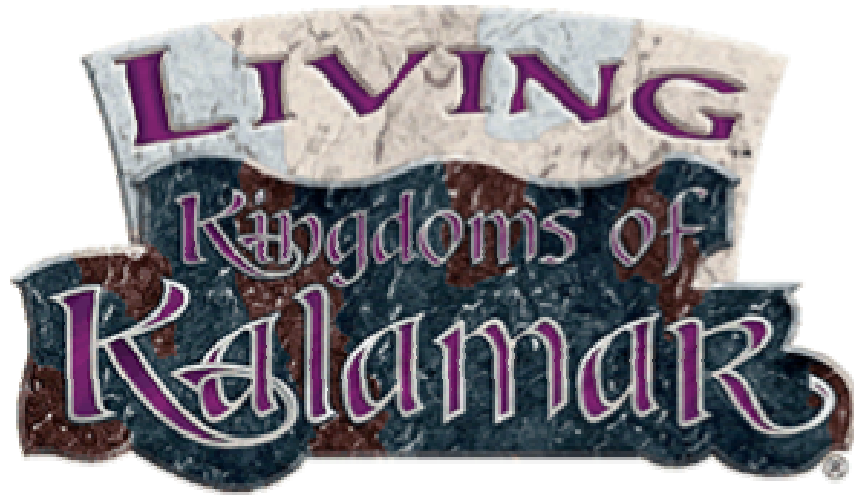


LKOK23



A Wrestling Good Time

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

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An annual wrestling competition sponsored by the Temple of Three Strengths is coming up soon. Many organizations sponsor their own champions. You have been contacted by one of the many organizations in Pekal. They wish to talk with you about the upcoming wrestling competition. An adventure for ATLS 1-7.

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

Calculating Average Table Level (ATL)

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

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

ATL _____

ADVENTURE NOTES

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

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

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

CALENDAR AND CLIMATE

It is Homeday 4th, Mid-season Harvest (roughly June 26th). The mild weather has started to end and the temperature has been much warmer the past few days. It looks like summer may last into early Frosting this year.

MODULE NOTES

An agent of Kalamar, Gran Polsrion, has been sent to disrupt a festival in the hopes of demoralizing the citizens of Bet Rogala and distancing Pekal from her allies. Unknown to his Kalamarin masters, Gran is a powerful Psion who worships the Confuser of Ways. In addition, he is mad. Gran sees this festival as a time to kill many birds with one stone. Not only can he serve his Kalamarin masters, but he can also serve his god by finding an item supposedly stolen from the Confuser by the Powermaster; an artifact called the Well of Purity.

Currently in Gran's thrall are a number of members of a minor house of O'Par. By design, this house annually sends a team to compete in the Festival of the Peaks. Once in Bet Rogala, Gran set his plans into motion. His first order of business was to implicate the former champion Arin Coltrix of high crimes and set the stage for his arrest at the beginning of the festival. He then began a campaign of sabotage, planting evidence to implicate other teams in the crime, sowing distrust and confusion. Finally, he was going to replace a member of one of the teams so that he could blatantly use psionic powers in front of the crowd, creating even more confusion. He then has a final 'present' for the followers of the Powermaster during the opening ceremony.

But his real objective is to take the Head Priest of the Seekers of the Three Strengths and force him to reveal the location of the Well of Purity. Luckily, the trap he set for Arin Coltrix will also net the head priest. Unfortunately for Gran,

confusion knows no limits, and what he is looking for is not what he expects.

BACKGROUND

The Festival of the Peak is one of the most important religious observances of the Temple of the Three Strengths. It commemorates the trials of the Powermaster during a conflict with The Confuser of Ways. During this confrontation, Sitiri (Powermaster) had to endure three trials which this festival commemorates. More information on this festival can be found in **Appendix III: Player Handout 1** and **Player Handout 2**.

Thanks to generous donations, the Temple of the Three Strengths in Bet Rogala has been able to attract people from all across Tellene to the annual celebration. The showcase of the festival is a wrestling competition honoring the Trial of Shadows. This one event attracts the best wrestlers from across the continent, and the champion of the Trial is seen as one of the finest fighters in the world.

The threat of war has not dampened the spirits of the festival, and many have braved the distance, and the rumors, to attend the competition. While attendance is lower than usual, there are enough people to make this into a fine spectacle. Of course, there are others who see a different sort of spectacle coming from this celebration, a display that they hope will break the spirit of Pekal.

NOTE: *Certain tasks are included in this Encounter 4 for role-play purposes that serve the greater plot in the adventure. The PCs are not expected to solve every problem they discover – the judge is the only one at the table who can ensure the players do not get too side-tracked during the investigation. Please read Encounter 4 and Appendix II: Additional Rules carefully before judging the module.*

ADVENTURE SYNOPSIS

Introduction:

Characters are assumed to be traveling or staying at the same inn. During the time leading up to this event, they have seen one another around the city, possible even speaking a time or two. Have them give character introductions to begin the adventure.

Encounter 1:

Allow the characters to explore the festival. Introduce the characters to the Competition teams either through Dashnel, a stone dwarf follower of Powermaster, or by wandering around the festival. The first method is the preferred way.

Encounter 2:

This scene sets the stage for the rest of the event. Most of this scene is handled in boxed text, but allowances can be made for players that want to break boxed text if they feel the need to act.

Encounter 3:

During this scene, the characters observe the Shadow Invocation and the selection of one to act as the champion during the final round of the wrestling competition, but once again the celebration will be marred.

Encounter 4:

During this scene, the PCs discover that the teams have their suspicions as to what is going on, and they come upon a late night activity that is more than a little shady. It is early evening when this scene begins, and the festival is winding down for the day. The teams are retiring to their encampments, while the Seekers begin their vigil.

Encounter 5:

This scene sets the stage for the final confrontation. Gran Polsron, the Psion agent of Kalamar has left a final surprise, Kal Talsen, who has been given orders to destroy the ceremony in the most dramatic way possible.

Encounter 6:

This is the confrontation between the PCs and Gran Polsron, the Psion nemesis behind the disruption of the festival. The battle takes place on the steps of the Temple of the Three Strengths as Gran tries to get the head priest to reveal the location of the "Well of Purity."

Conclusion:

The resolution of the adventure.

INTRODUCTION

Summary: Characters are assumed to be traveling or staying at the same inn. During the time leading up to this event, they have seen

one another around the city, possible even speaking a time or two. Have them give character introductions to begin the adventure. Once the players are settled and have finished describing their characters, read the following:

For over a week, you have watched the city of Bet Rogala prepare for the Festival of Shadows, a celebration in honor of Sitiri, the Powermaster. While the Temple of the Three Strengths in Bet Rogala is small, this one festival has gained a reputation as hosting some of the finest wrestling matches in Tellene.

The talk of the town has become focused on the Wrestling Competition, an event that most consider central to the success of the festival. Wagers on the different teams are already underway, as people weigh what is known about the different competitors. Talk has also turned to the appearance of the Krangi at this year's celebration, with many placing new wagers based on the legendary strength and ferocity of these bestial humanoids. As tradition requires, the festival is to take place on a field outside of the city walls, and over the last few days, merchants and teams have arrived, setting up colorful tents around a central ring.

The excitement of the city can be seen as the anxious thoughts of war are replaced by the simple joys of life. Today is a day of calm, and you notice people grabbing at this tender strand with all their heart. Even though it is still early on the first day of the festival, citizens and visitors alike have started making their way to the festival ground in anticipation of the markets, shows, and the Shadow-Walk; a parade that marks the start of the religious festivities.

Listed below are questions which players may have about the Festival. Add +3 to the DCs listed below if a character uses Bardic Knowledge to answer the question. Add +4 to the DC if a character uses Gather Information, as it can be difficult to find someone with reliable knowledge. The use of Gather Information assumes that the characters are talking with the Inn-Keep and patrons. If time allows, feel free to role-play this portion of the encounter.

Sitiri – Gather information, Knowledge (religion), or Bardic Knowledge

DC Information

- 10 The Powermaster's Church is known as The Temple of the Three Strengths.
- 12 He is the God of Inner and Outer Strength, Resolve, Power to Master the Self.

Temple of the Three Strengths – Gather information, Knowledge (religion), Knowledge (local), or Bardic Knowledge

DC Information

- 10 Pekal has only a small Temple of the Three Strengths, manned by three priests.
- 13 Hamil, a Brandobian, is the head priest.
- 15 Julian (Kalamarin) and Stanir (Elven) are his assistants.
- 17 The priests are very self-sufficient and do not solicit new members.

Festival of Shadows – Knowledge (religion) or Bardic Knowledge, +2 circumstance bonus for members of the Temple of the Three Strengths

DC Information

- 12 Appendix III: Player Handout #1
- 22 Appendix III: Player Handout #2

Player Handout #2 cannot be gained through Gather Information

The information in Player Handout #2 is a legend regarding the Powermaster, and is not part of the Canon of the Temple of the Three Strengths. Any character that recalls this information, (i.e, makes the DC), realizes the may be considered a heresy by some.

Shadow-Walk – Gather information, Knowledge (religion), or Bardic Knowledge

DC Information

- 18 A segment of the ceremony only seen in Bet Rogala. The champion of the previous year is given the opportunity to make a pilgrimage to a retreat in the Kakieda Mountains. The Shadow-Walk is a parade that honors the champion as he returns from the pilgrimage. The champion then stands ready to fight the final competitor during the wrestling match.

This encounter should take no longer than 15 minutes to run. When the players are ready, the characters may proceed to the festival. If players ask about shopping, inform them that the shops of Bet Rogala are closed, but that there are vendors at the Festival.

ENCOUNTER 1

Going to the Festival

Summary: Allow the characters to explore the festival. Introduce the characters to the Competition teams either through Dashnel, a stone dwarf follower of Powermaster, or by wandering around the festival. The first method is the preferred way.

