

Kingdoms of Kalamark[®]

MAKING A NAME

An Adventure for 1st to 2nd level Characters



by Daniel S. Donnelly

MAKING a NAME

Credits

Author: Daniel S. Donnelly

Editors: Troy Daniels, Steve Johansson, Mark Plemmons

Additional Contributors: Anne Chang-Blaeske, Andrew Garbade, Brian Jelke

Art Director: Mark Plemmons

Cover Illustration: Chris Moreno

Interior Illustrations: Travis Moore, Mark Parsons, David Rabbitte

Project Manager: Steve Johansson

Production Manager: Steve Johansson

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Kenzer & Company
511 W. Greenwood
Waukegan, IL 60087



Questions, Comments, Product Orders?
Phone: (847) 662-6600
Fax: (847) 680-8950
email: questions@kenzerco.com
Visit our website:
www.kenzerco.com

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INTRODUCTION

This scenario is set in the *Kingdoms of Kalamar*® campaign setting, but can easily be adapted to any ongoing home campaign. This adventure is designed for novice characters of 1st or 2nd level.

You, the Dungeon Master (DM), will need a copy of the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* for this module. Since the adventures take place in the *Kingdoms of Kalamar* setting in the Principality of Pekal, it is helpful for the DM to also have the *Kingdoms of Kalamar campaign setting sourcebook*. The town of Bet Rogala, where this adventure is set, is covered in far greater detail in the *Living Kingdoms of Kalamar Campaign Book PDF* - available at www.kenzerco.com.

Text that appears in shaded boxes is player information, which you may read aloud or paraphrase as appropriate. Each encounter includes monster and NPC statistics.

The DM should read this adventure entirely at least once before playing in order to ensure smooth play, as there are many aspects relating to flavor and culture important to this adventure. It is suggested that you have the characters roll a number of d20 rolls before the beginning of play. These rolls can be utilized for Listen, Spot, and Knowledge checks so that you do not need to show your hand regarding a possible encounter.

BACKGROUND

The PCs should be in the city of Bet Rogala. They have learned that the city has a great deal to offer, however it is fairly expensive to live within the city proper.

During this adventure the PCs will discover that there are two new postings on the general employment board at Independence Square and at the House of Scales (the Merchant's Guild). Unfortunately, it appears as if only one of the positions will be immediately available.

The House of Scales has a caravan leaving for Baneta in five days. They are looking for a couple of extra guards because of recent raids on the roads of the Principality. Following this path will take the PCs out of Bet Rogala and into the wilderness as they face raiders and a couple of difficult decisions. This choice results in a completely separate adventure from the one described herein. The DM should present the information to the PCs so that they understand what other types of adventures they can expect in the future but must encourage them to take up employment with House Wanifer for this adventure to properly unfold.

The other task posted is by House Wanifer, a successful merchant house. The posting claims they have a delicate situation with which they need adventurers to assist. This adventure is based in the city and provides a chance for the characters to learn the areas of Bet Rogala, the interactions of the merchant houses and of the city watch.


House Wanifer Background: House Wanifer has a slight problem. It is more annoying than dangerous. At least that is what they believe. One of their servants was sent to complete five errands yesterday. Unfortunately, that servant never returned from her errands. The merchant lord has initiated a city guard investigation, but the merchant does not want to press them. You see, Vor'silani, the servant, was actually a slave owned by the House. While slavery is legal in most parts of Tellene, Prince Kafen does not believe in the practice and thus it is illegal to own, or conduct any business involving, slaves in the Principality of Pekal. This line is often crossed by prosperous merchant houses, individuals or traveling caravans that either keep slaves secretly or bribe officials to look the other way. For House Wanifer, it would be more of an embarrassment at being caught owning a slave than it would be official trouble.

Vor'silani was not treated differently than any other servants of the house, yet the fact remains that she was purchased ten years ago, when she was twelve. The Merchant Lord is anxious to determine what happened to her and thus is hiring adventurers to conduct a separate investigation from that of the City Guard.

What has happened is that Vor'silani was attempting to complete her errands when she got the feeling that she was being followed. Not seeing anyone, she made a few random stops along her way then continued towards her destination. She was not just being paranoid—in truth, she was being followed. A rival house brought a doppelganger into the city and hired the doppelganger to follow her. The goal was to infiltrate the house and sabotage House Wanifer from the inside.

The doppelganger caught up with Vor'silani as she was leaving The Family Honor, a shop in the northern part of the Royal District beyond the College of Magic. He murdered her and reported back to his superior. Now their plan is to have the doppelganger return to House Wanifer and act the part of an assaulted servant until it can get Lord Wanifer's wife alone and take her place.

Another factor in the delicate nature of this investigation is the business practices of House Wanifer. The merchant house is in the business of making money and has been very successful in their endeavors. They do not, however, always play by the rules. They know exactly how much they are able to do without putting their House in jeopardy. The slave issue is an example of this. Another is their purchase of medium quality gemstones. If asked about this, House Wanifer claims that the gemstones are used as certified currency for some of their caravan masters in other kingdoms. This avoids the need to continuously exchange foreign-minted currency. The truth is that they have an agreement with a number of the brigands that ply the roads of the Young Kingdoms to provide for the safety of their caravans, and the brigands insist on payment with red rubies only. Not even House Wanifer understands why this is so, but complies anyway.



While this “agreement” in itself is not against the law, there are quiet rumors in very private circles that the ruby payments are more than mere protection money. Some merchants speculate that House Wanifer pays the brigands to spy on the shipments of their competitors. Among those who know about the situation, there are even those who are bold enough to believe that House Wanifer is paying off highwaymen to preferentially attack the caravans of their competitors. If this is true, evidence of such an arrangement would indeed be devastating to the Merchant House.

ADVENTURE SYNOPSIS

The adventure begins in the City of Bet Rogala. The Introduction is identical for both adventure hooks, but the DM should note that the job requiring caravan guards is not described in this adventure. We present it merely to provide more flavor and as a potential future side trek for any DM that needs to get his players out of the city.

INTRODUCTION

The DM may begin this event almost anywhere in Bet Rogala, though a typical inn or tavern is perhaps the easiest and most traditional location. The PCs may realize (through their own instinct, or a Knowledge (local) check at DC 10) that when merchants post requests for adventurers, the news spreads through the city very rapidly. It happens that, this morning, two different merchants are looking for assistance and have posted notices regarding their requirements at the House of Scales in the city's Merchant's Quarter.

When the PCs arrive at the House of Scales, they see that a number of other adventurers have also replied to the notices. Knowing that groups are hired more quickly than individuals, the PCs get a chance to introduce and describe themselves to the other PCs that they find themselves grouped with. An agent of the House of Scales announces that he will be willing to speak to small groups of adventurers regarding the notices. He also reads the notices saying that each group should be prepared to speak to him regarding one notice, but not both.

This portion of the adventure takes place in the City of Bet Rogala. The heroes will have a chance to explore the city a little and experience what it is like to live there. The PCs may already know about the three major hiring locations in the city, but short descriptions are also included if they have not already played “Hurry Up and Wait” - one of three mini-adventures included in the *Perils of Pekal* adventure product. These are the Merchant's Guild House (the House of Scales), the board at Independence Square, and the GateKeeper at the College of Magic.

In order to play this portion of the adventure the PCs will have decided in the Introduction to assist the merchants of House Wanifer.

Encounter One: Interview with Lord Wanifer

The agent Herusa of House Wanifer question the PCs regarding their previous adventures, any religious followings, and their goals in life. Essentially, he wants to learn how trustworthy they are, and what he can and cannot tell them. Once he decides upon their abilities and morals, he gives them details of the house problems and the list of errands that the servant was to accomplish. NOTE: The list is not the exact list that was given to Vor'silani as it was recreated by Herusa after he spoke to Lady Wanifer. He is fairly sure he remembers all the tasks Lady Wanifer gave Vor'silani, but the lady is not taking this well, and he does not want to trouble her by interviewing her.

After the PCs have accepted the task, reviewed the errand list and asked whatever questions they have, Herusa brings them before Lord Wanifer. Lord Wanifer looks them over like a shopper at the market. Finally he names a price for their assistance, beginning with 5 gp each. He is more than willing to barter over the price of their services. In fact, he will be more impressed with the new adventurers if they attempt to inflate their value through stating facts and information regarding themselves. The highest he is willing to go is 50 gp per person. Eventually, the parties should agree upon a price so the PCs can begin their investigation.

