoth:

- His tribe in the P'Tikor Hills was destroyed during a war of punishment from the Kalamar soldiers. Some of his tribe were causing trouble, so the legions were sent in to destroy it. All survivors became members of other tribes as laborers in the lowest castes; little more than slaves.
- His tribe was assigned serve in Tokis. When he escaped during a Pekal raid, he brought his mate and his brothers with him and decided to try and settle in the land that had caused him to be free (even indirectly)
- During their travels in Pekal, they sheltered in the cave, discovering a few blocks of coal. Since they were familiar with mining, they set about recovering more coal with the intention of selling it to get more
- After trading some coal for mining tools, Hurgoth learned of the Miners and Stoneworkers Guild in Bet Rogala. He decided to approach them, lest they find out about the mine and try to take it from them.
- The Guild was hesitant at first, but eventually they agreed to allow him to mine the coal for the standard Guild fees. After a few months, the Guild was amazed at the quantity of coal the brothers were producing.
- Hurgoth, Larz, and Durath mine enough coal every week to make 1 gp. (This should surprise the PCs; either the hobgoblins have a very generous guild – which isn't that likely, or they mine quite a load of coal)
- Hurgoth enjoys mining, and likes working for the Guild. Though the dwarves in the guild are rude, the humans appreciate his hard work, and they have kept their word and treated his family with respect.
- All of them hate slavery. All the adult hobgoblins have slave tattoos, and the males have scars from wearing arm and leg irons.
- Melda and Undra were bought in a traveling slaver's caravan the males encountered on the North Merchant Way. The females were freed when they arrived, but they chose to stay, soon becoming Larz and Durath's mates.
- None of them know Marik, nobody has been seen poking about, and the PCs are the first visitors they've had from outside the Guild in a few months. The last people to stop by were some traders who got lost on their way north.
- They have never seen a sword or crypt inside the cave, though there is a cave-in near the coal seams.
- They just discovered a large coal seam that should last another six months.
- Nothing but coal has ever been found in the mine.
- There are three different mine tunnels inside the shaft; the left mine is where they are currently working, the entrance to the central mine was caved-in when they arrived and they have never needed to uncover it, and the right tunnel leads to a shaft leading down to lower levels, but is filled with dirty water.
- They have never heard or seen anything strange in the mine; they have never gone into the water, they have enough work in the upper tunnels, so they stay in the left mine.
- The mine is safe to explore. The old timbers supporting the tunnels have been reinforced in the left and right mines.
- If asked for a map, Larz draws a crude map for the PCs. (The Judge can draw a quick

map using **Appendix II: Cave Map** as a guide. Very little detail should be provided on the map given to players!)

Hobgoblin PCs:

Other hobgoblin PCs may sense some problems with this story, specifically relating to the family's "honor" or lack thereof as they seem to be serving the Miners and Stoneworkers Guild. Hobgoblin PCs (not half-hobgoblin or any other demi-human) get the sense that Hurgoth is still very much a hobgoblin, even though he seems to be working well with the human-run Guild.

If other hobgoblins want to question him privately, he confides that he has contacts across the border in Tokis, and has contacted others within his old tribe so they may try and escape here. Hurgoth seems very intelligent for a hobgoblin, and it is obvious he has some kind of plan, though he won't reveal what it is under any circumstances.

Any questions about honor result in Hurgoth challenging the hobgoblin to a duel with padded clubs (subdual damage, no attack penalty). Refusal of the offer is acceptable; such an act proves that Hurgoth's honor is resolute and beyond debate.

Mine Lanterns:

If the players role-play well, and the characters are respectful toward Hurgoth and his family, he offers to let them borrow some Mine Lanterns. The PCs must promise to return them, as they are Guild property, and Hurgoth is not allowed to give them away or sell them. He has three lanterns. These magic items function as bullseye lanterns with *continual light* spells.

Combat:

The judge should make every attempt to make this a role-play encounter.

If combat starts, Hurgoth, Larz, and Durath grab heavy picks and attempt to delay the PCs until their family can hide inside the mine. If Hurgoth and his brothers are killed outside the mine, the females collapse the entrance to the mine.

If still alive, Hurgoth and his brothers continue fighting as they retreat inside the mine. Once there, they sunder the supports to cause a cave-in at the entrance. Hurgoth also activates a ring he wears that alerts the Guild there is something wrong at the mine.

