



Kafen's Heroes

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

Part Two in the Sons of Pekal Series

by Tom and Alana Abbott

After the Pekalese navy had to abandon a targeted treasure ship, their mark made it safely to Bet Seder. Emperor Kabori himself is coming to Tokis to accept the gift of a large Pekalese treasure from King Adoku's treasury. How much treasure can the PCs retrieve before time runs out?

The title, series name if there is one, ImageQuest, the ImageQuest logo, the Kenzer and Company logo, Living Kingdoms of Kalamar, the Living Kingdoms of Kalamar logo and Pekal Gazetteer are trademarks of Kenzer and Company. Kingdoms of Kalamar and the Kingdoms of Kalamar logo are registered trademarks of Kenzer and Company. © Copyright 2004, Kenzer and Company, Inc. All rights reserved. Dungeons & Dragons, Dungeon Master, D&D, RPGA, Living, the d20 system logo and the Wizards of the Coast logo are all trademarks owned by Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. and are used by Kenzer & Company under license. © 2004 Wizards of the Coast, Inc.

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.

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

This module happens in Siege-hold, nearing the end of summer. The days are at their hottest, and the air hangs heavy with humidity. Due to the frequent thunderstorms, the hail from which has been particularly harmful to the crops to the south of Bet Rogala, there have been very few clear nights for the Deji soothsayers in Independence Square to read the stars. They proclaim that the constant rains are the gods weeping over the soldiers lives that are lost, and that the rains will not let up until the outcome of the war is decided.

MODULE NOTES

Ideally, PCs have played "Anchors Aweigh" before playing this module. If not, the mission is unfamiliar to them, and the identity of one of the suspicious NPCs from that module is spoiled.

"Kafen's Heroes" features two potentially troublesome encounters: a free-form encounter and a "timed" encounter. The free-form

encounter, set up as giving the players ways to create distractions for the adversaries they'll face in the timed encounter, actually affects how much time the PCs have to get through the timed encounter; if the judge deems that their efforts in distracting their opponents are quite good, several rounds can be added to the timed encounter. However, if their attempts arouse suspicion, they find the number of rounds they have in the timed encounter shortened drastically.

BACKGROUND

The Tokite navy captured a large Pekalese treasure and was transporting it home in "Anchors Aweigh." PCs who have played that module were originally hired to help capture the ship on the high seas and return it to Pekal (as well as ferret out a spy). Their mission was interrupted by the necessity of saving Prince Bandorian, the youngest son of Prince Kafen, on his way home from Brandobia. While this was the better choice, it did allow a large amount of magical power and mundane treasure to successfully arrive in Bet Seder.

Emperor Kabori is coming to Bet Seder to personally inspect the treasure and choose anything he wants from the magical items. The rest of the treasure is to be used to pay the Kalamaran and Tokite legions involved in the war against Pekal. The treasure is substantially larger than what was on the ship, because it includes the legion's pay and expenses.

Prince Kafen, the Gray Legion, and Naval Irregulars are eager to steal back the original treasure (unaware of the increase in size from Kalamaran coffers), both to support the war and to tweak the nose of Emperor Kabori and King Adoku. The Gray Legion has contacts in Bet Seder, notably with the Thieves Guild. The Bet Seder Thieves Guild is in part a resistance movement against the Kalamaran nobility. The Gray Legion has promised to supply weapons to the Thieves Guild, in return for the Thieves Guild's help in the upcoming bank heist. The Gray Legion, through Prince Leshand, is in the good graces of the Naval Irregulars, and has the PCs deliver the weapons as an upfront payment for services.

ADVENTURE SYNOPSIS

Introduction:

Prince Leshand, using his Gray Legion alias "Borgo," contacts the PCs about doing a job for the Crown. In "Anchors Aweigh," the *Trident* was supposed to track down a Tokite ship carrying Pekalese treasure. That treasure has now been taken to the national vault in Bet Seder, and the PCs are asked to go to Tokis and liberate it.

Encounter 1:

The PCs meet Ess Kahrgoe, gnomish head of the Department of Experimental Arcane Design at the College of Magic. Here, they get to select supplies that must be returned to the College of Magic, and potions to aid in their endeavors.

Encounter 2:

The PCs arrive up the coast from Bet Seder and must traverse the wilderness to meet their contact from the city

Encounter 3:

The contact from the Thieves' Guild of Bet Seder is waiting at the appointed place. As she takes the PCs through the gates to a safe house, they pass several non-guild thugs attacking a wiry boy who is supposed to provide them with a service. They must decide whether to proceed with all haste, due to the importance of their mission, or whether to stop and aid the incredibly outnumbered soul.

Encounter 4:

This is a free-form encounter. The PCs have a number of ways to both gain information and use that information to increase their odds of success at the vault. But there is danger as well; should their activities tip off the authorities, they put their mission in greater danger.

Encounter 5:

The bank heist itself. PCs have 10 rounds to get in, get the treasure, and teleport themselves out of there before the guards check back in. If the PCs are caught, they either have to teleport away with whatever they've already got, or are almost instantly overwhelmed by troops.

Encounter 6:

The escape. The PCs have teleported back to where they left their dinghy, to be picked up by the *Trident*. Unfortunately, their dinghy has been found and they'll need to fight the patrol that found it before completing their escape.

Conclusion:

How much money did the PCs save? Did they choose to liberate all the coin, or were they distracted by the jewelry? What did they bring back? Their reward depends directly on their choices and their success.

INTRODUCTION

Summary: Prince Leshand, using his Gray Legion alias "Borgo," contacts the PCs about doing a job for the Crown. In "Anchors Aweigh," the *Trident* was supposed to track down a Tokite ship carrying Pekalese treasure. That treasure has now been taken to the national vault Bet Seder, and the PCs are asked to go to Tokis and liberate it.

Though the PCs may not know each other at the beginning of this module, the opening text assumes that all the PCs are wandering through Independence Square, roughly in the same location.

It's raining again, for the third time since Pelsday. The Deji soothsayers in Independence Square have stuck it out, despite the thunder in the skies, proclaiming the rainfall to be the weeping of the gods for all the souls lost to the war. Local clerics of the Peacemaker are using the proclamation of the soothsayers, normally ignored equally by the churches, in an effort to convince people that surrender wouldn't be so bad. Whenever the skies clear, these clerics and those of Deb'fo, the Knight of the Gods, meet in Independence Square to debate the issue.

As the rain falls down around you while you walk through Independence Square, you see that one such meeting has just gotten out, and despite damp brows and wet clothing, citizens of Bet Rogala stand under trees and near buildings to discuss the war. A half-elf stands leaning against the trunk of a tree, listening, often shaking his head in frustration. When he sees your group, however, he steps forward into the rain and approaches.

The half-elf is Prince Leshand, middle son of Prince Kafen, though he is dressed in anything but princely garb. No one would suspect this scruffy-looking half-elf with badly cut hair of being royalty. He wears loose clothing in dark

grays; his shirt is open just enough so that PCs can see the blue and white checkers of a tattoo beneath. This is his cover identity for the Gray Legion: he goes by the code name "Borgo."

PCs who have played "Anchors Aweigh" recognize him immediately. If any of the adventurers have played this module, read the text below.

"I wondered if I'd find you here on this pleasant morning," says Borgo, looking delighted to see you despite the rain dripping down his face. "Lovely weather we're having, don't you think? But you know what they say in Pekal: don't like the weather, just blame Tokite spies."

Let the PCs make small-talk if they like; Borgo very cheerfully discusses what they've been keeping themselves busy with, though, of course, he's not at liberty to do the same. If any new players have joined the company or group, he introduces himself as Borgo and expresses his pleasure at meeting them. If any of the PCs have not met each other, this is a good chance for introductions; PCs that Borgo has not met that cannot be vouched for by other PCs are given an appraising glance. When the PCs are ready, continue.

He brushes a bit of water from his forehead only to have it replaced by newer drizzles. "I wish this was just a social call, but I'm afraid it's business as usual. You remember that freighter that the Trident was supposed to track down? Well, she made her berth with our neighbors. But we've had good news about how we might bring her cargo home. Are you interested in further detail?"

If none of the PCs have played "Anchors Aweigh," Borgo approaches them in the following order a) anyone with the brooch of the Gray Legion, b) anyone with the Gray Legion contact cert or the Fang of Vevisilakele, or c) anyone else. For these groups, read the following.

"I was hoping to find a few hearty souls here, despite the rain," says the half-elf. "But you know what they say in Pekal: don't like the weather, blame Tokite spies. I'm Borgo, and I'm looking for some enterprising individuals for a lucrative task. Are you interested in further detail?"

In either type of group, if the PCs say they are interested, Borgo invites them to meet him for lunch at the Mystic Quiver. If not, Borgo does his best to persuade them to have lunch on the Gray Legion; if nothing else, a meal is a meal, and he's sure they'll be interested in further details.

Now is a chance for the PCs to introduce themselves (if they haven't already), restock their supplies, and run any errands they might want to run. The rumors are the usual kind, and gathering information gives them nothing they haven't already heard around town. PCs who are members of meta-orgs may want to take this opportunity to buy items from their various organizations or borrow guild or temple supplies for the adventure

If the PCs choose to Gather Information

- DC 5: Pekal recently avoided a disastrous fate by dint of heroic efforts on the part of the Naval Irregulars led by Commodore Romasil.
- DC 10: The Naval Irregulars had hired adventurers to ferret out a spy on board Romasil's ship
- DC 12: The unavoidable price of averting disaster was to let a ship laden with Pekalese treasure make it safely to Bet Seder
- DC 15+ATL: Prince Kafen's son Bandorian was almost captured on returning home from Brandobia by Kalamaran raiders.

