



D is for Dwarves

A D&D Living Kingdoms of Kalamar[®] Adventure

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The aftermath of the battles back in Pekal continue to unfold as the consequences of the Battle of Bet Seder continue to unfold. However the PCs have a chance to continue their pursuit of the Sword of Kings in this fourth event in the series *Strike to the Heart*. It will be helpful if the players have played the first three events in the series *A is for Assassin* and *B is for Brothers* and *C is for Civilization* prior to playing this. It can be played out of order however the most enjoyment may be found if all three have already been played.

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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 Part 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 four.

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

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 13th 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. It is not necessary but will end up being very useful for this series if the Judge also has a copy of the Kingdom of Kalamar – Atlas or Kingdom of Kalamar Dungeon Master's Screen since the majority of the adventure happens outside of Pekal.

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

We have moved to the fall, and the farmers are slowly bringing the fruits of their labors in for an eventual long winter nap. Although Independence Square has been quiet as of late, there was a lone Soothsayer on a corner, whispering a simple tune. "Depths of mountain, dark as night. Tales to tell of dreadful fight. Cling to shadows as they draw near. Walk to light to fight the fear." He was quickly moved off of the Market path for fears that he might frighten off potential shoppers...

Module Notes

This event continues a long series of events which will place the PCs on an Epic long quest. During this time the PCs will be outside the Principality of Pekal while the war with Kalamar hopefully concludes in favor of the Principality. PCs are encouraged to play these events in order, as that will aid in the build up of excitement toward their final goal.

Despite being outside of Pekal, PCs may continue to spend their NAAs as though they were still in Pekal.

Because this module is the fourth in a series, several attempts have been made to recap the necessary events of the first three modules. If all the PCs have played "A Is for Assassin," large portions of box text in the "Introduction" can be skipped outright.

BACKGROUND

In the previous events the arrest of a grave robber lead the PCs to investigate the tombs that he was robbing to discover the source of a flayed piece of human flesh. This flesh contains the Flame Tattoo of the Guardians. The investigation of the graves lead the PCs back to Bet Kasel to discover the past of Colonel Jananik. Colonel Jananik was a member of the Ek'Kasel military as a member of General B'Tormil's command. The Colonel was actually a slave that eventually became a "trusted" member of the General's household and his regiment. During that part of the investigation the PCs met with the General, restored his mind to him and found out that Jananik was good friends with the General's son. The General wants a message brought to his son who may hold the final piece of information regarding Jananik and the Guardians of the Flames.

The General's son did have a great deal of information for the PCs and he was happy to pass the torch to others in regards to the search for the Sword of Kings.

In this event the PCs are magically transported to the city of Geanavue. In Geanavue they are able to learn about the area and possible people to talk to regarding the dwarves of Ka'Asa. They will also find that most blacksmiths in town have closed. All the metal goods coming into the town are now coming from the Ka'Asa dwarves as they attempt to raise money for some purpose.

The PCs will have an opportunity to travel to the Ka'Asa Mountains, speak with the dwarves and be challenged to recover a lost treasure of theirs. If they succeed they will be asked to perform another favor for the clan. While being messengers is never a fun task, being sent in the Kalamaran borders as a clandestine messenger will have a couple of moments of excitement.

The event is broken out into the following seven encounters.

ADVENTURE SYNOPSIS

Introduction:

The PCs are meeting once again with General P'Mare. He is very excited about the progress that they have made and he will give the PCs some news from Pekal as well. He has a number of rewards for the PCs at this point. Yes

giving them end rewards before they even begin. He will introduce a few members of his staff and as he describes the journey that the PCs will be undertaking the PCs will find themselves magically transported outside of Geanavue.

Encounter 1:

Geanavue – this is primarily an encounter where the PCs are given some information and/or they discover information regarding the dwarves that they seek. They will have some options in the city however there is a mechanism in place that should get the PCs moving quickly into the wilderness and hills.

Encounter 2:

Not so random encounter – While making their way into the hills someone from the PCs past (or a PCs past) will attempt to get the ultimate revenge upon the PCs. They will be forced to play 60 hours straight with just a bunch of roll-players – no really – their will be a number of summoned creatures sent to kill the PCs. The enemies might be numerous however the Forces of Slen (From Event C) may be a likely candidate.

Encounter 3:

Found – The PCs arrive in time for the auction. Clan Ka'Asa is attempting to raise large amounts of cash for some of the lesser relics. At the conclusion of the auction the PCs should have a chance to speak with the Clan. There will definitely be bonuses if any of them are wearing any of the Masterwork Clan armors from Events One or Two.

Encounter 4:

Negotiations – The PCs will have a chance to speak with the Leader of the Clan and negotiate with him regarding their needs. He is willing to offer equipment and weapons for an army for gold, however the PCs should discover that his ultimate goal is to retake their homeland. During their negotiations an advisor will bring him solemn news to which he reacts. Of course, the PCs are bound to act upon the event and that leads him into a story and a possible task for the PCs.

Encounter 5:

Mountains – the PCs make the dangerous trek over the mountains. The weather and terrain make the trip very uncomfortable. They will also encounter a number of hostile forces while in the

will be yet another member short. I have received a very specific request for my best. A specific task authorized at the highest levels. If you accept you will be traveling to the Ek’Kasel border. I know there has to be more to the task, but I obviously do not have a need to know. A room has been reserved for you and you always a place here when you return. I don’t have any answers for the many questions you must have but I trust you will do your best. Good luck.”

For College of Magic PCs

The note that appeared was simple, “We have been requested to make available one of our members for a special mission for the Crown. Your name was mentioned in high regard, and as such, you have been selected to undertake this mission. I would understand if you hesitated as I know how you value your studies, however I have been assured that the mission is important. We have made arrangements to have you transported to the Ek’Kasel border and the Inn of the Witch’s Cackle. Despite our best efforts and the questions we asked the representative of the Crown, we have been able neither to divine nor to ascertain any further information. Report to the College of Magic administration building as soon as possible for teleportation. Good luck.”

For Divine Organization PCs

Your normal duties were interrupted by one of the higher ranking members, who you thought meant to offer spiritual guidance. Instead, they offered a mission. “There seems that there may be a light in these times of darkness. There has been a vision as well as a message from the Prince. Although the vision was cloudy as expected, the portents clearly indicated that great events were about to begin. The message from the Prince simply confirmed this. The Crown would like you to attend a private matter. I have been told that a room at the Inn of the Witch’s Cackle has already been reserved for you, and more information will be available once you arrive. Good luck and may you find success in your endeavors.”

Unaffiliated and Independent Organization PCs

The courier’s arrival was not unexpected. The city was a buzz with activity. The message that you received had you traveling with the first caravan west. Although the countryside seems normal, there was still a sense of the unknown in those citizens you met. You arrived without issue at the Ek’Kasel border and checked into your room at the Inn of the Witch’s Cackle.

All PCs that have played the first part and / or the second part

The military is still blocking traffic going into the heart of the Principality. General P’Mare excuses himself from your presence to prepare for the next stage of the investigation. He extends your stay at the Inn and you have only caught a glance of him over the last two days.

Once the PCs have read their introduction you can continue with the text as indicated below. For those PCs that have played only event one or event two both those events end in the Inn of the Witch’s Cackle so they will have to be informed via the following text as to what is happening:

Players Who Have NOT played C:

The Inn has been a bustle of activity with couriers coming and going all through the day and night. Groups of adventurers and soldiers spare during the day and relax during the evening hours.

A captain hurries towards you one late evening. “I am sorry about the short notice but the General has made some progress. He has arranged it for you to be brought to his location so please gather what gear you might carry and report to the courtyard. I must insist that all mounts and animals remain here unless you are able to carry the animal.”

Once all the PCs are in the courtyard continue:

The captain stands with a dark skinned man wearing a variety of rings. “Alright if you are ready please gather together.” Once you gathered the dark skin man began a low chant and suddenly the evening sky shifted and although still in a courtyard, it is definitely a different courtyard, one filled with fur clad men and the General relaxing

on a stuffed chair. Other adventurer types also seem to be in the area.

For Players that HAVE played C:

It takes the General only a couple of hours to decide on his next move. You are requested, which is the polite way of saying summoned, to the large outdoor courtyard. A number of other adventurers have joined you from either the inn or actually teleported in with a dark-skinned wizard who stands enjoying some fresh juice.

For all Players:

Go ahead and allow the PCs to describe their characters. Keep them out of character for just a little while.

After a short delay, General P'Mare smiles, "I have reviewed all the information that I currently have and we still have a few places that we can investigate. Our goal of course is the discovery of the Sword of Kings and the return of the rightful emperor of Kalamar. For those with whom I have not met I am General P'Mare retired of Pekal and the Church of the Old Man. My associate," he says gesturing towards the dark-skinned wizard, "is named Mizvar. I am not sure you all know each other so if you would be kind enough to give us a name and a little about your abilities that would be appreciated."

This is where the PCs should get into character and introduce their character. Once you have gotten the introductions continue with the following:

With the introductions completed the General quickly moves to the next topic. "I have sent a number of adventurers north into the mountains to a battle site where the Sword was last seen. They are not wholly sure of finding anything but we can hope. What I was hoping you would undertake in our quest was searching out the source of the Sword. Recently word has come to me of the situation in Karasta. Not only am I pleased at the assistance our Pekalese citizens have rendered I want to do more to assist them. Through contacts with the Golden Alliance I have heard that there are a large number of exiled dwarves in the hills near Geanavue who are working diligently to

assist the rebel cause in Karasta and to eventually return Karasta to a free state. I would like to send you to them with two purposes in mind. Number one to offer what assistance you can in their efforts and number two to inquire to the history and any relevant facts that you can discover regarding the Sword of Kings. Any questions?"

Some pieces of information that the General can relate if directly asked:

- *How do they get to Geanavue?* – Mizvar will be teleporting you outside of the city. Most likely no more than an hour's walk to the city walls.
- *How much are we being paid for this?* – The General believes that the quest is worth the time of the heroes but IF they ask he will pay them each 400 gp for the task. If they don't ask he does give each PC 400 gp for expenses during the quest.
- *Do we know anything about the rebel dwarves?* – We have been told of a resistance movement in Karasta however promises have been made and I am not allowed to share the names of any of the rebels. They have been harassing the Kalamarans and their Hobgoblin allies and it seems they may be taking a more aggressive role in the hopes of freedom.
- *What kind of assistance do you want us offering the rebels?* – Obviously they may not trust you immediately so making allies of them should be a good start. They have been selling weapons and their skills at blacksmithing for some purpose. I doubt they are going to buy the freedom of Karasta from the Emperor so there must be some reason. Don't offer anything that would offend your morals or place Pekal in an unjust light please.
- *When do we leave?* - In the morning so that you can relax and prepare for the journey.
- *What do we do if we find the Sword?* – Surprisingly no one has asked the General this question before. The Sword has always seemed to be out of reach so he has not considered it completely. He will however ask that they return to the sword to him and

Prince Kafen can decide how to proceed.