PCs within 20 feet of the entrance are caught in the cave-in and suffer 8d6 damage, reflex save for half. If they fail their save, they are also buried alive, and begin to suffocate. PCs in this situation may not cast spells. If they succeed at their save, they are trapped outside the cave-in. Any PCs more than 20 feet inside the mine when the cave-in happens are attacked by Hurgoth and his brothers, as well as the three females using light picks. If the cave is collapsed, the event is over.

ENCOUNTER 4 **Into Darkness**

Summary: The cavern has a cave-in blocking a passage – an obvious reference to the legend. PCs must choose one of two ways to gain entrance to the center tunnel; either destroy valuable coal, or brave the depths of water that has been saturated with ore sediments.

The air becomes heavy as you enter the pitch-black mine. The entrance has a severe slant down that could be nasty if you were to fall. As you move, echoes fly around the cave

The cave is dark, so ask the PCs what they are doing for light sources.

The Left Tunnel:

This tunnel is obviously the focus of the miners' work. There are lantern hooks, large carts, and a variety of tools in this tunnel. Continuing about 50 feet down the tunnel, it ends in a rough wall. To one side, there is a very large coal deposit that seems the focus of the hobgoblins' efforts. A large crack runs from floor to ceiling in the coal, and very square sections are missing, the contents of which are now neatly gathered in a nearby iron-sided wagon.

Search or Spot check DC 15 reveals a faint air current or breeze coming from a crack in the coal seam near the floor. The air seems musty and humid.

The PCs have two options to get through the wall. They can either ask the hobgoblins to mine the coal for them, or get permission to do it themselves and pay the difference in damaged goods.

It takes the hobgoblins six days to make a hole in the coal. This adds 6 DU to the adventure. This option causes the PCs to miss meeting Marik, so they should not choose this option if they wish to get paid.

If the PCs choose to dig out the coal, they can choose how fast they wish to work. The faster they work, the more coal they destroy in the process. Anyone with Profession (miner), or Knowledge (dungeoneering) can reduce the damages by 40 gp by making a DC 15 skill check.

<u>Time spent</u>	<u>Cost in damages</u>
1 DU	200 gp
2 DU	150 gp

More than 2 DUs and they will miss Marik. These damages must be paid before leaving for Bet Rogala. If the characters damage the coal and do not pay the hobgoblins for the damage, they do not receive the Favor of the Miners and Stoneworkers Guild cert.

The Right Tunnel:

Soon after you begin moving down this tunnel, the air becomes humid. Thirty more feet pass under your feet until the tunnel ends in a vertical shaft. An old pulley hangs from the ceiling above the shaft, obviously the location of a manual rope elevator. Occasional sounds of dripping water are heard coming from inside the shaft. Water fills the shaft below you. It seems murky, and definitely not something fit for drinking. It seems there is another tunnel on a level below you, almost entirely filled with water.

Anyone with 2 ranks in Knowledge (archaeology and engineering) , 5 ranks of Profession (carpentry), or 5 ranks of other similar skills know that pulleys reduce the Strength DC to raise and lower objects by 10.

Knowledge (archaeology and engineering) DC 15 reveals the pulley should hold up to a weight of about 150 pounds.

Knowledge (archaeology and engineering) DC 20 reveals the pulley seems like it could hold up to 150 pounds at first glance, but in actuality it's closer to 75 due to rusting in the bolts connecting it to the rock ceiling.

If any weight is placed on the pulley of more than 80 pounds (i.e. lowering someone down into the water) it pulls out of the ceiling. Everyone within 10 feet of the ceiling is showered with stone slivers taking 1d4 damage. All these PCs need to make a DC 12 Reflex save for half damage.

The original miners tapped into the water table on level 3, and the bottom two tunnels were flooded.

Acidic Water:

Since that time, small amounts of coal and other sediment has dissolved in the water, resulting in a minor acidic mixture. Anyone spending more than six seconds (i.e. one round) in the water needs to make a Fort save DC 11. Failure results in 1 point of damage, and -1 on all visual-based d20 rolls (including Spot, Search, attack rolls, etc). These effects are cumulative up to a total of 5 points of damage and -5 on d20 rolls. The visual penalties last for one hour.

A Heal check DC 16 is needed to restore vision. The character attempting the Heal check may not "take 10" in this instance. An affected character may only receive two Heal checks before the condition becomes beyond the ability of a simple Skill check (they removed the sediment from the eyes, but not in time to prevent irritation). Using clean water to rinse the eyes reduces the Heal DC to 10.