Borgo has arranged to meet the PCs shortly before noon at the Mystic Quiver, but he is there quite early, arranging for a quiet table, making sure other members of the Gray Legion are also planted in the inn to prevent information from leaking. When the PCs arrive, read the following:

The constant rain has fizzled any attempt at holding archery contests outside the Mystic Quiver, and the inn seems to be suffering for lack of its usual entertainment. There are only a few patrons within, silently eating turkey legs and other roasted fowl. Borgo is seated at a table near the fireplace, though instead of a fire, damp water drizzles down onto the logs within.

“Thank you for coming, friends,” says Borgo, standing as you arrive. An assortment of cheeses, fruits, breads, and cold meats are spread atop the table. He nods significantly at the other patrons in the tavern, and says, “I’ve insured that it’s safe for us to speak openly, so I’ll tell you about the job as you eat.

“As you may know, only a few weeks ago, a ship laden with Pekalese treasures berthed in Bet Seder. Our friends in Gray have recently discovered that Emperor Kabori himself will be going to Bet Seder to collect this treasure as a gift from Adoku. We also know the location of the vault, and our friends in Bet Seder have promised their aid in making a move. We intend to embarrass Adoku thoroughly by making sure that there’s very little treasure there for him to give to the emperor. All we need are some willing parties to go in, get the gold, and get out. Unfortunately, we’re under a very firm timeline, as we know that Kabori will be arriving in Bet Seder in 6 days. So that means we have 5 nights to pull this off. You can have the rest of today and tomorrow until an hour before dusk in Bet Rogala, and then we’ll teleport you to Nehosihido to meet the Trident. Are you interested?”

The PCs undoubtedly have some questions about this task (though those who are members of the Bet Seder Thieves’ Guild may have already jumped out of their seats asking when they can start). Borgo answers the questions as honestly and thoroughly as he can, but he might not have everything; he isn’t the head of the Gray Legion, after all, and even the Prince doesn’t get all the information.

(The PCs may ask some of these questions in Encounter 1. Borgo happily answers them then as well.)

***Why not send the Gray Legion after the vault?
“Using our operatives in Tokis would compromise their covers, making their hard won positions useless to us in gaining more information. For this mission, we require people who won’t need maintain a cover. Adventurers by profession alone have more freedom of movement than any other group. You’re not likely to be noticed moving about Bet Seder any more than adventurers from inside the Vast.”***

How will we get there?

“We’ll send you in by ship, landing about a day east of Bet Seder. It’s a landing we’ve used before; you’ll have to cross through a short patch of forest before you reach the city. Your contact is a woman named Telna, and she’ll be on the road outside Bet Seder with a basket of flowers as a recognition signal. The password is ‘fish and chips’ and the counter sign is ‘Out of chips.’ The payment for the help of the Bet Seder Thieves Guild is a shipment of weapons that you’ll carry with you when you land. We can’t just teleport you into the vault, because we can’t scry on it, it’s shielded in some way. If you can get directly to Bet Seder, that’s fine, but you’ll have to work without our contacts in the Thieves’s Guild.

What kind of equipment will we be given?/Can you help us with supplies?

“Our suppliers at the College of Magic will be happy to loan you some equipment to make sure the job goes well. I’ll introduce you to Ess if you accept the job.”

Ess?

“Ess Kahrgoe. He’s the headmaster of a small department in the College of Magic.”

How will we get out?

“I believe the College of Magic is working on making teleportation equipment available to you. You’ll be able to activate what they give you to get out of the vault and back to the landing. It’s got a set destination, so that you the Trident knows roughly where to find you.”

Is this legal?

“It’s a vault behind enemy lines, and we’re at war. I’m sure it’s a crime in Tokis, but it makes you heroes back home. I wouldn’t be asking if Prince Kafen hadn’t already given his support to our plan.”

How much will we get paid?

“Ten percent of the gold you bring back, plus one item each, assuming there are items worth having. We don’t have a full inventory of the treasure they’ve stolen, but they were able to capture a ship bound from Svimohzia with several magic items one of the visiting professors from the College of Magic had requested. It shouldn’t be more than fifteen

or twenty pounds all told, but if you see more, feel free to grab it, we'll give you the percentage of it all. Trust me, it'll be worth your while."

Isn't this awfully dangerous?

"It's more dangerous to let the Vast have all that treasure, unless you feel like being oppressed."

Tell us more about the vault.

"It's in a small building near the royal sector of Bet Seder. It's about 60 long feet by 22 feet wide, and one storey only. We know the bank's in the back half of the building, but that's all, so scope it out when you get there if you wish. There are main streets on the front and back, and a small alley on either side, with similarly sized buildings about 15 feet from either side. It has no windows and only one door, which is heavily locked and typically guarded by two Tokite soldiers, each of which has a signal whistle that will alert all other City Guard locations of trouble at the vault. The vault itself also has a series of alarms that alert the nearest City Guard to any activity, unless the proper command words are spoken. We don't know them, but we've asked the Bet Seder Thieves Guild to get as much information as possible by the time you arrive. We hope that there might also be some ways to bypass the vault door itself. Ess will have some items that may help. Our best suggestion is to get in, get as much as you can as quickly as you can, and use teleportation magic—provided by the College of Magic—to get out."

Is it air tight?

"We don't know, but we hope not. You should be able to find out in Bet Seder."

Can we make an attempt on the Emperor?

He blinks twice, looking at each of you in turn. "No," he says simply.

Shouldn't we have Kalamaran coinage?

Borgo nods. "You can change your coin over at one of our moneylenders before you leave."

Allow PCs who suggest this to change over as much coin as they like before Encounter 2.

We're in already! Let's get this show on the road!

"Excellent. I'll take you to Ess's laboratory."

ENCOUNTER 1

Introducing Ess

Summary: The PCs meet Ess Kahrgoe, gnomish head of the Department of Experimental Arcane Design at the College of Magic. Here, they get to choose from supplies that must be returned to the College of Magic, and potions to aid in their endeavors.

The light drizzle that is now coming down is a delightful change from the regular downpour. Borgo leads you to the gates to the College of Magic, and he presents a token to Q'Ranen the Gatekeeper that makes the old man's eyes go wide.

"You'll be seeing Headmaster Kahrgoe, I take it?" says Q'Ranen.

"Just a regular visit, old friend," says Borgo, and leads you through the gates.

Despite the spitting rain, the College of Magic is its usual majestic array of buildings. The Hall of Illusion seems to change color and patterns of light swirl above it. But rather than going to any of the Halls where classes are taught, Borgo leads you to a basement door attached to the administration building and places his hand flat against the door. A mouth appears immediately above his hand.

"Agent Borgo," it says in a strangely echoing voice. "Identity accepted. Proceed with caution." The mouth folds back into the wood of the door as it swings open. Borgo steps inside and gestures for you to follow after him.

After the first dark hallway, the basement opens up into a large circular room, well lit from a combination of brightly glowing coins suspended in lantern cases and windows that show sunshine rather than Bet Rogala's dreary weather. There are several tables, all laden with strange devices, bubbling vials over open flames, and small moving marvels. In the middle of this stands a small rock gnome wearing white robes and goggles over his eyes.

"Ess, I've brought you some bank robbers," says Borgo cheerfully.

“Eh?” says the gnome as he looks up. He looks from Borgo to you and back to Borgo. “This was the best you could do? I don’t work miracles you know.” He waves toward you. “Well then, come closer, we haven’t much time and I’ll need to know what kind of equipment you expect me to be able to provide. What sort of plan do you have?”

Give the PCs a moment to say what they’re thinking about doing as far as breaking into the bank. This may be the first time the PCs have thought about this, but have Ess, in his superior and somewhat condescending manner encourage them to brainstorm. Ess also interrupts if anyone goes to touch anything on any of the tables, saying that they’re currently unstable. (In fact, if someone goes to touch something on one of the tables anyway, it explodes on contact, doing 1d6 damage, Reflex Save DC 10+ATL for half. Roll 1d6 to determine which type of damage: 1=Acid, 2=Electricity, 3=Sonic, 4=fire, 5=force, 6=piercing as the glass shoots into them.)

What department is this/What are you headmaster of?

“The Department of Experimental Arcane Design. We’re quite the most advanced school of our kind in all the known world.”

Why haven’t I heard of this school before?

“Well it’s not as though we can put it on the brochure, you know. We’d have to club all the applicants to keep them from bashing down the doors.”

Who else is in this department besides you?

“Oh, well, just me at the moment. I had an apprentice here until about two weeks ago, when he suffered from a rather explosive accident and found himself called from the magical arts to the cause of the Raiser. He never really showed promise for this line of work, I’m afraid.”

What do you do here?

“I work on the development of unique magical items for the Crown. Most of my supply goes directly to the Gray Legion, usually to such irresponsible lads as young Borgo here. I haven’t quite forgiven you for the destruction of that lovely rod I crafted for you, Borgo, and don’t you forget it.”

What kind of equipment can we get from you?

“I do have a nice selection of rather explody things, as well as some dealing with transit and others of a protective nature. Oh, and an assortment of new and improved potions that might prove useful, but really I must know what kind of things you’re hoping for! I’ll want everything you don’t use back for further experimentation.”

How do you know we won’t just keep it?

“I’ll trust you on this, since we never mark items that may end up in enemy hands. By the way, how much do you know about the Kalamaran penal and executions system? Nevermind, unimportant.”

Let’s hear about the explody things.

“Well, you see much is still in the test phase. You understand that I must go through any number of precautions before releasing this kind of thing to our men. But I do have some globules of acid available that might be of interest to you.”

“Globules of acid are marbles that can be hurled up to seventy feet at a target. When they reach the end of their trajectory, sploosh! They can be carried in a pouch, but they’re a bit unstable, and heaven help you if they encounter any fire! If you don’t use them, I’d like them back, please, for further amplification.”

Judge note: These are mechanically similar to the beads on the necklace of fireballs, doing 4d6 acid splash damage instead. See the DMG on p. 263 for detail on how they work. Ess provides three of these if the PCs request them. These are not certified items and must be returned to the College if not used. If used on the walls of the vault, they will not do enough damage to get through entirely, but will reduce the hardness of the wall to 4 if all 3 globes are used.