Allow the PCs to relax and encourage them to do a little role-playing prior to the morning. Ways that you can accomplish this is to:

- Role-play Dinner or Drinks at the Inn
- Add a traveling bard who becomes interested in the adventures of the group

As you wake and congregate in the courtyard the dark-skinned wizard stands in the exact same location drinking yet another glass of juice. "Are you prepared?" he asks.

He does not have any more answers than the General had the night before. He has teleported to this location before without issue.

ENCOUNTER 1

Summary: Geanavue – this is primarily an encounter where the PCs are given some information and/or they discover information regarding the dwarves that they seek. They will have some options in the city however there is a mechanism in place that should get the PCs moving quickly into the wilderness and hills.

With a quick wink and a lurch to your stomach you find yourself in a much warmer locale. It is warm and humid although a breeze from from what Mizvar says is the east. "Over those hills to the south you will find a road. Follow that road and you will find the city." Mizvar tips his hat and steps back from your group. "Make sure to watch your purse", are his final words as he disappears into the air.

Assuming the PCs follow his directions they will discover the gates of Geanavue. Now you are free to utilize the Geanavue sourcebook during this point, in fact I encourage it. There are a couple of locations that you should make sure that the PCs visit if you can. There are also some key places that the PCs can get some information regarding the Karasta Dwarves.

People:

Guards at the Gate: Reolarr and Haavau. One male and one female Renaarese. They speak Merchant Tongue and Renaarese. They know the general area of the dwarves but will

recommend a couple of the blacksmiths still in town who would know more. They can also recommend a couple of merchants that deal with the dwarves. Blacksmith: Meuaven; Merchants: Taarasaar Beteer, Master of Metals and Fingers, who sold weapons.

Street Urchin: There is a gaggle of children near the gates at almost all times. There is little traffic in the area and they love to play and see the various merchants that come and go from the gates. It is a lot safer than playing down near the harbor. The children all pretend to be other people so if the PCs ask for their names they are Archer, Legs, The Doll (F), Furball, Lightning, Carrot (F) and Tiny (F). They are all aged 5-8. If they are asked they know the following pieces of information however it will cost the PCs 1 glint for meals.

- Most blacksmiths have left town or taken up a new profession.
- A lot of people have left town over the last two days heading west towards where the dwarves live.
- They can lead the PCs to any of the locations for a silver piece.

Meuaven, Blacksmith: The only working blacksmith in town this gnome is happily working on various pieces of metal when the PCs arrive. He is probably more of a metalsmith instead of a blacksmith, however he likes the title of blacksmith. He does work with a variety of metals but not many of the weapon type metals besides silver. He can tell the PCs that:

- The dwarves in the hills are having an auction first thing in the morning so many have left to see what they are selling.
- They did not really hurt his business because the dwarves don't really work with the types of metals he does or the type of items. He builds things. Uses gears and pistons to make things move. Works with copper and lead and brass.
- He does not stock items everything is ordered paid for in advance.

Taarassar Beteer: The master of metals is found in the guild house. The home itself is a bit weather-beaten having seen better days. There are about 10 men at arms still protecting the

building. A clerk will tell PCs that the Master is not seeing visitors today.

Fingers: Fingers is a swarthy Reanarian man whose bulk still moves surprisingly quickly. He will be found by the urchins in the Steamed Goat tavern. He is dressed in loose fitting gray clothing and has two muscular men seated nearby. He is a fence and a smuggler. At one point he brought weapons into the city and can still be “hired” to obtain normal equipment. The PCs can acquire the following pieces of information through a combination of Diplomacy and Bribery. Bribes have the following impact on the diplomacy roll (total value of the bribe is given): No Bribe (-10), Less than a SP (-15), Less than a GP (-5), 1-10 GP (0), 11-25 GP (+5), 26-99 GP (+8), 100 – 250 GP (+10), more than 250 GP (+15).

- DC 10 – Not much call for metal goods since the dwarves in the hills are providing quality goods at normal prices.
- DC 15 – The dwarves are even producing some magical items and in fact are auctioning off what they call “minor relics” first thing tomorrow morning.
- DC 20 – He is able to obtain most normal items without issue. And if you have a particular item in town you might need “duplicated” he might consider the business.
- DC 30 – The dwarves have used a lot of their funds on alchemists in town. They have been purchasing items that provide protection from heat and items such as crossbow bolts of hobgoblin bane.
- DC 40 – He has one of the dwarven relics that they sold a number of months ago. It is a *Ring of Heavy Fortification*.

ENCOUNTER 2

Summary: Not so random encounter – While making their way into the hills someone from the PCs past (or a PCs past) will attempt to get the ultimate revenge upon the PCs. They will be forced to play 60 hours straight with just a bunch of roll-players – no really – there will be a number of summoned creatures sent to kill the PCs. The enemies might be numerous however the Forces of Slen (From Event C) may be a likely candidate. The description assumes this enemy – however – if you know the PCs you are

free to substitute whichever foe (other than imperial forces) in their place. If you are going to substitute the foes please be sure that they are of a comparable level of challenge to the PCs. This should not be a killer encounter, but you should not let them walk through it either.

With directions in hand you have departed the city and have headed up into the western hills. After a full days travel, the sun begins to drop over the mountains beyond the hills. With a cry of anger winged forms drop from the sky and battle ensues.

You should have each PC make a spot check to avoid being surprised. Feign Surprise cards may work to their advantage here. The DC of the spot check is listed at the start of each of the ATL stat boxes.

Harpy, Medium Monstrous Humanoid: AL CE
Attack and Movement

Init +2

Melee: Club +7/+2 melee (1d6) and 2 claws +2 melee (1d3)

Base Attack +7 Grapple +7

SA Captivating song

Speed 20 ft, fly 80 ft.

Defense

hp: 31 hp (HD 7d8)

AC 13, touch 12, flat-footed 11

Fort: +2, Ref: +7, Will: +6

Traits

Racial Darkvision 60 ft.

Abilities: Str 10, Dex 15, Con 10, Int 7, Wis 12, Cha 17

Skills: Bluff +11, Intimidate +7, Perform (oratory) +5, Spot +3

Feats: Dodge, Flyby Attack, Persuasive

Languages: Avian, Low Kalamaran

ATL 1

Spot DC 13 at 80 ft. away

Harpy (1): hp 24

Harpy will land and engage in melee combat. If she incapacitates an opponent she will move to the next taking her trophies (their heads only when they are all dead)

ATL 3

Spot DC 13 at 80 ft. away

Harpy (1): hp 31

Harpy will land and engage in melee combat. If she incapacitates an opponent she will move to the next taking her trophies (their heads only when they are all dead)

ATL 5

Spot DC 13 at 80 ft. away

Harpy (2): hp 31

Harpy will stay airborne attacking with her flyby attack. If she incapacitates an opponent she will move to the next taking her trophies (their heads only when they are all dead)

Advanced Harpy, Medium Monstrous Humanoid / Fighter 2: AL CE

Attack and Movement

Init +2

Melee: Shortsword +12/+7 melee (1d6) and 2 claws +5 melee (1d3)

Base Attack +9 Grapple +9

SA Captivating song

Speed 20 ft, fly 80 ft.

Defense

hp: 43 hp (HD 7d8 + 2d10)

AC 14, touch 13, flat-footed 11

Fort: +4, Ref: +7, Will: +6

Traits

Racial Darkvision 60 ft.

Abilities: Str 10, Dex 16, Con 10, Int 7, Wis 12, Cha 17

Skills: Bluff +11, Intimidate +7, Perform (oratory) +5, Spot +5

Feats: Dodge, Flyby Attack, Persuasive, Weapon Finesse

Languages: Avian, Low Kalamaran

ATL 7

Spot DC 13 at 80 ft. away

Advanced Harpy (2): hp 43

Harpy will stay airborne attacking with her flyby attack. If she incapacitates an opponent she will move to the next taking her trophies (their heads only when they are all dead)

ATL 9

Spot DC 13 at 80 ft away

Advanced Harpy (4): hp 43

Harpy will stay airborne attacking with her flyby attack. If she incapacitates an opponent she will move to the next taking her trophies (their heads only when they are all dead)

Fiendish Elder Arrowhawk, Large Outsider (Air, Extraplanar): AL NE

Attack and Movement

Init +5

Melee: Electrical Ray +19 ranged touch (2d8) or bite +21 melee (2d6+9)

Base Attack +15 Grapple +25

SA Electrical Ray, *Smite Good* 1/d

Speed fly 60 ft. (Perfect)

Defense

hp: 112 hp (HD 15d8+45)

AC 22, touch 14, flat-footed 17

Fort: +12, Ref: +14, Will: +10

Traits

Racial Darkvision 60 ft., immunity to acid, electricity and poison, resistance to cold 10 and fire 10, DR 10/magic, SR 20

Abilities: Str 22, Dex 21, Con 16, Int 10, Wis 13, Cha 13

Skills: Diplomacy +3, Escape Artist +23, Listen +21, Move Silently +23, Search +18, Sense Motive +19, Spot +21, Survival +19

Feats: Alertness, Blind-Fighting, Combat Reflexes, Dodge, Flyby Attack, Weapon Finesse, Weapon Focus (bite)

Languages: Avian, Low Kalamaran, Infernal

ATL 11

Spot DC 38 at 80 ft away

Fiendish Elder Arrowhawk (1): hp 112

The arrowhawk will only attack from the air continuing to use its electrical ray and flyby attack.

The Scar, Golden Halfling Psion 10: hp 59

ATL 13

Spot DC 38 at 80 ft away

Fiendish Elder Arrowhawk (1): hp 112

The arrowhawk will only attack from the air continuing to use its electrical ray and flyby attack.

The Scar, Golden Halfling Psion 14: hp 81

If the PCs capture any of the opponents they may be able to let the PCs know who sent them. It will require either an Intimidate DC ATL + 15 or Diplomacy DC ATL + 20 check. In both cases the release of the prisoner is a requirement of the prisoner.

Once the PCs have defeated or escaped the ambush they can continue on to Encounter 3 and the dwarven village.