Cure minor wounds (or similar) heals one point of visual damage per hit point healed. (i.e. a character suffers 2 points of damage and receives a -2 modifier to d20 rolls; another character casts *cure minor wounds* on the affected character – they are healed one point of damage and now only receive a -1 modifier to d20 rolls).

Characters who close their eyes under water do not suffer the problems with visual impairment, but must still attempt the Fort save to avoid damage.

Level Two:

It takes three rounds to find the ladder on level two (in the shaft for one round, swimming down the tunnel for two more) leading to the middle cave. Swimmers must hold their breath while in the level two tunnel; once they climb the ladder, they may breathe as the water does not extend past the ceiling of Level Two.

Level Three:

It takes 4 rounds to find the end of the tunnel on level three (swimming down the elevator shaft for two rounds, into the tunnel for two rounds). The ending wall is very rough, as if the original miners just dropped their tools and stopped working. The hole where water comes in is no longer obvious as the pressure of the water table has stabilized, so there is no inflow or outflow of water in the flooded portion of the mine.

ENCOUNTER 5 **Burial Chamber**

Summary: The PCs discover the tomb mentioned in the legend. There are a variety of strange items in this cave, including a sarcophagus and the mummy of a dead warrior. PCs can possibly find an ancient sword, and a journal indicating the search for the Sword of Kings leads another direction.

This large chamber appears to be a forgotten intersection. In all the walls, coal seams are clearly visible, and markings still remain from old miners who charted out where to make the next tunnels off this junction. It also appears like there is a very shiny vein of ore in the southern wall – the hobgoblins would certainly be glad to hear about that!

Looking around, you notice a pile of red cloth in one corner of the room, opposite a small wooden chest. The object that draws your attention, however, is a large sarcophagus standing against the far wall; it is very plain, and appears to be made out of the same stone as the rest of the mine.

When the PCs touch the sarcophagus or chest, combat begins. The mummy's first action is to throw off the sarcophagus lid (move action), then move to the nearest PC.

The Chest

There are a variety of items in this chest, mainly small silver coins and jewelry. Appraise DC 15 recognizes these coins are very old, and may be worth something to an antiques dealer (non-certified, to be sold at the end of the module).

There are also a number of Silver Dragon coins inside the chest. Knowledge (local - Kalamar Empire) or (history) DC 15 reveals these coins were common in the time of King Thedorus; soon after he passed away, the people were commanded to turn over all Silver Dragon coins as the Emperor wished to erase all memory of the previous Imperial family. Since that time, coins mysteriously appear at the Imperial Palace ever year, signaling a reminder of the old times under benevolent rules and as a sign of disrespect toward recent and current Emperors. Being caught inside the borders of Kalamar in possession of these coins would result in long periods of torture and, if the person was lucky, a quick execution.

The Banner

This is a large red banner decorated with white and black embroidery with clasps designed to one of the shorter sides. Knowledge (Military Tactics) or similar DC 15 knows these clasps are to attach this banner to the crosspiece of a spear or mast. This banner was obviously designed to identify someone or something special during a battle.

A Knowledge (arcana) or Spellcraft DC 13 knows the symbol on the banner is a very old arcane symbol for "strength" or "might."

The Sarcophagus

A Spot check DC 20 notices a small chiseled icon on the side of the stone coffin. There is a hand with the palm facing down covering a small flame. Knowledge (history) DC 20 recalls a secretive organization called the Guardians of the Hidden Flame. Rumors swirl about this mythical organization and the work they have done in the past and continue to strive for today in attempting to overthrow the Emperor and see a return of the Inakas family to the throne. Other skill checks may also gain this information, though at DC 25.

There is a moderate aura of evocation inside the sarcophagus. PCs can detect this aura even if the sarcophagus is closed. There are two things of interest in the sarcophagus; the short sword "Woodrive" and a journal written in an ancient language.

Decipher Script DC 20, *comp languages*, etc, receive **Appendix III: Player's Handout 2**.

Allow the PCs to say their good-byes to the hobgoblins. If needed, the judge can remind them to return the Mine Lanterns and discuss the ore discovery with the hobgoblins.

CONCLUSION

Summary: The resolution of the adventure. The PCs should return to Bet Rogala and speak with Marik.

Eventually, the PCs should return to Bet Rogala to meet with Marik. If they have been gone more than 6 days, Marik is no longer in the city, and the other people at his warehouse do not know when he is supposed to return. The PCs receive the additional 20 gp as promised, but nothing else.