Encounter Two-A: The Beggar's Horn

The encounters listed here as Two-A, Two-B, Two-C, etc., are the various locations on the list of errands that Vor'silani was sent to accomplish. The first location that Herusa could remember was at The Beggar's Horn. The list states that Vor'silani was going to pick up an order here for Lady Wanifer. PCs that played “Hurry Up and Wait” might think to look for Coruren - a local seller of maps and guides around the city. It will make finding these various locations much easier. Of course, the PCs might attempt to locate The Beggar's Horn on their own. In that case, they may ask citizens for directions. The shop is on Flander Way, in the Coins District. The shopkeeper indeed knows Vor'silani; she came often for music and strings for Layulita Wanifer, the daughter of Lord and Lady Wanifer. He gave Vor'silani a sturdy leather case with a custom-built lute within. (Vor'silani was here at approximately 2 pm)

Encounter Two-B: The Carat House

The beautiful home of the Jewelers' Guild of Pekal, The Carat House, is directly across the street from The Beggar's Horn. Here Vor'silani placed an order for sixteen 200 gp rubies for Lady Wanifer. They remember the Wanifer order, and it should take some questioning by the PCs, but eventually one of the guards remembers Vor'silani entering and exiting the guild house. It seemed that all was normal while she was here (at approximately one hour past midday).

Encounter Two-C: The Inner Gate

The PCs need to travel through the interior gate of the city to gain access to the other three errands on Vor'silani's list. They discover how to pass through, as well as any charges.

Encounter Two-D: P'Dilago Antiques

Vor'silani was to find out if P'Dilago received anything new. There is a slight disturbance when the PCs arrive here. They have to take care of the disturbance and then speak with P'Dilago, who can tell them that she did not visit here yesterday.

Encounter Two-E: The Midnight Sage

This shop is closed during the day, so the PCs may have to wait before they are able to investigate the shop. At nightfall the shop opens, and Sorvalia is more than willing to listen to the tales of the PCs. She can tell them that although she was expecting Vor'silani, the servant never made it to the shop. She was holding a shipment of very rare spell components and she has had another bidder, but House Wanifer is a good customer and she was holding the shipment waiting for Vor'silani to show up. Sorvalia can direct the PCs to Encounter Three, below.

Encounter Two-F: The Family Honor

Vor'silani was supposed to place an order here for a new family shield. She has never been to this shop before so when the PCs arrive they need to describe her to the shopkeeper. The shopkeeper recognizes her description as a girl who was here yesterday, about three hours past midday. She came in the shop and looked briefly out the window before she quickly left.

Encounter Three: The Laughing Bed

If the PCs speak to Sorvalia, she tells them about the caravan master that is the other bidder for the spell components. The man is staying at The Laughing Bed and the PCs might choose to investigate this unique inn.

Encounter Four: Ar'Luren's Blades

Perhaps the most interesting clues comes if the PCs stop in the shop belonging to Ar'Luren, one of the city's premiere blade-smiths. Vor'silani did indeed stop within the shop and she looked very distressed. The clerk on duty offered to take up a weapon and escort her home, but she refused. Later, she came back, looked around a moment and left. It was rather strange.

Encounter Five: The Warehouse

Observant PCs, especially those of the watchman class (see the *Player's Guide to the Sovereign Lands* PDF product), might be able to locate a warehouse close to the shops where Vor'silani was last seen. One of the warehouses near there has a broken shutter through which the PCs may inspect the interior. The building is not currently being used, but a body can be seen lying inside the building. Investigation into the warehouse and the body is contained in this encounter.

Encounter Six: Return to the Merchant

Eventually, the PCs should return to the Wanifer House. Herusa meets the PCs and gives them a partial payment, telling them that the servant has returned! It seems she was mugged, and wandered about in a daze for a short while until her memory returned. She is now tending to her duties with Lady Wanifer and her daughter. The PCs need to make some fast determinations and perform with courage as well as diplomacy to solve the remainder of this mystery.

CONCLUSION

Hopefully, the PCs manage to solve the disappearance to the satisfaction of Lord and Lady Wanifer. However, it is very possible that the villain of the story escapes, or the true story is never revealed - unless the PCs are somehow able to take the doppelganger alive and question it regarding its mission. If they accomplish that task, then the rewards are much greater as Lord Wanifer immediately summons the city guard to arrest the nefarious agent. He also informs the Gray Legion, the Principality's covert operations group.

ADVENTURE HOOKS

This is where the adventurers enter the story. The story begins on the 4th day of Sowing, the second month of the year. The winter months are still upon Tellene, but the unusually bitter cold of the last month has finally waned. If playing as part of a *Living Kingdoms of Kalamar* campaign, the characters should be in Bet Rogala to make a name for themselves, for the capital has much to offer adventurers.

Other adventurers can be assumed to have come to the capital to see the College of Magic, join one of Pekal's many guilds or organizations, or perhaps to make their fortunes.

SETTING THE SCENE

Regardless of what adventure hook brings the PCs into the plot, the DM should note several other plot devices that can bring more atmosphere and sense of the ongoing campaign into the story.

1) BLOOD ON THE HOOD.

The Hood is a rotating group of stars, which forms a dagger. It is visible in the north sky during the winter months. The Hood initially appears blade down, but slowly rotates and reaches its zenith on the winter solstice. It then declines and disappears with its blade down. While Pekal endured the unusually cold temperatures of last month, two shooting stars left red trails down the blade of the Hood. These red trails are gone now, but the rumors and talk in the towns and villages still speak of this as a great evil omen.

2) CALENDAR AND CLIMATE.

Tellene has its own 13-month calendar (see p233 of the *Kingdoms of Kalamar campaign setting sourcebook*). This adventure takes place during the month of Sowing (the 2nd month of the year). This means that the average daily temperature should be 50 +2d6 degrees Fahrenheit, dropping by 15-25 degrees at night. The adventure begins on the 4th of Sowing. The three moons are Diadolai, Pelselond and Veshemo. Diadolai is not visible at all in the sky, and Pelselond is currently beginning to wane, although it is still much brighter than Veshemo (which is ten days from being full).

3) THE WAR.

The city is abuzz with news of a raid near the village of Kerenit on the northeastern border of Pekal. Riders wearing the symbols of Tokis robbed the villagers as well as a supply caravan heading to the forts in the Eastern District. Recent news has mentioned that a number of villagers escaped the attack, only to be taken by what citizens are calling a new goblin incursion.

4) GRAY LEGION ACTIVITY

The news on the street is that the Gray Legion caught a cleric of Fetor (The Rotlord) attempting to contaminate the city's water supply. The water supply is still safe as the cleric was captured not long after he had entered the city. News on the streets was that the cleric entered the city magically with the assistance of a rogue sorceress.



PLAYER'S introduction

Morning has again come to the city of Bet Rogala. The streets have begun to awaken and even now you can smell the hearty fragrances of food being prepared in your inn. As you enjoy your breakfast you overhear a number of young wizard apprentices talking about some type of job notice being posted at the House of Scales - the offices of the Merchant's Guild. They seem to be making fun of the number of adventurers and guards that are lining up trying to get the jobs.

You should ask each PC what they are doing at this point. You should ascertain from each what type of equipment, armor and weapons they are bringing with them to the House of Scales.

The House of Scales: Taking up more than a city block, the House of Scales, home of the Merchant's Guild, towers above the three-story shops and residences around it. Although one of the tallest buildings in the city, and rising more than six stories tall, the building has only four floors inside the structure, all of which boast tall vaulted ceilings.

Once they get to the House of Scales, continue with the following text:

At least twenty people are lined up in front of the House of Scales, many craning their necks to get a better view of the postings held by the mercenary guards. Two men walk out of the House of Scales and make their way to the edge of the crowd. The first man is dressed in leather armor with a longsword at his belt. His voice is deep and echoes into the street. "Quiet! We have two positions today, and both are temporary. The first will be traveling with my caravan and myself. We are leaving in five days. I only need your names so that I may contact you when we are prepared to leave. You will be playing the part of teamsters and drivers. No armor heavier than a chain shirt may be visibly worn. I would prefer groups to sign up together."

The other man smiles as he moves forward. He has a richly decorated tome under his silk sleeve and a golden symbol of office around his neck. The gold and orange colors of his silk tunic betray a great deal of wealth and importance to his position.

It is possible that a PC has taken the Knowledge (local) skill. If so, this PC should make a Knowledge (local) check at DC 20 or a Knowledge (local: Pekal) check at DC 12 check to identify the merchant colors as belonging to House Wanifer.

The well-dressed man moves up next to the caravan master. "Good morning. I am Herusa, and I am also seeking a small group to perform a trivial investigation for Lord Wanifer and the Wanifer Merchant House. The task should not take more than a day or two."

The PCs need to get into some type of group to apply to either position. Amazingly, all the other adventurers have gotten together in groups leaving only the PCs without a group. Allow the PCs to take time to introduce and describe each other. Once they do, they can continue and meet with one or the other agent. If they meet with the agent of House Wanifer, continue with Encounter One.