Read the following as the characters approach the festival:

A colorful tent city stands about a quarter of a mile outside the city. As you approach, you hear the festive sounds of children and adults enjoying life. The smells of savory meats and sweet delicacies swirl around you as you spy a group of children playing a game led by a clown. Hawkers cry their wares as women and men look over trinkets and baubles from foreign lands.

Trailing off from the main thoroughfare, you notice small alleys of merchants and vendors hawking their wares. Down these alleys can be seen trinkets and baubles from around the world, and people eager to find that certain, special, exotic gift for a loved one.

As you approach the center of festival ground, you finally notice the wrestling arena. An ancient bowl-like depression in the landscape, long ago fitted with stone steps and benches, is the stage for the wrestling competition. The top perimeter of the bowl is blocked off by a wooden fence, with entrances lightly guarded by followers of Sitiri. Surrounding the bowl are a number of richly appointed tents, each bearing the symbol of one of the competition teams. Among these tents, directly opposite the main thoroughfare, stands one tent that lacks all ostentation. Though made only of plain, undyed canvas, there is an austerity and presence about this one tent. Outside, flapping in the light summer breeze, is a banner emblazoned with what appears to be a cloud encircled mountain peak. A simply dressed figure seems to stand guard outside of the tent.

Characters are free to wander around the festival, sightseeing, trading, or even talking. The following lists common activities the character may pursue. If time permits, you may

want to role-play these activities. This encounter should take approximately 20 minutes. To expedite the scene, go around the table and ask each player what they want their character to do. In general, allow each character to accomplish one task during this encounter, whether it is asking a question or purchasing items. You can then match up the action with the general guidelines listed below.

Asking Questions:

Who is the former champion? (PCs use Gather Information or similar)

- **DC 10:** He is a Fhokki warrior from up North somewhere.
- **DC 13:** His name is Arin Coltrix of the Hurrkal clan
- **DC 15:** He is a Paladin of the Powermaster
- **DC 18:** He cheated last year to gain the championship.

If pressed about this last comment (may use Diplomacy or Intimidate):

- **DC 16:** He used some type of magic to win.
- **DC 20:** He made an infernal deal to win.
- **DC 24:** I heard he could do things that normal men could not, like run up walls.

How do I join the wrestling competition? (PCs use Gather Information or similar)

- **Below DC 10:** No one else can join
- **DC 10:** All you have to do is go over and talk to the Priests of Sitiri.
- **DC 14:** The entry fee is 200 victories. Most people have a rich sponsor.

Is there a Prize to the wrestling competition? (PCs use Gather Information or similar)

- **DC 10:** There is a prize, but I don't know what it is.
- **DC 14:** The prize changes every year, but the champion is allowed to make a pilgrimage to a monastery in the Kakieda mountains.

Purchases:

Characters may purchase items as described in the Campaign Sourcebook (any normal and masterwork items).

Fortune Teller:

One of the tents houses a Hasheir Deji Fortune Teller from the Elos Desert.

The tent that stands before you is well used, having seen many years of travel. The smell of cinnamon fills the air around the tent. On a sign, you see the symbol of the all seeing eye of the Fate Scribe. The spicy smell and heat of the tent are almost overwhelming as you enter, as a venerable voice welcomes you. "Greetings child, do you seek to see what is written on your life?"

For one gold victory, she reads the fortune of the character. Pick the one you feel is most appropriate for the character that is having their fortune told.

- Chaos clouds your current life. One must stand true to themselves if they seek to unravel the knotted strands left behind when the confused storm passes through life.
- Guard yourself against those who are false, for you are caught in a web of lies that may leave you more vulnerable than you have ever been before.
- Beware of those who seem trustworthy, for the mask they wear may smother you when you least expect it.
- Trust your heart, not your eyes.
- The full moon rises over the East, revealing many that would be enemies offering wheat instead of swords.
- (The Fortune Teller screams!) Forgive me, that is too terrible to reveal. Be careful, there are those who seek your death before the next turning of the moon!

Story Teller:

There are a number of performers and troupes throughout the festival. The characters can attend one of the performances. There are two options:

- Play #1: A troupe of performers is dramatizing the trials of shadow. This provides them with the information given in **Appendix III: Player Handout #1**.
- Play #2: A bard is reciting part of the legend found in **Appendix III: Player Handout #2**.

Joining the Competition:

To join the competition, the characters must petition the Seekers of the Three Strengths, the clergy of the Powermaster. As some of the rites must occur in concert with the competition, the priesthood has set up a tent near the amphitheater to serve as a temporary temple. Beyond joining the competition, followers of the Powermaster may wish to offer their aid to the

Seekers. As the clergy is busy with preparations, the only way to meet with the priests is to either join the competition or offer assistance.

Throughout the day, the elven Aspirant Stanir stands guard outside of their tent, while Julian is seeing to the administrative and religious duties of the church inside the tent. Julian has two assistants, Mikail (Fhokki) and Dashnel (a female Stone dwarf) with him in the tent. The two assistants are acolytes, seeking to become priests of Sitiri.

While made only of simple canvas the tent that houses the Seekers of the Three Strengths holds an unmistakable presence of quiet strength. Standing guard is a figure dressed in a simple gray robe. As you approach the tent, the steel blue eyes of the high elven Aspirant scrutinize you with suspicion and contempt, penetrating your adventure's façade. "This is the time of Trial. Approach if you seek the Power of the Peak; leave if you seek only trinkets and ale."

If the characters are here to join the competition: ***"Enter, if you come as true seekers ready to tread in ancient paths. But be not fooled by the spectacle that the festival has become. If you come for glory, you will be disappointed."***

If the characters again state that they have come as true seekers, or that they wish to join the competition, he lets them in.

If the characters come only to ask questions, or out of curiosity, Stanir has the following reply: ***"When the storm within quiets, and you stop your mental struggles, return."*** He does not let them enter.

If one of the characters is an obvious priest of a different god, he says: ***"My (brother/sister) of the path of (name of god), you must understand that we are enacting a sacred rite. At another time we would welcome your company and wisdom, but now we must focus our minds and spirit on the celebration of our faith. We will gladly welcome you back once the festival is completed."***

If one of the characters is a cleric or paladin of the Powermaster, he says:

“Welcome (brother/sister) of the path of the Three Strengths. If you come to offer your service, and participate in our rite, you are welcome to enter, but your companions must remain here.”

The character can enter the tent and meet with Julian. If they respond that they are here to compete, then they and the entire party are allowed entrance into the tent.

Once inside, read the following:

The inside of the tent is as unaffected as the outside. Sitting on the ground with a small desk before him is a Kalamaran man dressed in the simple robe of the Seekers of the Three Strengths. To the left, you can see two figures in the dim light. While one appears human, the other is shorter and stockier, but both wear the same simple gray robes and hood. The man behind the desk addresses the party. “I gather that you are here to participate in the festivities.”

If the characters wish to compete, then Julian tells them of the rules. Otherwise, he dismisses them, citing that he must work on the preparations of the festival. Assuming that the characters wish to compete:

“Welcome then to the Trials of the Shadow. I am Julian, Keeper of the Third Strength. My assistants Mikail and Dashnel will insure that you are prepared for the event, but first a few formalities. In recent years, the wrestling competition has taken precedence during the festival, but it is only one of three challenges that the participants must undergo. Sitiri teaches us to embrace the power within ourselves, to become masters of our lives. It is from his teachings that we seek perfection in the three strengths. It is these strengths that we seek to test during this the Trials of the Shadow. This is not a light undertaking, and should only be done with reverence and a desire to test yourself before the gods. I must ask you, are you committed to the path of trials?”

If the answer is yes, then continue with the next section of boxed text. Otherwise, he dismisses the party, telling them to return when they are ready to face the challenge.

“Then welcome Seeker! A donation of 200 Victories is required from all participants.

This does not need to come from the one who walks the path, for each of those who donate on the behalf of the participant is blessed by the church for their willingness to support those on the path. The celebration of beginning begins tomorrow, and after that the trials. Dashnel will explain to you what must be done in preparation.”

Julian calls to the smaller figure, who comes to stand before the desk. “This is Dashnel, Aspirant of the Second Strength. She comes to us from the Western part of Pekal, her people recently finding a haven there.” As the figure looks up, you notice in the dim light, the ashen complexion of a stone dwarf.

“Greetings Seekers. I am Dashnel.”

“Dashnel,” starts Julian, “please help our new contestant prepare for the trials.”

If one of the characters is a follower or priest of the Powermaster, Julian asks if they would like to help with the celebration, acting as a guard usher, or a cleric, to assist officiating the rites. If they agree, Julian indicates Dashnel will show them around the festival.

Dashnel leads them around showing them the different tents. If they wish to participate, they may choose to stay in a vacant tent next to the arena. She tells the PCs that it is customary during the ceremonies for the teams to wait beside or inside their tents until summoned.

See **Appendix II: Additional Rules** for descriptions of the various tents.

Dashnel can also give them any basic information about the Powermaster and the festival, but probably nothing the PCs haven't already learned.

ENCOUNTER 2 **Everybody Loves a Parade**

Summary: This scene sets the stage for the rest of the event. Most of this scene is handled in boxed text, but allowances can be made for players that want to break boxed text if they feel the need to act.

After every character has been given an opportunity to accomplish something at the festival, read the following:

An excited tension grows among the crowd as midday appears. Asking around, it is quickly evident that the people are awaiting the arrival of the Shadow-Walk. People are making their way to the edge of the tent city in hopes of seeing the arrival of the Champion.

Give the players another quick chance to do something, and then ask if they are going to go watch the parade. No matter what, all of the characters will be in close proximity of the action. Allow the characters that wanted to attend find a good viewing point near the main thoroughfare into the festival. As they proceed, allow them to make a **DC 14 Listen** check to hear rumors as they go. Pick a rumor for each character that made a successful listen check.

Rumors:

“I heard that Arin Coltrix, the champion, hurt himself badly before the pilgrimage. They say he’s not as quick anymore. Looks like we’ll have a new champion this year.”

“I heard that Arin Coltrix had accepted an offer to serve a Kalamaran noble before the pilgrimage.”