The warehouse Marik works out of is full of old boxes and crates. Nearly half of the structure has been given over to large tables around which younger men and woman appear to be poring over various books and items.

Marik is ecstatic at your return, even though you have not recovered the item you sought. "Every stone turned over is one less to search. My friends, you have just taken your first steps on the path to research and history – I bid you welcome!"

Ask the PCs what they wish to share with Marik.

After sharing the evidence you've discovered, Marik can hardly sit still long enough to digest all you have said. "Thank you for all you have done. Your efforts today have aided those of us who wish to see war averted; I do not know if we can succeed, but with individuals like yourself, peace may truly be within our grasp! Take care my friends, I shall remember your names, and speak highly of your deeds!"

THE END

Awards

TREASURE

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

Encounter 2: 20gp per character

Encounter 5: Chest of ancient copper coins and trinkets: 40 gp total (*if sold to Marik; 30 gp other*)
Silver Dragon Coins: 90 gp (*if sold to Marik, 42 gp other*)
Banner of Strength: 40 gp (*if sold to Marik, 28 gp other*)
"Woodrive" +1 *short sword*: 1,800 (*Marik cannot afford to pay full price for this weapon*)

Conclusion: 20 gp per character (if returned to Bet Rogala within 6 days)
Favor of the Miners and Stoneworkers Guild

Total Possible Gold: 2,210 gp

Banner of Strength

This rectangular blood-red banner contains black and white embroidery and brass clasps on one of the short sides. The large rune in the center of the standard is a very old arcane sigil meaning "strength" or "might." The clasps are used to mount the banner on the crosspiece of a spear or pole. If attached to a weapon, the user suffers a -2 penalty to attack rolls due to the added weight. This item does not detect as magic, though it seems to be in very good repair for its age. Perhaps its origins and meaning are still lost to history, waiting to be revealed?

Silver Dragon Coin

This ancient silver coin has the impression a silver dragon on one side, and the face of a dignified man on the other. The man is Rovak Fen'doral, a paladin of the Swift Sword who eventually became the Sword of Kings. The silver dragon was named Vevisalakale, Rovak's gallant steed and devoted companion.

"Woodrive"

This +1 *short sword* was once a wooden longsword designed for a style of combat that emphasized piercing over slashing. At some point in its history, the blade was broken, leaving only a short portion of the wood attached to the hilt. Over the centuries, the wood has petrified, causing the edges and broken tip of the weapon to become lethally sharp. This weapon can be wielded as a short sword. In addition to its magical bonus, when used to attack something made of wood, it ignores the object's hardness.

Favor of the Miners and Stoneworkers Guild

For revealing a new vein of silver, you have gained favor with the guild. This favor grants two gifts:

1. The character may purchase a Mine Lantern. This is a bullseye lantern with a continual light spell. It provides light according to the rules for a bullseye lantern (60-foot cone of light). This lantern may be carried in one hand, though the handle is on top and can be used as a hanger. Opening/closing the shutter is a move action. This item costs 125 gp. Mark through this paragraph when this portion of the favor is used.
2. The character gains access to one Special benefit as though he/she was a member of the Miners and Stoneworkers Guild. This may be one feat, one Prestige Class, one item, etc. The character must still pay any required fees to actually gain the benefit. Characters who are already members of the Guild may use this cert to pay for the Special benefit. Mark through this paragraph when this portion of the favor is used.

Experience Points and Day Units

EXPERIENCE	ATL 1-3	ATL 5-7
Encounter 1: Attempting to find information about Marik	40 xp	80 xp
Encounter 2: Asking intelligent and logical questions about the job	40 xp	80 xp
Encounter 3: Behaving in an honorable manner	60 xp	120 xp
Encounter 4: Entering the central cavern without anyone dying	25 xp	50 xp
Entering the central cavern without damaging more than 150 gp worth of coal	25 xp	50 xp
Encounter 5: Defeating the Mummy	60 xp	120 xp
 Discretionary Experience for Role Playing	 <u>150 xp</u>	 <u>300 xp</u>
 Total	 400 xp	 800 xp

DAY UNITS

These rewards come at the expense of 6 Day Units. This number may vary depending on how long the characters took to return and meet Marik for the Conclusion.