If the PCs insist on waiting out the five days to be selected as caravan guards, try to get them involved in the plot of this adventure by having them visit some of the stores described herein or meeting some of the NPCs and learning rumors of Vor'silani's disappearance. Another way to discourage too much interest in the caravan guard position is to simply have the Merchant's Guild hire someone else in preference to the PCs for that job.

Encounter One: Meeting with House Wanifer

This encounter assumes that the PCs have chosen to meet with House Wanifer to perform what Herusa deemed a trivial or menial investigation. The PCs wait approximately 10 minutes before Herusa sees them. There is a slight amount of boxed text but then there are some additional pieces of information that Herusa is looking to gather from the PCs.

Make sure that you know which PC is openly wearing a holy symbol and which gods they worship.

Herusa awaits your group as you are led into a richly decorated room in the House of Scales. A large pitcher of water, along with some cheese, is made available to you as you enter the room. Herusa is seated behind a small desk with a number of papers in front of him. "Good morning again. I have some simple questions for you, then we can proceed. Is this agreeable?"

Herusa is looking to see who the leader of the group is at this point. He asks a number of questions that are related to the group and notes who answers and who disagrees with the answer. His questions are below.

- Has your group worked together prior to today?
- Are any of you companions from other activities?
- Have any of you worked for House Wanifer before?
- Have you discussed how wages will be split among your group if you are hired?

- What about any possible bonuses?
- Are any of you spellcasters of any type? If yes, what type?
- Are you registered with the College of Magic? [If yes, he asks to see their paperwork.]
- Do any of you have affiliations with any of the temples here in Bet Rogala, or temples elsewhere in Pekal?
- Lord Wanifer prefers his family affairs to be private. Anything you learn while doing this investigation should be considered private. Do you have any problems with that?
- I am authorized to pay each of you 5 gp for the day. There is a possible bonus upon satisfactory completion of the task. Any more than that must be negotiated with Lord Wanifer. Is this satisfactory?

With the PC's answers to these questions, you should be able to identify any clerics or paladins that Herusa might need to withhold information from, as well as any of the PCs whose greed might allow them to be bribed by a rival merchant house.

Once the PCs have answered these questions, continue with the following.

Herusa re-examines his notes. "I imagine you will do nicely. Let me give you the basic information, then you can ask any questions. Afterwards, I imagine that Lord Wanifer will interview you before you begin your investigation.

Yesterday afternoon, a servant of the House was sent to complete a number of small errands around the city. She was expected back just after sunset, but she never returned. Naturally, Lord Wanifer is concerned over the disappearance of any of his House's servants, and Lady Wanifer wishes to know how many errands the servant completed, as she must assign another to complete those not yet done."

If the PCs make any kind of "stink" about Lady Wanifer's seeming callousness, Herusa can tell the PCs that Lady Wanifer is not taking the loss well and is trying to keep her mind busy with many little things.

The other questions that he can answer include the servant's name and description as well as her list of errands. Though he will not immediately admit it, he is not quite positive that all the errands are on the list but this was all that he was able to recall was able to recall.

- The servant's name is Vor'silani, and she is originally from the Reanaaria Bay area. Vor'silani is the name given her when she took employment with House Wanifer. Her Reanaarese name was much more complicated.



- She is 4'6" tall, slim, dark brown hair and a dark tan and is 22 years old. She was dressed in her maid's uniform with the House Wanifer badge upon the right shoulder.

Her list of errands included:

- P'Dilago Antiques - browsing, to determine if Lady Wanifer should peruse the new wares.
- The Family Honor - ordering a new shield for the library.
- The Beggar's Horn - receiving a new lute for Lady Wanifer's daughter.
- The Carat House - delivering a sealed note. Most likely an order in Herusa's opinion.
- The Midnight Sage - receiving a shipment of herbs for Lady Wanifer.

Herusa truly knows nothing else regarding the issue at hand. He has worked for House Wanifer for many years and understands the family rather well.

HERUSA

Male Kalamaran human Expert 5
LN Medium humanoid

Attack and Movement

- Init** +1
- Melee** dagger +3 (1d4)
- Base Atk** +3; **Grp** +3
- Speed** 30 ft. (6 squares)

Defense

- hp** 23
- AC** 11, touch 11, flat-footed 10
- Fort** +1, **Ref** +2, **Will** +6

Traits

- Abilities** Str 11, Dex 12, Con 10, Int 13, Wis 15, Cha 12
- Skills** Appraise +5, Bluff +7, Diplomacy +11, Gather Information +8 (+14 Bet Rogala), Intimidate +1 (+5 Bet Rogala), Knowledge (local: Pecal) +8, Knowledge (monsters: monstrous humanoids) +5, Knowledge (nobility and royalty) +6, Knowledge (religion) +5, Profession (scribe) +10, Sense Motive +13
- Feats** Attentive*, Circle of Friends*, Negotiator (*skill-based feats factored in above; see the *Player's Guide to the Sovereign Lands*)
- Languages** Kalamaran, Merchant's Tongue, Reanaarese
- Deity Worshipped** The Mule; but also polytheistic

Equipment

dagger, scholar's outfit

Herusa can tell the PCs that Lord Wanifer most certainly requested an investigation by the city guard.

However, Lord Wanifer has always preferred to hire his own people, not that he mistrusts the city guard, but he trusts someone who is accepting his gold much more.

When the PCs finish with their questions, Herusa excuses himself to get Lord Wanifer. He asks the PCs to remain in this room so as not to trouble the Guild guards. He is gone only about five minutes, but if the PCs are discussing strategy or negotiation tactics go ahead and give them extra time as needed.

If the PCs decide to leave the room, they find mercenary guards at both exits. The guards are there to prevent them from wandering about but, if persuaded, can show PCs to the privy facilities (one at a time). After the five minutes are up, Herusa enters with Lord Wanifer.

ENCOUNTER ONE-A: MEETING WITH LORD WANIFER

Herusa opens the door, allowing an older man to enter. The newcomer appears to be in his mid to late forties and, although he is slightly overweight, his presence commands respect. A 4-inch-long scar is visible over his left eye, and he seems quite comfortable with the short sword on his silver buckled belt.

"Herusa tells me you are willing to undertake this investigation for me," he says, his voice dry and raspy. "The pay is 5 gp for each of you. I don't expect you to take more than a day to get to the bottom of this. Are we in agreement?"

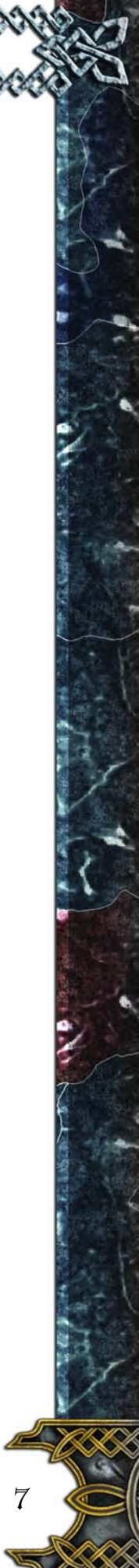
It is very possible that the PCs might make an attempt at getting more money from Lord Wanifer. That is perfectly acceptable. Lord Wanifer would be tremendously disappointed if they accepted his meager 5 gp offer, and he is willing to pay each of the PCs up to 25 gold pieces. However, the PCs are going to have to earn it.

If they tell him that the price is too low then he asks why he should pay them more. He has not heard of any of them or any of their deeds. You should keep track of what "deeds" the PCs tell. Treat Lord Wanifer as if he has 13 total points in the Sense Motive skill.

If the PCs related deeds they accomplished in the *Perils of Pecal* adventure product (if applicable), take the modifiers that the PCs earn through their tales of deeds as seen on the chart below. Add these modifiers to a Bluff, Diplomacy or base Charisma check attempted by the PC that is doing most of the speaking.

Saving Honorable Lucas Trimdel	+2
Killing Ettins and Orcs with Midilita	+1
Having the Favor of Captain Freecho	+2
Destroying the Sea Hag of Lake Eb'Sobet	+2

Each PC actively talking can attempt to assist the check (DC 25). It is possible that the PCs could get higher than a 25 but not likely. If they are able to make a DC 10 check they will be



offered 25 gold pieces each. If they make the DC 25 check then Lord Wanifer increases the amount to 50 gold pieces each.

Once the price is settled upon, continue with the following text or your own summation of the information.

Lord Wanifer gives a deep chuckle. "Since you are now officially hired, I assume that you have been told of our missing servant." Herusa nods his head in confirmation. "I have the list of errands that my wife, Lady Wanifer, says the servant was tasked to accomplish. You should also know that I have contacted the city guard and informed them that I would be hiring people to investigate. Finally, I would like you to report back to me in this office no later than tomorrow morning. Do you have any questions?"