“Gabrin still claims that Coltrix cheated in the final battle last year. Said that he heard something strange, like bells, just before he squeezed the breath out of that Dejay.”

“Coltrix met the pilgrim at the base of the Kakieda Mountains, just North of Tokis. Seems odd him coming from Tokis during this time.”

“My cousin swore that he saw Coltrix killed last year down in Gorido fending off a group of goblins.”

“I heard that Coltrix was been seen giving money to Noha Mortulan two months ago. I think he is league with those who call themselves the Disciples.”

At this time, the truth of any of these statements is relative. The people speaking them believe them at least partially. As these are rumors overheard in a crowd, the characters will be

unable to determine who the speaker was, save for a very general description, (i.e. middle aged woman). These are rumors that were set into motion months ago, and so they now have a life of their own. None of the people overheard have any further information, and are not part of any of the plots currently surrounding the festival.

All eyes are looking toward the East, when the cry of a trumpet can be heard. A glint of reflected sunlight strikes your eyes, and as you watch, you see a procession of ten robed figures slowly approaching the festival. All of the pilgrims are on foot, and at their head is an elderly Brandobian man, spryly walking barefoot toward the festival. The triangular headpiece of his staff is dazzling in the sunlight.

The blare of the trumpets is replaced by an invigorating chant led by a young Kalamaran dressed in the robes of the Seekers of the Three Strengths. This Brandobian chant in honor of Sitiri is deeply resonant, and as more voices join in, the vibration created is easily felt against the skin.

The beating of hooves makes a strange counterpoint to the chant, at first adding to the resonance, but then finally disrupting the atmosphere. Something seems to be wrong, as the chanters slowly grow quiet. You look to see a group of elven riders dressed in the livery of the Prince approach the procession. They come to a stop between the procession and the festival.

The leader of the riders holds up a scroll. “Arin Coltrix present yourself.” A large robed figure in the middle of the procession steps forward, lowering his hood. The penetrating gaze of the Fhokki considers the elf.

With a trembling voice, the elf holds up the scroll and says, “By order of his Highness, Prince Kafen of Pekal, you are hereby to be detained for questioning by the Lord Justice.”

“On what charge,” says the icy voiced Coltrix.

“High Treason.”

The old man, now moving with less vigor, looks to Coltrix. The guards tense as the

Fhokki gives a curt wave to the old man, then addresses the guards. "You come at a time of celebration, disrupting this sacred event, but I am strong of Spirit. I shall join you, and the truth shall humble your lord."

With that, Coltrix approaches the guards. With a gesture and word from one of the guards, Coltrix falls to the ground unconscious. The stunned crowd regains their senses, as a cry of rage erupts from the spectators.

A group of three Fhokki rushes forward, their faces contorted in barbarian fury. Suddenly a wave of calm crests over the crowd as one of the pilgrims walks to the old man. She lowers her cowl as she approaches, her raven hair hiding her face as moves behind him, placing her hand on his shoulder. Like the thundering roar of an avalanche, the voice of the old man ripples over those gathered.

"The peak does not quiver from the wind, and neither shall we quiver from this assault on our faith, on our spirit! Arin Coltrix has shown us the strength of his spirit by standing to face his accusers." Turning to the guards, "You have come at a sacred time, publicly defiling this sanctified rite."

Have the players make a **Spot** or **Sense Motive DC 12** to notice that the woman squeezes the old man's shoulder.

The man moves from the woman, a stern look upon his face as he looks to the crowd. "The third book of the triad teaches that though dust may blow from the mountain in a mighty wind, the mountain itself remains. It is the wind that disperses." Looking at the guards, "like the mountain, we will stand against this ill wind." With this, he turns to the chanters, "Julian, see to the festival. I name you the officiant. Your guidance is in the wisdom of the third book."

The old man approaches the guards, his voice still filling the still air. "You seek to create a storm. You are the first shadow, but like all shadows, you too will pass. You have shown weakness and dishonor this day, and I will not let you hide behind your orders. I shall go with Coltrix and you to face the injustice you have perpetrated, for you have

offended and betrayed the Strength upon which Bet Rogala was laid." With that, he picks up the body of Arin Coltrix, and begins to walk back to Bet Rogala. Stunned, the guards follow.

As they leave, Julian addresses the crowd. "We will convene for the blessing in one hour at the Amphitheater."

The rest of this scene is rather free-form, allowing the characters to do a variety of actions. Common actions and questions are listed below.

Questions:

Who was the old man?

- The old man is Keeper of the Third Strength Hamil, the head Seeker of the Temple of the Three Strengths in Bet Rogala.

Who is the woman?

- No one in the crowd really knows. The characters should talk to Julian or one of the Seekers of the Three Strengths to find out. (See below)

Who were the guards?

- They are Guardians of the Golden Bough

Why were they wearing the livery of the Prince?

- The Guardians of the Golden Bough directly attached to the Prince's household.

What just happened?

- Coltrix was arrested for High Treason
- The guards must have considered him dangerous to use magic to subdue an unarmed man.
- This is a grave insult to the Temple of the Three Strengths, and the Crown must have thought it was worth the risk of angering the Seekers of the Three Strengths.

What is the general feel of the crowd?

- **Sense Motive DC 10:** the crowd seems disheartened.
- **Sense Motive DC 15:** some people seem angry.
- **Spot DC 10:** you notice some people are leaving the festival.
- **Spot DC 15:** you notice the Fhokki team is talking to Julian

- **Spot DC 20:** you notice that most of the teams are sticking together as they move back to their tents.
- **Spot DC 25:** you notice one member of the O'Par team breaking away from his teammates, and then taking off the tabard with the O'Par colors.
- **Listen DC 10:** it sounds like many of the festival goers, and some merchants, are wanting to abandon the festival.

As part of the ceremony, all teams are required to wear tabards that symbolize their country or group. These tabards must be worn at all times in public once the Blessing of the Shadow-Walk begins until the end of the festival. Most teams begin wearing the Tabards once they arrive as a show of respect and trust between the teams. Thus, removing the tabard at this time is not against the rules of the competition, but is suspicious. Julian, one of the other Seekers, or any individual members on the teams know this would be unusual.

If players decide to encourage people to stay at the festival, they can encourage people to remain either by making a speech or through a performance, such as signing a hymn to the Powermaster. The DC for this check is 15.

If the players go to talk to Julian:

Julian is standing with the pilgrims and the Fhokki team as you approach. The raven-haired pilgrim stands to one side of Julian, her hand on his shoulder, as he addresses the Fhokki. "My brethren, I know that you are upset, but the Festival of the Peak will continue. We will enact the trials. This insult was on all of us, but Hamil is right, we must demonstrate the strength of perseverance, and weather this storm."

Julian looks at the youngest of the Fhokki, "What would your uncle do in this circumstance."

The young blonde Fhokki, who appears to be no older than sixteen, turns his icy eyes to Julian. "He would remain, though I would dearly love to see the blood of that weakling spilled for the humiliation of my uncle."

The leader of the Fhokki team, a man of unusual height and breath, looks to the youth. "Yes Jaric, he would. We will let the wisdom of Hamil and Julian guide us, but we

will not forget the insult given this day. We will honor the festival of Sitiri, but we refuse to honor this crown until we are repaid for this humiliation."

A look of disgust passes over Jaric's face. He turns and storms off, ripping the Fhokki tabard off as he goes, leaving it to lie in the dust.

"One day Jaric will learn the Third Strength Tormic," says Julian to the Fhokki leader.

"Or he will face Nytharr," says Tormic.

Knowledge (religion) DC 15: Nytharr is the Fhokki name for the Harvester of Souls

With that, the Fhokki turn as a group and move back to their encampment near the amphitheater. If the characters have previously met Julian, and made a good impression on him, he greets them. Otherwise, he treats them as another distraction unless they offer their aid. The following information can be gained from Julian.

Who is the raven-haired woman?

Up close, it is easy to see that the woman is Deji, but her deep reddish skin is uncommon of the Deji from this part of the world. "This is Mara of the Hajin tribe of the Deji of the Khydoban desert. She is a friend of the Temple of the Three Strengths."

Mara bows to the characters, "It is a pleasure to meet you."

Who is Mara?

"She is a friend of the Temple, and while she has no calling for the priesthood, she is a devout woman truly blessed by the gods."

Why did Mara squeeze his shoulder?

"Mara is a good woman. She is a good judge of character and a comforting presence."

Mara wears no holy symbols of the Powermaster, unlike the other pilgrims. If asked, she will say **"There is no need for an outward display of faith when it blazes within."** She is not very talkative at this time, deferring to Julian on all matters.

What happens without a champion?

“The third book of the Triad leads us inward for the answer. Hamil told me what to do, and it will be done. One must be tested, and stand as the Shadow in the final competition. Today at the invocation of the Shadow-Walk we will name one to stand in the place of the champion.”

What did the Fhokki want?

“Revenge. Coltrix is part of their tribe. He has held the title of Champion for five years. They believe it was friends of the new Elven team that spread lies about Coltrix. There is no proof, but there is rage in them toward the Golden Bough.”

Encounter 3 **The Shadow Invocation**

Summary: During this scene, the characters observe the Shadow Invocation and the selection of one to act as the champion during the final round of the wrestling competition, but once again the celebration will be marred.

When this scene begins the characters are either spectators in the amphitheater, assisting Julian with the rites, or sitting as a team. The boxed text addresses the PCs as if they were spectators in the amphitheater, thus adapt it to the PCs' situation.

You arrive at the amphitheater in time to find seats before the invocation begins. In better times, this would be the conclusion to the Shadow-Walk, the welcoming of the pilgrims back from their journey. The events of the day have cast a pall over the ceremony. Many have asked what will happen, and whether the festival will even be completed. The whispering among the spectators goes silent as Julian and the Seekers leave their tent and descend the steps to the amphitheater floor.

The Seekers form a circle around Julian, and begin to chant a hymn to the Powermaster, as Julian begins the invocation.