Appendix I: NPCs and Monsters

INTRODUCTION

Talking points – these are guidelines judges can use to engage the PCs in conversation about the upcoming war. Both Unbrin and Wenhien are devout followers of their faith, and seem very sincere in their beliefs. Neither one should be role-played as fanatical people out of touch with reality. They are both keenly aware of the situation facing Pekal – but they both believe their particular beliefs is the best solution for the problem. Inspiration and details for this information from Kingdoms of Kalamar Campaign Setting Sourcebook by Kenzer & Company.

Unbrin, Priest of the Peacemaker

Talking points:

- The Tokite army has many people behaving irrationally right now. It is to be expected. True civilization, however, is when people who are behaving irrationally recognize that and take a moment to compose themselves.
- Calm, rational thought must rule the day. I don't believe anyone here believes that a war which will see harm done to thousands is a rational situation. Avoiding this then, is the rational choice to make in the matter.
- Peace begins within – we must accept and promote peace before our enemies do. It is the only way to be sure that true peace and comfort are our future rewards.
- Think of all the people who will be harmed by this war – so many people, through no fault of their own, without food, houses, healing. Their lives will be destroyed, all because some people decided to make decisions based on emotional responses and prideful boasts rather than real consideration of all the issues involved.

Wenhien, Priest of the Valiant

Talking points:

- The Kalamar Empire is evil – they seek to overthrow and destroy all that is good on Tellene.
- The current Empire is ruled by a tyrannical man who believes that power is achieved through fear and destruction of everyone other than himself.
- We must protect the people of Pekal and the surrounding countries; that is our duty, and one we must accomplish.
- Battle is not evil – especially if one side is fighting to protect their homes and loved ones from slaughter.
- A coward dies 1,000 times, a brave man only once - we know Tokis is preparing to attack; to lay down and simply accept this act is a grave injustice against The Valiant and he will be offended by actions.
- Anything that would call into question our honor or valor must be avoided. To walk into Kalamar trying to negotiate now – when they have demonstrated they intend to destroy Pekal – would show we are weak and unable to defend ourselves.

ENCOUNTER 1

Marik Faleco

Marik is really a doppelganger named Tyrynik. He works for a large thieves' guild in Bet Kalamar, specializing in assassinations and political intrigue. Tyrynik has been a guild member for 15 years, so he is very experienced and dedicated to carrying out his assignments. His true mission is known only to him and he has not shared that information with anyone to date. In fact, even he is unsure as to his employer or the ultimate goals he is to work toward.

Currently, Tyrynik is searching for lost artifacts, specifically those that may have some impact on the current antagonism between Kalamar and Pekal. Above all else, he seeks to find the Sword of Kings. This weapon would enable certain politicians to make demands of Kalamar without fear of recourse. Additionally, the Sword would galvanize quite a few different factions inside Kalamar against Kabori.

Tyrrnik is somewhat odd for a doppelganger in that he has a friendly personality unlike most others of his kind. He has actually refused assignments where his personality was not similar enough to that of his target. Tyrrnik will not attack or kill anyone without good cause, and he continually works to set up groups of associates in various cities that may aid him. He pays well, and is loyal to those that show promise, though he always maintains focus on the primary goals of his assignment.

Tyrrnik's statistics are details that fall outside the scope of this adventure. For purposes of this adventure, assume he has +14 to all required skill checks. Also, he is Chaotic Neutral, and does not detect as magic.

Finally, he has a ring with a stored *Word of Recall*. He must only speak one word while concentrating on the ring (i.e. a standard action), and he is immediately teleported away from danger.

ENCOUNTER 2

Hurgoth, Larz, and Durath

Male Kors Hobgoblin Ftr 3/Com 2

Hit Dice: 3d10+2d4+15 (30 hp)

Initiative: +7 (+3 Dex, Improved Initiative)

Speed: 30 feet (6 squares)

AC: 14 (+3 Dex, +1 leather miner apron), touch 13, flat-footed 11

BAB/Grapple: +4/+6

Attack: Heavy pick +7 melee (1d6+2)

Full Attack: Heavy pick +7 melee (1d6+2)

Space/Reach: 5 ft./5 ft.

Special Attack: -

Special Qualities: Darkvision 60 ft., racial bonuses

Saves: Fort +6, Ref +4, Will +0

Abilities: Str 14, Dex 16, Con 16, Int 9*, Wis 8, Cha 11*

Skills: Appraise +2 (armor, weapons only), Climb +5, Hide +7 (racial), Intimidate +5, Jump +4, Profession (miner) +3, Sense Motive +2, Spot +2, Swim +4

Feats: Attentive**, Improved Initiative, Weapon focus (heavy pick), Dodge, Never Say Die**

Alignment: LN

* Hurgoth has Int 12 and Cha 13.