The list of errands is a Player's Handout marked "Players Handout #1: The Errand List". Lord Wanifer is very busy but he gives another description of the missing servant. His description is a little more vague than that of Herusa. He wishes the PCs a speedy conclusion to their investigation and leaves the room.

Herusa remains to show the PCs to the street and answer any final questions they may have. He also provides them with a paper signed by Lord Wanifer and stamped with the House seal, giving them limited authority in the name of the House.

Once the PCs have the list of errands, it is natural that they might look for some help finding the locations. If they search for a map seller or guide, they should be able to locate one named Coruren quite easily.

As you come to one of the many elaborate street corners of the city, the two and three-story buildings throw perfect shadows across the busy street.

A commonly dressed man with dark brown hair smiles as you walk up to him, "Greetings, friends. Any luck with the adventuring yet? I have heard that they are hiring at the House of Scales."

CORUREN

Male Deji human Rogue 3

LN Medium humanoid

Attack and Movement

Init +2

Melee short sword +3 (1d6+1)

Melee dagger +3 (1d4+1)

Ranged dagger +4 (1d4+1)

Base Atk +2; **Grp** +3

SA +2d6 sneak attack

Speed 30 ft. (6 squares)

Defense

hp 17

AC 14 (+2 Dex, +2 armor), touch 12, flat-footed 12

Fort +2, **Ref** +5, **Will** +1

SQ evasion, uncanny dodge

Traits

Abilities Str 12, Dex 14, Con 13, Int 14, Wis 11, Cha 15

Skills Balance +12, Bluff +6, Climb +12, Diplomacy +5,

Disguise +5, Escape Artist +5, Gather Information +4,

Hide +7, Knowledge (local: Pekal) +5, Listen +6, Move

Silently +8, Profession (guide) +5, Search +6, Sense

Motive +5, Spot +5, Survival +5, Tumble +5

Feats Cat Burglar, Dodge, Dragon Blood

Languages Deji, Kalamaran and Merchant's Tongue

Deity Worshipped Risk

Equipment

leather armor, short sword, throwing daggers (2), pouch with 11 gp

Personality

Coruren lives life to the fullest and loves Bet Rogala. He has discovered that he can make money while not really breaking the law at all. He bubbles with happiness almost all the time, whether it be good times or bad.

Coruren is willing to sketch a map with the locations of the various shops for a mere 1 sp. He can also tell them a little bit of information about the shops. This map is listed as "Player's Handout #2" at the end of this book. Obviously, it is not a very detailed map of the city but will suffice for this adventure.

Coruren also offers his services as a guide. Prices for his services are listed below.

Coruren Guide Services and Prices

Guiding to one particular location in the city: **1 sp**

One Hour Tour of the Merchant Quarters or the Artisan District: **1 sp**

Two Hour Tour of the Merchant Quarter or the Artisan District: **2 sp**

Three-Hour Tour of the City: **1 gp** (includes his Inner Gate toll)

Once the PCs are ready to visit the first shops continue with the appropriate entry in Encounter Two.

Encounter Two: The Errand Locations

ENCOUNTER TWO-A: THE BEGGAR'S HORN:

A notable shop in the center of a large row of shops, the Beggar's Horn sells and creates musical instruments of all types. Simoth Krullarg runs the shop. He is a half-orc from Ek'Gakel. If it is surprising to see a half-orc selling instruments, it is even more surprising when one hears the sweet and delicate notes that can be created by his much sought-after instruments.

The Beggar's Horn is located on South Merchant Way in the Artisans District.

The row of shops is definitely part of the high priced Merchant's District. Each of the two or three-story wooden buildings are perfectly maintained. The wood appears freshly painted and the shop windows are filled with colorful merchandise. The Beggar's Horn sits right in the middle of a row of shops and displays many instruments in its front window. As you enter, a half-orc clad in simple clothes and a leather apron looks up from a small journal he was reading. "Might I help you?" he asks in a deep but almost melodic voice.

The half-orc is Simoth Krularg. He is currently reading the journal of Or'tulan, a half-elven spellsinger. Simoth is fascinated by the abilities of the spellsingers but does not understand how they work their magic. Or'tulan lent him this journal, as they have a good comradeship.

Simoth will be interested in how many of the PCs play instruments and which instruments they play. When asked, he informs the PCs that Lady Wanifer's slave did pick up the ordered lute yesterday. It was a custom built instrument for the Lady's daughter and was packed in a sturdy leather case. He has the token of House Wanifer to prove it. If the PCs catch on to the slave comment, Simoth looks a little startled. He still thinks in Orcish, the tongue of his father. The orcs do not have servants, only slaves, so he tends to lump them both together. He apologizes if he insulted any of the PCs as he simply made a mistake.

Of course, we should fully expect the PCs to Sense Motive on him when he makes his excuse. Go ahead and allow them to roll (DC 20). If they achieve a DC 20 check then you should inform them that Simoth seems to be contemplating his statement but he does not seem entirely convinced about the servant's true role.

SIMOTH KRULARG

Male Brandobian half-orc Expert 5/Bard 1

LN Medium humanoid

Attack and Movement

Init +4

Melee +1 dagger +5 (1d4+3)

Ranged +1 dagger +7 (1d4+3)

Base Atk +2; **Grp** +4

Speed 30 ft. (6 squares)

Defense

hp 16

AC 14, touch 14, flat-footed 10

Fort -1, **Ref** +7, **Will** +7

Traits

Abilities Str 15, Dex 18, Con 7, Int 12, Wis 13, Cha 13

Skills Bluff +1.5, Craft (musical instruments) +14, Disguise +9, Heal +11, Hide +4, Jump +6, Knowledge (arcana) +7, Knowledge (nature) +7, Listen +1,

Move Silently +4, Profession (carpenter) +4.5,

Speak Language +7, Spot +1, Use Rope +12

Feats Skill Focus (Heal), Skill Focus (Craft musical instruments), Toughness

Languages Deji, Dwarven, Fhokki, Giant, Gnoll, Goblin, Hobgoblin, Kalamaran, Merchant's Tongue, Orcish

Deity Worshipped Powermaster; but also polytheistic

Equipment

+1 dagger

Personality

Simoth is a gentle giant. He tries to be much more "civilized" than others of his race. He did survive growing up among the orcs, only finding civilized people after he was driven from his tribe due to his lack of physical stamina.

ENCOUNTER TWO-B: THE CARAT HOUSE

This is the beautiful home of the Jeweler's Guild of Bet Rogala. It is three stories tall and all of its windows are made of stained glass. The Jeweler's Guild is at the intersection of Army Way and Thedorus Way in the Coins District.

A large rectangular three-story building is home to the Carat House. Large signs hang from each corner of the building's front, with the cut diamond shape symbolizing the Jeweler's Guild of Bet Rogala. The building is made of white stone with picturesque stained glass windows.

Inside, a number of guards appraise each visitor as jewelers meet with merchants and other clients. There are a couple of people that the PCs might think of speaking with in the Carat House. None of the guards or jewelers recall the name or description of Vor'silani, but if the PCs mention House Wanifer, the jewelers will summon forth the Wanifer's personal jeweler, Tulamar, and that jeweler's guards.

Once you explain your purpose, the frowns of the jewelers turned to smiles and you are led to a small office where eight chairs circle an oval table. As you enter, one of the jewelers motions towards the table, taking one of the chairs at the far end. "My name is Tulamar. I represent the Carat House, and I handle all of our transactions for House Wanifer."

The man is slightly mousy with small eyes. He makes very little eye contact but seems interested in you. Another man enters the room after closing the door. He is dressed in a chain shirt and wears the Carat House symbol over his tabard. He is armed with both mace and longsword.

"I was not informed as to your business today, only that it was in regards to House Wanifer. If I could see your papers or house token we can begin business."

Tulamar is a terrible liar, which is good since he does not do it very often. He becomes very nervous and sweaty if he is forced to lie. The reason for this is that he knows a bit about the businesses that Lord Wanifer conducts, and finds it a bit uncomfortable for his purposes. Most likely the PCs ask him about Vor'silani, whom he distinctly remembers. She placed an order with him yesterday just after noon. He asks the guard if he personally witnessed her leaving and the guard nods affirmatively.

TULAMAR

Male Kalamaran human Exp 2
hp 6

If Tulamar is pressed regarding the details of the order, he begins to sweat. He can tell the PCs that it was for a number of medium quality rubies. He knows that the Wanifer caravans use the gems during their business in the Young Kingdoms.