“Oh Lord of the Peaks, in the darkness of our own confusion we daily walk. We call upon the Strength of your Wisdom to guide us to the Light that you have placed in each one of us. We walk upon the lonely road built by our

pride, seeking the solace of your Strength. As you have taught, we seek the glade of our inner strength.”

“Today, oh Lord of the Three Strengths, we welcome those who have traveled the dark road and returned as Pillars of your Might. Purged are their desires and passions. Like mountains in the storm, they survive the tempests around them, acting as pure spirits. Rain upon them, and all of us, the waters from the well of purity. Grant to us the determination of your Strength, the discernment of your Wisdom, and the clarity of your Way.”

“A tempest has crashed against our mountain this day. An ill wind has swept aside your chosen champion. We call upon your strength this day as one is chosen to stand in his stead. I call upon all present to look within themselves, and find that place of perfect peace where strength dwells. Look within to see if the calling of the Lord of the Peaks is within you. If so, come and join us in this sacred place.”

The circle of Seekers parts, their chanting ended. Two remove their hoods, Stanir and Dashnel. They come forward and kneel before Julian. Soon, others from the crowd join in: a farm boy, a soldier, a finely dressed woman, a merchant, and others.

If they wish to join, allow any of the characters to join. One thing is easily seen, none of the teams are sending anyone down at this time. A **Knowledge (religion) DC 15** check lets the characters realize that this selection is different from the normal competition and that whoever is chosen will not be given the right to compete against the other teams. They fight in the final round, when only one wrestler stands from all of the teams.

One after another, those called by Sitiri kneel before Julian. With a thankful look, Julian looks up to the sky. As he is about to speak the blessing, a voice is heard from the edge of the amphitheater. “I accept this trial to stand in the place of my Uncle.” A young Fhokki, wearing the tabard of the Fhokki team, which he removes as he strides down toward Julian.

A **Spot DC 10** allows the PCs to realize that the Fhokki team is not happy about this development. A **Sense Motive DC 10** reveals the Fhokki see this act as an insult.

Also, be sure to note that he appears wearing the tabard. This is not Jaric, the young nephew of Coltrix, but an impostor. PCs will need to use *true seeing*, *detect thoughts*, or some other means to detect this person as an impostor (they did not have enough time to get to know Jaric to use **Sense Motive** to note that this is an impostor).

Once the young Fhokki joins the others, Julian begins the blessing: "Oh Lord of the Peaks, move within these your chosen, granting them the strength to stand strong against the tempest. Choose one among them as your champion." At this, a wind erupts around Julian, blowing the chosen away from him. His voice echoes through the wind, "approach and be tested!" Contestants all rush into the wind, struggling to get to the center!

The wind effect is 80 feet in diameter with a 15-foot section in the middle where the air is calm. Julian is standing inside the middle section.

The PCs start anywhere on the edge of the wind. If they make a Strength check DC 10, they may move 5 feet; DC 15 up to half their normal move; DC 20 and above up to their normal movement. Anytime a PC is inside the wind, they must make a Fortitude save DC 13 to remain standing. If they fail the Fortitude save, they are forced to their knees. The Endurance Feat adds +4 to the Fortitude save. Other feats can provide a circumstance modifier at the GM's discretion. In addition, if they fail their Fortitude save, they take 1d2 subdual damage.

Once in the middle of the effect, they must face Julian (Cleric 5/Monk 5). His goal is to force them back into the wind (he uses Improved Trip and Improved Bull Rush feats to accomplish this). Brief stats for Julian are offered here:

<p>Julian, Human, Clr5/Mnk5 23 AC, touch 17, flat-footed 16, +13 to touch attacks; +8 to Strength checks Under <i>Cat's Grace</i> and <i>Bull's Strength</i></p> <ul style="list-style-type: none">• Ready action to trip opponent• Trip attack

- | |
|--|
| <ul style="list-style-type: none">• Bull Rush opponent back into wind (note that this can be done as an attack of opportunity) |
|--|

If forced into the wind, PCs must make a Reflex save DC 20 or be thrown out of the wind effect suffering 1d4 subdual damage when they land. The goal of this encounter is to force everyone else out of the center, being the only person left.

After an appropriate amount of time, read the following once a character has achieved the center (the end of his action); if no PC participates, modify the boxed text and read as needed.

As <PC name> steps though, you see that Jaric made it through the other side. You see Julian lash out at Jaric, pushing him back into the wind. With a howl of fury, Jaric looses his footing and flies out of the center. As he looks up with anger in his face, his eyes flash with unnatural light.

Give the PCs time to react. Due to the crowd, they are dropped to ¼ of their normal movement rate. It is assumed that they were seated, so it is a move action to stand up. **Knowledge (arcana)** or **Spellcraft DC 15** to know the effect was not magical in nature.

Jaric flies out of the wind and several people near him gasp in horror as they see his glowing eyes. One of the Seekers screams "Heretic!" as many spectators begin screaming and running out of the arena. A look of fear crosses Jaric's face. He looks for a way out of the amphitheater as the other Seekers move closer to him. With a wave of his hand, he sends them flying away as an eerie hum of bells fills the amphitheater.

Give the PCs time to react. At this point, members of the crowd start running. PCs are still limited to ¼ movement, and Jaric is considered to have ½ concealment due to the jostling of the crowd. [The Jaric impostor has an AC of 22 currently and is immune to mind affecting powers.]

Sense Motive DC 20 lets characters know that the look of fear on Jaric's face was an act.

As a chaotic mass, the crowd moves. Jaric quickly runs into the crowd, disappearing into the throng. Meanwhile, the battle continues to rage within the wind.

The impostor was under a psionic power to look like Jaric (psionic tattoo manifested earlier). When he fled into the crowd, he ended the effect. Thus, it looked as if he just disappeared in the shifting throng of people. Due to the difficulty in watching a person weave through a crowd, there is no chance of spotting him when he hits the crowd.

Here is a round-by-round summary:

Round 1: Jaric is thrown from the modified wind wall; his eyes flash.

Round 2: Jaric becomes afraid and lashes out toward the crowd

Round 3: Jaric makes it to the crowd and disappears

While all of this is going on, those in the wind are oblivious to the events. At the end, it is either one of the PCs or Stanir standing in the center. At this point, the wind dies down. The battle in the wind ends 3 rounds after the Jaric impostor escapes.

The crowd calms down after the wind effect finishes. Julian dismisses the crowd until morning, when the opening ceremonies are scheduled to begin. He then retires to his tent with the victor of the challenge. If this is a PC, he asks them to come and sit vigil with him over dinner. This takes the next hour of game time.

If players think of it, their character can question festival goers to see if they saw anything when Jaric escaped. A **Gather Information DC 15** give them the following:

“A young boy comes over to you as you are asking about what happened. “Hey, I saw him. I was with my dad when he bumped past me. His face started changing, and his shirt changed too. It was all swirling colors, maybe more blue or green, but it had really big sleeves.”

Encounter 4 **Suspicious**

Summary: During this scene, the PCs discover that the teams have their suspicions as to what is going on, and they come upon a late night activity that is more than a little shady. It is early evening when this scene begins, and the festival is winding down for the day. The teams are

retiring to their encampments, while the Seekers begin their vigil.

NOTE: *Certain tasks are included in this Encounter 4 for role-play purposes that serve the greater plot in the adventure. The PCs are not expected to solve every problem they discover – the judge is the only one at the table who can ensure the players do not get too side-tracked during the investigation. Please read Encounter 4 and Appendix II: Additional Rules carefully before judging the module.*

The characters have the opportunity to talk to the various teams, finding out their suspicions. For convenience, a summary has been provided in **Appendix II: Additional Rules** that covers all the teams. There is a Diplomacy DC listed for each team. PCs must make this DC if they want to talk to the teams. Only a brief sketch of the teams has been given. Feel free to improvise their personalities, though it must be noted that most of these people are hardened warriors, merchants, or politicians. Allow characters to role-play these encounters out. Regarding sabotage, the teams want people to know what has happened, so the players will not have to dig this out of the NPCs.

- #1 O'Par team
- #2 Brandobian Team
- #3 Krangi Team
- #4 Leboleghido Team
- #5 Castle of Honor Team
- #6 Elven Team
- #7 Fhokki Team

Give the players 40 minutes to investigate as they see fit. If you have the time, feel free to stretch this encounter as it can be very role-play intensive.

At some point during the evening, after they have spoken with a few of the teams, they come upon something suspicious.

As you walk through the festival, you pass by the tent housing the Seekers of Knowledge, when you see a figure coming out the far side of the tent. The short figure starts to move off away from you.

The figure is not wearing one of the robes that the Seekers have been wearing, and does not

appear to have weapons. If the PCs decide to approach:

The figure does not seem to notice you as you approach, and you quickly realize that the suspicious figure is a human boy.

This appears to be the boy from the previous scene that saw the false Jaric change forms. He doesn't know why he is here and not at his parents' tent. He is here with his father, who is a traveling Reanaarian merchant. Their tent is on the far side of the festival. All he remembers is waking up and wanting to take a walk. He has no idea why he came here, or even that he went into the Seekers tent.

In actuality, this is the psion that impersonated Jaric. He is currently under the power *Conceal Thoughts* (+10 to Bluff checks). Characters need to make a **Sense Motive DC 28** to realize that he is not telling the whole truth. The characters' may seem suspicious of him, but he is a consummate actor, and attempts to appear as a scared and confused little boy around the age of 8. He tries to convince the PCs that all he wants to do is go home – even crying if necessary (again, he is very convincing). If the PCs continue to seem suspicious, he is not above pretending to have heard “chanting” before he fell asleep. The idea here would be to try and convince the characters that he was charmed (or whatever spell) to do what he did. His motive at this point is escape.

If they let the boy go home, he makes his way back to the tent and goes inside. If one or more of the characters opt to take the child home, they find a small tent, with a man and woman asleep inside. If they are awakened, they are very thankful for the return of their son, promise to have him looked at by priests in the morning, and try to get back to sleep. Since they are not really awake yet, they do not realize he isn't their real son.

If the PCs search around the tent, they do not discover anything unusual.

The psion escapes later that night or early the next morning.