** These feats appear in Strength and Honor: The Mighty Hobgoblins of Tellene by Kenzer & Company. See **Appendix II: Additional Rules** for description.

Other hobgoblins

Female and young Kors Hobgoblin Ftr 1

Hit Dice: 1d10+2 (5 hp)

Initiative: +1 (+1 Dex)

Speed: 30 feet (6 squares)

AC: 11 (+1 Dex), touch 11, flat-footed 10

BAB/Grapple: +1/+1

Attack: Club +1 melee (1d6)

Full Attack: Club +1 melee (1d6)

Space/Reach: 5 ft./5 ft.

Special Attack: -

Special Qualities: Darkvision 60 ft., racial bonuses

Saves: Fort +6, Ref +4, Will +0

Abilities: Str 10, Dex 12, Con 14, Int 9, Wis 8, Cha 8

Skills: Appraise +2 (armor, weapons only), Climb +3, Hide +5 (racial), Jump +2, Swim +2

Feats: Dodge, Never Say Die**

Alignment: LN

See Encounter 2 for details on these creatures.

ENCOUNTER 5

ATLs 1-3

EL 3

Mummy, Rattlebone (Thinchejany)

Medium Undead

Hit Dice: 4d12+3 (29 hp)

Initiative: +1 (-3 Dex, +4 Improved Initiative)

Speed: 20 feet (4 squares)

AC: 12 (-3 Dex, +5 natural), touch 7, flat-footed 12

BAB/Grapple: +2/+3

Attack: Claw +3 melee (1d4+1)

Full Attack: 2 claws +3 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attack: Despair (Will save DC 12), rattle (Will save DC 12)

Special Qualities: Damage reduction 5/bludgeoning, darkvision 60 ft., undead traits, vulnerability to fire

Saves: Fort +1, Ref -2, Will +4

Abilities: Str 12, Dex 5, Con -, Int 6, Wis 10, Cha 11

Skills: Hide +3, Listen +4, Spot +4

Feats: Improved Initiative, Toughness

Alignment: LE

This creature may be found in Dangerous Denizens: The Monsters of Tellene from Kenzer & Company. It has been slightly modified for this adventure.

IMPORTANT NOTE: For tables of ATL 1 characters, do not use the *rattle* special ability. This revision changes the encounter to EL 2, which is a good challenge for 1st-level characters.

ATLs 5-7

EL 7

Mummy, Royal (Shijarinjany)

Medium Undead

Hit Dice: 8d12+3 (55 hp)

Initiative: +4 (+4 Improved Initiative)

Speed: 20 feet (4 squares)

AC: 19 (+9 natural), touch 10, flat-footed 19

BAB/Grapple: +4/+10

Attack: Slam +10 melee (1d6+9 plus mummy rot)

Full Attack: Slam +10 melee (1d6+9 plus mummy rot)

Space/Reach: 5 ft./5 ft.

Special Attack: Despair (Will save DC 16), dominating gaze (Will save DC 16), mummy rot (Fort save DC 16)

Special Qualities: Damage reduction 5/-, darkvision 60 ft., resistance to fire 10, resistant to blows, undead traits, vulnerability to fire

Saves: Fort +4, Ref +2, Will +7

Abilities: Str 22, Dex 10, Con -, Int 6, Wis 13, Cha 14

Skills: Hide +6, Listen +6, Move Silently +6, Spot +6

Feats: Great Fortitude, Improved Initiative, Toughness

Alignment: LE

This creature may be found in Dangerous Denizens: The Monsters of Tellene from Kenzer & Company. It has been slightly modified for this adventure.

Appendix II: Additional Rules

Feats and Skills

Attentive: You pick up on numerous cues, verbal and non-verbal, conscious and otherwise. This allows you to learn things people are trying to hide and even other observers might miss. You gain a +2 bonus on all Sense Motive and Spot checks.

Never Say Die: You have an unusual ability to shrug off non-lethal damage. You have 3/- damage resistance to subdual/non-lethal damage.

Special Abilities

Damage reduction 5/bludgeoning: Each time a foe hits this creature with a weapon, the damage dealt is reduced by 5 points. A bludgeoning weapon deals full damage.