ENCOUNTER 3

Summary: Found – The PCs arrive in time for the auction. Clan Ka'Asa is attempting to raise large amounts of cash for some of the lesser relics. At the conclusion of the auction the PCs should have a chance to speak with the Clan. There will definitely be bonuses if any of them

are wearing any of the Masterwork Clan armors from Events One or Two.

The remainder of the journey into the hills is uneventful. You follow the easy track of the people and wagons into a lush vale between four large hills. A single armed dwarf stands under one of the few taller trees in the vale. "Halt and state your business!", he cries as you are still about 100 feet away.

The dwarf is a common soldier and is only level 2. He will give his name as Smorth. He will question the PCs as to who they are and where they are from. He will not fight to the death if attacked and has a companion at the top of an adjacent hill who will notice the attack and signal the village. As long as the PCs do not attack and give a reasonable explanation for their presence they will be given directions and be allowed to continue. There are a couple of issues that may come up depending on the group.

There will need to be a diplomacy check made to allow the party in, especially if they are armored and armed. The difficulty is DC 10 with the following adjustments:

- Per Kalamaran in the group (-1 per)
- Per Orc or ½ Orc in the group (-2 per)
- Per half-hobgoblin in the group (-3 per)
- Per dark elf in the group (-4 per)
- Per hobgoblin in the group (-5 per)
- Per heavy armored PC (-1 per)
- PCs wearing Ka'Asa custom armor or weapons from Module A or B (+5 per)

If the group is unable to succeed in the diplomacy check they will be allowed entrance but any medium or large weapon will need to be left in the vale. There is a hidden hallow in the hill that has a number of weapon racks.

Continue when the PCs are ready to move forward.

Smorth directs you through the vale and past the largest hill in the area. As you round this hill you find a number of stone buildings and openings into the side of the nearby hills. Although different from the Mounds of Pekal, the overall effect is somewhat similar. A large number of humans are standing around a raised platform in the center of the village.

A number of dwarves mill about the platform but it seems like the majority of the village is ignoring the proceedings.

There are of course a couple of directions that the PCs could pursue at this point.

Ask for the Villager Leader/Elder: If the PCs try the direct route they will have to convince any dwarf that they are speaking to that they should be allowed to know the description of let alone speak with the Villager Leader. They are very secretive with good reason.

However, if a PC wishes to make this argument they may attempt to convince the dwarf that they should be allowed an audience. Use Diplomacy of ATL + 20 with the following bonuses or penalties:

- Speaker is a dwarf (+7)
- Speaker wears Dwarven Steel armor (+6)
- Speaker openly carries Dwarven Steel weapons (+4)
- Speaker makes the plea in Dwarven (+2)
- Speaker is a male warrior type (heavy armor) (+1)
- Speaker is of Elf Blood (-2)
- Speaker is of Orc Blood (-4)
- Speaker is of Dark Elf Blood (-6)
- Speaker is of Goblinoid Blood (-10)

If they succeed then the party can proceed to the Encounter 4 with the leader. The entire group gets a +1 Cha check bonus in that encounter.

What's Goin On: The party may question the villagers before moving to the center of the village. If anyone is asked by PCs they might have valuable information. Ask the PCs who they want to talk to. The information is the same but it allows you the judge to role-play more: I would suggest having some dwarven names created:

1. Male Dwarf – blacksmith working on an anvil
2. Female Dwarf selling small loaves of bread for 1 sp each.
3. Male Dwarf moving a hand cart of baskets through the village

4. Male Dwarf making dwarf sized coffins seen from a large door to his “shop”
5. Female Dwarf Smith offering sword sharpening for 1 gp
6. Young Dwarven Boy – offers to shine armor for 1 sp
7. Young Dwarven Girl selling small bundles of flowers for 1 sp

Almost all the people will be friendly and the small services they offer are just their way to help the village raise money when strangers are in town. They know that the auction will be lasting at least another hour but most people leave after that. No one is forced to leave but usually most do leave.

Do I Hear...: The auction is not quite in full swing when the PCs get there but it has started. There are a number of items that the dwarves are still selling as “minor relics”. The items are listed below with their descriptions. PCs are allowed to use divination magic on them, however none are allowed to be picked up or worn by a buyer until the end of the sale. Someone picked one up and teleported away and the dwarves are not taking any chances from now on.

The mechanic for this portion is as follows. The items are first listed according to the tier played. After the items are the bidders lists. Use the bidders as people from the city that bid on particular items. If you are in a position recruit a couple of people to play the bidders if folks are hanging around. The key is this is not just a buy stuff encounter. Use the bidders and the format of the auction to promote the role-playing at the table. Don't GH it!

Items Table:

High Mountain Ring – this ring helps protect the wearer from the chilling temperatures at the upper mountain ranges. Tier 1 Endure Elements (Cold), Tier 2 Resistance to Cold – 5, Tier 3 Resistance to Cold 10,

“Picker of Elves” – this heavy pick is enchanted and said to be the bane of all the elven races. It has been carried to war three times in the last 40 years and failed to slay even one goblin thus the dwarves are willing to set it free into the world. They will get it back later. Tier 1 – Dwarven Steel +1, Tier 2 – Dwarven Steel +1 Elf Bane, Tier 3 – Dwarven Steel +2, Elf Bane

Dark Helmet of Despair – This magical helmet is made of a black mithril alloy. The ore has not been seen in generations and this is the only piece of this material that the village has in its possession. The helmet protects the wearer while projecting an aura of despair to their enemies in combat with the wearer. It will magically fit the wearer. See certificate for all the details.

The Wind Shield – this heavy dwarven steel shield protects the wielder in the normal fashion and has been known to provide excellent protection from all missile weapons (although no record of it being wielded against giants). It has the symbol of a lightning bolt coming straight down between two crossed halberds. Tier 1 *Heavy Shield +1*, Tier 2 *Heavy Shield +1* – allows deflect missiles 1/d, Tier 3 - *Heavy Shield +2* – allows deflect missiles 3/d

Starting Prices

| Item | 1-3 | 5-7 | 9-11 | 13 |
|---------------------------|---------|---------|---------|----------|
| <i>High Mountain Ring</i> | 800 gp | 1500 gp | 2400 gp | 4000 gp |
| <i>Picker</i> | 400 gp | 800 gp | 1200 gp | 1600 gp |
| <i>Helm of Despair</i> | 2000 gp | 3000 gp | 4000 gp | 10000 gp |
| <i>The Wind Shield</i> | 800 gp | 1500 gp | 2400 gp | 4000 gp |

Bidders:

Yumati – Female Gnome – representing the Merchant House Efferdan of Geanevue. She is a small woman but she has a very loud and squeaky voice (not a nice combination). She will bid on *The Picker*, *Dark Helmet* and *Wind Shield*.

Bulinas – Male Fhokki – representing one of the northern tribes. Was passing through Geanevue when he heard of the auction and has come this way to see what items might be found. He will bid on *High Mountain Ring*, *The Picker*, and the *Wind Shield*.

Westrel – Female Reanarian – representing herself. A known adventurer from Geanevue she hires herself out for many tasks and has

also done some work with Fingers. She has actually been hired by the local dwarves to help make sure the items are going for an appropriate price. Therefore she actually is bidding on all the items. Westrel knows that the minimums that the dwarves want is at least two times the starting amount (800 GP would mean that she will push things up to 1,600 GP) and will work to get that amount out of the bidders.

Count Fruseltin – Male Svishmosh – The Count is not truly nobility but he tends to use the title when he is traveling as he believes it gives him an advantage when negotiating with others. He projects a degree of arrogance but is a very intelligent man as well. The Count values magical items so he too will be bidding on all the items. He does have a limit so if he has spent over a certain amount he will stop bidding on other items.

Selimorn – Male Reanarian – “Sel” represents a number of the noble or wealthy houses in Geanevue. He is very small in stature and tries to stay quiet only silently bidding when the time is right. “Sel” is interested in the *High Mountain Ring*, *Dark Helmet* and the *Wind Shield*. Once he is outbid he will quietly nod in salute to the bidder, and slip back into the shadows.

At the conclusion of the auction or after the PCs have asked to speak with the leader of the dwarves you should continue with encounter 4.

ENCOUNTER 4

Summary: Negotiations – The PCs will have a chance to speak with the Leader of the Clan and negotiate with him regarding their needs. He is willing to offer equipment and weapons for an army for gold, however the PCs should discover that his ultimate goal is to retake their homeland. During their negotiations an advisor will bring him solemn news to which he reacts. Of course, the PCs are bound to act upon the event and that leads him into a story and a possible task for the PCs.

With the auction winding down you have been offered a chance to speak with the Clan leader. You are escorted into the hillside and into a large chamber with many tables and a large fire pit. A pale skinned dwarf sits at the far end of the chamber. As you approach to about 40 feet (just over half the hall) he speaks, “You are not known to us. I sense

that you have purpose. Purpose not shown by the many that flock here for our possessions.” He coughs and wipes a small trickle of blood from the corner of his mouth. “I am Captain Shorgnoth of the Kingdom of Karista. I have lead here since the coming of Kabori and hopefully will return home before these bones join our mother earth. What brings you to our mountain and what is it you wish to gain from your visit.”

The Captain has been the leader of the refugees however he was recently cursed with a terrible disease. Although neither he or the clerical members of the tribe have been able to detect this. They treat his conditions each day during the mid day meal. That allows him to be productive in the afternoon and sleep well over night. He does not usually accept visitors during the morning hours.

He will listen politely to the PCs. He has the following comments on each particular topic:

- Why are you selling items or why are you raising gold? ***“Our brothers and sisters still in Karasta are being held by Kalamaran forces and hobgoblin lackeys. We raise money so that we can afford the materials to construct appropriately hobgoblin bane and other protective items for the resistance.”***
- How do you get items or gold to the resistance? ***“We have our ways. There are many old and forgotten paths through the mountains that only our Clan truly know.”***
- How might we help you in this activity? ***“We are not desperate enough for charity but if you want to purchase items from our smiths all orders are appreciated.”***
- What is ailing you or what are you suffering from? ***“I am not sure. I started suffering from the effects about 2 weeks ago, and although our priests are very skilled they have not been able to do more than relieve the suffering for parts of each day.”***

The PCs are sure to be interested in his health so I have included a couple of notable pieces here:

- Heal check – DC 15 – The Captain is suffering the effects of The Red Scourge. This disease is typically caught in tropical areas. If a DC 20

check is made it will be known that the disease is primarily found in SSS swamps.