What Happened in the Tent:

The psion poisoned the “blessed” water that the contestants drink during the Opening Ceremonies tomorrow with Efelmane (KPG pg.

118). *Detect Poison* shows poison in the water barrels. Characters with **Craft (alchemy)** or **Craft (poison making)** can determine that the water was poisoned and after one hour of study know the poisoned used, but they must first gain access to the barrels.

If the characters decide to tell Julian, read the following:

Dashnel, the female stone dwarf Seeker, exits the tent when you make your presence known. "Why do you disrupt the vigil?"

She does not let the characters pass without telling her what is wrong. She has been left to guard the tent while the other seekers are in deep meditation. If they insist on seeing Julian, she firmly tells them that he cannot be disturbed; doing so will harm the ritual. If the characters are vocal, Mara also emerges from the tent. While she has no rank in the Temple of the Three Strengths, she is a very diplomatic and persuasive person, and tries to ease the minds of the PCs. Basically, the characters cannot speak with Julian under any circumstance.

Mara and Dashnel allow the characters to investigate the casks of water. The first thing they should note is that the seals have been broken. The characters are then free to investigate the water. All the while, they are under the watchful eye of Dashnel. If asked, Mara has gone to inform some of the sponsors of what has happened.

Before the first light of dawn, Mara returns with a friend named Banilor. Some of the characters may recognize this man as a contact from earlier adventures (*Hurry Up and Wait, Making a Name*). He is a high-ranking officer in the Gray Legion. Adjust the boxed text as you see fit to reflect the characters knowledge of this person. See **Appendix I: NPCs and Monsters** for more information on Captain Banilor.

Mara introduces you to her friend, and attractive Deji man of about thirty years. "My friend Banilor was interested in what you found, and wanted to talk to you about it."

"It is good to see you again my friends. Yet again you seem to have stumbled onto foul deeds that seem to plague our fair city of late. Let us talk." Mara shows all of you to a back corner of the tent. "Thank you Mara."

Now, I must ask you to keep all of our discussions confidential. Will you agree?"

If the PCs do not know him, he introduces himself, and tells them that he serves one of the Noble houses of Bet Rogala that is on friendly relations with the Temple of the Three Strengths. He was sent to help the Temple in this time of trouble. If the PCs know him, he is just asking that they keep their discussions with him private. If they refuse, he thanks them for finding the poison, and then leaves. If they agree, he continues.

"It is news to me and my associates that anyone would seek to disrupt this celebration, but it is not shocking. Strange incidents have been reported all across Pekal in recent months, and there has been more cult activity of late than in the past decade. There are just too many coincidences happening right now for my taste. Some unknown hand is moving across the playing field, and it has already caused more damage than should have occurred." He slowly strokes his beard in contemplation.

The rest of this discussion is rather free form. He has some information, but is trying to put it all together. He probes the PCs for information as much as they may try to get information from him. If they are honest and open with him, he is able to help them piece together the puzzle if they are still struggling. It is encouraged that role-play determine the outcome of this encounter to give the players a feeling that they have the opportunity to brainstorm with someone. Below is the information that he can provide.

Arin Coltrix

- The Prince is a reasonable man, who would never disrupt a legitimate religious ceremony without due cause.
- A number of reports were brought to him in the past week pointing to Coltrix as a possible traitor.
- Evidence suggested that he was in Tokis about one month ago, which is odd as he should have been on his Pilgrimage at that point.
- Evidence suggests contact with a group known as the Disciples of Avrynnner.

Sense Motive or **Spot DC 25** to notice that this revelation startles Mara. If confronted, she says she has heard of this group a long time ago, but it is a painful memory and does not wish to discuss it now. If prodded further, she resists talking about it, implying that she was badly harmed – basically trying to shame the PCs into dropping the subject.

- There was evidence brought to us that Arin died three months ago on the border with Tokis, and that the person on pilgrimage was an imposter.
- The Prince does not remember signing the order for his arrest.
- The order was given to the Guardians of the Golden Bough, who were told that he was an exceptionally dangerous infernalist.
- The Prince's steward gave the orders to them personally. It was later learned that the steward was not in the palace when the Guardians were given the order.
- Coltrix and Halrin never arrived at the place. The Guardians were found unconscious in the Coins District, with no sign of either man. There is currently an investigation trying to locate them. The College of Magic has taken an interest in this, and the Mistress of Divination has been at the Palace all night.

Who could be doing this?

- Kalamar agents are always an option. They would do anything to disrupt Bet Rogala at this time. Possibly they came across from Tokis?
- A rival or evil cult, but I don't know of one that would go to this length to disrupt what is basically a minor festival among the Seekers.
- A disgruntled team perhaps, seeking to gain the championship. While seeming petty, worse things started from things this small.

The display of Mind Magic by Jaric

- The College of Magic and Cathedral of Enchantment has taken a keen interest in this.
- Some have said that this is proof of Coltrix's allegiance to the Disciples.
- There is a search underway for Jaric.

Competition Team Sabotage

- It is odd that no one tried to sabotage the O'Par team.

This scene concludes when they come to the realization that the culprit must be in the O'Par encampment, and the PCs decide to go confront the team. If this occurs before the encounter with the Grey Legion agent, they only find Branson of the O'Par team. He tells the PCs that the team has gone into seclusion to prepare for the event, and that they plan to return in the morning. He knows nothing else, and can not provide directions. This is the truth, and no compulsion reveal more information.

Depending on their actions, they may not get to bed until after midnight. Trumpets call for the competitors to arrive at 6am.

Encounter 5 **Opening Ceremonies**

Summary: This scene sets the stage for the final confrontation. Gran Polsrion, the Psion agent of Kalamar has left a final surprise, Kal Talsen, who has been given orders to destroy the ceremony in the most dramatic way possible.

All of the spectators find their seats, and look down upon the Seekers who perform the rites. The teams, by tradition, are not present. They only arrive after the initial blessings when their team has been called. Until then, all the teams wait in their tents that encircle the upper level of the arena.

If the PCs formed a team, theirs is scheduled to be the last called, so events are going to occur before they enter. If they do not have a tent, they may just wait outside the arena until something happens. Read the following:

Once all the spectators are gathered, Julian opens the festival with the traditional blessings and rites. Julian then raises his voice, "Enter honorable Fhokki of the Hurrkal Tribe, the Powermaster calls you to the first trial."

All eyes look to the Fhokki tent, as the team exits and descends into the amphitheater.

One after another, Julian calls the teams to the trial, and each in turn descends the steps of the amphitheater and kneels before the Seekers. "Enter honorable members of the

team representing the Duchy of O'Par, the Powermaster calls you to the first trial."

The crowd turns to look at the O'Par tent, but only one person comes out. He walks down the steps and bows to the Seekers. As he comes up from the bow, he throws a small ball of fire in his hands toward Julian. As the ball streaks toward the dais, a shimmering wall forms around the Seekers, absorbing the blast.

The teams seem unable to move, unable to raise their gaze to the mad man summoning fire. They seem lost in some divine reverie as you hear arcane chanting and the screams of the crowd.

The participants are held in a divine reverie, but they do have some protection. It is up to the PCs to solve the problem.

The shimmering wall is a *Wall of Ectoplasm*, and it successfully stopped the fireball. No one is able to determine who created it at this time as there were no overt displays of power, and the wall lasted for less than 6 seconds.

Kal, under mental domination, is preparing a *Widened Fireball* to detonate on himself. A part of him does not want to do this, but the compulsion has overwhelmed him. The characters have till the fourth round to stop the spell. If the PCs ask, a **Sense Motive DC 20** tells the characters that he seems to be struggling not to speak the incantation. A **Spellcraft DC 15** tells the character that the casting is taking much longer than it should, and he appears to be delaying the completion of the spell for some reason. These are the only hints they get that he is being controlled. If the characters can stop the spell, he collapses, the mental battle having drained him. They can awaken him, and he tells them that they need to get to the Temple of the Three Strengths before falling unconscious again. Below are the basic stats needed for Kal.

Kal Talsen

AC 12; HP 32; Grapple +8; Fort: +6; Reflex:+6
Will: +7; Concentration: +12

If the PCs kill Kal before he tells them to go to the Temple, read the following:

Mara calls to you, waving you to the dais. As you approach, you see Julian lying on the ground, blood seeping through his robe, out of his eyes. He reaches up to you, “The Temple, you must save...” before he lapses into unconsciousness.

“Stanir, calm the crowd,” says Mara. “The ritual must continue!”

She then turns to you, rage flashing in her eyes, “there is still work to be done!” Mara then runs up the steps of the amphitheater.

PCs have a choice there. They can stay to help Stanir calm the crowd, or they can go with Mara. Mara leads the PCs to the Temple, and she seems determined to get there quickly. If they choose to stay, they are able to calm the crowd. Any cleric of the Powermaster can also help Stanir get the ritual underway. Also, any PC who makes a Knowledge (religion) DC 15 roll realizes that Julian is now tied to the ritual. The disruption of the ritual is having a backlash on his body. If the ritual fails, he may well die. Even so, his ‘last’ wish is for the PCs to save the temple.

Mara leads PCs through the city (they strangely have no problem passing the gates, it is as if they were not seen), to the Temple of the Three Strengths in the Docks district. Go to the last encounter.

Encounter 6 **Trial by Combat**

Summary: This is the confrontation between the PCs and Gran Polsron, the Psion nemesis behind the disruption of the festival. The battle takes place on the steps of the Temple of the Three Strengths as Gran tries to get the head priest to reveal the location of the ‘Well of Purity.’

The final encounter is tiered. ATL 5 and below fight Gran Polsron’s followers, while ATL 7 fights him. Mara takes care of whoever is left behind. When ready, read the following:

Your flight through the city of Bet Rogala has been extremely uneventful. Not even the gate guards harassed you. Someone must have sent a message. Whatever the reason, you

are grateful that you can quickly reach the heart of these disruptions.