If the PCs ask Gilil about Vor'silani's behavior, he tells them it appeared normal, and that she left the building after speaking to Tulamar. She walked across the street towards The Beggar's Horn.

GILLI

Male Kalamaran human Expert 2/Fighter 4
LN Medium humanoid

Attack and Movement

Init +6

Melee longsword +8 (1d8+4)

Base Atk +4; Grp +7

Speed 30 ft. (6 squares)

Defense

hp 33

AC 12, touch 12, flat-footed 10

Fort +6, Ref +3, Will +4

Traits

Abilities Str 16, Dex 14, Con 14, Int 11, Wis 11, Cha 10

Skills Bluff +1.5, Craft +7, Diplomacy +5.5, Disable device +2, Gather Information +5, Hide +2, Profession (guard) +6, Listen +3, Knowledge (nobility and royalty) +2, Sense Motive +5, Spellcraft +5.5, Spot +6, Swim +5

Feats Alertness, Combat Reflexes, Far Shot, Improved Initiative, Point Blank Shot, Power Attack, Weapon Focus (longsword)

Languages Merchant's Tongue and Kalamaran

Deity Worshipped The Old Man

Equipment

longsword

NOTE: Encounters Two-C through Two-E occur on the other side of the Inner Gate. As stated in the Appendix on the Living Costs page, there is a fee for traveling between the two portions of the city. Ideally, the PCs should go to the two locations in the Artisan's and Coin's Districts before traveling to the Royal District. If new to the city, however, they may not realize this. You, the DM, may have Herusa suggest it if needed. PCs from Bet Rogala realize this automatically, while other PCs may use a Knowledge (local: Peka) check at DC 15 to infer it.

ENCOUNTER TWO-C: THE INNER GATE

Unlike some cities that rely on taxation of the citizens to support the city finances, Bet Rogala taxes the merchants and adventurers that call the city their home. The tolls at the outer gates are one example, as is the toll at the Inner Gate. This toll is designed not only to raise money for the city, but it also keeps the division between city sectors distinct. Almost everything that people need can be found in the western districts of the city. The eastern districts contain shops for adventurers, the College of Magic, courthouse and the army and guard headquarters.

There are many exceptions for the Inner Gate toll, but the PCs probably do not yet qualify for most of these. However, note that the PCs likely passed through the outer gates to get into the city. If any of the PCs try to recall their experience with entering the city, they easily remember that.

The guards at the Inner Gate (or Herusa, agent of Houes Wanifer) can inform the PCs that there is a 2 sp charge to pass through. If the PCs claim to be unemployed and going to check on a job opportunity at the College of Magic, the guards will take note of their appearance and names, and let them pass without paying the fee (though they will owe the fee if hired). This is the only exception that the PCs could claim to be taking advantage of.

A secondary defensive wall separates the city into eastern and western regions. The wall is fortified and appears to be very well maintained. The Inner Gates control the flow of people and material between the two halves of the city. The gates are tall structures easily 20 feet in height. Two guards stand on either side of the gate with a small wooden coin box set on the right side of the road.

If Coruren is escorting the PCs, he can tell them about the toll here. If they have the toll they just drop it in the box on the right side. The PCs can also see a number of richly dressed merchants doing just that. If the PCs wish to defer payment (claiming they are merely seeking a job at the College of Magico, then they must speak to one of the four guards at the gate, Ar'Lan, Batela, Jesadur, or Wesilay.

ARLAN, JESADUR and WESILAV

Male Kalamaran humans Expert 4

LN Medium humanoid

Attack and Movement

Init +1

Melee halberd +4 (1d10+2)

Ranged heavy crossbow +2 (1d10)

Base Atk +1; **Grp** +3

Speed 30 ft. (6 squares)

Defense

hp 38

AC 15, touch 11, flat-footed 14

Fort +2, **Ref** +2, **Will** +4

Traits

Abilities Str 14, Dex 13, Con 15, Int 10, Wis 9, Cha 11

Skills Climb +5, Craft +5, Diplomacy +4, Listen +6,

Profession (guard) +6, Spot +6

Feats Alertness, Dodge, Weapon Focus (halberd)

Languages Brandobian, Kalamaran, and Merchant's

Tongue

Deity Worshipped The Old Man

Equipment

halberd, chain shirt

BATELA

Female Kalamaran human Expert 4

LN Medium humanoid

Attack and Movement

Init +1

Melee halberd +4 (1d10+2)

Ranged heavy crossbow +2 (1d10)

Base Atk +1; **Grp** +3

Speed 30 ft. (6 squares)

Defense

hp 29

AC 15, touch 11, flat-footed 14

Fort +5, **Ref** +2, **Will** +1

Traits

Abilities Str 14, Dex 13, Con 15, Int 10, Wis 9, Cha 11

Skills Climb +3, Craft +5, Jump +5, Diplomacy +1,

Listen +8, Profession (guard) +4, Spot +8

Feats Alertness, Combat Reflexes, Weapon Focus

(halberd)

Languages Brandobian, Kalamaran, Reanaarese and

Merchant's Tongue

Deity Worshipped Powermaster

Equipment

halberd, chain shirt

ENCOUNTER TWO-D: P'DILAGO ANTIQUES (EL 2)

This is a two-story warehouse and shop with a rear staircase leading up to a residence above. Many strange and foreign artifacts and goods can be discovered for sale in this dusty shop.

This encounter details the antique shop that was a stop on the errand list. It is the only stop that Vor'silani never visited. However, that does not mean that the PCs will not gain any useful information here - along with an introduction to the source of many future adventures. The shop is run by Hotuga P'Dilago, a very gaunt man with long curly black hair. He dresses in finery and his shop, while clean, is strewn with many, many strange items from around Tellene and perhaps from beyond. However, before the PCs can speak with him they may be called upon to resolve a slight problem.

Hotuga is very secretive and there are many rumors regarding him. Each character with a Charisma of over 10 may suddenly remember hearing one of the following rumors. Any human rogue may also receive one rumor regardless of his or her Charisma. A successful Gather Information check (DC 12 receives an additional rumor at a cost of 12 sp.

A list of the rumors is summarized here:

- 1) It is rumored that the thieves' guild utilizes P'Dilago's as a fence for the more exotic goods that they "liberate".
- 2) It is rumored that P'Dilago has been here even longer than the Principality has had independence, yet he appears completely human.
- 3) It is rumored that magical items are stored in the warehouse, protected by subtle but powerful wards.
- 4) It is said on the street that Hotuga P'Dilago is one of three identical triplets and they take turns combing Tellene and the planes for rare and exotic items.
- 5) It is rumored that Hotuga has made a deal with an evil power to keep him young and his merchandise safe.
- 6) Many of the nobles and merchant families of Bet Rogala frequent P'Dilago Antiques.
- 7) P'Dilago does not have many details on the locations and origins of many of the object that he sells.
- 8) There has never been a theft from the P'Dilago warehouse.

You should make sure that any character that qualifies is given the rumors prior to entering the shop.

P'DILAGO

Male Mercane Wizard 14

LN Large outsider (lawful)

Attack and Movement

Init +2

Melee masterwork falchion +13 (2d4+3)

Base Atk +11; **Grp** +17

Full Atk masterwork falchion +13/+8/+3 (2d4+3)

Speed 30 ft. (6 squares)

Defense

hp 136

AC 19 (touch 11, flat-footed 17)

Fort +12, **Ref** +11, **Will** +17

SQ SR 25, spell-like abilities, telepathy

Spell-like Abilities

(1/day) – *Faotissun's secret chest, plane shift*

(3/day) – *dimension door, invisibility*

Traits

Abilities Str 15, Dex 15, Con 16, Int 20, Wis 17, Cha 15

Skills Appraise +19, Bluff +12, Diplomacy +16, Gather Information +12, Intimidate +9, Knowledge (arcana) +15, Knowledge (the planes) +15, Sense Motive +13, Spellcraft +15, Spot +9

Feats Expertise, Improved Disarm

Languages Abyssal, Brandobian, Celestial, Dejy, Draconic, Dwarven, Elven (Low), Goblin, Gnome, Halfling, Hobgoblin, Infernal, Kalamaran, Merchant's Tongue, Orcish, Reanaarese and Svimohzish

Deity Worshipped The Riftmaster

Equipment

halberd, chain shirt

The Mercane are usually seen as large 12-foot tall, blue-skinned creatures dressed in voluminous robes. P'Dilago takes the time each day to magically disguise himself as a normal Kalamaran. The Mercane (found in *Manual of the Planes*) are the planar merchants. P'Dilago was seen as strange by his people for unlike many of them, he does not enjoy the buying and selling of high priced magical pieces. He much prefers to look at antiques, and wonderfully crafted devices and items.