- If Magic is detected – The Captain is indeed under two magical affects. The first is faint and if DC13 Spellcraft check is made it will be detected as a lingering spells that is almost completely faded. The second requires a DC 17 and indicates that there is a powerful transmutation that is on the Captain. This is the Ancient Curse on him.
- If someone attempts to *dispel magic* on the Captain (hopefully they ask permission first) then they may be able to dispel the curse for a short amount of time. It is a 7th level spell and an 16th level caster. It was actually focused from an item by the chief spymaster of Emperor Kabori.
- To remove the curse a *Remove Ancient Curse* is required.

After just a few questions Shorgnoth will have a couple of questions for the PCs as well. It will be important that the PCs eventually let him know that they are looking for information on the Sword of Kings. Once they do ask, he will have to listen to one of his advisors who enters as the PCs are answering.

Captain Shorgnoth coughs a bit more as two dwarven priests tend to his health. “I do have a couple of questions for you if you could take a moment or two to answer them for me.”

- ***“Where are you from? And why would you have interest in the Kingdom of Karista?”***
- ***“How do you think you can assist our Kingdom?”***
- ***“What would be the cost of your assistance against the Kabori and hobgoblin forces?”***

One of the Captain’s advisors enters as you finish answering and whispers something to the dwarven leader. “So you are interested in the Sword of Kings. I know many have spent time researching the lost sword but no one has ever asked those most knowledgeable in its lore.”

The Captain stands with some assistance and walks to the side of the hall. He returns with an ornate shield. The shield

is engraved with a scene showing a regally clad dwarven warrior presenting the sword to an unknown persona. “This shield was embossed to celebrate the enchanting of the Sword of Kings. If you notice the King was wearing the Regalia of Ka’Asa. These are the sacred garb and accoutrements of the King and represent the Kingdom and its power. Some of the items were hidden when Kabori came and we had thought others lost to Kabori or his hobgoblin slaves. However, it has come to our attention that one we had though lost has perhaps been found. It is not however in a safe place at all. It is the Crown of Ka’Asa. We knew it had not left the mountain for then it’s curse would have come into play. My scouts say they believe they have a hint as to its location. It is guarded by both traps and hobgoblins. Would you be willing to undertake a quest to retrieve the crown and return it here to this hall?”

He is able to answer many questions but I will attempt to read the minds of the players and predict the questions that they are most likely to ask. He asked them to return the crown to the hall instead of to him just in case he dies before they return.

- What is the curse on the Crown? ***“Loss of all material weath by the thief.”***
- What are the powers of the Crown? ***There is said to be many, however it is said that the crown is responsible for the long and healthy lives of our sovereigns.”***
- Where can we find the crown? ***“The hobgoblins have been spotted guarding the entrance to the Depths of the Mountain. The depths are not pathways into the mountain paths. It is an ancient place of testing for our youth during the rituals of manhood. It was corrupted by the crow-worshipping dark elves over 100 years ago. For a while young dwarves still attempted the route however none ever survived.”***
- How many hobgoblins were found there? ***“- My scouts report at least a half dozen of them in the vicinity of the entrance”***

Once the PCs have agreed and they have the limited map to the Depth you can continue with the following:

Captain Shorgnoth seems to perk up with your acceptance. He whispers a question to his pair of priests. One seems to consider his words while the other reacts strongly against whatever he said. They confer for no more than a minute before he turns back to you, "Hmm, when our young warriors would brave the Depths of the Mountain a ritual was performed to guide and assist them. This ritual concluded with their return and their acknowledgement by the King. Although you are not of the Clan, I have decided with someone limited support of the priests to offer you some of the benefits of the ritual. Be aware that the benefits are minor and it requires you to pledge yourself to return all found in the depths to this hall."

The Captain will turn to each PC and ask them if they want to accept the benefits. He will not offer the benefits to ANY hobgoblin, orc or dark elf.

The ritual is simply a ritual version of a *geas* / *quest* spell in which the recipient gains a +1 divine bonus to attacks, saves and skills while they are actively pursuing the quest. They gain a -1 per week they are not actively pursuing the quest. The spell ends when the recipient returns to the hall with all that they have found.

By the way – if some in the group do NOT take the benefit (or are not offered it) items can not be just given to them. The only way to trick the spell would be if the recipient has no awareness or suspicion that someone has taken something.

Once they have finished with the Captain they will be offered some lunch before they depart. Continue with Encounter 5 when they are ready. They are allowed to sleep through the night if they wish – remember they have used some spells during the ambush earlier.

ENCOUNTER 5

Summary: Mountains – the PCs make the dangerous trek over the mountains. The weather and terrain make the trip very uncomfortable. They will also encounter a number of hostile forces while in the mountains. How they deal with the forces will dictate how prepared they might be for the last and most dangerous force.

Okay this encounter has a number of methods that the PCs can take to complete the encounter. It might be a good time for a short 5 minute break. Take the time to see what type of items each PC is carrying with them. You can tell them that the Captain offers to protect any items that they do not want to carry with them. He also offers them each a backpack with 2 torches, 4 pitons, a small hammer, 15 feet of rope and a flask of water.

What you are looking for is to see if any of the PCs will be carrying the Banner of Strength. This item has been around for a while and some PCs may still be carrying one. If they have make a note of it. Be aware that the description of the banner is:

A rectangular blood-red banner contains black and white embroidery and brass clasps on one of the short ends. The large run in the center of the standard is a very old arcane sigil meaning "strength" or "might".

The hobgoblins are alert outside the entrance to the Depths. They are relieved every week and this is the fourth day for them.

Moving up the hills from the dwarven camp, you spend almost four hours traversing the rough terrain that exists at the foot of the mountains. Just over an hour ago the skies darkened and strong gales of wind and rain have made your progress even harder. Over the echoing thunder you hear the deep complaints of hobgoblins up ahead.

The PCs are entering the camp area downwind (just lucky this time). There is absolutely no chance of any PC actually flying in the gale winds. Without gravity and the friction of the ground they will be pushed over 60 feet per round back down the mountain side.

If the PCs even bother to scout ahead use the following description, if they simply charge they can start out 200 feet away from the entrance to the Depths. They have surprise during the first round.

A pair of armor clad hobgoblins stand suffering the wrath of nature. Their blood-red tabards blowing chaotically in the wind. A number of small wooden structures stand nearby most likely housing the remainder of the unit.

If one of your players has the banner go ahead and allow them an Intelligence or Wisdom (their choice) check with a DC of 15 to remember the banner. Obviously if the player keys on the item then the roll is not required. If more than one player has the banner allow both to make the roll. If a player approaches in a non-hostile manner with the banner displayed continue with the following:

The hobgoblins on watch yell to their companions who enter the wind and rain. They stand in what might be confusion at your approach. Finally one moves towards you, "What is the command of Emperor Kabori?" it stammers in broken Merchant Tongue.

It is time for the old bluff or diplomacy rolls – but PLEASE don't as a judge just turn to the dice. Let the players do the role-playing and based on the conversation have the speaker make either a bluff or a diplomacy roll. Any of the PCs that took part in the conversation can attempt to assist based on their statements during the conversation. In this case I want to utilize some specialized rules:

- If someone tries to assist and fails the overall score is reduced by one.
- If the speaker is speaking in hobgoblin they receive a +1 to their roll.
- If the speaker is a hobgoblin they receive a +1 to their roll.
- If the speaker is a dwarf they receive a -2 to their roll.

The DC needed is ATL +15. Based on their roll consult the following table:

| Difference in the Roll from the DC | Result |
|------------------------------------|---|
| -missed DC by 5 or more | The hobgoblins attack with a +1 morale bonus and fight to the finish based on the insult to their tribe. |
| Missed DC by up to 4 | The hobgoblins attack unless they are immediately given the banner |
| Made the DC by up to 5 | The hobgoblins are very interested in dealing for the banner. They will allow the PCs passage into and out of the Depths in exchange. |

| | |
|--------------------------|---|
| Made the DC by 6 or more | The hobgoblins tell the PCs their story and offer them a token of their honor in exchange for the banner. |
|--------------------------|---|

If the PCs gain the hobgoblin story they will find the following information:

- The banner was lost in a battle against the Empire generations ago. Many banners fell and were taken as prizes by the Kalamarans.
- It is the tribal symbol of their Strength.
- Kabori has promised the return of all the lost banners for another 10 years of service. Obviously he does not have the ability to live up to this promise.

If the PCs attack the hobgoblins continue with the battle as per the map and the tiering below:

ATL 1

Hobgoblin Warriors (3): Fighter 1: AL LE; Init +1; hp 14; AC 16, touch 11, flat-footed 15; BaB/Grapple +1 / +4; Atk Two-handed sword +5 (2d6+6/19-20x2); SV Fort +6, Ref +1, Will +0; Feats: Weapon Focus (two-handed sword), Power Attack

Hobgoblin Leader: Fighter 2 (Cpl): AL LE; ; Init +1; hp 25; AC 16, touch 11, flat-footed 15; BaB/Grapple +2 / +5; Atk Two-handed sword +6 (2d6+6/19-20x2); SV Fort +7, Ref +1, Will +0; Feats: Weapon Focus (two-handed sword), Power Attack, Cleave

ATL 3

Hobgoblin Warriors (5): Fighter 1: AL LE; ; Init +1; hp 14; AC 16, touch 11, flat-footed 15; BaB/Grapple +1 / +4; Atk Two-handed sword +5 (2d6+6/19-20x2); SV Fort +6, Ref +1, Will +0; Feats: Weapon Focus (two-handed sword), Power Attack

Hobgoblin Leader: Fighter 2 (Cpl): AL LE; ; Init +1; hp 25; AC 16, touch 11, flat-footed 15; BaB/Grapple +2 / +5; Atk Two-handed sword +6 (2d6+6/19-20x2); SV Fort +7, Ref +1, Will +0; Feats: Weapon Focus (two-handed sword), Power Attack, Cleave

ATL 5

Hobgoblin Warriors (5): Fighter 2: AL LE; ; Init +1; hp 25; AC 16, touch 11, flat-footed 15; BaB/Grapple +2 / +5; Atk Two-handed sword +6 (2d6+6/19-20x2); SV Fort +7, Ref +1, Will +0;

Feats: Weapon Focus (two-handed sword), Power Attack, Cleave

Hobgoblin Leader (Sgt): Fighter 3: AL LE; ; Init +1; hp 36; AC 16, touch 11, flat-footed 15; BaB/Grapple +3 / +6; Atk Two-handed sword +7 (2d6+6/19-20x2); SV Fort +8, Ref +2, Will +3; Feats: Weapon Focus (two-handed sword), Power Attack, Cleave, Iron Will

ATL 7

Hobgoblin Warriors (7): Fighter 3: AL LE; ; Init +1; hp 36; AC 16, touch 11, flat-footed 15; BaB/Grapple +3 / +6; Atk Two-handed sword +7 (2d6+6/19-20x2); SV Fort +8, Ref +2, Will +3; Feats: Weapon Focus (two-handed sword), Power Attack, Cleave, Iron Will