Tell us about transit.

“I’m afraid it’s all a bit on the standard side at the moment, as much of my time in this area has been working on flying devices to enable our troops to take advantage in the air over the front lines. Whoosh! Ahem. That aside, I have a very nice selection of portable holes, which I’ll need returned, of course, and six rings that allow one teleportation to a preset area. You are leaving tomorrow, so I can set the destination tonight. Borgo, we’re using our standard drop site? Yes? Good.”

We use preset sites because someone in this room left my office with a less controlled version and his father ended up being quite upset with me for allowing him to be teleported in the middle of a battlefield!"

Borgo whistles innocently at this accusation, and Ess sniffs indignantly.

"Unfortunately, these have a limited range, and can only be used once. The range would be enough to do about ten miles— which is part of the reason we use the landing we do, it's right on the sea road ten miles south of Bet Seder."

The PCs are given six rings of controlled teleportation. These only teleport them from Bet Seder back to the landing place of their boat. As they are one use items, they are not certed.

They can take one portable hole with them, which must be returned at the end of the module.

Why can't we teleport into the Vault?

Borgo answers, "We're not entirely sure of the layout, and any errors have the potential to cost us the entire mission. We haven't been able to scry on the insides."

What about protection/potions?

"Again, I fear most of my more experimental devices have been called onto active duty, so to speak. I do have some nice elixirs I've been experimenting with, as well as a fine assortment of potions at my disposal. All fairly standard, I'm afraid, but I can let you each take one from my selection."

"Ah, here's something that might be useful. Gassosa! It's a short duration elixir of gaseous form. Useable for, oh, maybe 20 seconds. Good for getting into places, but not so much for getting out. And then there's the standard assortment."

"Oh, I just had a thought. Tomorrow I can create a Fool's Coin for you. What? Oh, it's a rather cute device I designed for my grandkids. You place it, describe an illusion you'd like it to create, and it will hold that illusion for 24 hours. Can't interact with anything, and no sound, I'm afraid, but good for covering tracks or similar. Pick them up

tomorrow when you come back for your transit to Nehosihido.

Fool's Coin; Typically cast on a coin or similar object, the Fool's Coin projects the image desired by the activator at the time, up to two 10-foot cubes in size, for 24 hours. Ess designed these for his grandchildren, who enjoy playing pranks on their parents. Faint illusion; CL1st; Craft Trinket, Silent Image, Price 1000 gp
PCs may select one potion or elixir each from the following list (they may each select the same ones):

Elixir of Hiding/Sneaking (a combined elixir developed by Ess that gives the properties of both types as listed in the DMG p. 255)

Potion of *Barkskin* +3

Gassosa (elixir of *Gaseous Form* with a three round effect)

Potion of *Haste*

Potion of *Invisibility*

What else you got?

"Well, this might be handy. Something I worked on for a friend in the Miner's guild whose wife was tired of being awoken to the sound of banging. A silent hammer! Bang as much as you want with no noise. I can loan it to you because my friend's wife is out of town for now, but I need it back."

A silent hammer has the same effective weaponry stats as a light hammer for purposes of attacking inanimate objects.

Can I come back and study item creation with you?

If you manage to survive this fool endeavor—and if you do not, it is no fault of mine, I'll have you know, as my devices are the height of arcane technology—I may find myself willing to invest further time in you."

At this point, the PCs have the rest of the day (it's about 2:00 pm) and all day tomorrow until 5:00 pm to pick up equipment that they may want. PCs who are members of College of Magic decide purchase scrolls, keeping with the requirements for purchasing scrolls as given in the Meta-orgs document.

Any PC who comes up with the idea can buy a Silver Dragon coin from Marik Faleco in Bet Rogala, for 30 Victories. They are NOT available in Tokis.

Some PCs may decide to make their own way to Bet Seder, in order to gain more time to plot and gather information in Bet Seder. They may do this, getting coordinates for the landing site from Ess. Skip the boxed text aboard the Trident and proceed immediately from the patrol coming along the sea road. They should go to the landing rather than Bet Seder due to the prearrangments that the Gray Legion has made with the Bet Seder Thieves' Guild. This should gain them an extra day in Bet Seder. If they teleport directly home, they miss Encounter 6 and don't get the experience.

The day passes, and as the sun would normally begin to sink (if the rain would ever stop), you return to the D.E.A. Department. Ess is waiting for you.

"Hurry up, lunkheads! We've got to get you to your ship. Ess smacks his head and says "Oh, I almost forgot. Here, take these, and this. Drink them regularly, and no one can scry on you. Very important behind enemy lines." Ess hands's them potions of nondetection and their Fool's Coin.

As you enter the teleportation circle to Nehosihido, Borgo says, "Everybody ready? Enjoy your stay in Bet Seder, and good luck. We'll have a team standing buy to break you out of jail."

In addition, they receive several Potions of Nondetection, which must be drunk once every twelve hours for the duration of their voyage.

Once the PCs are supplied, Borgo escorts them out and hands them over to a caravan that takes them down to Baneta. The trip progresses uneventfully, even once they reach the ship and get on the water, and until their landing on the Tokite coast, the PCs are required very little interaction.

ENCOUNTER 2

Over the Ocean and through the Woods

Summary: The PCs arrive up the coast from Bet Seder and must traverse the wilderness to meet their contact from the city.

It's been an almost pleasant sea voyage for your one day aboard the Trident, with dolphins leaping through the bowwaves of

the ship during the day, and no City Watch calling out 'All's Well' at night. And, unexpectedly, Fortune favors you on your final day outside of enemy territory. Commodore Romasil, head of the Naval Irregulars, is at the helm and calls you over.

"We're lucky, there's cloud cover tonight. That means we can get in with less chance of being seen. Douse all the lights, and pray there are only humans watching these shores. We don't want any kind of confrontation. We'll lower the skiff already loaded with the weapons. Once you've cast off, we're heading out to sea. We'll check back here at midnight every night for the next four days, and wait offshore for a few hours. After that, I'm sorry, but you're on your own."

You realize as you walk away that that's two days after Kabori is supposed to arrive to view the treasure. You've got tonight, tomorrow, and the day after to prepare. You hope that's enough time.

The lights doused, the crew loads the weapons into the dinghy you'll take to land. "I hope you know how to row," whispers the first mate as you board and cast off.

The PCs must make 5 successful Profession: sailor checks of DC 15. They may use the rules to Aid Another on any or all of these checks. If any of the characters have low light or darkvision, the DC is 13. If they fail 3 checks in a row, they lose 1 of the 3 crates of weapons overboard, increasing the Diplomacy checks in Encounter 3 by 5.

Finally you reach the shore, with arms and backs sore from rowing. The shore is rocky, making footing treacherous, but you manage to get out without injuring yourselves. Fifty feet inland, a road runs parallel to the shore, and beyond the road is a thick forest.

Assuming the PCs decide to hide their dinghy (or bring it with them in the portable hole), give them just enough opportunity to do so before reading the boxed text. If they do NOT hide the dingy, make sure they have trouble at the end of Encounter 6 getting back out to sea.

Ask for Listen checks, just to make the players nervous. Have the highest hear what sounds like

the approach of a patrol of cavalry; clapping horse hooves, jangling equipment, horses breathing.

If the PCs decide to hide, let them make Hide and Move silently checks, and find whether they are hiding amongst the rocks or in the forest. Either way, they pass and are not detected. (Figure the legionnaires have helmets on, are on horses, are tired, and can't believe that anybody would be stupid enough to smuggle right near Bet Seder.)

If the PCs decide to fight (a remarkably stupid decision), use the Tokite Legionnaire statistics in the Appendices. There are 12 in the patrol, and at LEAST 2 of them immediately ride back to Bet Seder to warn the military. This increases the DCs of all Diplomacy and Gather Information checks by 5 for every subsequent encounter, and shaves 4 rounds off their time in the vault.

NOTE: The ship sends them out on a dinghy at night, and traveling through the woods takes most of that night's duration. Encounter 3 takes place in the very early hours of the morning, getting them to Bet Seder before dawn. This means that casters do not have time to rest over night, though they may have been well rested before "shipping out." They'll have all of that day, night, and the next day to rest, Gather Information, and set up their caper before the final night.

ENCOUNTER 3

To Help the Hopeless

Summary: The contact from the Thieves' Guild of Bet Seder is waiting at the appointed place. As she takes the PCs through the gates to a safe house, they pass several non-guild thugs attacking a wiry boy who is supposed to provide them with a service. They must decide whether to proceed with all haste, due to the importance of their mission, or whether to stop and aid the incredibly outnumbered soul.

Luck is with you. Not a soul is around for the five mile walk to the rendezvous point. Standing there is a plain, almost unnoticeable middle aged Kalamaran woman, with a basket of flowers in her hands, just as Borgo predicted.

"Greetings, fair wanderers. Buy flowers from poor Telna? It's sure hard to make enough to buy fish and chips in this day and age."

Let the PCs give the countersign. If they fail, nudge them toward it. If they fail twice, have Telna walk away with a muttered "Idiot Adventurers." It then takes a Diplomacy check of DC: 20+ATL to get her to agree to bring them into the city. Once they manage this (hopefully), Telna responds.

"We're in luck. There's a caravan due in about half an hour. I know the owner, Kernan, and he's a greedy, law breakin' fool, just my type. It'll probably cost you forty-odd, but then he'll carry you and yer crates into the city. He'll drop us off at the tavern we're headed to."

Telna was wrong. After a boring half hour, and a progressively more tense hour and a half, the caravan finally comes into view.

The fat, jovial man riding the head wagon spies you, and hails, "Ah, Telna, needin a lift? For you and yer friends, forty Aruses."