Damage reduction 5/-: Each time a foe hits this creature with a weapon, the damage dealt is reduced by 5 points.

Despair (Su): Upon sighting a mummy, the viewer must make a successful Will save or become paralyzed with fear for 1d4 rounds. A creature cannot be affected by the same mummy's despair ability more than once in a 24-hour period. The Will save against a rattlebone mummy's despair is 12. The Will save DC against a royal mummy's despair is 16.

Dominating Gaze (Su): Any creature that falls within 30 feet that meets the royal mummy's gaze falls instantly under its influence as through a *dominate person* spell. The Will save DC for a royal mummy's dominating gaze is 16.

Fire Vulnerability (Ex): A rattlebone mummy takes double damage from fire attacks unless a save is allowed. Successful save halves damage, failure doubles it.

Mummy Rot (Su): With the exception of the rattlebone mummy, mummies have the ability to inflict a supernatural disease known as mummy rot. This disease affects the victim until he or she reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a true disease. A character attempting to cast any conjuration (healing) spell to cure mummy rot must succeed at a DC 20 caster level check, or the spell has no effect on the afflicted character. To eliminate mummy rot, the curse must be broken with either the break enchantment or remove curse spell (also requiring the DC 20 caster level check). If successful, the caster level check is no longer successful, and the mummy rot can be cured as any normal disease. The Fort save DC against a royal mummy's mummy rot is 16.

Rattle (Ex): The constant shaking and rattling of this creature's bones unnerves creatures with fewer than 3 HD, requiring them to make a successful Will save (DC 12) or be shaken. Creatures with 3 or more HD do not have to make a Will save, but all Concentration checks by creatures within 100 feet of the rattlebone (provided they can hear the rattling) suffer a -2 morale penalty. Unfortunately for the mummy, this constant rattling usually prevents them from achieving surprise.

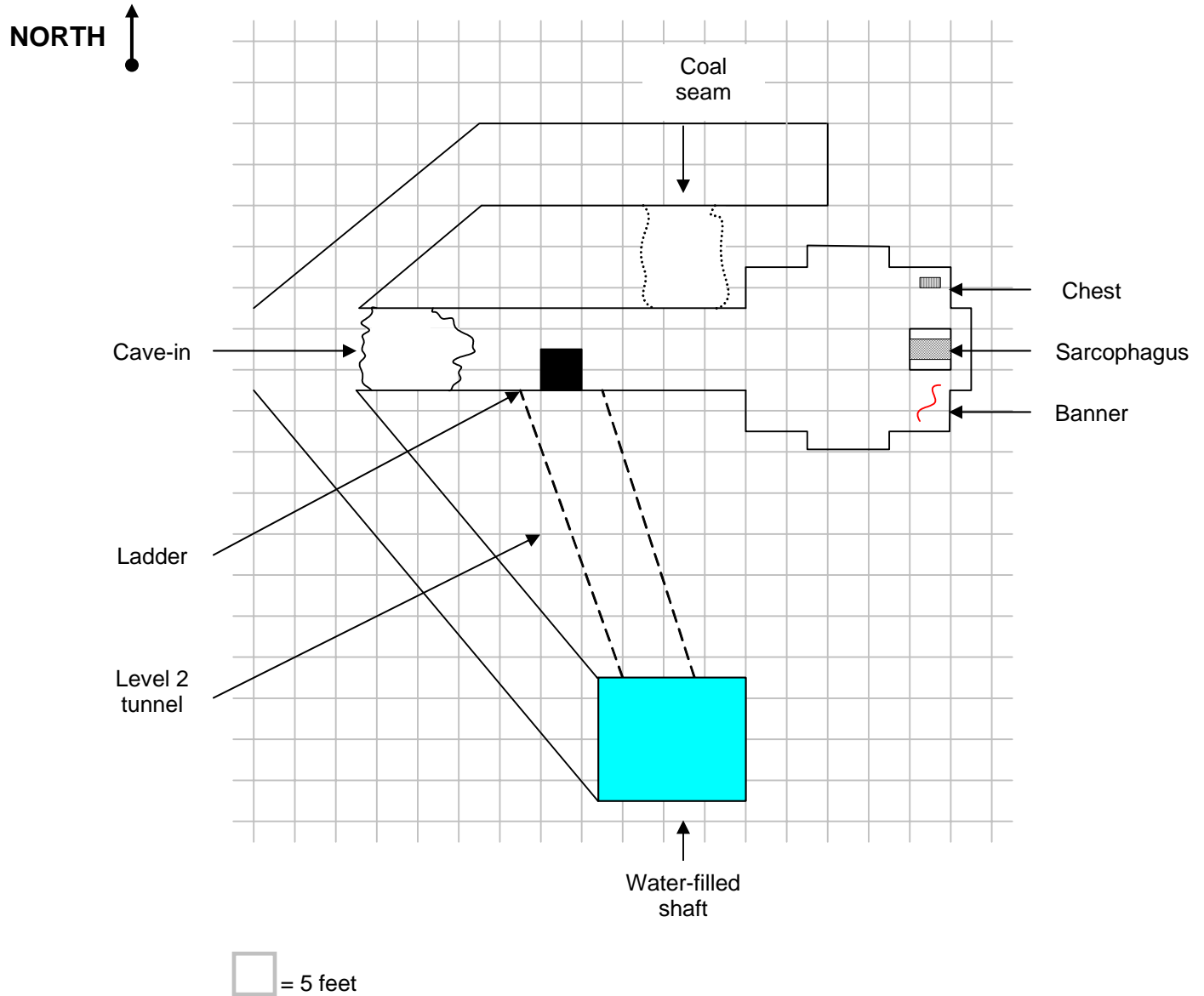
Resistant to Blows (Ex): Physical attacks deal only half damage (before damage reduction).