As for the disturbance:

As you enter the antique store you notice immediately that something is definitely not right. Two men wearing dingy green masks hold loaded crossbows pointed at the only employee in sight.

SUTO and GILORU

Male Kalamaran human Rogues 2

CN Medium humanoids

Attack and Movement

Init +3

Melee shortsword +2 (1d6+1)

Ranged light crossbow +4 (1d6)

Base Atk +1; **Grp** +2

SA +1d6 sneak attack

Speed 30 ft. (6 squares)

Defense

hp 16

AC 13, touch 13, flat-footed 10

Fort +2, **Ref** +6, **Will** -1

SQ trapfinding, evasion

Traits

Abilities Str 12, Dex 17, Con 14, Int 12, Wis 8, Cha 10

Skills Decipher Script +6, Escape Artist +8, Forgery +6, Gather Information +5, Hide +2, Listen +8, Move Silently +5, Perform +4, Sense Motive +8, Sleight of Hand +6, Swim +5, Use Magic Device +5

Feats Dodge, Point Blank Shot

Languages Merchant's Tongue and Kalamaran

Deity Worshipped Risk

Equipment

Each has a shortsword, light crossbow and 15 gp

The two brothers are new to Bet Rogala. They have heard of the local thieves' guild and the reputation that P'Dilago has for never being robbed. They believe that, if they can rob him, they should easily be able to join the local thieves' guild and rise quickly in its structure.

P'Dilago does nothing to give away his secret, which is why there are no spells listed for him. He would much rather give up some insignificant gold than give away the opportunity to explore and gather the strange artifacts of this world.

Once the PCs have subdued or killed the rogues, P'Dilago acts the grateful shopkeeper. He rewards each of the PCs with 25 gp. He also eliminates any trouble they might have for their conduct when the city guard arrives. The only exception to this is if the PCs utilized visible magic and have not registered with the College of Magic. If this is the case, the city guards question them more thoroughly, but release them, instructing them as to where they can register at the College of Magic.

The PCs eventually get to speak to P'Dilago regarding Vor'silani. P'Dilago definitely knows Vor'silani; unfortunately, she was not in his shop yesterday. He can tell the PCs the following pieces of information regarding Vor'silani.

- She has a very sharp eye for detail. She quickly identifies the new items in his shop from a glance.
- He likes her since she appreciates the work that it takes to gather such oddities.
- She stops in usually about once per week to verify what is new and decide if her mistress would appreciate the item. She has never been wrong regarding her mistress' taste in antiques.

If the PCs look around the shop or ask to be shown some items of interest, here is a sample of what they may find.

A bottle of wine from Shyta-na-Dobyoy dated 456 IR. Shyta-na-Dobyoy is a city-state to the north that is renowned for its exquisite wines. The date corresponds to Pekal's independence from the Kalamaran Empire. (100 gp)

A bronze (only +4 AC) breastplate. P'Dilago estimates that it is of Kalamaran origin and probably at least 500 years old. (400 gp)

A clay imprint of a necklace depicting an intricately carved circular charm. If asked, P'Dilago explains that this is an imprint of one of the three moon charms of the Church of the Night's Beauty. Every 280 years the charms are sacrificed and magically dispersed to the ends of Tellene, where they await a 280-year search by the clerics of that faith. (100 gp)



A map depicting other theorized planes of existence and how they relate to one another. (50 gp)

An old wooden shield that depicts a Fhokki woman hunting with a bow while a hawk flies overhead. Any PC that makes a Knowledge (religion) check (DC 20, or DC 15 for Fhokki, or other characters that originate in the Wild Lands) recognizes this as a Fhokki depiction of the god of hunting and archery, whom they call Nykkerr. (20 gp)

ENCOUNTER TWO-E: THE MIDNIGHT SAGE:

This two-story residence is located next to the College administrative building. It is the only residential building within the limits of the College and is notable as such. However, the owner of the building and keeper of the shop held within is Sorvalia Dilortaal, a shadow elf (a dark elf typically of good alignment, coming from certain caverns beneath the Elenon Mountains; see *Blood and Shadows: the Dark Elves of Tellene*). It is unknown how or why Sorvalia is permitted to run her business from here, however students and instructors alike often consult her, even if she is only open during the evening hours. The folk of Bet Rogala often misspeak her elven name as Sorva D'Lortal.

You can only utilize this encounter after the sun has set. If the PCs approach the shop prior to sundown there is a bright sign in the door window that states, "Closed Until Sunset". The door is locked and magically trapped with a very loud audible alarm.

If the PCs return after dark, continue with the following:

The small two-story cottage sits on the edge of the College of Magic in the shadow of the Administrative Tower. As you enter, a small bell chimes, although no bell is visible near the door. The interior of the shop is sparse. There are a number of small trays of herbs and mushrooms growing in the shadows. A number of large chairs sit in a semi-circle in front of a cold hearth.

As your eyes begin to adjust to the sparse light in the shop a curtain opens behind the counter revealing an ebon-skinned female elf with pure white hair.

"Good day," she says pleasantly. "I am Sorvalia. How might I assist you? Will it be herbs, plants or information?"

This is indeed Sorvalia Dilortaal, the renowned shadow elf of Bet Rogala. As long as the PCs are respectful to her, so will she be to them. However, living as a shadow elf on the surface world has made Sorvalia very wary of people she does not yet know. She has a readied action in case the PCs become hostile.

SORVALIA DILORTAAL

Female Shadow Elf Cleric 12/Sorcerer 8
CG Medium humanoid

Attack and Movement

Init Init +6

Melee +2 mace +15 melee (1d8+3)

Base Atk +13; **Grp** +15

Speed 40 ft. (8 squares)

Defense

hp 30

AC 12 (+2 Dex), touch 12, flat-footed 10

Fort +7, **Ref** +7, **Will** +18

SQ +2 on saves vs. charm and compulsion effects (from the Guarding domain)

Cleric spells

0th (6/day) – *create water, cure minor wounds, detect magic, detect poison, mending, read magic, spot invisible*

1st (6+1/day) – *augury, bane, cure light wounds, deterrence, doom, sanctuary, resistance (domain)*

2nd (5+1/day) – *augury, cure moderate wounds, darkness, enthral, exile, bear's endurance (domain);*

3rd (5+1/day) – *bestow curse, create food and water, dispel magic, remove curse, summon monster III, prayer (domain);*

4th (4+1/day) – *death ward, dismissal, wisdom of the ancients, tongues, protection from arrows (domain);*

5th (3+1/day) – *break enchantment, hallow, glimpse of the future, break enchantment (domain);*

6th (2+1/day) – *geas, planar ally, wall of force (domain)*

Sorcerer spells

0th (6/day) – *dancing lights, detect magic, detect poison, mage hand, prestidigitation, read magic*

1st (6/day) – *animate rope, burning hands, color spray, disguise self, comprehend languages, magic missile, shield*

2nd (6/day) – *fog cloud, glitterdust, Folnester's acid arrow*, mirror, image, resist elements, Jandy's hideous laughter*, web*

3rd (5/day) – *deep slumber, dispel magic, haste, hold person, suggestion, summon monster III*

4th (3/day) – *fire shield, improved invisibility, solid fog*

*spellcasters in the Kingdoms of Kalamar setting

Traits

Abilities Str 14, Dex 15, Con 4, Int 21, Wis 18, Cha 16

Skills Concentration +12, Craft (alchemy) +18,

Diplomacy +19, Disguise +8, Handle Animal +6, Heal

+18, Hide +8, Knowledge (arcana) +16, Knowledge

(nature) +8, Knowledge (religion) +18, Knowledge

(monsters: monstrous humanoids) +10, Knowledge

(races) +10, Listen +6, Move Silently +1, Profession

(herbalist) +15, Search +6, Spellcraft +20, Spot +6,

Tumble +2

Feats Blind-fight, Craft Rod, Craft Wondrous Item,

Empower Spell, Extra Turning, Improved Initiative,

Scribe Scroll

Languages Brandobian, Deji, Drow, Dwarven, Elven



(Low), Fhokki, Goblin, Groll, Gnome, Kalamaran, Merchant's Tongue, Terran, and Undercommon

Deity Worshipped The Guardian; but also polytheistic

Equipment

+2 mace

Sorvalia is a very well respected merchant and sage in Bet Rogala and has assisted the city many times in the past, although she has never taken an active role in city politics for several reasons.

First of all, she was greatly injured sometime in her past during a battle of twilight and shadow elves, against the dark elves. She survived the poison, but it almost killed her and has weakened her permanently. Secondly, unknown to the Prince or any of the other members of the government, Sorvalia is the local contact for the Brotherhood of the Broken Chain. Although the Prince approves of the Brotherhood's goals, he does not always agree on their methods. Sorvalia believes that safety lies in secrecy.