Knowledge: Local Bet Seder DC 11 tells the PCs that an Arus is the Kalamaran gold coin, equivalent to a Victory.

PCs may try to talk the price down. If they succeed at a DC 25+ATL, he lowers the price to thirty instead of forty. (The rate for money changing, as below, doesn't change.)

If the PCs ask what an Arus is, or pay in Victories, read the following:

"Ah, uhm, I see ye've made a mistake and aren't from around here. An Arus is the Kalamaran gold piece, and Victories is the Pekalese equivalent. Now, I make no nevermind about where yer from, but I will be requirin' an extra 5 gold to cover the cost of changing these. This new offer does include, however, the name of a lad to in Bet Seder who'll change yer coins for you, to avoid getting yer butts caught. If ye've got Kalamaran coin or similar on ye, the price stays at forty gold."

If the PCs pay in any other non-Pekalese coinage (Brandobian, Reanarrian, etc...) or pay in Kalamaran coinage, read the following:

“Ah, I see you know your way around here, or at least better than to show enemy coinage. Nay, nay, I’ll say nothin’, but if you’d like to make some coin, I know a lad who changes money, and always has some Pekalese money he’s willing to sell for Kalamaran coins. It’s blackmarket, so it’s a good deal, about a ten percent markup. He doesn’t want to hold too many Victories; it might bring the authorities down on him.”

Once PCs are done with their negotiations, read the following text:

The crates are loaded on the wagons, and at a slow, dusty crawl, creep on toward Bet Seder. The hind end of an ox doesn’t make the best view, but the ease of gate passage is more than worth it. Shortly before dawn, the wagons make their way to the city wall. Kernan pays the toll, plus a small gratuity, and just like that you’re in the heart of the enemy’s capital.

PCs may be carrying the crates in their portable hole or in various other magic ways. Change the text accordingly.

Kernan takes you toward the docks district. On the way, he says, “The lad I know is named Bran, and he lives... oh, that’s him over there. The kid about to get roughed up by those five guys. Ah well. Maybe we’ll come back later.”

You spot the lad, about fourteen and scared, with his arms pinned behind his back by one of five older teenagers. The five teenagers are unarmed, unarmored, and look like they’re going to smack around the kid, not kill him.

“You been givin’ false weight, pinprick. We’re gonna beat what you owe us out of you.”

5 Tokite punks: Male human Com 1, 5 hp.

The PCs can choose to interfere or decide to stay out of it. The 5 punks can be frightened off with an Intimidate or Bluff check of 10+ATL, or bribed, which is a Diplomacy check of 8+ATL.

If the PCs decide to brawl with either lethal or nonlethal damage, the punks run for the nearest

guard. This adds 5 to the DC of any Diplomacy, Bluff, or Gather Information checks in Encounters 4, and takes 2 rounds off of their time in Encounter 6.

Bran’s accent sounds as much like the Artful Dodger from *Oliver* as you can do. Enjoy. Have him wink at any female PCs. He’s a ladies man, or will be in a few years, and addresses them first.

“Thanks, m’ladies’n’lords. My name’s Bran, and normally I’m the best moneychanger in Bet Seder. Unfortunately, most of me goods was just stolen. But I am not ungrateful, sir, no, not me. You lasses and gents saved me skin, and for that, you have me undying thanks and service, if’n you’d like. Besides, I’d like to get out of Bet Seder while the getting’s good, if you know whats I mean.”

Pass out the “Certed Cohort: Bran” cert to the female character with the highest Charisma first, working your way down all the female characters. If no female PCs want the cert, or there are none at the table, start with the male PCs with the highest Dexterity, and work your way down. Normal Cohort rules apply (see the Campaign Book for details).

If the PC’s accept the cert, read the following:

“Right then. I’d best get outta town now, so where should I meet you, and when?”

Assuming the PCs give Bran an idea of where to meet them outside of the city, Bran gives them a “too right” and a “cheers” and heads out of the city. (If PCs insist that Bran stay with them, explain that because Bran is a cohort, he cannot be included for the duration of this module, as he has no stats, and if the PCs want the opportunity to have a cohort, they’d best give him a good idea of where to meet them.)

If the PCs do not accept the cert, read the following:

“Now that’s a bleedin’ shame, it is, m’lady. And here I thought you ladies’n’gents’d help me out of me terrible predicament, and me with no ‘ome to go to. T’would have been right marvelous to stay near such beauteous and capable folks as yerselves. Still, say no more, eh? You saved me once, and that’s enough. Good luck to ya.”

If PCs remember their original point in contacting Bran (changing their money), he gladly exchanges up to 100 Victories for 100 Aruses. The one-to-one ratio is a special favor to the PCs, as they just saved his knickers. (If they seek out another money changer at any other point in the module, most likely during Encounter 4, any other money changer in town only gives them 90 Aruses for 100 Victories, and reports their activity to the Guard immediately, reducing their time in the vault by 2 rounds.)

ENCOUNTER 4

Stacking the Odds

Summary: This is largely a free-form encounter. The PCs have a number of ways to both gain information and use that information to increase their odds of success at the vault. But there is danger as well; should their activities tip off the authorities, they put their mission in greater danger.

With a great sigh of relief, Telna leads you into a tavern called 98 Bottles. "You lads need some time over a dictionary looking up the word 'inconspicuous.' We tries not to bring down the troops quite so obviously. Now, set yer stuff down, and come back into the back room. Bring the crates."

She leads you behind the bar, past fifteen or twenty men and women, all Kalamaran, enjoying their watered down beer.

Spot DC: 15 notices that every person in the room is armed. Spot DC: 20 notices several hidden weapons on each of them, so they're better armed than at first glance.

Telna gestures to a corner. "Put the crates over there." After you put the crates down, she pulls a crowbar off a rack on the walls, and goes to open them. "By the way, I sincerely hope you brought the payment. If you didn't, you aren't leaving here alive."

The patrons at the bar all tense as Telna opens the first crate, rifles through it, and proceeds through all of them. She nods, and the patrons visibly relax. "Good lads, you brought them. Sorry for the threat, but we need to keep an eye out for the Kalamaran police."

"Now then. Your work. The vault is three streets south of Adoku's palace. As you can guess, this means lots of guards. It's a bank, so during the day there's normal customers there. In fact, you could probably go scope it out if you want to today or tomorrow. You've got to make your move tomorrow night, as Kabori gets here the day after tomorrow."

"The building is made of reinforced brick, and the walls are about a foot thick, and it's lead lined to prevent scrying and certain other magics. They keep two guards inside in front, and one outside on the roof. The door to the vault is behind a typical banker's counter, and is two inches of iron, also covered with a thin layer of lead. We don't know how well locked it is, but we assume pretty well. We do know that there's a sliding view slot that can be opened from the outside, and that the guards peer in every minute and a half, on the spot."

Sense Motive: DC10, everything she is telling is true. DC15: She passionately hates Kabori and Adoku, and will do almost anything to bring them down or tweak their noses.

"My contact in gray told me that in addition to robbing Kabori, you're also supposed to find some way to insult him further. In order to pull that off, it's going to have to LOOK like you've not changed anything. If it's obviously been changed, Adoku'll have it covered up before Kabori gets there. We bribed the manager of the bank to hire a one of our men as a janitor, so we know that whatever is in the vault that isn't part of normal operations is under a tarp in the center of the floor. Might want to bring something to shove under the tarp when you've cleaned out the vault. Now, you want more information or to set up a distraction or anything, have at it. That's all I know. Good luck."

If the PCs seem concerned that the bribery of the manager might tip him off about their plans, Telna explains that it's tough to get a job in Bet Seder these days and bribery is standard practice. Most businesses in town are happy to work with the Thieves' Guild, and if not, are happy to look the other way. If the PCs would like to talk to the janitor, she'll send a messenger to arrange a meeting, but she doubts he'll have

more useful information for them than what she's already delivered.

The rest of the encounter is a free form encounter.

Notes on Free Form Encounters –

A free form encounter like this gives you, the GM room to stretch your wings and really wing it. You get to make up the DC's and you get to figure out what skills are needed in order for the players to succeed or fail in their endeavors. Some notes to help you along might help so...

1 – Skill DC's – Make them reasonable. If the players are trying something truly outlandish then sock up the DC's accordingly.

2 – Combat – Nothing in free form should ever devolve into combat. This is a time for them to be creative, call in some favors, gather some information, and try their hands at subtlety.

3 – HAVE FUN – This is absolutely a role-playing experience and each and every table will be different. When the players are talking to others about "How did your party manage to get into the vault?" every story will be different. And that is part of the fun of Free-Form.

4 – TIMING – Don't let free form take longer than 40 minutes of real time. Remember that there are another 6 or so pages of scenario to get through!

5 – CASING THE JOINT – We have provided some information that should be available, but feel free to add more if you need or the PCs ask. The DCs are based on how available the information should be, but judges may choose to award circumstance bonuses to make them easier or harder and keep with the flavor of a freeform encounter. Although all the provided rumors are true, these are not the only possibilities for distracting the guards.

6 – DISGUISES – The PCs are, depending on their level, fairly famous adventurers in Pekal, and some in the surrounding lands. After this mod, it is likely that they will be "Wanted in Tokis." Anyone who gets Conclusion C gets the cert. To determine whether any other PCs get the cert, make Disguise checks for the PCs, or use the PCs' own Disguise checks. If the PCs do not mention a Disguise, roll it for them without letting them know. If they Disguise

themselves better than 25+character level, they should not get the "Wanted in Tokis" cert. If any PC has one or more of the following certs or any similar cert, add +2 to the DC for each and every cert they have: Lands and Power, Hero of the War, Fame and Honor, Hardcore Rep in Bet Rogala, Pillar of Strength, Masterwork Mug, Sunlight Champion, Ribbon of Distinguished Service, or Circlet of Duvelna Talla.