Soon, you and Mara arrive in the Dock’s district, and then to the Temple of the Three Strengths. As you round the corner, you hear a voice scream, “Tell me where the Well is, old man!” There, on the steps, you see members of the O’Par team and a pilgrim standing over the form of Hamil, the head priest of the Temple of the Three Strengths. Over him stands one of the O’Par team members, his eyes blazing with unholy light. His head jerks, his malevolent eyes turning their gaze to you.

At ATL 1-5, read the following:

His form shimmers and disappears with the priest, as he says, “kill them.” Mara looks to you, “His powers may be beyond you. Don’t let his minions get into the temple,” as she starts to run down a side street.

Mara is going after Gran, and she wants the PCs to give her some time.

See **Appendix I: NPCs and Monsters** for creature stats.

ATL 1 – EL 2

Renneb, Ftr 1
Denneb, Ftr 1

ATL 3 – EL 4

Llerios, Rng 4

ATL 5 – EL 6

Llerios, Rng 4
Krannel, Rng 4

Combat takes place in a large open area in front of the steps leading to the small temple of the Powermaster.

At ATL 7, read the following:

His form shimmers and disappears with the priest, as he says, “kill them.” Mara looks to you, “I don’t know if I can take him, but I can definitely handle these scum!” she declares pointing at the leering men in front of the temple.

Mara is unsure if she can handle Gran on her own and she wants the PCs to go after him.

ATL 7 – EL 10

Gran Polsron, Rog 2/Pys 6/Thr 1

Combat takes place in a 20-foot wide alley. Gran has dropped Hamil and turned to face the people chasing him.

Conclusion

Low ATL

As you finish subduing your enemies, Mara comes around the corner dragging the unconscious body of Gran Polsron. Following her is Hamil, the head priest of the Seekers of the Three Strengths of Bet Rogala. He is battered and bruised, but alive. “Thank you my friends. I am indebted to you.”

“As am I,” says Mara. “You have helped to save the Festival of the Peaks, and a dear friend and mentor.” She looks over to Hamil.

With that, you call the guard. Hamil leads you to where Arin Coltrix is being held, and then together you all return to the Festival. “It seems that person was a follower of the Confuser of Ways. Apparently, he believed that an item spoken of in a popular legend really existed – ironically, the item in question is an allegory; a description of an item that is meant to be related to real life. All his efforts to cause problems in the festival were a grand deception take the focus away from his real mission of kidnapping me to torture for information. Thanks to you all, the ritual was saved, the Temple remains consecrated, and Arin has been proven innocent.”

Mara chuckles. “Yes, it appears that we were all caught in a web of deception. I am glad that there were those able to cut the strands.”

She looks at you with a genuine smile of gratitude as she takes Hamil’s arm and leads the old Seeker toward the festival.

Higher ATL:

With Gran Polsron subdued, you help Hamil up. “Thank you my friends,” he says as you look him over. He is battered and bruised, but eager to return to the temple. As you return to the steps of the Temple of the Three

Strengths. Mara is there, the followers unconscious around her.

“It is over,” says Mara. “You have helped to save the Festival of the Peaks, and a dear friends.” She looks over to Hamil.

With that, you call the guard. Hamil leads you to where Arin Coltrix is being held, and then together you all return to the Festival. “It seems that person was a follower of the Confuser of Ways. Apparently, he believed that an item spoken of in a popular legend really existed – ironically, the item in question is an allegory; a description of an item that is meant to be related to real life. All his efforts to cause problems in the festival were a grand deception take the focus away from his real mission of kidnapping me to torture for information. Thanks to you all, the ritual was saved, the Temple remains consecrated, and Arin has been proven innocent.”

Mara chuckles. “Yes, it appears that we were all caught in a web of deception. I am glad that there were those able to cut the strands.”

She looks at you with a genuine smile of gratitude as she takes Hamil’s arm and leads the old Seeker toward the festival.

At this point, the adventure is over. There is an interactive during Origins 2004 for the continuation of the festival. Other than that one event, the competition has already started by the time the PCs return to the festival, and they are not allowed to compete. Their money is returned to them with a heartfelt invitation to try again next year.

If asked about the Well of Purity, Hamil responds that the truth behind the “well” is part of the teachings of the Powermaster, and anyone who becomes an Aspirant of the Second Strength learns the secrets surrounding it.

The End

Awards

TREASURE

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

Conclusion: Masterwork Elven Longsword, 350 gp if sold
Masterwork Elven Longsword, 350 gp if sold
Mithral Shirt, 650 gp if sold
72 gp from Gran and his thralls

Total Possible Gold: 1,422 gp

CERTS

Mithral Shirt

This extremely light chain shirt is obviously of elven crafting due to the delicate details on the individual mithral links. Unlike normal mithral, this item has not been properly cared for in some time, giving the armor a darker sheen than normal. It would probably take centuries of neglect for the armor to be in its current condition. Unfortunately, nothing you try rids the armor of this dark gray hue.

Masterwork Elven Longsword

The blade of this rare sword is one inch wide and exceptionally sharp on both sides. There is no point on this weapon; the end of the blade is flat and has been sharpened, emphasizing its use as a slashing rather than piercing weapon. The hilt is green ceramic covered in supple white leather. Gray and high elves have weapon familiarity with elven longswords and consider them martial weapons. All others must take the Exotic Weapon Proficiency (elven longsword) to use them without penalty.

Elven Longsword 1d8 18-20/x2 3 lbs Slashing

Hollow Quarterstaff

This quarterstaff's diameter is about an inch wider than normal. One of the metal-shod ends of the weapon contains a small hidden latch. When flipped, the metal end releases revealing a hollow space inside the weapon. The hole has been lined with a light coating of lead to keep its strength and weight as close to a normal quarterstaff as possible. The hole is 2.5" wide by 46" long. If used as a weapon when items are stored inside, the additional weight imposes a -4 circumstance modifier to attack rolls. It is a Spot or Search DC 35 to notice the latch. It functions as a normal quarterstaff when nothing is hidden inside.

Blessing of the Powermaster

Due to your efforts on behalf of his church, the Powermaster has granted you the ability to impose your will on a given situation. This cert adds a one-time +10 divine bonus to any skill check made by the character. Due to the divine power contained within this blessing, you may use this cert **before or after** the roll has been made, as long as the Judge has not revealed the outcome of the skill check. Once the Judge adjudicates what happens for a skill check result, the character may not use this cert for that roll. Cross through this paragraph after using the +10 bonus, but keep this cert.

Respect of Mara

You have impressed the strange raven-haired pilgrim named Mara. This cert only shows she knows who you are, and may deal favorably with you in a future adventure.

Experience Points and Day Units

EXPERIENCE

	ATL 1-3	ATL 5-7
Encounter 1: Gaining entrance to the Seekers tent to speak with Julian	30 xp	60 xp
Encounter 2: Asking reasonable questions about the incident	30 xp	60 xp
Encounter 3: Finding the boy	50 xp	100 xp
Encounter 4: This xp is given per team	10 xp	20 xp
ATL 1-3: 10 xp per team; ATL 5-7: 20 xp per team	(70 max)	(140 max)
Encounter 4: Discovering the poisoned water	20 xp	40 xp
Encounter 5: Stopping Kal before he casts his spell	20 xp	40 xp
Encounter 6: Defeating Gran or his thralls	60 xp	120 xp
Discretionary Experience for Role Playing	<u>120 xp</u>	<u>240 xp</u>
Total	400 xp	800 xp

DAY UNITS

These rewards come at the expense of 8 Day Units.

Appendix I: NPCs and Monsters

Ranneb and Danneb, male, gray elves

Ftr 1

Hit Dice: 1d10+1 (8 hp)

Initiative: +5 (+5 Dex)

Speed: 30 feet (6 squares)

AC: 15 (+5 Dex), touch 15, flat-footed 10

BAB/Grapple: +1/+4

Attack: Unarmed strike +6 (1d6+3)

Full Attack: Unarmed strike +6 (1d6+3)

Space/Reach: 5 ft./5 ft.

Special Attack: -

Special Qualities: -

Saves: Fort +3, Ref +5, Will +1

Abilities: Str 16, Dex 20, Con 12, Int 8, Wis 12, Cha 8

Skills: Climb +6, Jump +6, Swim +5

Feats: Weapon finesse

Alignment: CN

Special Equipment: None

Llerios and Krannel, males, gray elves

Rng 4

Hit Dice: 4d8+8 (30 hp)

Initiative: +5 (+5 Dex)

Speed: 30 feet (6 squares)

AC: 19 (+5 Dex, +4 *Mithril shirt*), touch 15, flat-footed 13

BAB/Grapple: +4/+7

Attack: Masterwork elven longsword +11 (1d8+3; 18-20/x2)

Full Attack: Masterwork elven longsword +7/+2 (1d8+3; 18-20/x2) and masterwork elven longsword +7 (1d8+1; 18-20/x2)

Space/Reach: 5 ft./5 ft.

Special Attack: -

Special Qualities: Endurance, favored enemy humanoid (human, Kalamaran) +2, two-weapon fighting, wild empathy

Saves: Fort +5, Ref +9, Will +2

Abilities: Str 16, Dex 20, Con 12, Int 8, Wis 12, Cha 8

Skills: Climb +7, Hide +12, Jump +7, Knowledge (dungeoneering) +3, Move Silently +12, Survival +8, Swim +5

Feats: Track (class ability), weapon finesse, weapon focus (elven thinblade)

Alignment: CN

Special Equipment: Masterwork Elven Thinblade x2, *Mithril shirt*

Krannel specific entries:

AC: 18 (+5 Dex, +3 studded leather), touch 15, flat-footed 13

Attack: Longsword +10 (1d8+3)

Full Attack: Rapier +8/+3 (1d6+3; 18-20/x2) and handaxe +7 (1d6+1)

Feats: Track (class ability), weapon finesse, weapon focus (rapier)

Special Equipment: None

All other entries are the same as Llerios above.