Hobgoblin Leader (Sgt): Fighter 5: AL LE; ; Init +1; hp 58; AC 16, touch 11, flat-footed 15; BaB/Grapple +5 / +8; Atk Two-handed sword +9 (2d6+8/19-20x2) or Spear +6 (1d8+4/20); SV Fort +9, Ref +3, Will +4; Feats: Weapon Focus (two-handed sword), Power Attack, Cleave, Iron Will, Weapon Specialization, Weapon Focus (Spear)

ATL 9

Hobgoblin Warriors (7): Fighter 5: AL LE; ; Init +1; hp 58; AC 16, touch 11, flat-footed 15; BaB/Grapple +5 / +8; Atk Two-handed sword +9 (2d6+8/19-20x2) or Spear +6 (1d8+4/20); SV Fort +9, Ref +3, Will +4; Feats: Weapon Focus (two-handed sword), Power Attack, Cleave, Iron Will, Weapon Specialization, Weapon Focus (Spear)

Hobgoblin Leader (Sr. Sgt): Fighter 9: AL LE; hp 111; AC 19, touch 11, flat-footed 18; BaB/Grapple +9 / +12; Atk Two-handed sword +14 / +9 (2d6+9/17-20x2) or Spear +10 / +5 (1d8+4/20); SV Fort +13, Ref +5, Will +6; Feats: Weapon Focus (two-handed sword), Power Attack, Cleave, Iron Will, Weapon Specialization, Weapon Focus (Spear), Combat Expertise, Improved Disarm, Improved Critical (two-handed sword), Greater Weapon Focus (two-handed sword)

ATL 11

Hobgoblin Warriors (7): Fighter 5: AL LE; ; Init +1; hp 58; AC 16, touch 11, flat-footed 15; BaB/Grapple +5 / +8; Atk Two-handed sword +9 (2d6+8/19-20x2) or Spear +6 (1d8+4/20); SV Fort +9, Ref +3, Will +4; Feats: Weapon Focus (two-handed sword), Power Attack, Cleave, Iron

Will, Weapon Specialization, Weapon Focus (Spear)

Hobgoblin Sergeant (Sr. Sgt): Fighter 9: AL LE; Init +1; hp 111; AC 19, touch 11, flat-footed 18; BaB/Grapple +9 / +12; Atk Two-handed sword +14 / +9 (2d6+9/17-20x2) or Spear +10 / +5 (1d8+4/20); SV Fort +13, Ref +5, Will +6; Feats: Weapon Focus (two-handed sword), Power Attack, Cleave, Iron Will, Weapon Specialization, Weapon Focus (Spear), Combat Expertise, Improved Disarm, Improved Critical (two-handed sword), Greater Weapon Focus (two-handed sword)

Hobgoblin Leader (Captain): Fighter 9 / Ranger 3: AL LE; Init +4; hp 147; AC 18, touch 12, flat-footed 18; BaB/Grapple +12 / +17; Atk Two-handed sword +17 / +12 (2d6+9/17-20x2) or Spear +14 / +9 (1d8+5/20); SV Fort +16, Ref +8, Will +7; Feats: Weapon Focus (two-handed sword), Power Attack, Cleave, Iron Will, Weapon Specialization, Weapon Focus (Spear), Combat Expertise, Improved Disarm, Improved Critical (two-handed sword), Greater Weapon Focus (two-handed sword), Power Critical, Improved Initiative

ATL 13

Hobgoblin Warriors (7): Fighter 5: AL LE; ; Init +1; hp 58; AC 16, touch 11, flat-footed 15; BaB/Grapple +5 / +8; Atk Two-handed sword +9 (2d6+8/19-20x2) or Spear +6 (1d8+4/20); SV Fort +9, Ref +3, Will +4; Feats: Weapon Focus (two-handed sword), Power Attack, Cleave, Iron Will, Weapon Specialization, Weapon Focus (Spear)

Hobgoblin Sergeant (Sr. Sgt) (2): Fighter 9: AL LE; Init +1; hp 111; AC 19, touch 11, flat-footed 18; BaB/Grapple +9 / +12; Atk Two-handed sword +14 / +9 (2d6+9/17-20x2) or Spear +10 / +5 (1d8+4/20); SV Fort +13, Ref +5, Will +6; Feats: Weapon Focus (two-handed sword), Power Attack, Cleave, Iron Will, Weapon Specialization, Weapon Focus (Spear), Combat Expertise, Improved Disarm, Improved Critical (two-handed sword), Greater Weapon Focus (two-handed sword)

Hobgoblin Leader (Captain): Fighter 9 / Ranger 6: AL LE; Init +4; hp 183; AC 21, touch 12, flat-footed 18; BaB/Grapple +15 / +20; Atk Two-handed sword +20 / +15 / +10 (2d6+9/17-20x2) or Spear +14 / +9 (1d8+5/20); SV Fort +16, Ref +8, Will +7; Feats: Weapon Focus

(two-handed sword), Power Attack, Cleave, Iron Will, Weapon Specialization, Weapon Focus (Spear), Combat Expertise, Improved Disarm, Improved Critical (two-handed sword), Greater Weapon Focus (two-handed sword), Power Critical, Improved Initiative, Monkey Grip, Improved Sunder

Whether they deal with the hobgoblins in a peaceful manner or they simply kill them the way should be clear and they will be able to move on to Encounter 6.

ENCOUNTER 6

Summary: Descent into the Depths of the Mountain. This is quite possibly a death trap and wise PCs may take a number of opportunities to leave thus ending the event. However, if the PCs have managed to survive Encounter 5 with little injury or have the means and perseverance to continue they may discover a great deal about themselves as well as the Kalamaran Empire. This encounter is broken into 8 sub-sections.

Entrance Description: *The dark cave behind the hobgoblin camp bellows steam and fog as the rain continues to fall. Thunder echoes throughout the hills as they are lit by a burst of lightning. The cave continues to breath as you ponder its blackness.*

The cave is quickly closes to approximately 6 feet high and 6 feet wide. Obviously there will be issues for taller PCs and utilization of two-handed or ranged weapons. To make it simple two-handed weapons, bows and spear-like weapons will be ineffective in the closed quarters.

The passage immediately begins to slope downward at about a 12 degree angle. Players may not believe that is too steep but given the slow drizzle of water flowing through the tunnel makes footing exceedingly treacherous.

Remember at any point the PCs can take actions. At the end of each section the distance to the next description is listed.

DISTANCE TO NEXT DESCRIPTION: 0 feet

Tunnel to First Door: *The slippery cave continues downward maybe 100 or so paces.*

Surprisingly there is a stout ironbound door at the end of the cave. Thick bands with solid appearing rivets hold the dark wooden door to the frame. A constructed wall juts from each side of the cave to support the doorframe. It is not however air-tight as water still flows slowly past the door and fog breaths forward out from the edges of the door.

The door is trapped. There are small rods that are kept from moving by the closed door. Inside the door frame are small holes which either detect movement or others that fire small darts. The darts attack as per the table below which also shows the DC to disarm the trap which can be done by holding those small rods in while the door is opened. Nasty note: There are rods on the door frame but also a small number on the floor under the door. It has a similar trigger but should be disarmed as a second trap. The column with the # of darts has a second value of the total number remaining in the door so it can run out of ammunition, otherwise, it fires for each PC that goes through (and back through on the way out if forgotten)

| <i>Tier</i> | <i>Disarm DC</i> | <i># of Darts</i> | <i>Atk Value</i> | <i># Floor Darts</i> |
|-------------|------------------|-------------------|------------------|----------------------|
| 1 | 12 | 2 / 10 | +1 | 1 / 5 |
| 3 | 15 | 2 / 20 | +3 | 1 / 10 |
| 5 | 18 | 4 / 20 | +5 | 2 / 10 |
| 7 | 21 | 4 / 40 | +7 | 2 / 20 |
| 9 | 24 | 6 / 60 | +9 | 3 / 30 |
| 11 | 27 | 6 / 100 | +11 | 3 / 50 |
| 13 | 30 | 8 / 120 | +13 | 4 / 60 |

The tunnel continues downward at a slightly less gradient (8 degrees).

DISTANCE TO THE NEXT DESCRIPTION: 80 ft

Tunnel to the Second Door: *The water flows slower over the slight decline into the earth. Another fifty or so paces to another iron bound door. This door is similar except for the three raised runes that rise from the iron bands.*

The runes are found on Players Handout #5. The solution is rune 2, rune 1 then rune 3. Birth, Youth and Ending. The PCs must merely touch a rune. If it is the correct rune in the order then nothing seems to happen. If it is the incorrect rune then the PC that touches the rune will suffer 1d4 + ATL points of force damage. Now

the damage may seem high – however realize that the most wrong answers any group should receive is 3. The Runes are ancient elven. A PC who speaks and reads elven is allowed a DC 5 + ATL to understand the symbol of each rune. Once the correct sequence is pressed the door will open.

DISTANCE TO THE NEXT DESCRIPTION: 50 ft

Tunnel to the Third Door: *The tunnel continues into the darkness however the passages have become much smoother. There is a slight decline to the tunnel and small trickles of water follows you through the doorway. Only a dozen or so paces from the door a pair of torches unseen against the wall suddenly light throwing light up and down the corridor. Adjusting to the light you see another 50 feet of corridor ending in a door with lit torches every ten feet right up to the doorway.*

Okay there is another trap here. Trap – Puzzle – Trap. The issue is that there is a latch on the far side of the door. When the door opens the latch moves which releases two of the torches and sends gas into the torches. The gas builds up over time and the torches and door reset themselves. The trap can be discovered in two different ways. If a rogue attempts to search the torches themselves then there is a DC 10 + ATL Search chance to notice that at least two of the torches are not solidly connected to the walls. A DC 20 + ATL chance of discovering the latch on the top of the door. The latch is very difficult to disarm since it will require the removal of the latch without setting it off. There is no way to open the door normally without somehow removing the latch. There is also a simple needle trap DC 5 + ATL to find on the door itself. Use the following table for these traps:

| Tier | Torch Dmg | Torch Disable DC | Needle Disable DC | Needle Dmg | Latch Disable DC |
|------|-----------|------------------|-------------------|--|------------------|
| 1 | 1d4+1 | 14 | 10 | 1d2 + DC 10 poison (1 Dex) | 18 |
| 3 | 1d6+3 | 16 | 13 | 1d2 + DC 12 poison (1d2 dex) | 20 |
| 5 | 2d4 +5 | 18 | 16 | 1d4 + DC 14 poison (1d4 dex) | 22 |
| 7 | 3d6 +7 | 20 | 19 | 1d6 + DC 16 poison (1d6 Dex) | 24 |
| 9 | 3d8 + 9 | 22 | 22 | 1d6 + DC 19 poison (1d6 Dex, 1d6 Dex) | 26 |
| 11 | 4d6 + 11 | 24 | 25 | 2d6 + DC 19 poison (1d6 Dex, 1d6 Dex) | 28 |
| 13 | 5d8 + 13 | 26 | 28 | 3d6 + DC 19 poison (1d6 Dex, 1d6 Dex) | 30 |

DISTANCE TO THE NEXT DESCRIPTION 150 ft

Tunnel to the Fourth Door: *There is only a 1-2 inch layer of fog over the floor of this tunnel and it seems to have almost flattened out. The tunnel is extremely warm and humid and soon the light of the torches is left behind and the tunnel becomes dark once again.*

The doorway this time is again iron bound but seems to be of a white ash. A strong hardwood but in contrast to the previous doors before. As you approach you can see the corpses of a number of dwarves that died without passing this door. Some type of script is carved into the door and marked black with ink or coal.