The PCs' activities in this encounter either increase the amount of time they can spend in the vault or decrease it, at the judge's discretion. If they're nosy and asking questions of the wrong people, they arouse suspicion and their task becomes that much more difficult. Perhaps the usual guard is doubled, or the regular guards check the door more often, reducing the amount of time the PCs have in the vault. If the PCs successfully bribe the notoriously corrupt City Guard, perhaps there is only one guard watching the bank and no one guarding the roof, or the guards might go on a "coffee break" just as the PCs make their entrance, giving them more time to do their job. How the PCs' activities affect Encounter 5 are entirely up to the judge. Have fun with it!

When you and the players are done with your Free-Form, continue to Encounter Five.

If the PCs go take a look at the bank, draw them the map of the bank, and give them the information about the walls and roof in Encounter 5. There are buildings on the either side and the back of the bank are a full 15 feet away, leaving a wide, well lit alley between them. The front of the bank faces the street.

Read the following box text only if the PCs go to visit the bank.

The bank isn't particularly imposing. There are no columns out front, but the walls are faced with stone. Behind two invitingly open doors, you can see a counter at the far wall, and with several workers busily twiddling their fingers. Coin is scarce in this town, and most of what people have they keep in their hands. There are some people who keep lockboxes at the bank, and these are kept in a row along the side of the building, outside the counter, and not in the vault. You can see the door to the vault, locked, immediately behind the counter in the center of the room. You also notice several guards both in the nearby streets and inside the

bank. Robbing it in daylight would be a suicide mission.

If the PCs Gather Information, for every 10 gp they spend, the DC decreases by 2, up to a maximum of 6. Remember to include any penalties previously incurred:

- DC 5: Adoku and Kabori are widely hated.
- DC 7: However, they have spies throughout Bet Seder, so don't trust just anybody.
- DC 9: There is a major food shortage in the city, so extra food and coin are widely appreciated.
- DC 10: There are a lot more Kalamaran troops on the streets lately, probably because Emperor Kabori is on his way to town to make some grand speech about the Vast.
- DC 12: A Kalamaran honor guard, normally stationed at the palace, has begun patrolling the area near the bank several times a day.
- DC 13: There was a roofer called in to look at the bank, and he spent a lot of time over the southeast corner.
- DC 15: The City Guard is notoriously corrupt, and has only shaped up recently due to so many more Kalamaran troops being in town.
- DC 16: The relationship between Kabori and Adoku is one of distrust. Kabori gets glowing reports from Adoku, such that he questions his own spies, but Adoku has yet to win, or even make significant progress, in the war against Pekal.
- DC 18: The guards change every three bells (9:00 pm, 12:00 am, 3:00 am., etc.) and for those 5 minutes of change there are twice as many guards on duty. (There are bells in the city to announce the time.)
- DC 19: The guards are military men, members of the Tokite army rather than the City Watch.
- DC 20: Captain Broline of the City Watch, a minor noble by birth, is more than rankled by the presence of Kalamaran soldiers in "his" city.
- DC 15+ATL: There is a sewer that runs directly underneath the vault, and the vault building's nearest wall is exactly 207 feet from the sewer entrance. Anything from 208-228 feet from the sewer entrance will get them into the vault. If they come up in the direct center, the treasure may fall on them. If the PCs SPECIFICALLY ASK if

there's an underground passage, they automatically pass.

- DC: 20+ATL: Usually, there are many powerful wards cast on the vault, but the wizard who normally casts them has been drafted by the Tokite army, leaving only his apprentice available to cast less powerful spells on the vault. Besides, who would dare rob a bank three blocks south of Adoku's palace?
- DC: 23+ATL: In addition to various magical alarms on the doors, any treasure kept in the vault is usually protected by an *alarm* spell
- DC 25+ATL: The three guards on the 9:00 pm shift have a very large bar tab at a nearby tavern
- DC 25+ATL: Two of the three guards on the midnight shift are brothers, and their mother is quite ill.
- DC 25+ATL, or Knowledge: History or Knowledge: Nobility DC 12+ATL: since the time of Emperor Theodorus I, every year on Theodorus's birthday someone leaves a Silver Dragon coin on the throne of the emperor of Kalamar, to show that Theodorus will come again and that the usurpers will fall. Every emperor since has tried to find out who does this. (Some PCs may know this as in character knowledge without the check. PCs may actually have certified Silver Dragon coins.)
- DC 10 Knowledge: Military (Tactics, Strategy, Logistics): Any spectacularly large diversion, anywhere in town, will probably bring extra troops to the vault rather than remove them, as the generals in town move to protect their warchest.
- It is not possible to gain the passwords that will bypass the magical traps on the vault door.

UNPREPARED DMs – If you have not had a chance to read through the encounter, then refer to one of the examples below and "wing it" as best as you can. The idea is to have a role playing encounter that you get to have a bit of fun with that allows the PCs to distract the guards and gain enough time in the vault to grab all the loot.

PREPARED DM's - If you are good at "winging it" then you will be okay with this encounter. If free form role playing is not your forte then as

the player characters move off to gather information and create a distraction, head right into one of the examples provided.

There are about a zillion ways to distract the guards and get some extra time. Some examples:

- The guards on the 9:00 pm shift could be bribed to spend 3 minutes at the bar down the street, or could be gotten drunk, or conceivably drugged.
- The guards on the 12:00 am shift could be enticed away with worries about their mother, or brought to watch her healed. It is an evil act to threaten to hurt their sick mother.
- The Thieves' Guild could be enticed to start a small brawl outside the bank.
- There are a variety of ways into the bank. Through the front door and walls is hardest, the roof is middling, and the walls easiest. Also remember that a portable hole does NOT open a passage through a wall, but can be used to carry characters if need be.

Some things to consider

- Large distractions, such as fires or illusions of monsters or invasion, would cause the Kalamaran commanders to send extra troops to guard their warchest and payroll.
- Spreading bribes is fine, but using Victories instead of Aruses should arouse suspicion

The guards are not bright, but they aren't disloyal either, and they fear being caught. Simply bribing them to look the other way would not work.

ENCOUNTER 5 **The Bank Job**

Summary: The bank heist itself. PCs have a base 10 rounds to get in, get the treasure, and teleport themselves out of there. If the PCs are caught, they either have to teleport away with whatever they've already got, or are almost instantly overwhelmed by troops.

Finally, it's heist time. Telna leads you to the bank. The bank is a rectangular building, 22 feet wide by 60 feet long.

"Here is where I leave you. Good luck."

Now is when the PCs need to actually get into the vault. There are a large number of possibilities for getting in and/or dealing with the guards. The Judge is encouraged to allow creative solutions to succeed.

There are six ways into the vault: four walls (one of which has a door in it), the roof, and the floor.

Walls: Brick (masonry) 1 ft. thick; hardness 8; hp 90; AC -1; Break DC 35, Outer facing of stone, 1 inch thick; hardness 8; hp 15; AC -1, Break DC 35. Inner facing of lead, 1 inch thick; hardness 6; hp 25; Break DC: 25.

Roof: 1 ft. thick; hardness 8 (4 in southeast corner); hp 45; AC -1; Break DC 28 (due to leak). Inner facing of lead, 1 inch thick; hardness 6; hp 25; Break DC: 25.

Outer front door, barred strong wooden: hardness 5; 20 hp; AC 3; Break DC 25

Inner vault door, barred strong iron door: 2 in. thick; hardness 10; hp 60; AC -1; Break DC 38, *alarm, arcane lock, glyph of warding (Blast 2d8 sonic, password keyed), Nystul's Magic Aura (door appears nonmagical, DC 21)*

Alarm trap: Search DC; Search (DC 26); Disable Device (DC 26)

Glyph of Warding, Blast, Sonic: 2d8 sonic; Reflex save for ½ (DC 14); Search (DC 28); Disable Device (DC 28)

ATL 1-5: both locks are of good quality (Open Lock DC 30)

ATL 7-11: both locks are of superior quality (Open Lock DC 40)

Brick Sewer ceiling: 6 in. thick; hardness 8; 45 hp; AC 3; Break DC 30

Lower floor of lead, 1 inch thick; hardness 6; hp 25; Break DC: 25.

Wooden Floor: 2 in. thick; hardness 5; 20 hp; AC 3; Break DC 13.

Going through any of the walls (but not the door):

These are masonry walls one foot thick (brick rather than stone), that have been lined on the inside with lead to prevent various spells and scrying. Note: The only two types of energy damage that are not halved when attacking the wall are acid and sonic (though hardness is still applied). Light and heavy picks, light warhammers, and gnomish hooked hammers all do double damage and bypass 4 points of hardness. This also applies to the roof and the sewer ceiling. Anyone using one of these weapons that is not enchanted for silence should incur a penalty to time in the vault due to the extreme noise they're making.

Going through the roof:

The roof is 14 feet above ground level and is flat. There is a guard normally stationed on top of the roof (though he may be gone depending on what PCs accomplished in Encounter 5). The guard usually climbs up via a removeable ladder, which he then pulls up behind him after the changing of the guard. There is a leak in the southeast corner of the roof, making the walls have only 45 hit points, AND making it possible to pass through in one round using *gaseous form*.

Going through the door:

There are actually two doors: the main door to the building, and the door to the vault. The main door to the building is guarded on the inside by 2 Tokite Legionnaires (see Appendices).

The door to the vault is behind a banker's counter, 10 feet into the room, and is 7 feet wide by 7 feet tall. (This means that the *knock* spell could only be used successfully by a fifth level caster or higher.) It is an iron door and has an alarm spell cast on it, which alerts the guards at the City Watch house. Any attempts that would get through any of the walls on the outside can also be used here on either side of the door.