Resistance to fire 10 (Ex) : The royal mummy ignores the first 10 points of fire damage dealt to it any time it takes fire damage.

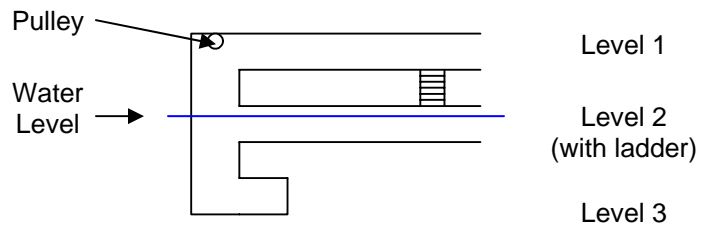
Undead Traits: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdue damage, ability damage, or death from massive damage.

Appendix II: Additional Rules

Top-view of mine



Side-view of mine



The tunnels are 10' high, with 10' of stone in between each level. Both level 2 and level 3 are full of water.

Appendix III: Player Handout 1

Selected entries translated from a journal.

...and Geraand continued to scout the way for several miles north of the Lake. When he returned, he told us of the large mountain ahead, and the barbarians that were moving north of our position.

... another attempt to try and break through. Luckily, Fulmian and his men were on duty and stopped the attack. Such dedicated soldiers. Nothing happened to it.

... barbarians have surrounded us. 'Kar has ordered us to assume defensive positions. He is going to lead us in battle. He is able to wield it, so we have no fear.

Appendix III: Player Handout 2

Selected lines from the “Legend of Silver Light,” an old tale on manuscript common to northern Pekal:

**... and so it was
He brought forth the Blade
Cutting his foes as
The farmer’s tall wheat
Rage cries silenced...**

**...Fulman’s duty
protected his men...**

**...Pain erupts as
lances pierce brave Kar...**

**...one still warring
stabbed into the Lord
surprise on his face
the battle now still
as all looked on...**

**...as the Lord’s foes
stared down as they knew
his fall was gained not
a true Warrior’s death
with valor wrought...**

**...into the cave
the Lord was interred
inside Luba’s Mount
to rest forever
honor restored...**

Appendix III: Player Handout 3

From an old journal found in the bottom of a sarcophagus. This is written in Low Kalamaran using very even and measured strokes.

“ . . . as Bala Kar hit the ground, a hush fell over the warriors of both sides and all stared in wonder. The raging monster stared at the hilt of the sundered sword still in his hand. Looking at the wooden tip buried deep in Kar’s throat, the large man knelt beside the dead Prince and began to cry out in harsh words, screaming to the sky and gesturing as a man possessed. Not one Imperial or savage dared interrupt what was happening. Slowly, the barbarian regained his composure and slowly retrieved the magnificent sheath from Kar’s back. As we watched in awe, this man grasped That Which Could Not Be Held safely and placed it in the scabbard. Rising to look over the field, all of us recognized a noble bearing upon his face that was not before. . . . ”