The corpses are those of the last three dwarven boys that attempted to enter the Depths. Obviously they failed in their attempt to pass the door. The script is in Dark Elf. If a PC can read Dark Elf then hand them Players Handout #6. If not as they approach a voice "sings" once in Merchant tongue the following,

Created with hatred and deception in mind,
Placed here to prevent all passage behind.
The answer comes natural to the urchin,
The Rogue and the Merchant.
Deception with purpose spoken to another,
To the enchanter his bread and his butter.
Speak truth with the answer to this riddle,
Or beware as bones crack and grow brittle

It does not repeat the words so players will need to listen closely and perhaps write the words down. Please read them slowly and clearly once. If they can not solve the riddle it will probably be impossible to continue. The door may be able to be broken down as per the normal rules but each touch of the door does cold damage to the attacker/toucher. The damage is tiered as seen below:

| Tier | Damage |
|------|--|
| 1 | 1d4 + Fortitude save DC 13 to avoid 1 pt Con dmg |
| 3 | 1d6 + Fortitude save DC 15 to avoid 1 pt Con dmg |
| 5 | 2d6 + Fortitude save DC 17 to avoid 1 pt Con dmg |
| 7 | 3d6 + Fortitude save DC 19 to avoid 1 pt Con dmg |
| 9 | 3d6 + Fortitude save DC 21 to avoid 2 pt Con dmg |
| 11 | 4d6 + Fortitude save DC 23 to avoid 2 pt Con dmg |
| 13 | 6d6 + Fortitude save DC 25 to avoid 2 pt Con dmg |

IF the PCs have any cold resistance and that reduces the damage to 0 or below then they do not need to make the Fortitude save. Might be

important if one of them purchased the High Mountain Ring earlier.

Oh you might be looking at the riddle and be looking for the answer. Let me walk through the answer so that you can explain it later if the players are not able to solve the riddle. As mentioned by the Captain the Depths were invaded and corrupted by the dark elves. Thus, the creator (enchanter) was a dark elf. Created with deception in mind means that the answer may not be the answer to the riddle. The white door is meant to indicate that the answer may be opposite of what it seems. Lies come natural to the urchin, the rogue and the merchant. Lies are deceptions spoken to another. And lies were the bread and butter of the dark elf that placed the enchantments on the door. Speak TRUTH, and truth being opposite of lies is the correct answer to the riddle.

DISTANCE TO THE NEXT DESCRIPTION 300 ft.

Tunnel to the Bridge: The tunnel actually opens a bit. It slowly expands to about 10 feet wide and although still dark the height of the tunnel increases to a staggering 15 feet. Water drips from the stalagmites hanging from the ceiling as the temperature gets even warmer and fog hangs throughout the air. Although hidden in the fog the feel of the floor changes from natural to worked smooth stone. After fifty to sixty paces a light begins to be seen in the fog ahead. A red glow that lights up the fog.

So easy to mistrust the poor author. By now it is hoped that the PCs will be looking for traps and moving slowly down the hallway. That is just where we want them. There is no trap here however the dark elves did start a small colony of darkmantles here in the cave. They have survived on the natural water and the occasional dwarf. They will start up on the ceiling and attempt to drop down on the PCs. The number of darkmantle indicates their current numbers due to starvation (lack of dwarves).

ATL 1

Darkmantle (1) small magical beast: AL N; HD 1d10+1; hp 6; Init +4; Spd 20 ft, fly 30 ft; AC 17, touch 11, flat-footed 17; Base Attack/Grapple +1 / +0; Atk Slam +5 melee (1d4+4); Space/Reach 5 ft/5 ft; SA Darkness, Improved Grab, Constrict 1d4+4; SQ Blindsight 90 ft; Saves Fort +3, Ref

+2, Will +0; Abilities Str 16, Dex 10, Con 13, Int 2, Wis 10, Chr 10; Skills Hide +10

ATL 3

Darkmantle (3) small magical beast: AL N; HD 1d10+1; hp 11; Init +4; Spd 20 ft, fly 30 ft; AC 17, touch 11, flat-footed 17; Base Attack/Grapple +1 / +0; Atk Slam +5 melee (1d4+4); Space/Reach 5 ft/5 ft; SA Darkness, Improved Grab, Constrict 1d4+4; SQ Blindsight 90 ft; Saves Fort +3, Ref +2, Will +0; Abilities Str 16, Dex 10, Con 13, Int 2, Wis 10, Chr 10; Skills Hide +10

ATL 5

Darkmantle (6) small magical beast: AL N; HD 1d10+1; hp 11; Init +4; Spd 20 ft, fly 30 ft; AC 17, touch 11, flat-footed 17; Base Attack/Grapple +1 / +0; Atk Slam +5 melee (1d4+4); Space/Reach 5 ft/5 ft; SA Darkness, Improved Grab, Constrict 1d4+4; SQ Blindsight 90 ft; Saves Fort +3, Ref +2, Will +0; Abilities Str 16, Dex 10, Con 13, Int 2, Wis 10, Chr 10; Skills Hide +10

ATL 7

Darkmantle (6) small magical beast: AL N; HD 3d10+1; hp 23; Init +4; Spd 20 ft, fly 30 ft; AC 17, touch 11, flat-footed 17; Base Attack/Grapple +3 / +2; Atk Slam +7 melee (1d4+4); Space/Reach 5 ft/5 ft; SA Darkness, Improved Grab, Constrict 1d4+4; SQ Blindsight 90 ft; Saves Fort +5, Ref +4, Will +1; Abilities Str 16, Dex 10, Con 13, Int 2, Wis 10, Chr 10; Skills Hide +10

ATL 9

Darkmantle (12) small magical beast: AL N; HD 3d10+1; hp 23; Init +4; Spd 20 ft, fly 30 ft; AC 17, touch 11, flat-footed 17; Base Attack/Grapple +3 / +2; Atk Slam +7 melee (1d4+4); Space/Reach 5 ft/5 ft; SA Darkness, Improved Grab, Constrict 1d4+4; SQ Blindsight 90 ft; Saves Fort +5, Ref +4, Will +1; Abilities Str 16, Dex 10, Con 13, Int 2, Wis 10, Chr 10; Skills Hide +10

ATL 11

Darkmantle (16) small magical beast: AL N; HD 3d10+1; hp 23; Init +4; Spd 20 ft, fly 30 ft; AC 17, touch 11, flat-footed 17; Base Attack/Grapple +3 / +2; Atk Slam +7 melee (1d4+4); Space/Reach 5 ft/5 ft; SA Darkness, Improved Grab, Constrict 1d4+4; SQ Blindsight 90 ft; Saves Fort +5, Ref +4, Will +1; Abilities Str

16, Dex 10, Con 13, Int 2, Wis 10, Chr 10; Skills Hide +10

ATL 13

Darkmantle (16) small magical beast: AL N; HD 3d10+1; hp 23; Init +4; Spd 20 ft, fly 30 ft; AC 17, touch 11, flat-footed 17; Base Attack/Grapple +3 / +2; Atk Slam +7 melee (1d4+4); Space/Reach 5 ft/5 ft; SA Darkness, Improved Grab, Constrict 1d4+4; SQ Blindsight 90 ft; Saves Fort +5, Ref +4, Will +1; Abilities Str 16, Dex 10, Con 13, Int 2, Wis 10, Chr 10; Skills Hide +10

Dwarven Ghost, Medium Undead: AL LN; HD 3d12; hp 26; Init +5; Spd Fly 30 ft.; AC 12; Base Attack +3 / +6; Atk Incorporeal Touch +4 melee (1d6); SA corrupting gaze (DC 13 – or 2d10 + 1d4 Charisma dmg), Frightful Moan (DC 13 Will save or become panicked in fear for 2d4 rounds); SQ Rejuvenation, Darkvision 60 ft, incorporeal traits, +4 turn resistance, undead traits; Saves Fort +4, Ref +2, Will +2

PCs should be able to fight off the surprise attacking darkmantles. They have surprise but have very few hit points. When at least six of them half will cast darkness as the other half attack. This should limit the PCs response options.

DISTANCE TO THE NEXT DESCRIPTION 10 ft

The Bridge: ***With the stange creatures behind you it is finally possible to discover the source of the red glow in the mists. The glow comes from a significant pool of lava that rests about 60 feet below a strange bridge to a stone central pillar. The pillar is 20 feet away from the passage and is probably about 15 feet across. In the center of the pillar is a pedestal with what appears to be a crown upon it. The bridge crosses the 20 foot gap between the tunnel and the pillar of stone. It appears to be metal forged with holes through the bridge as drilled holes above drop small amounts of water down onto the hissing bridge.***

There is a trap here and it is all in the minds of the PCs and players. Yes the bridge is hot. Bare feet will burn severely. Leather boots (even magical ones) will be damaged. Metal armor will get warm but will not be permanently harmed. The goal of this room was originally to challenge the dwarven youth to boldly march

forward. The holes in the bridge do not greatly weaken the strength of the bridge. However the bridge will bend and sway if more than one dwarf's weight were put upon it. The holes allow the heat of the lava to be strongly felt by those on the bridge however the water keeps the bridge from becoming too hot.