Going through the floor:

This is probably the way that both gains and costs the PCs the most time. It is highly unlikely that the guard is worried about attacks through the floor. On the other hand, this will take a fair amount of work. PCs should be allowed as much time as needed (up to half the night) to get through the floor, before the DM begins timing

them on how long it takes to load the treasure. This method of entrance should gain 2 rounds of time to load the treasure. However, the PCs will still have to be careful to avoid the guards looking in through the slot in the iron door. The vault is lit by two everburning torches that are fixed to the walls, so that the guards can check on the treasure.

If the PCs chose to start digging through the sewers they must break through the top of a masonry sewer (or hire disgruntled dungeoneers to do so during Encounter 5). The sewer is a five foot diameter circle. The sewer ceiling is only six-inches thick with an AC of 3, and while it still has a Hardness 8, it only has 45 hit points, and a break DC of 30. Above the sewer is three feet of dirt (easily shoveled, but taking about an hour, or 30 minutes with a Profession: Miner DC 15 check), followed by an inch of lead and two inches of wood. Judicious combinations of summoning badgers, transmute rock to mud, warp wood, or good old fashioned sweat and a pick axe should get them in. Light and heavy picks, a light warhammer, and a gnome hooked hammer all deal double damage and bypass 4 points of hardness when dealing with masonry.

Gaseous Form:

Potions of *gaseous form* certainly get the PCs into the vault, but they may have trouble loading up the treasure while under the effects of the potion. Regular potions of *gaseous form* last 10 minutes. (Casters who use the spell themselves use the level rules as per the spell description. The rest of the text assumes the 10 minute rate.) This means that the PCs should drink them on the approach to the vault if they want to use this type of entry. To maximize their use of the potion, they should take the potion 12,000 feet away—about 2.5 miles from the vault. The Thieves Guild of Bet Seder can easily show them a proper location at which to use the potion. (They can, of course, wait somewhere, but this should be included in their time once the distractions start. If they time the distractions appropriately, this shouldn't be a problem.)

If the PCs chose to trust Ess's newest concoction: *gassosa*, they are under the effects of the *gaseous form* spell for three rounds only. Hopefully they will use it wisely.

Once in the vault, read the following:

The vault is a square room, twenty feet on a side. The three walls contain no individual lock boxes, and you guess those must be in the main portion of the bank. An ornate wooden cabinet that opens toward the door stands in front of a green tarp. The tarp has the words 'Property of the Kalamarn Legions' stenciled on it in Low Kalamaran. Underneath the tarp is a pile of crates—a much, much larger pile of crates than Borgo led you to believe, easily more than fifty at a glance. They are piled in a mound about four and a half feet wide, two and a half feet long, a foot high, and the crates are stacked four layers deep. On each wooden crate is branded "Legionnaire Payroll."

The treasure is beneath a tarp that has had an *alarm* spell cast on it that will bring the guards in 10 rounds. The treasure is much larger than the PCs were led to believe by Borgo. There is a medium wooden display case (the cabinet) set facing the door, with its doors closed but not locked, in which all of the magic items are held. (*Detect magic* reveals a wide mix of auras—encourage the PCs to just open it up and take the stuff, not quibble over how *detect magic* works.) This is the treasure captured from Pekal. It takes 1 full round action to empty the display case and close the door. If the display case is left open when the guards check in, or is missing, they immediately sound the alarm and spend 2 rounds getting into the room. The PCs should NOT be given the magic item certs now, but at the conclusion, to enhance the urgency of their mission.

Immediately behind the display case is a green tarp, with the words "Property of the Kalamarn Legions" stenciled on it in Low Kalamaran. Underneath this tarp are several boxes, filled with gold, silver, and platinum, used to pay the Kalamaran Legions and their expenses in the field. This is a HUGE treasure haul and would badly hurt the Kalamaran war effort if it were to be missing.

The treasures are all in boxes. Each box can each hold 10 bars (1 inch by 1 inch by 10 inch bars). See the table in the Appendices for if the PCs don't get all the treasure.

There are:

- 85 boxes of silver, each weighing 38 lbs.
- 1 box of silver, weighing 31 lbs.
- 12 boxes of gold, weighing 70 lbs
- 1 box of gold, weighing 42 lbs

- 1 box of platinum, weighing 60 lbs.
- Keep track of the number of each types of crates that the PCs get, and then refer to the table in the appendices to view how much treasure they get.

The box of platinum is buried under the boxes of gold, which are buried under the boxes of silver. (Therefore, the PCs can't just skip to the gold; they have to get the silver first.) To move each box to the portable hole for use requires a full action (move action to lift it, move action to toss it in.) There is no strength check required to lift a box, if the character's Heavy Load (page 162 in the PHB) is higher than the weight of the box. If the weight of the box is higher than the Heavy Load, the character can lift it and stagger with it. This means it takes 2 rounds to pick one up and drop it in the portable hole.

There are a total of 100 boxes, requiring 100 full round actions to move. Given a party of 6 characters, it should take 17 rounds to manhandle all the boxes (magic could make this easier). (As noted above, emptying out the cabinet is also a full round action.) This sounds like a lot, but requires no dice rolling for the movement.

The key to this encounter is to keep the anxiety high. Have them roll initiative, and encourage each PC to make a Listen check every time it's their action. On every roll over 22, have them hear something (mice, guards walking at the other end of the building, etc.).

On round 8, regardless of how well the PCs did in distracting the guards, make them THINK that someone is coming toward the door. They can roll Hide and Move Silently, and then have nothing happen.

On round 15, read the following box text, with emphasis on the Boom!

BOOM!! The walls shake as something slams into the back wall from the outside. Dust drifts down from the ceiling. You can hear carters and guards shouting over whose fault it is. But there appears to be no damage to the wall.

This event actually distracts one guard, rather than taking time from the PCs, but is intended to shake them up a bit.

It is the Judge's job to keep this moving, because it's up to the judge to decide when the guards (if they're still awake/present) check in on the treasure. The PCs should have a base 10 rounds from the instant they enter the vault, modified by their previous actions as seen by the DM.

Moving the boxes is not a loud job. If you as the Judge feel it appropriate (it's going too easily, or similar), have the PCs make Move Silently checks, and if they roll particularly badly, have the guards look in on them early.

It is possible to hide immediately behind the pile of treasure, or on either side of the door, where the slot in the door can't see (directly below the slot is also possible).

The tricky part for the PCs is making the pile of crates look the same under the tarp at all times. The insult to Kabori would be greater if it's totally unsuspected until he arrives. Uses of illusions or replacing the coin-filled boxes with the crates from earlier, dirt, brick, or sundry other objects are all options.

Give the PCs whatever time is appropriate. If the PCs have not been caught in the act, read the following and then go to encounter 6:
There, you've got it! As much as you can fit, and you're time's out! Quick, go, go, GO!

If the PCs HAVE been caught in the act, read the following.
The slot in the door slides back. "Stop thieves! We've got the entire building surrounded, and have blocked the sewers! Give yourselves up."

If the PCs smartly teleport away (they have two rounds from being discovered until the guards get into the vault), go to encounter 6. If they are caught, they probably have to leave some treasure behind, so make sure to leave that out of the treasure summary at the end. If the PCs decide to fight their way free, skip to Conclusion C due to the overwhelming numbers of Tokite and Kalamaran Legionnaires that descend on them.

As a note, if the PCs choose to split up for the heist, the judge is encouraged to do everything possible to make the "time-lines" of the separate groups mesh for the entire party to arrive together in Encounter 6. If that means that the

teleport spell in the rings keeps several of the players in limbo until the rest of the party teleports, that's just a glitch that Ess will have to work out...

ENCOUNTER 6 **The Getaway**

Summary: The escape. The PCs have teleported back to where they left their dinghy, to be picked up by the *Trident*. Unfortunately, their dinghy has been found and they need to fight the patrol that found it before completing their escape.

With a whirling rush of black and gray, your senses flip flop and spin and come back to you, on your feet, in a forest. You recognize the beach where you landed, and know that your dinghy is right behind you, across the road. A cool night's breeze blows the tension of the heist away, and you hear the calming crash of ocean waves, rhythmic. Soothing. A clean get away.

"SEIZE THEM! Pekalese spies!"

You whirl around, and see mounted Tokite Legionnaires, standing over a bound boy you recognize as Bran, and your skiff.

ATL 1
Tokite Legionnaires Ftr1 (3): 12 hp
Legionnaire Horses (3): 30 hp

ATL 3
Tokite Legionnaires Ftr3 (4): 28 hp
Legionnaire Horses (4): 30 hp

ATL 5
Tokite Legionnaires Ftr5 (5): 44 hp
Legionnaire Horses (5): 30 hp

ATL 7
Tokite Legionnaires Ftr7 (5): 60 hp
Legionnaire Horses (5): 30 hp

ATL 9
Tokite Legionnaires Ftr9 (5): 76 hp
Legionnaire Horses (5): 30 hp

ATL 11
Tokite Legionnaires Ftr11 (5): 92 hp
Legionnaire Horses (5): 30 hp

ATL 13

Tokite Legionnaires Ftr13 (5): 108 hp
Legionnaire Horses (5): 30 hp

The Tokites are mounted on war horses, so their mounts get attacks as well. The Tokites do not get a surprise round. They are using lethal force, but their aim is to capture the PCs rather than slaughter them. If the PCs are dropped but not dead, they are to be stabilized and sold on the Kalamaran slave market (Conclusion C).

After the combat is over, the PCs need to make their way back out to sea with 2 Profession (Sailor) checks, DC 15, or DC 13 if any of the PCs have darkvision or lowlight vision. Their skiff has been discovered, but not damaged, by the Tokites.

CONCLUSION

Summary: How much money did the PCs save? Did they choose to liberate more coin, potentially magic jewelry, weaponry... What did they bring back? Their reward depends directly on their choices and their success.

Conclusion A:

Read Conclusion A if the PCs made a clean escape with the entire treasure.

After returning to Bet Rogala, Borgo takes your portable hole to the College of Magic to examine the contents before paying you. As you wait outside with the blissful glow of success about you, Borgo returns and greets you.