Gran Polsrn, male, half-elf (gray)

Rog 3/Pys 6/Thr 1

Hit Dice: 2d6+6d8+1d4+12 (50 hp)

Initiative: +2 (+2 Dex)

Speed: 30 feet (6 squares);

AC: 24 (+2 Dex, +8 *Inertial Armor*, +4 *Force Screen*), touch 12, flat-footed 22

BAB/Grapple: +6/+8

Attack: +9 short sword (1d6+2)

Full Attack: +9/+3 short sword (1d6+2)

Space/Reach: 5 ft./5 ft.

Special Attack: -

Special Qualities: -

Saves: Fort +6, Ref +7, Will +8

Abilities: Str 14, Dex 14, Con 10, Int 10, Wis 16, Cha 14

Skills: Autohypnosis +9, Bluff +14, Concentration +12, Disguise +14, Diplomacy +6, Sense Motive +8, Tumble +10

Feats: Combat Manifestation, Dodge, Greater Psionic Weapon, Psionic Body, Psionic Meditation, Psionic Weapon, Narrow Mind, Weapon Focus (short sword)

Alignment: CN

Special Equipment: None

Power Points: 22

Powers: (6 known) 1st – *Conceal Thoughts, Distract, Force Screen, Inertial Armor*; 2nd – *Dissolving Weapon, Sustenance*

Tactics:

When the PCs encounter Gran, he has already manifested the following:

<i>Sustenance</i>	3 PP
<i>Force Screen</i>	1 PP
<i>Dissolving Weapon</i>	3 PP
<i>Inertial Armor</i>	7 PP
Total Used.....	14 PP

Remaining PP when combat begins: 8 PP

Once combat begins, Gran expends his psionic focus to use his Psionic Weapon (+2d6 damage on successful hit) feat. On the next round, he attempts to regain his psionic focus (Concentration check) as a move action (Psionic Meditation) and use Psionic Weapon again. Note that he receives a +4 to become refocused due to his Narrow Mind feat.

If he has a free round during combat, he manifests Dissolving Weapon to use on his next attack.

Gran does not care about hiding his abilities. He does not make Concentration checks to manifest his powers without display.

Captain Banilor, male, human, Inf 7/Spy 2:

Hit Dice: 7d62d8+18; hp 58

Saves: Fort +4, Ref +11, Will +5

Abilities: Str 14, Dex 17, Con 15, Int 12, Wis 10, Cha 13.

Skills: Appraise +4, Balance +7, Bluff +15, Climb +7, Decipher Script +8, Disable Device +10, Diplomacy +9, Disguise +12, Escape Artist +8, Forgery +9, Gather Information +12, Hide +10, Listen +10, Move Silently +10, Open Locks +7, Pick Pocket +10, Profession (cutpurse) +7, Read Lips +11, Sense Motive +12, Slight of Hand +5, Spot +9, Survival +12

Feats: Skill Focus (Bluff), Unerring Strike, Dodge, Mobility.

Languages Spoken: Elven, Dejy, and Merchant's Tongue

Sub-Race: Dejy

Personality Traits: The Captain is a well-respected and wonderfully personable officer in the Gray Legion. He is articulate and direct, which is unusual, but not that rare for powerful military officers. He may have unfavorable opinions of some characters whom he met in *Hurry Up and Wait*. Regardless, he treats all the PCs with respect.

Appendix II: Additional Rules

Special items at the market:

Anything off the "Special Substances and Items" table in the Players Handbook except holy water. Prices are twice listed cost. **Diplomacy DC 25** to bring the price down to normal cost on all items. Characters may only purchase one item each.

Alchemical silver arrows (5 total in marketplace), 4 gp each (**Diplomacy DC 25** for 3 gp each)

Alchemical silver bolts (5 total in marketplace), 4 gp each (**Diplomacy DC 25** for 3 gp each)

Alchemical silver sickle (1 total in marketplace), 40 gp (**Diplomacy DC 25** for 30 gp)

These items do not have certs. Simply note them on the record log or character sheet.

TEAM INFORMATION

IMPORTANT NOTE: The PCs are not trying to solve the sabotage that is occurring throughout the festival sites. Team interaction allows discovery of certain facts that may help identify suspects.

Team #1 O'Par

Diplomacy DC: 14

Team Colors: Billow blue silk shirts, brown pants, with a Green and gold tabard. A golden emblem of the Duchy of O'Par is embroidered onto the tabard.

Team Members:

Leader/Trainer: Morlrin Grenson (Kalamaran) Monk/Cleric of the Powermaster

Wrestler: Darrian Grenson(Kalamaran) Monk

Wrestler: Solril Morson (Kalamaran) Fighter/Monk

Support (animals/teamster): Gran Polsron (Kalamaran) Psion Nemesis

Support (aide): Kal Talsen (Kalamaran) Sorcerer

Support (cook): Branson Walkrin (Kalamaran) Rouge

Tent: An elaborate affair, with panels of blue and green, edged in gold. Flying above the tents are the banners of the Duchy of O'Par. Outside, additional banners for the House of Grenson, a minor noble house, flap on poles in the breeze.

Sponsor: The Duke of O'Par officially recognizes the team, but it is House Grenson that provides all monetary support for the team.

Sabotage: There has been no sabotage to the O'Par team.

Secret: Gran Polsron is a Psion/Thrall herd (stats listed later). He is the nemesis of the current story. He will make sure that he is not present during any investigation of the team. The team comprises his herd of Thralls. Kal Talsen is fanatically loyal, even to the point of suicide, due to long term conditioning.

Team #2 Brandobia

Diplomacy DC: 10

Team Colors: Burgundy shirts, with purple pants, and a tabard of Burgundy and gold. The symbol of a wagon wheel, embroidered in gold, adorns the left breast of the tabard.

Team Members:

Leader/Sponsor: Al'renda Salizan (Female Brandobian)

Wrestler: Zalrik Moralstan (Brandobian) Monk

Wrestler: Balrin Vol (Brandobian/Dejy) Fighter/Monk

Support (Trainer): Talis Burin (Brandobian) Monk

Support (aide): Sorina Salizan (Female Brandobian, Daughter-in-law of Al'renda)

Support (cook): Vlintia Al'grazan (Female Brandobian)

Tent: A modest tent made canvas dyed burgundy and purple, edged in gold. The symbol of a Wagon Wheel is seen on the banners outside of the tent entrance.

Sponsor: The Salizan merchant family sponsors this team. Al'renda's son was a follower of Powermaster, and he was a former champion of the festival. He died three years ago, and to honor his memory, his mother and wife decided to sponsor a team of Brandobian fighters.

Sabotage: Balrin fell earlier in the day. When Talis went to help him, he saw that Balrin was looking pale. Looking him over, he saw small ball of blood forming on the back of Balrin's neck. He called for a healer, who confirmed Balrin was poisoned. Vlintia, who was cooking outside at the time, said that she saw a man who she thought she saw with the Bet Rogala team standing around the Brandobian tent. Al'renda has sent a formal protest to the Temple of the Three Strengths, asking for an investigation.

This was Gran Polsrion of the O'Par team, disguised as Alson Kraver of the Bet Rogala team. Vlintia can give a good enough description of the person for the PCs to recognize Alson when they meet him. He tells the PCs that he has not yet visited the Brandobian tent, and he is telling the truth.

Team #3 Krangi

Diplomacy DC: 18, 10 for Krangi, 25 for Females

Team Colors: The Krangi wear a black shirts and pants, while there tabards are of deep red. Finely embroidered on the tabards is the battle flag of Norga-Krangrel.

Team Members:

Leader/Trainer: Zolark-Borscar (Krangi-Hobgoblin) Cleric of the Dark One

Wrestler: As'hum-Cal (Krangi-Hobgoblin) Fighter/Cleric of Powermaster

Wrestler: Verisk-Tal (Krangi-Hobgoblin) Fighter/Monk

Support (Slave): Zoel (Goblin)

Support (Slave): Zath (Goblin)

Support (Slave): Ril (Goblin)

Tent: This foreboding military tent is well constructed, and made of black canvas. The banners of the tent show it to be the property of the Crown of Norga-Krangrel.

Sponsor: The Hobgoblin King of Norga-Krangrel funds this team. The Krangi see this as a way to test themselves against the other races, and learn of their styles of fighting. The astute members of his court see this as a way of learning about foreign lands and discovering which are strong or weak.

Sabotage: Verisk-Tal has been stumbling all day. Looking through his belongings, Zolark-Borscar found his bedding sprinkled with some sort of powder. Upon further investigation, he found an earring of delicate design, possibly elven. It could have been a trophy, but Zolark-Borscar believes otherwise. He is adhering to the rules of the competition, and has reported the incident to the Temple of the Three Strengths, though he would love to torture the truth from the elven team. The poison was removed from Verisk-Tal.

Secret: As'hum-Cal is secretly a cleric of the Powermaster. He hides this from his fellows. He has no intention of being a sacrifice for the Dark One's clergy. Zolark-Borscar has a shrine to the Dark One in the tent. While not against the rules, he knows enough to keep it hidden from the authorities of Pekal who might take a negative attitude toward it.

The poison and earring were left by Gran Polsrion of the O'Par team. The earring belongs to Mysrial of the Elven Team. Mysrial honestly tells the PCs that she never came to the Krangi tent, and she is telling the truth. The earring has an altered psychic signature, so the power of *Object Read* makes it look like one of the merchants in the festival was the last owner of the item.

Team #4 Bet Rogala

Diplomacy DC: 12

Team Colors: The Team from Bet Rogala wears yellow shirts with brown pants. Their tabards are a sea green, and bear the crest of the city of Bet Rogala.

Team Members:

Leader/Trainer: Alson Kraver (Kalamaran)

Wrestler: Las Drail (Dejy) Monk/Fighter

Wrestler: Sevril Ba (Reanaarian) Monk

Support (Aide): Brene (female High Elf)

Tent: The canvas of the tent has yellow and sea green stripes. The banners display the crest of the city of Bet Rogala.

Sponsor: A collective of merchants and honorables of the city of Bet Rogala sponsor this team each year. It is seen as a way of supporting the Temple of the Three Strengths, for its long term support of Bet Rogala, but as a way of working together. Thus, there is no one sponsor.