Crossing the bridge will result in non-lethal damage as the heat immediately penetrates the PC. The amount of non-lethal damage and the Fortitude save needed to half the damage is shown below:

| Tier | Damage | Fort save DC |
|------|--------|--------------|
| 1 | 1d8 | 12 |
| 3 | 2d6 | 14 |
| 5 | 3d6 | 16 |
| 7 | 4d6 | 18 |
| 9 | 6d6 | 20 |
| 11 | 8d6 | 22 |
| 13 | 10d6 | 24 |

Now please remember that officially only one of the PCs needs to cross the bridge so not every PC is required to attempt the crossing. You can read the following when the first player crosses.

The bridge dips slightly as you begin your crossing the heat and steam immediately slam through your body. However, you persevere and find yourself still warm but on the central pillar. The crown, as described by the Captain, sits upon a pedestal. There does not seem to be anything impeding you from gaining the crown.

They may think that the crown is trapped but it actually is not. Most of the traps were placed here prior to the placement of the crown. A PC simply must pick up the crown.

Now it is important to review the way back unless the PCs have a method of magically transporting themselves out of the Depths. Whoever crossed the bridge will need to recross it with the same saving throws. The darts may still be active on Door 1. All the other traps will reset eventually but not for another 1d4 days.

You can role-play their exit and validate (if possible) with the hobgoblins. If you still have time in the round continue with Encounter 7, otherwise simply ask the PCs if they are going to return all the items found (would include dwarven bodies and equipment) or are they

going to try to hide something. Once they have told you go to the appropriate Conclusion.

ENCOUNTER 7

Summary: A Return. This is run ONLY if the PCs are successful in Encounter 6 of the event. And they are going to return all the acquired goods. It is all role-playing and rewarding.

The dwarves wait anxiously as word of your approaches has preceded you. The rain has stopped although it is still windy and overcast. Many crowd into the great hall as Captain Shorgnoth awaits you with his same priests at hand. His condition seems unchanged although he seems pleased to see you, "Greetings and well met. My priests tell me you have been to the Depths. What have you experienced and found?"

Allow the PCs to tell their tale. You can get a Perform (oratory) roll if they are trying to really TELL the tale. If they have the crown and the bodies continue with Part A. If they have the bodies but not the crown continue with Part B.

PART A

Captain Shorgnoth smiles and stands to grasp you in an uncharacterized hug! People of Karista, these strangers have braved the Depths, braved the traps of the crow-bitten dark elves and have returned with the Crown of Regalia. They have succeeded where scores have failed. You have given me your allegiance but I call for your voice. Shall they be now and forever friends of Karasta? Shall their names be inscribed in the Book of the Valiant?"

A resounding YEA! Echoes throughout the chamber. "So do we declare those named (the ones who undertook the oath and took the geas quest) are hereby full members of the Clan of Karista and the others whose aid was undoubtedly valuable are to be recorded as dwarf friends. They are to be given tokens of our esteem and provided their choice of our weaponsmith's creations.

PART B

Captain Shorgnoth smiles and looks sadly upon bodies you have recovered. My friends I curse each and every one of those crow-

cursed dark elves. However though saddened at the loss of our youth, the retrieval of their bodies and remains will bring closure to their families. To each of you who pledged yourselves to this quest we bestow upon you the title of Clan Friend. Our weaponsmith's will provide each of you one of their finest weapons in thanks for your effort.

CONCLUSION

Summary: News of the sword, News of the empire, News of the war and possible allies are all possible in this encounter. Also possible is News of Defeats, News of Deaths and News of Armies upon failures.

CONCLUSION A – befriended the hobgoblins

While recuperating from your trials word arrives that the war with Kabori was won and even now he is facing active resistance from the Karista Dwarves. However not all of the news is good news. General P'Mare was not able to discover any clues to the sword in the Wild Lands. However the locations to a number of battle

sights in the Young Kingdoms was sent with the news.

Surprisingly a dwarf returns to the village with a story of "friendly" hobgoblins who returned one of his lost sheep. They sent a message to your group, "The leaders are gathering, we can provide passage if you dare speak your case."

CONCLUSION B – did not befriend the hobgoblins

While recuperating from your trials word arrives that the war with Kabori was won and even now he is facing active resistance from the Karista Dwarves. However not all of the news is good news. General P'Mare was not able to discover any clues to the sword in the Wild Lands. However the locations to a number of battle sights in the Young Kingdoms was sent with the news.

The End

Experience and Treasure

Experience is awarded to PCs based on the number of adventures the PCs have played. Tier 1 is awarded to PCs who have played up to 25 adventures. Tier 2 is awarded to PCs who have played between 26 and 74 adventures. Tier 3 is for PCs who have played 75+ adventures.

The Campaign Staff recommends that Discretionary Experience for Role Playing be rewarded in full to all players who engage in appropriate and game enhancing role play over the course of the module.

EXPERIENCE

| All characters who participate receive the following: | Tier 1 | Tier 2 | Tier 3 |
|--|------------|------------|-------------|
| Encounter 1: Discovering the Location of the Dwarves in town | 25 | 50 | 75 |
| Encounter 2: Defeating the Ambush | 100 | 150 | 250 |
| Encounter 4: <BONUS> Healing the Captain | 25 | 50 | 75 |
| Encounter 5: Defeating the Hobgoblins OR <BONUS> Befriending the Hobgoblins | 50 25 | 100 50 | 225 100 |
| Encounter 6: Finding / Disarming First Trap | 25 | 50 | 75 |
| Solving Puzzle on Second Door | 25 | 50 | 75 |
| Finding / Disarming Trap on Third Door | 25 | 50 | 75 |
| Solving the Puzzle on the Fourth Door | 75 | 100 | 150 |
| Defeating the Ambush | 75 | 100 | 150 |
| Encounter 7: Returning all the items found | 25 | 50 | 75 |
| | | | |
| | | | |
| <i>Discretionary Role Playing Experience</i> | 75 | 100 | 150 |
| Total Possible | 500 | 800 | 1300 |

TREASURE

Encounter 3: only purchased items

Encounter 5: 8 gp per hobgoblin – none if they are befriended

Encounter 7: Masterwork Dwarven Steel weapon of the PCs choice.

Conclusion: Dwarf Friend – The dwarves have given the PC a token that provides a +2 circumstance bonus to all Cha checks with dwarves and negates half of any racial penalties. It provides a +5 bonus when dealing with Karista dwarves.

Member of Clan Karista – your name has been inscribed in the rolls of the Clan. You are respected in the tribe and receive a 20% discount on all goods purchased from Clan members.

OTHER AWARDS

Judge P'Mare Certificate D – nothing special can be combined with other Series certificates

High Mountain Ring – This ring helps protect the wearer from the chilling temperatures at the upper mountain ranges

Tier 1 – Ring of Endure Elements – Cold

Tier 2 – Ring of Cold Resistance 5

Tier 3 – Ring of Cold Resistance 10.

Pickler Heavy Pick - This heavy pick is enchanted and said to be the bane of all the elven races. It has been carried to war three times in the last 40 years and failed to slay even one goblin thus the dwarves are willing to set it free into the world. They will get it back later

Tier 1 – Dwarven Steel Heavy Pick +1

Tier 2 – Dwarven Steel Heavy Pick +1 Elf Bane

Tier 3 – Dwarven Steel Heavy Pick +2 Elf Bane

The Wind Shield - This heavy dwarven steel shield protects the wielder in the normal fashion and has been known to provide excellent protection from all missile weapons (although no record of it being wielded against giants). It has the symbol of a lightning bolt coming straight down between two crossed halberds.

Tier 1 – Heavy Shield +1

Tier 2 – Heavy Shield +1, Deflect Missiles (CL6) 1/day,

Tier 3 – Heavy Shield +2, Deflect Missiles (CL 8) 3/day

Dark Helmet of Despair - This magical helmet is made of a black Mithril alloy. The ore has not been seen in generations and this is the only piece of this material that the village has in its possession. The helmet protects the wearer while projecting an aura of despair to their enemies in combat with the wearer. It will magically fit the wearer.

Tier 1 – Helmet +1, Fear (CL6) 1/day,

Tier 2 – Helmet +2, Fear (CL6) 1/day,

Tier 3 – Helmet +3, Fear (CL8) 2/day

Judge Certificate – Four for the Dwarves – Without stalwart judges like yourself, we could not possibly have gotten as far as we have with the Living Kingdoms of Kalamar campaign and we thank you! This is the Fourth of the Strike to the Heart series of Judge Certificates. Each certificate adds on to the others to allow you the judge to reap a reward for “eating” multiple scenarios in this series.

VOIDING three Strike from the Heart Series Judge Certificates allows you to pick from one of the following three items:

- Upgrade to Divinity armor for an existing piece of enchanted or masterwork armor. Kalamar Players Guide to the Sovereign Lands – p 250
- Upgrade of Champions for an existing piece of enchanted or masterwork weaponry.
- Kalamar Players Guide to the Sovereign Lands – p 252
- Ring of Improved Invisibility – Kalamar Players Guide to the Sovereign Lands – p 253
- Bracelet of Attunement – Kalamar Players Guide to the Sovereign Lands – p 255
- Or, you may keep this certificate for later...

These items are non-tradable and may only be sold for the purposes of raise dead or resurrection.

Appendix I: NPCs and Monsters

ENCOUNTER TWO –

ATL 11

The Scar

Male Golden Halfling (half-fiend) Psion 10
AL NE Small humanoid

Attack and Movement

Init: +6
Melee: +1 *dagger* +6 (1d4 +1)
Base Atk: +5 Grp: +8
SA: manifestations
Speed: 20 ft. (6 squares)

Defense

hp: 55
AC: 29, touch 17, flat-footed 25
Fort: +8, Ref: +9, Will: +11
SQ: DR 5/-, Energy resistance 10 vs acid, cold, electricity, fire or sonic damage, Energy Retort (Acid) – first successful attack each round does 4d6 damage to attacker (must be within 75 feet of Scar)

PSI Points (88/day – currently at 63)

- 1 *catfall, control object, energy ray, **inertial armor**, matter agitation*
- 2 *control air, energy missile, energy stun, levitate*
- 3 *energy bolt, energy cone, **energy retort**, eradicate invisibility*
- 4 *dimension door, **energy adaptation**, **inertial barrier**, telekinetic maneuver*
- 5 *adapt body, ectoplasmic shambler, **fiery discorporation**, plane shift*

Traits

Racial: *
Abilities: Str 10, Dex 18, Con 16, Int 22, Wis 13, Cha 13
Skills: Appraise +5, Autohypnosis +14, Balance +2, Concentration +15, Diplomacy +4, Forgery +5, Hide +6, Knowledge Psicraft +13, Psicraft +18, Ride +3, Search +5, Sleight of Hand +6, Spot +5
Feats: Craft Psicrystals, Improved Initiative, Point Blank Shot, Power Specialization, Psionic Meditation, Psionic Shot, Split Psionic Ray
Languages: Kalamaran, Merchant's Tongue, Reanaarese, Halfling, Infernal, Aurian, Terran
Deity Worshiped: Raconteur

Equipment:

+3 *ring of protection, cloak of resistance* +2

Description and Errata

Ruddy skinned Halfling with golden hair. He is a well paid assassin for those who want their victims dead and messily dead. He will stay at range on the Arrowhawk using his Energy Bolts and Energy Rays (split) to attack the PCs. The energy bolt does 15d6 +15 of cold damage (Fortitude save for half DC 24). It has a range of 120 feet. This bolt costs 15 psi points. He can also split energy rays which do 7d6+13 fire damage if he succeeds on a ranged touch attack. This costs 7 psi points to manifest. He will not fight from the ground using his rays only from on high. If the Arrowhawk is slain he will levitate before leaving the area via plane shift.