As far as Vor'silani is concerned, Sorvalia heats up some herbal tea (partially to see which of the PCs is trusting enough to drink it) and readies herself to discuss the matter. She expected a representative from House Wanifer yesterday. She received a shipment of very rare herbs and spell components from her sources for House Wanifer. Since then she has had a very generous counter-offer from a merchant in town. She does not know why this merchant would want the shipment, or whom he represents. She only knows that he can be located in Room 8 of The Laughing Bed, an inn on this side of town.

She has done a great deal of business with House Wanifer and considers the order theirs unless she hears otherwise from Lord Wanifer. Since the issue involves a missing girl, have the PC that is doing the most communicating with Sorvalia, or one whose comments impress her, make a Charisma check (DC 12). A successful check results in Sorvalia offering to do perform *augury* for the PCs if they have a specific question they would like resolved.

ENCOUNTER TWO-F: THE FAMILY HONOR

Another shop on Warrior Row, this shop specializes in dress plate mail, shields and the embossing and etching of armor and shield with family heraldry or similar designs.

The Family Honor is a tall building with a smaller annex to the east. Billowing smoke and the sounds of hammer upon metal ring out from the smaller annex. The inside of the shop is lined with armor and shields all brightly engraved, etched and shined. A single burly man works on a counter in the back of the shop. He looks up as you enter, "Look around let me know if you see anything you like."

The man's name is Saterus Heran, though he is often referred to as "the golden smith", a name he has forever had to live with. His father was a successful smith before him and created methods to engrave and fill armor with various designs. This methodology made the family rich and now Saterus has taken over the family business - crafting all types of ceremonial or armor enhancements — nothing magical, simply the best materials for a truly amazing appearance.

The Family Honor Price List

Ceremonial Plate Armor	7,500 gp
Ceremonial Breastplate	1,000 gp
Ceremonial Family Shield	600 gp
Etching – Silver	10 gp
Etching – Gold	1000 gp

The PCs will most likely ask Saterus about Vor'silani. They will have to describe her since Saterus does not recognize the name. If the PCs do describe her, Saterus thinks for a moment then says:

"I suppose that could have been the woman that came in here yesterday. She didn't do any business - just dashed in about three hours past midday and went directly to the window looking out over the street. She stayed there for almost two or three minutes then, as quick as she entered, out she goes. She never did stop back."





The only other piece of information needs to be asked directly. If the PCs ask which way she went when she left the shop, he has to think for a moment. He concentrates, finally telling the PCs that he believes that she went to the left after leaving the shop.

If the one of the PCs has the Track feat, he or she can attempt to track in the streets with a successful Survival check (DC 20). If the PCs' check beats a DC 10, but not DC 20, footprints leaving the establishment can still be found, but to follow them any significant distance requires the DC 20 check. The tracks lead to a nearby warehouse (see Encounter Five).

If the PCs look to the left of The Family Honor, they should see a store with a sign reading "Ar'Luren's Blades". This encounter is detailed under Encounter Four.

Encounter Three: The Laughing Bed (EL 4)

One of the more unique inns in Bet Rogala, this three-story inn is located on Mystic Place Way. It has undergone many changes in ownership, but is best known for one of the beds in the inn. Legend has it that the building was cursed many years ago and each night one of the beds animates and becomes susceptible to being tickled. What is not known is which bed. When someone sleeping in the bed rolls over or moves slightly the bed laughs and giggles. It is considered very good luck to spend the night in the Laughing Bed so people constantly fill the twenty guest rooms of the inn. Whether this phenomenon is a real supernatural effect or the result of strong drink has never been proven.

You should utilize this encounter if the PCs wish to follow up on the "alternate" buyer for Sorvalia's goods.

The Laughing Bed is one of the more famous small inns in Bet Rogala. A commonly dressed clerk opens the front door for you and follows you inside. "Quite the day. What can I do for you?"

The clerk on duty today is named Rugilad. He is 17 years old and the nephew of the owner. He takes his duty very seriously, questioning anything the PCs might request that seems out of place. While he does not have a lot of experience, consider him to have 6 total points in the Sense Motive skill in regards to all actions or questions regarding the inn. He would rather be safe than sorry.

RUGILAD

Male human Commoner 1

hp 4

There are a number of ways to investigate the merchant in Room 8.

Some of the ways might include:

- Having Rugilad introduce the PCs to the merchant.
- Renting a room themselves to gain access to the upper floors (15 sp/night)
- Magically charming Rugilad.
- Sneaking in the back way or climbing to the second floor of the building.
- Utilizing a flying familiar or companion to spy upon the merchant.

Since there are so many ways, you, the DM get to earn your keep. Presented here is the situation and the appearance of the merchant and his room. Depending on the method and the stealth of the PC's methodology you need to continue with the encounter using these guidelines but modified by the circumstances that bring the PCs to the man - Cofin D'Wen.

COFIN D'WEN

Male Brandobian/Kalamaran human Expert 1/Wizard 4
LE Medium humanoid

Attack and Movement

Init +0

Melee dagger +1 (1d4-1)

Base Atk +2; Grp +1

Speed 30 ft. (6 squares)

Defense

hp 15

AC 10, touch 10, flat-footed 10

Fort +1, Ref +1, Will +5

Wizard spells

0th (4/day) – *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*

1st (4/day) – *identify, mage armor, magic missile, message, shield, sleep*

2nd (3/day) – *blur, flaming sphere, invisibility, levitate, scare, summon monster II, web*

Traits

Abilities Str 8, Dex 10, Con 10, Int 14, Wis 8, Cha 6

Skills Diplomacy +1, Hide +1, Intuit Direction +3, Knowledge (arcana) +8, Knowledge (nature) +4, Listen +1, Move Silently +3, Profession +4, Spellcraft +5, Spot +3, Swim -0.5, Tumble +2, Use Magic Device +2

Feats Alertness, Dodge, Scribe Scroll, Still Spell

Languages Brandobian, Kalamaran, Merchant's Tongue

Deity Worshipped The Riftmaster; but also polytheistic

Equipment

dagger, spellbook



Cofin is a very tall but thin, almost sickly man. He definitely should be abrasive, rude and use the phrase “none of your business” far too often. Cofin never voluntarily divulges who he works for. If the PCs somehow magically read his thoughts, they may learn that he is acting on behalf of a man named Sujoren, a member of the Secret Network of the Blue Salamander. The Network is taking revenge on House Wanifer for refusing to join in an alliance with the organization months ago. As pursuing Sujoren is beyond the scope of this adventure, the PCs have no luck in tracking him down.

Room 8

The room door is locked and the blinds are partially pulled. If the PCs check, Cofin is in the room or downstairs for a meal. Any viewing from the outside during the morning allows Cofin to make a Spot check with a +4 circumstance bonus due to the sunlight coming in the window. However, anytime past noon he loses that bonus.

The inside of the room is a mess. Books and papers are strewn about a small desk. There is no sign of goods or even a change of clothes visible in the room.

If the PCs are somehow able to enter the room and search without alerting Cofin, you should reward them while scaring them half to death. Keep giving them hints or Listen checks to see if Cofin is returning. If they have stationed someone in the dining room, have that person stall Cofin, giving their party member time to search the place. The following items shown in the Search Check Result Table can be located. A progressive Search chart is used so a PC discovers everything equal to or less than his or her Search check result eventually. Most of the items found are self explanatory.

Search Check Result Table

- DC 5: A scroll of *cure serious wounds*
- DC 8: A pouch containing some very strange material mixed together in a powder form.
- DC 12: A torn piece of a scroll with *Members of House Wanifer* in the title.
- DC 15: The remainder of the scroll with the descriptions of Lord and Lady Wanifer, their daughter and Vor'silani.
- DC 20: A small book written in Ancient Kalamaran that describes the habits, customs and powers of a *doppelganger*.

Encounter Four: Ar'Luren's Blades

Another shop on Warrior Row, Ar'Luren is a half-elf who creates and fashions the dress blades carried by many of the city's warriors. He makes both functional as well as show blades and can decorate either with gems, engravings or designed hilts.

Ar'Luren's Blades is another busy shop on this soot-covered street of metal workers. Inside a young looking Brandobian man sits sharpening a longsword. The hilt of the blade is decorated with a gold and brass pommel and the blade is etched with elven lettering.

“Make yourselves welcome. I am Ar'Luren and if you want to be seen with a fashionable weapon, I can create it for you.”

Ar'Luren was not working in the shop yesterday but he calls out a clerk from the back room. Horac, a dwarven lad of 30 summers, was working yesterday afternoon. If the PCs describe Vor'silani to Horac he definitely remembers her.