Sabotage: Sometime during the last day, Sevril Ba was struck by a curse. While it has been removed by the Seekers of the Three Strengths, it is a breach in the rules of the festivals. While there is no hard evidence, Brene noticed the leader of the Krangi team watching a practice match between Las and Sevril. Sevril won the match. The Krangi leader looked impressed and came over to congratulate Sevril, as Brene and Sevril recall, and soon walked off. Neither Brene or Sevril are trained in magic, so, they do not know if the Krangi leader did anything else to cause the curse.

It was the Kal Talsen of the O'Par team, disguised as the Krangi Leader, who cursed Sevril.

Team #6 Elven

Diplomacy DC: 20, 16 for Elves, 12 for Wood Elves –
None of the elves discuss their presence at this festival.

Team Colors: The team is wearing forest green shirts with brown pants and a forest green tabard, embroidered with the emblem of the Wood Elves of the Pipitul Woods.

Team Members:

Leader/Trainer: Ashilon (Wood Elf)

Wrestler: Carilon (Wood Elf)

Wrestler: Mysrial (Wood Elf Female)

Tent: The tent is made of a green overlapping fabric, so that it appears as if the tenting made of sheets of living leaves. Upon close inspection, it truly looks and feels like living leaves. A druid notices that they are living vines and leaves. There are no other ornaments on the tent.

Sponsor: The elves of the Pipitul Woods have collectively sponsored this team. They are new to the festival, and they give no reason why that have come to the festival this year. None of them seem to be active worshippers of Powermaster either. Their presence is one of the big mysteries of the festival.

Sabotage: This morning, the water was found fouled by feces. Upon searching, a crude cloak clasp was found. Looking over the cloak clasp, it appears to be of Fhokki make. A formal protest has been made to the Temple of the Three Strengths.

This was done by Gran Polson of the O'Par team who fouled the water and left the cloak clasp. There are no psychic impressions on the item, so the power *Object Read* provides no clue as to who owned it. Make sure the player understands that this is very suspicious.

Team #7 Fhokki

Diplomacy DC: 12

Team Colors: The team is wearing soft hide sleeveless shirts, brown hide pants and gray tabards. There is no other ornaments on their tabard.

Team Members:

Leader/Trainer: Tormic (Fhokki) Fighter/Paladin of Powermaster

Wrestler: Jaric (Fhokki) Fighter

Wrestler: Zor (Fhokki) Soulknife

Support (Aide): Deana (Fhokki Female, wife of Tormic)

Support (Aide): Ruric (Fhokki youth)

Support (Cook): Tlay (Elderly Fhokki woman) Shaman

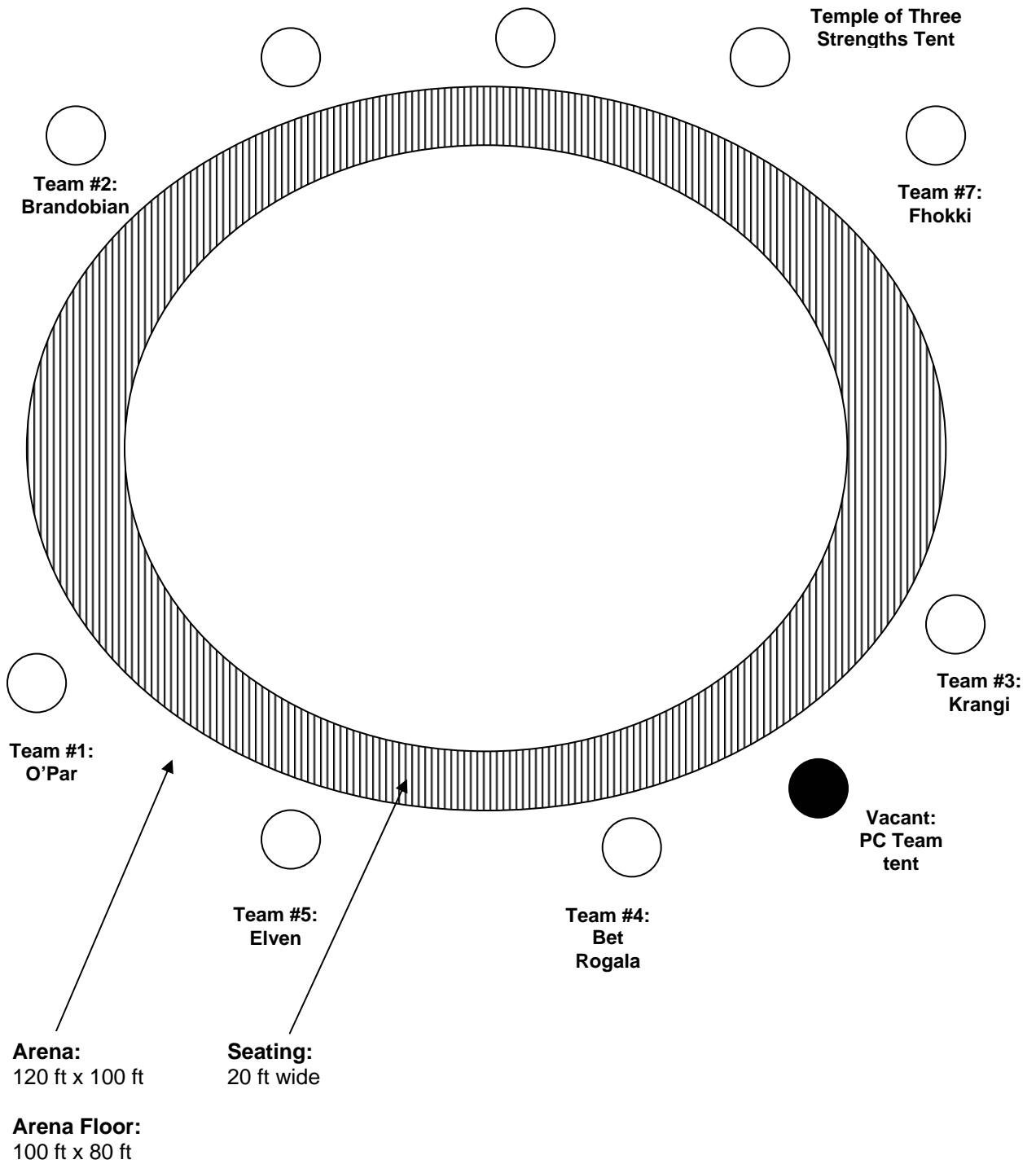
Tent: There are four Yurts that make up the Fhokki compound.

Sponsor: The tribe sponsors the team, in honor of Powermaster. Each year the tribe makes a pilgrimage to Bet Rogala. Only a few members of the tribe stay in the contestant encampment, as this was the wish of the Seekers of the Three Strengths.

Sabotage: The only thing that has happened to this team is Jaric is missing and wanted for questioning.

If the characters decide to search for Jaric after the selection of the new Champion, they find his body dumped in a rubbish heap. Set what ever DC you wish, and allow the PCs to use skills/abilities that are appropriate, such as search/spot/gather information.

Arena Map Aid



Appendix III: Player Handouts

Player Handout 1: The Festival of the Peak

The Festival of the Peak honors the Trial of Shadow in which the Powermaster fought the Confuser of Ways for a treasure known as the Well of Purity. The Confuser of Ways sought to hide this item from the Powermaster, for he knew that it would grant the Powermaster incredible abilities.

At first, he created obstacles for the Powermaster, obstacles that required skill to overcome. He then presented him with individuals who could accomplish the task quickly, but for a price. Each obstacle he came to, the Powermaster overcame by his own skill, even though many obstacles took him years to master. He never once looked outside of himself for the solution. While delayed, the Confuser had failed to tempt the Powermaster into taking the easy way out.

During his quest for the treasure, the Powermaster came upon a placid lake where he stopped to meditate and focus his mind and spirit upon the task of recovering the Well of Purity. While in meditation, the Confuser of Ways presented the God of the Peak with many delights, seeking to tempt him from his path. The god simply ignored the illusions, understanding that in the light of his spirit he had all that he would ever need.

In anger, the Confuser gave form to the Powermaster's reflection in the water, commanding it kill the meditating god. Like a gnat trying to grapple a mountain, the reflection was unable to gain a grip on the god. Instead, the god reached out and grabbed the reflection, forcing the image to disperse. Defeated, the Confuser left knowing that he could not overcome the God of the Peak. With no obstacle left, the Powermaster gained the Well of Purity, drinking from its sacred waters. It is from this that he learned the Purity of Action that he taught to those who Seek the Three Strengths.

Appendix III: Player Handouts

Player Handout 2: The Trials of Shadow

You recall reading a fragment of a legend regarding the Powermaster and an event known as the Trial of Shadows.

The Creator saw that her youngest child lacked focus and direction. He would follow that which caught his attention for a while, but then turn to a new task or path. She realized that he would dissolve into his own chaos if he could not find a path, so she sent the Flaymaster to challenge the young celestial.

The Flaymaster came upon the young celestial while he was playing by a lake. The youth was watching his reflection ripple as he threw stones into the water, when suddenly something struck the water. As the whip of torment snaked out of the water, it drug with it the reflection of the boy.

A text, written on an ancient crumpling parchment, no longer described what happened when the Flaymaster gave form to the reflection, but does describe the conclusion of the Trial.

After wrestling his mirror self for an age, the young godling started to give up hope. The shadow self began to exert pressure on the hold, but in the surrender, the young godling found something within himself. As the shadow was merging into dominance, the god took shape and found the strength to throw off his attacker. The reflection sought to attack again, but found the god as unmovable as a mountain. He tried to distract the youth, but to no avail. The young god had found within himself a core of strength that resisted all such trivialities. Suddenly, the young god grabbed the shadow, grappling it down to the floor. "From the Wellspring of my pure self, I am no longer what I was, I am becoming who I am!" With that, he threw the confused shadow of his youth away from his new form, but he also threw away a part of his essence. That essence never dissolved, but resolved itself into a new entity, one that is known as the Confuser.