“BY THE BLESSINGS OF THE LANDLORD AND THE KNIGHT OF THE GODS!! How did you get that much? The Legionnaire Payroll? My friends, you’ve done more than we could possibly have hoped for. Ha! The ten percent I promised you is yours. Of course, I expected you to only manage to GRAB as much as you’re getting paid. Did you know how much? You grabbed 90,000 Victories of bullion in silver, gold, and platinum, not counting the jewelry and magic items. That will basically fund our entire campaign for the year, even after your well deserved cut.”

“As I said, you get a pick of the magic items, and ten percent of the treasure. And your insult to Kabori was priceless as well. Our agents in gray report that he’s been fuming for days. Adoku is in serious, serious

trouble. Be careful if you ever have to go back to Tokis.”

“Enjoy your cut. But, please, don’t spend it all in one place. I don’t think the economy could handle it.”

As the sun sinks over Lake Eb’Sobet, you stagger home under the weight of your treasure. And the thought crosses your mind, ‘It’s good to be rich.’

Conclusion B:

Read Conclusion B if the PCs made a clean escape, but don’t get the entire treasure. Make sure when presenting certs that they only get the magic items if they looted the display case. See the table in the Appendices for the appropriate amount of treasure.

After returning to Bet Rogala, Borgo takes your portable hole to the College of Magic to examine the contents before paying you. As you wait outside, relieved that you made it home at all, and not entirely unsuccessfully, Borgo returns and greets you.

“A fine haul, my friends. You managed to grab quite a bit more than we expected, which is a triple blessing. You get a bigger payment, Kabori has a hard time paying his legions, and we can afford ours much more easily. Be careful if you ever have to go back to Tokis. My congratulations to you all.”

As the sun sinks over Lake Eb’Sobet, you wander home, well paid but vaguely disappointed. And the thought crosses your mind, ‘Oh I wish we had gotten it all.’

Conclusion C:

Read Conclusion C if the PCs don’t escape. Any who get left behind receive this conclusion regardless of the success of their fellows. (Those who make it home, receive whichever other Conclusion is appropriate.) Any PCs who are captured get the “Slave of Kalamar” cert.

A right fine mess you’ve made of this one. The opportunity for great riches slipped through your fingers, and instead, your health has been shattered, you’ve been marked as a slave, and you have report failure to your prince. The Gray Legion contact who broke you out and is guiding you home gives you a look of pity mixed with scorn. You’re wanted in Tokis as an escaped

slave, and the war effort now stands in great danger due to your failures. Welcome home.

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: Roleplaying with Ess	25	50	75
Encounter 2: Not alerting guards to their presence <i>or</i> defeating all twelve guards	50	100	150
Encounter 3: Saving Bran without violence	50	100	150
Encounter 5: <i>Liberating any treasure from the vault</i>	75	150	225
<i>or</i>			
Liberating at least half the treasure (in value) from the vault	125	250	375
Leaving an insult for Kabori	25	50	75
Encounter 6: Defeating the Kalamaran Legionnaires	150	300	450
Discretionary Role Playing Experience	75	150	225
Total Possible:	500 xp	1000 xp	1500 xp

Kafen's Heroes also a possibility for bonus experience beyond the total. The first is for PCs who leave Silver Dragon Coins in the Vault. For sacrificing a cert and adding insult to injury, they receive an **additional 50/100/150 xp** and earn **2 Fame Points**. They should record these points on their events log, but these Fame Points are not certified.

TREASURE

Conclusion: The treasure reward is directly proportionate to the PCs' success in Encounter 5. A chart is included in Appendix II to show the break down of the treasure rewards.

OTHER AWARDS

What a Haul! - While in the vault of the Tokite treasury, you managed to liberate several pieces of magical jewelry. In thanks for your efforts above and beyond the call of duty, the Crown and the Gray Legion have allowed you to keep a portion of this treasure for your personal use. Mark the ATL at which you played this module, then select and circle one item from the list that follows that ATL. (You may select an item from a lower ATL if you so desire.) All items are from the Dungeon Master's Guide.

___ ATL 1-3	Ring of Protection +1 Ring of Climbing Bead of Force
___ ATL 5-7	Gloves of Dexterity +2 Periapt of Wisdom +2 Headband of Intellect +2
___ ATL 9 or higher	Ring of Energy Resistance, Minor Necklace of Adaptation Pearl of Power 3rd Level

This item is not altered by rising in level; it can only be changed through Magic Item Creation rules or altered by certified favors. Trading this item to a higher or lower level character does not change the enchantment.

Jade Earring – ONLY AWARDED TO PCS WHO RECEIVE CONCLUSION A - Due to your phenomenal success at the task given to you by the Gray Legion, they have awarded you a single Jade Earring of somewhat shapeless nature. Assured that it is not a tracking device and is solely for the purpose of allowing you to contact them immediately should you have information for them, the earring can be used once per day to cast a sending spell to any person whose name you know. You are given the contact name "Borgo" to report information to the Gray Legion.

Certified Cohort: Bran — Bran is a human (Tokite) male from Bet Seder, affiliated with (though not a member of) the Bet Seder Thieves Guild.

Languages: Low Kalamaran, Merchant's Tongue

Requirements: Charisma 12 or higher; 2 or more ranks in appraise

Available Classes: Bard, Cleric (Landlord or Risk), Infiltrator, Rogue, Sorcerer

Slave of Kalamar — Though rescued by the Gray Legion, you now bear the marks of having been made a slave. Both of your ankles are tattooed with chain links. In addition, you must always carry a light red packet of papers, known as "walking papers," to prove that you are a freed slave rather than an escaped slave. Although the Gray Legion was able to secure your legal freedom in the eyes of Pekal and return all of your gear, the cost of this excursion places you in their debt at a rate of 100 gp per your character level at the time of this cert (according to slavery prices in the KPGSL). Payments must be made at a rate of at least 25 gp per NAA until the debt is paid in full.

Wanted in Tokis — Through your actions, you have angered the Tokite government almost beyond reason, and certainly beyond forgiveness. You have been marked as a wanted criminal, and any person in Tokis can turn you in for a 500 gp reward. This cert imposes a -5 penalty to all Charisma based skills in Tokis.

The campaign directors ask you, the judge, to mark down which Conclusion the PCs receive (either A, B, or C) and have you or your Senior DM email the campaign staff with this information at alana.joli@kenzerco.com with "**Kafen's Heroes Conclusion Results**" in the subject line. Please also let us know if any of the PCs received Fame Points for leaving a Silver Dragon Coin. Please respond no later than March 1st, 2007.

Appendix I: NPCs and Monsters

ATL 1

Tokite/Kalamaran Legionnaires, Male humans, Ftr 1: CR 1; Size M (5 ft., 9 in. tall); HD 1d10+2; hp 12; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft (30 base.); AC 19 (+2 Dex, +5 armor, +2 shield); Base Attack/Grapple +1/+4, +5 melee(1d6+3/19-20x2 shortsword) or +3 ranged(1d6+3x2 javelin); Full Attack +5 melee(1d6+3/19-20x2 shortsword) or +3 ranged(1d6+3x2 javelin); SA--; SQ:--; SV Fort +4, Ref +2, Will +1;; AL NG; Str 16, Dex 14, Con 14, Int 12, Wis 12, Cha 10.

Languages spoken: High Kalamaran, Low Kalamaran, Merchant's Tongue, Reanaarese, Brandobian, Kargi

Skills and Feats: Handle Animal +4, Listen +3, Ride +6, Spot +3; Improved Initiative, Mounted Combat, Weapon Focus (Shortsword),

Possessions: breastplate, 2 javelins, shortsword, steel shield.

ATL 3

Tokite/Kalamaran Legionnaires, Male humans, Ftr 3: CR 3; Size M (5 ft., 9 in. tall); HD 3d10+6; hp 28; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft (30 base.); AC 19 (+2 Dex, +5 armor, +2 shield); Base Attack/Grapple +3/+6, +8 melee(1d6+3/19-20x2 masterwork shortsword) or +6 ranged (1d6+3x2 masterwork javelin); Full Attack +8 melee(1d6+3/19-20x2 masterwork shortsword) or +6 ranged (1d6+3x2 masterwork javelin); SA--; SQ:--; SV Fort +5, Ref +3, Will +2; AL NG; Str 16, Dex 14, Con 14, Int 12, Wis 12, Cha 10.

Languages spoken: High Kalamaran, Low Kalamaran, Merchant's Tongue, Reanaarese, Brandobian, Kargi

Skills and Feats: Handle Animal +6, Listen +4, Ride +8, Spot +4; Improved Initiative, Mounted Combat, Power Attack, Trample, Weapon Focus (Shortsword),

Possessions: breastplate, 2 masterwork javelins, masterwork shortsword, steel shield.

ATL 5

Tokite/Kalamaran Legionnaires, Male humans, Ftr 5: CR 5; Size M (5 ft., 9 in. tall); HD 5d10+10; hp 44; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft (30 base.); AC 19 (+2 Dex, +5 armor, +2 shield); Base Attack/Grapple +5/+8, +10 melee(1d6+5/19-20x2 masterwork shortsword) or +8 ranged (1d6+3x2 masterwork javelin); Full Attack +10 melee(1d6+5/19-20x2 masterwork shortsword) or +8 ranged (1d6+3x2 masterwork javelin); SA--; SQ:--; SV Fort +6, Ref +3, Will +2; AL NG; Str 17, Dex 14, Con 14, Int 12, Wis 12, Cha 10.

Languages spoken: High Kalamaran, Low Kalamaran, Merchant's Tongue, Reanaarese, Brandobian, Kargi

Skills and Feats: Handle Animal +8, Listen +5, Ride +10, Spot +5; Improved Initiative, Mounted Combat, Power Attack, Trample, Weapon Focus (Shortsword), Weapon Specialization (Shortsword)

Possessions: breastplate, 2 masterwork javelins, masterwork shortsword, steel shield.