ATL 13

The Scar

Male Golden Halfling (half-fiend) Psion 13
AL NE Small humanoid

Attack and Movement

Init: +6
Melee: +1 *dagger* +7/+1 (1d4+1)
Base Atk: +6 Grp: +9
SA: manifestations
Speed: 20 ft. (6 squares)

Defense

hp: 73
AC: 29, touch 17, flat-footed 25
Fort: +9, Ref: +10, Will: +11
SQ: DR 5/-, Energy resistance 10 vs acid, cold, electricity, fire or sonic damage, Energy Retort (Acid) – first successful attack each round does 4d6 damage to attacker (must be within 75 feet of Scar)

PSI Points (147/day – currently at 122)

- 1 *catfall, control object, energy ray, **inertial armor**, matter agitation*
 - 2 *control air, energy missile, energy stun, levitate*
 - 3 *energy bolt, energy cone, **energy retort**, eradicate invisibility*
 - 4 *dimension door, **energy adaptation**, **inertial barrier**, telekinetic maneuver*
 - 5 *adapt body, ectoplasmic shambler, **fiery discorporation**, plane shift*
 - 6 *breath of the black dragon, mass cloud mind, retrieve*
 - 7 *energy wave*
-

Traits

Racial: *
Abilities: Str 6, Dex 14, Con 14, Int 21, Wis 13, Cha 11
Skills: Appraise +5, Autohypnosis +14, Balance +2, Concentration +19, Diplomacy +4, Forgery +5, Hide +6, Knowledge Psicraft +13, Psicraft +21, Ride +7, Search +5, Sleight of Hand +7, Spot +5
Feats: Craft Psicrystals, Improved Initiative, Narrow Mind, Point Blank Shot, Power Specialization, Psionic Meditation, Psionic Shot, Split Psionic Ray
Languages: Kalamaran, Merchant's Tongue, Reanaarese, Halfling, Infernal, Aurian, Terran
Deity Worshiped: Raconteur

Equipment:

+3 *ring of protection, cloak of resistance* +2

Description and Errata

. Ruddy skinned Halfling with golden hair. He is a well paid assassin for those who want their victims dead and messily dead. He will stay at range on the Arrowhawk using his Energy Bolts and Energy Rays (split) to attack the PCs. The energy bolt does 15d6 +15 of cold damage (Fortitude save for half DC 24). It has a range of 120 feet. This bolt costs 15 psi points. He can also split energy rays which do 7d6+13 fire damage if he succeeds on a ranged touch attack. This costs 7 psi points to manifest. He will not fight from the ground using his rays only from on high. If the Arrowhawk is slain he will levitate before leaving the area via plane shift.

APPENDIX II: Player Handouts

Player Handout 1

For Military Organization PCs

Called into your commander's office/tent she looked you in the eyes. "As much as I might need you in the coming months you have been requested for a special assignment. You are to report to the Ek'Kasel border. A room will be reserved for you at the Inn of the Witch's Cackle. Don't ask me any questions I don't have any answers other than the order came from a lot higher than I can touch. Good luck and don't let the reputation of this regiment down."

For Guard and Constable PCs – it could also be adapted for other Municipal Organizations just leave out the title of the head officer.

Another double watch. The war was definitely thinning the ranks. However, instead of a soft bed or tasty meal you found yourself in the office of your regional Colonel (Guard) / Head Constable (Constabulary). He offered you a cool mug of ale and bid you sit. "I know you have been pulling more than your normal duties. You are commended. I wish I had six more of you. Instead it seems I will be yet another member short. I have received a very specific request for my best. A specific task authorized at the highest levels. If you accept you will be traveling to the Ek'Kasel border. I know there has to be more to the task but I obviously do not have a need to know. You will have a room reserved for you and a place here when you return. I don't have any answers for the many questions you must have but I trust you will do your best. Good luck."

For Arcane Organization PCs

The note that appeared was simple, "We have been requested to make available one of our members for a special mission for the Crown. Your name has been selected to undertake this mission. I would understand if you hesitated however I have been assured that the mission is important. We have made arrangements to have to transported to the Ek'Kasel border and the Inn of the Witch's Cackle. Nothing else regarding the mission has been able to be ascertained or divined. Report to the College of Magic administration building as soon as possible for teleportation. Good luck"

For Mystical Organization PC

The temple prelate asked you to meet with him after services. "Brother/Sister there seems that there may be a light in these times of darkness. There has been a vision as well as a message from the Prince. Although the vision was cloudy as expected, the portents clearly indicated that great events were about to begin. The message from the Prince simply confirmed this. The Crown would like you to attend a private matter. I have been told that a room at the Inn of the Witch's Cackle has already been reserved for you and more information will be available once you arrive. Good luck and may you find success in your endeavors."

All other PCs

The courier's arrival was not unexpected. The city was a buzz with activity. The message that you received had you traveling with the first caravan west. Although the countryside seems normal, there was still a sense of the unknown in those citizen's you met. You arrived without issue at the Ek'Kasel border and checked into your room at the Inn of the Witch's Cackle.

Players Handout #2 – Tale regarding the history of Kalamar

“During the seventy year period known as the Age of Great Anguish the Kalamaran Empire crumbled into fragmented kingdoms ruled by lesser lords. The land fell into decay. One petty lord from the south, Prince Thedorus, claimed to be a direct descendant of Emperor Kolokar and a member of the royal House of Inakas. He had a small army of loyal troops, including many dwarves from the Ka’Asa Mountains. With dwarven weaponry, plus an excellent commander, Rovak Fen’doral (a paladin who rode a silver dragon, Vevisalakalc, into battle). Thedorus defeated the other southern lords and reunited the main Kingdom of Kalamar.”

Displaying a portrait of a silver clad warrior upon a wondrous dragon he continues, “King Thedorus wished to reward Rovak Fen’doral for his loyalty and bravery and ordered a silver coin struck with Rovak’s likeness on one side and Vevisalakale’s on the other. Today, these coins are called “Silver Dragons” by collectors and are priceless.”

“Overwhelmed with love for his king, Rovak Fen’doral swore eternal fealty to good King Thedorus I. He swore that he and every firstborn of his lineage would forever be the king’s champion. That very night, Rovak was visited by his patron god, Deb’fo, the Swift Sword, who was accompanied by Forinori, the Speaker of the Word. They informed Rovak that he would never father a child and, therefore, could not keep his oath.”

“Rovak that night pledged his life and soul to keep his oath. The gods turned him into a sword, the Sword of Kings.”

“Under the leadership of King Thedorus I was able to vanquish the remaining lords and reunite the Empire. Thedorus I reigned for fifty-seven years, controlling all the lands from the Legasus to the Ka’Asas. During his reign, the humanoids and barbarians were defeated and the old Kalamaran borders were re-established. At the age of eighty-nine, Thedorus I, the most popular emperor in the history of Tellene, died peacefully in his sleep.”

“His son was found brutally murdered the day before his coronation. Within hours of the news, Vilik, the senior member of the House of Bakar seized the throne and butchered Thedorus’ remaining children and grandchildren.”

Players Handout #3: The Prophecy of Darkness Lifted

*The darkest hours of the deepest night
single fears will be drawn apart. With
skin of jet immortal blood will led
searchers towards their goal.*

*Brothers will battle, children will die
those once allied will be split asunder.
The frozen lands hold brothers whose
secrets must be revealed and brought
together.*

*The turmoil ended then begun again
with sword in hand the golden
Swimohzhol will bring forth the dawn of
a new age. This age will see black and
silver shed blood on the same field of
battle.*

Appendix C: Bidders and Items

| Bidder | Ring Bids | Bid Increase | Pick Bids | Bid Increase | Helmet Bids | Bid Increase | Shield Bids | Bid Increase |
|---|--|---------------------|--|---------------------|---|---------------------|------------------------------------|---------------------|
| Yumati (40,000 gp max) | n/a | n/a | 3,000 / 7,000 / 13,000 / 18,000 | 200 gp | 6,000 / 12,000 / 20,000 / 28,000 | 250 gp | 900 / 1100 / 1400 / 3500 | 50 gp |
| Bulinas (30,000 gp max) | 1,000 / 6,000 / 12,000 / 20,000 | 500 gp | 2,000 / 5,000 / 10,000 / 15,000 | 500 gp | n/a | n/a | 1000 / 2000 / 4000 / 7000 | 50 gp |
| The Westrel | 1,500 / 8,000 / 12,000 / 18,000 | 100 gp | 2,500 / 6,000 / 12,000 / 14,000 | 250 gp | 5,000 / 10,000 / 15,000 / 20,000 | 100 gp | 500 / 1200 / 3000 / 6000 | 100 gp |
| Count Fruseltin (15,000 gp max) | 850 / 6,500 / 13,000 / 15,000 | 25 gp | 975 / 3,500 / 7,000 / 10,000 | 25 gp | 6,500 / 11,000 / 15,000 / 15,000 | 100 gp | 600 / 1500 / 2500 / 8000 | n/a |
| Selimorn | 825 / 3000 / 10,000 / 15,000 | 50 gp | n/a | n/a | 5,000 / 14,000 / 16,000 / 16000 | 200 gp | 900 / 1800 / 3100 / 7500 | 100 gp |

PLAYER'S HANDOUT #5

Runic Door

First Rune:



Second Rune:



Third Rune:



Thanks go to www.angelfire.com which hosts a nice selection of elven runes and an elven alphabet.

Player's Handout #6

Created with hatred and deception in mind,
Placed here to prevent all passage behind.
The answer comes natural to the urchin,
The Rogue and the Merchant.
Deception with purpose spoken to another,
To the enchanter his bread and his butter.
Speak truth with the answer to this riddle,
Or beware as bones crack and grow brittle