ATL 7

Tokite/Kalamaran Legionnaires, Male humans, Ftr 7: CR 7; Size M (5 ft., 9 in. tall); HD 7d10+14; hp 60; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft (30 base.); AC 21 (+2 Dex, +6 armor, +2 shield, +1 ring of protection); Base Attack/Grapple +7/+10, +12 melee(1d6+6/19-20x2 +1 shortsword) or +9 ranged (1d6+3x2 masterwork javelin); Full Attack +12/+7 melee(1d6+6/19-20x2 +1 shortsword) or +10/+5 ranged (1d6+3x2 masterwork javelin); SA--; SQ:--; SV Fort +7, Ref +4, Will +3; AL NG; Str 17, Dex 14, Con 14, Int 12, Wis 12, Cha 10.

Languages spoken: High Kalamaran, Low Kalamaran, Merchant's Tongue, Reanaarese, Brandobian, Kargi

Skills and Feats: Handle Animal +10, Listen +6, Ride +12, Spot +6; Cleave, Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack, Trample, Weapon Focus (Shortsword), Weapon Specialization (Shortsword)

Possessions: +1 breastplate, 2 masterwork javelins, +1 shortsword, steel shield, ring of protection +1

ATL 9

Tokite/Kalamaran Legionnaires, Male humans, Ftr 9: CR 9; Size M (5 ft., 9 in. tall); HD 9d10+18; hp 76; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft (30 base); AC 22 (+2 Dex, +6 armor, +2 shield, +2 *ring of protection*); Base Attack/Grapple +9/+13, +17 melee(1d6+7/19-20x2 +2 *shortsword*) or +12 ranged (1d6+4x2 masterwork javelin); Full Attack +17/+12 melee(1d6+7/19-20x2 +2 *shortsword*) or +12/+7 ranged (1d6+4x2 masterwork javelin); SA--; SQ:--; SV Fort +8, Ref +5, Will +4; AL NG; Str 18, Dex 14, Con 14, Int 12, Wis 12, Cha 10.

Languages spoken: High Kalamaran, Low Kalamaran, Merchant's Tongue, Reanaarese, Brandobian, Kargi

Skills and Feats: Handle Animal +12, Listen +7, Ride +14, Spot +7; Cleave, Combat Reflexes, Greater Weapon Focus (Shortsword), Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack, Trample, Weapon Focus (Shortsword), Weapon Specialization (Shortsword)

Possessions: +1 *breastplate*, 2 masterwork javelins, +2 *shortsword*, steel shield, *ring of protection* +2

ATL 11

Tokite/Kalamaran Legionnaires, Male humans, Ftr 11: CR 11; Size M (5 ft., 9 in. tall); HD 11d10+22; hp 92; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft (30 base); AC 22 (+2 Dex, +6 armor, +3 shield, +2 *ring of protection*); Base Attack/Grapple +11/+17, +21 melee(1d6+10/19-20x2 +2 *shortsword*) or +14 ranged (1d6+5x2 masterwork javelin); Full Attack +21/+16/+11 melee(1d6+10/19-20x2 +2 *shortsword*) or +14/+9 ranged (1d6+5x2 masterwork javelin); SA--; SQ:--; SV Fort +9, Ref +5, Will +4; AL NG; Str 22, Dex 14, Con 14, Int 12, Wis 12, Cha 10.

Languages spoken: High Kalamaran, Low Kalamaran, Merchant's Tongue, Reanaarese, Brandobian, Kargi

Skills and Feats: Handle Animal +14, Listen +8, Ride +16, Spot +8; Cleave, Combat Reflexes, Great Cleave, Greater Weapon Focus (Shortsword), Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack, Trample, Weapon Focus (Shortsword), Weapon Specialization (Shortsword)

Possessions: +1 *breastplate*, *belt of giant strength* +4, 2 masterwork javelins, +2 *shortsword*, +1 *steel shield*, *ring of protection* +2

ATL 13

Tokite/Kalamaran Legionnaires, Male humans, Ftr 13: CR 13; Size M (5 ft., 9 in. tall); HD 13d10+26; hp 108; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft (30 base); AC 25 (+2 Dex, +7 armor, +4 shield, +3 *ring of protection*); Base Attack/Grapple +13/+19, +23 melee(1d6+12/18-20x2 +2 *shortsword*) or +15 ranged (1d6+6x2 masterwork javelin); Full Attack +23/+18/+13 melee(1d6+12/18-20x2 +2 *shortsword*) or +16/+11 ranged (1d6+5x2 masterwork javelin); SA--; SQ:--; SV Fort +10, Ref +6, Will +5; AL NG; Str 23, Dex 14, Con 14, Int 12, Wis 12, Cha 10.

Languages spoken: High Kalamaran, Low Kalamaran, Merchant's Tongue, Reanaarese, Brandobian, Kargi

Skills and Feats: Handle Animal +16, Listen +9, Ride +18, Spot +9; Cleave, Combat Reflexes, Great Cleave, Greater Weapon Focus (Shortsword), Greater Weapon Specialization (Shortsword), Improved Critical (Shortsword), Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack, Trample, Weapon Focus (Shortsword), Weapon Specialization (Shortsword)

Possessions: +2 *breastplate*, *belt of giant strength* +4, 2 masterwork javelins, +2 *shortsword*, +2 *steel shield*, *ring of protection* +3

All ATLS

Legionnaire horses, Heavy Warhorse: CR 2; Large Animal; HD 4d8+2; hp 30; Init +1 (+1 Dex); Spd 35 ft; AC 19 (+1 Dex, +5 armor, +4 natural, -1 size), touch 10, flat-footed 18; Base Attack/Grapple +3/+11, +6 melee (1d6+4, hoof); Full Attack +6/+6 melee(1d6+4, hoof) and +1 melee (1d4+2, bite); Space/Reach 10ft./5 ft; SA--; SQ: low light vision, scent; SV Fort +7, Ref +5, Will +2; AL N; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Jump +12, Listen +5, Spot +4; Endurance, Run

Possessions: chainmail barding

Appendix II: Additional Rules

Because the math for the vault is tricky, this table is provided to help DMs quickly assess how much treasure their players were able to liberate.

Treasure Table

Boxes of silver	Value in gold pieces	Weight of the boxes in lbs	PCs cut in gold pieces	Boxes of silver	Value in gold pieces	Weight of the boxes in lbs	PCs cut in gold pieces	Boxes of silver	Value in gold pieces	Weight of the boxes in lbs	PCs cut in gold pieces
1	189	38	18.9	36	6804	1368	680.4	71	13419	2698	1341.9
2	378	76	37.8	37	6993	1406	699.3	72	13608	2736	1360.8
3	567	114	56.7	38	7182	1444	718.2	73	13797	2774	1379.7
4	756	152	75.6	39	7371	1482	737.1	74	13986	2812	1398.6
5	945	190	94.5	40	7560	1520	756	75	14175	2850	1417.5
6	1134	228	113.4	41	7749	1558	774.9	76	14364	2888	1436.4
7	1323	266	132.3	42	7938	1596	793.8	77	14553	2926	1455.3
8	1512	304	151.2	43	8127	1634	812.7	78	14742	2964	1474.2
9	1701	342	170.1	44	8316	1672	831.6	79	14931	3002	1493.1
10	1890	380	189	45	8505	1710	850.5	80	15120	3040	1512
11	2079	418	207.9	46	8694	1748	869.4	81	15309	3078	1530.9
12	2268	456	226.8	47	8883	1786	888.3	82	15498	3116	1549.8
13	2457	494	245.7	48	9072	1824	907.2	83	15687	3154	1568.7
14	2646	532	264.6	49	9261	1862	926.1	84	15876	3192	1587.6
15	2835	570	283.5	50	9450	1900	945	85	16065	3230	1606.5
16	3024	608	302.4	51	9639	1938	963.9	106	16220	3261	1622
17	3213	646	321.3	52	9828	1976	982.8				
18	3402	684	340.2	53	10017	2014	1001.7				
19	3591	722	359.1	54	10206	2052	1020.6				
20	3780	760	378	55	10395	2090	1039.5				
21	3969	798	396.9	56	10584	2128	1058.4				
22	4158	836	415.8	57	10773	2166	1077.3				
23	4347	874	434.7	58	10962	2204	1096.2				
24	4536	912	453.6	59	11151	2242	1115.1				
25	4725	950	472.5	60	11340	2280	1134				
26	4914	988	491.4	61	11529	2318	1152.9				
27	5103	1026	510.3	62	11718	2356	1171.8				
28	5292	1064	529.2	63	11907	2394	1190.7				
29	5481	1102	548.1	64	12096	2432	1209.6				
30	5670	1140	567	65	12285	2470	1228.5				
31	5859	1178	585.9	66	12474	2508	1247.4				
32	6048	1216	604.8	67	12663	2546	1266.3				
33	6237	1254	623.7	68	12852	2584	1285.2				
34	6426	1292	642.6	69	13041	2622	1304.1				
35	6615	1330	661.5	70	13230	2660	1323				

Boxes of gold	Value in gold pieces	Weight of the boxes in lbs.	PCs cut in gold pieces
1	3485	70	348.5
2	6970	140	697
3	10455	210	1045.5
4	13940	280	1394
5	17425	350	1742.5
6	20910	420	2091
7	24395	490	2439.5
8	27880	560	2788
9	31365	630	3136.5
10	34850	700	3485
11	38335	770	3833.5
12	41820	840	4182
13	46770	882	4677

Box of Platinum	Value in gold pieces	Weight of the boxes in lbs.	PCs cut in gold pieces
1	30000	60	3000

Total Possible		Weight
Silver	1323 gp	2660
Gold	4677 gp	882
Platinum	3000 gp	60
Total	9000 gp	3602