HORAC

Male dwarf Expert 3

hp 15

Languages Dwarven, Merchant's Tongue (poor)

If the PCs speak to Horac in Merchant's Tongue, read the following:



“Something happen to her. I knew it. She looked like she in trouble and I offer close shop and walk her home. Even give her free dagger when she say not need escort home. Funny she come in a couple minutes later without dagger but she leave before I able to ask her about dagger. I watch her, she go between buildings across street.”

However, if the PCs speak to Horac in Dwarven, read:

“Something must have happened to her. I suspected something like that. After all, she seemed to be frightened. I offered to close the shop and escort her home, even offering her a complimentary dagger, but she said she didn't need an escort. It was peculiar - she returned a few minutes later without the dagger, but left quickly, before I could ask her about it. I saw her dash between the buildings across the street.



That is all the information that Horac has for the PCs, but he can show them a copy of the dagger he gave her. It was part of a custom set of six that Ar'Luren was making for himself. Horac informed Ar'Luren about what he did yesterday, and Ar'Luren was only mildly upset that one of the daggers was given away.

Of course, Ar'Luren can speak in regards to any services that the PCs might be interested in. The price list is listed here for your convenience.

Ar'Luren's Blades – Price List

Ceremonial Bladed Weapon – Tiny & Small	5x normal
Ceremonial Bladed Weapon – Medium	6x normal
Ceremonial Bladed Weapon - Large	8x normal
Etching – Silver	10 gp (100 gp value)
Etching – Gold	25 gp (100 gp value)
Etching – Platinum	50 gp (100 gp value)
Pommel – Gemstone	500 gp
Pommel – Golden	300 gp
Pommel – Silver	100 gp

Encounter Five: The Warehouse:

If the PCs are able to track or follow Horac's directions they come to a number of warehouses near where the servant was last seen. A Search or Survival check (DC 16) determines that two sets of prints roughly the same size moved through this dust-covered street in haste during the last 24 hours.

A Spot check (DC 12) notices a broken shutter in the front of one of the warehouses. It is possible to peer inside the warehouse through the broken shutter, but it would be very difficult to gain access to the warehouse through the window unless the character was fairly small (less than 5 1/2 feet tall, and weighing less than 120 pounds).

Peering inside, the PCs can see the body of a woman lying on her face. Her limbs are contorted in a very unnatural position. Suddenly, as the PCs are looking in the window, they are interrupted by a voice in the shadows outside.

The man watching the PCs is Captain Banilor. He may have met the PCs already (see the *Perils of Pekal* adventure product), but they most likely have not met him in his official capacity as a keeper of the peace.

It is important to determine if any of the PCs are under the watch of the Gray Legion (due to their actions during "Hurry Up and Wait") at this time. If their encounter with the Grey Legion was unfavorable during Hurry up and Wait, Captain Balinor is very suspicious of the PCs' involvement, and asks for an explanation.

In either case, Captain Banilor knows he did not hear the shutter break, and can easily tell that the girl has been dead far longer than a few minutes. Of course, he still wants to know exactly why the PCs are here and what their intentions are.

CAPTAIN BANILOR (alias KERADIN)

Male Deji human Infiltrator 7/Spy 2

CG Medium humanoid

Attack and Movement

Init +3

Melee short sword +10/+5 (1d6+2)

Base Atk +8; **Grp** +10

SA Sneak attack +4d6

Speed 40 ft. (8 squares)

Defense

hp 58

AC 15, touch 13, flat-footed 12

Fort +4, **Ref** +11, **Will** +5

SQ Uncanny dodge, undetectable alignment

Traits

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

(spy) +7, Read Lips +11, Sense Motive +12, Sleight

of Hand +5, Spot +9, Survival +12

Feats Dodge, Mobility, Skill Focus (Bluff), Unerring

Strike

Languages Deji, Elven (Low), Merchant's Tongue

Deity Worshipped The Coddler; but also polytheistic

Equipment

leather armor, short sword, sap, pouch with 7 pp

Personality

There are two personalities at play here. The first is that of Keradin. Keradin is an alias that captain Balinor uses when making undercover observations of people new to the city. Keradin is oily and many people feel the need to wash after speaking to him. He smiles out the right side of his mouth and always acts as the co-conspirator with anyone he is speaking with. He is a truly slimy personality.

The second personality is that of Captain Banilor. The captain is a well-respected and wonderfully personable officer in the Gray Legion. He is articulate and direct, almost completely different from Keradin. Since he is acting in an official capacity, it is unlikely that Captain Balinor will need to assume his alternate identity of Keradin.

With the permission of Captain Banilor, the PCs can enter the warehouse. He watches and records each of their moves. It will not be easy to recognize the face that they have been looking for due to the cuts and tearing, but the body is that of Vor'silani. A successful Heal check (DC 15) determines that the body is not only cut but also has a great number of broken bones. The dagger described by Horac (see Encounter Four) is found with the body.



Encounter Six: Return to House Wanifer: (EL 3)

With the discovery of the body, the only task remaining seems to be to inform Lord Wanifer regarding the culmination of the investigation. However, when they are finally shown into Lord Wanifer's office, their outlook and expectations may dramatically change.

You are shown into a grand office. The Wanifer estate, while not nearly the largest in the city, is quite impressive. Lord Wanifer meets you personally. "Good day, I am truly sorry to have sent you on such a fruitless mission. Please allow me to make it up to you. I do not like it when other people waste my time and I certainly don't like wasting other people's time either."

Lord Wanifer hands you each a small pearl. These are worth 10 gp each, and are certified by the Carat House. Again, I apologize for the inconvenience." With these final words, Lord Wanifer sits behind his desk and begins to study parchments upon its surface, while Herusa moves quietly to open the door for your exit.

At this point, the PCs might be either a little confused, or they might jump to the conclusion that an imposter is present. Either way, the news of the recovery of her corpse comes as a shock to Lord Wanifer and Herusa. According to Herusa, Vor'silani returned this morning after being mugged last night. She is currently up in the music room with Lady Wanifer and his daughter. Both he and Lord Wanifer insist that there must be some mistake. Surely the body the PCs found must be someone else.

Depending on the players' experience, they may immediately exclaim that the imposter is a doppelganger, but the DM should be careful not to let the players use knowledge that their characters do not necessarily have. After all, most low-level characters would not have encountered a doppelganger yet, and might suspect an imposter of being a twin, a clever disguise artist, or someone using a magic spell to hide their true appearance.

It is up to the PCs to determine how best to unmask the doppelganger. Lord Wanifer will certainly ask their assistance to help him determine if their accusations are true. A PC who succeeds at a Wisdom check (DC 15) might remember that the maid is Reanaarian, and ask her a question in Reanaarese - which the doppelganger cannot speak. He or she might also have Herusa, or the Lord or Lady, ask the imposter a question to which only a true servant of the House would know the answer (for example, "In what cupboard are the best linens kept?").

If necessary, note that Herusa can speak some Reanaarese and has some knowledge of doppelgangers, as does the shadow elf Sorvalia Dilortaal. The PCs may also be prompted by their

discovery of the book about doppelgangers in Room 8 of the Laughing Bed Inn.

The doppelganger is currently in the form of the maid. Its plans are to murder and take over the form of Lady Wanifer this evening and, ultimately, Lord Wanifer himself.

The doppelganger has 22 hit points, and is identical to a standard doppelganger in the *D&D Monster Manual*, except that it speaks only Kalamaran and Merchant's Tongue.

CONCLUSION

Use this conclusion if the PCs determine that there is a doppelganger and they are able to defeat it.

Lord Wanifer adds to your reward for all your help. He adds a rock crystal (50 gp) for each of you to his already hefty sum while quickly finishing your business. He is very worried why his family was targeted and by whom.

As you leave the building, you notice that Captain Banilor is standing in the hallway outside Lord Wanifer's office. "Lord Wanifer will see you now, Captain," Herusa states as he leads you out and allows the Captain inside.

ALTERNATE CONCLUSION

Use this conclusion if the PCs never realize that there is a doppelganger and/or Lord Wanifer is not told of the death of his servant.

Lord Wanifer is very generous in his reward giving you each an additional rock crystal (50 gp) for the information you have given him. Over the next couple of days you hear a rumor that Lord Wanifer has sent his family out to a country estate.

Suggested Experience Point awards:

Encounter One:

10 xp for negotiating with Lord Wanifer while being polite and civilized.

Encounter Two:

10 xp for gathering information at the Beggar's Horn.

10 xp for gathering information at The Carat House

10 xp for gathering information at The Family Honor

10 xp for gathering information at P'Dilago Antiques

10 xp for gathering information at The Midnight Sage

Encounter Three:

25 xp for uncovering evidence that Coffin is not what he seems

10 xp for locating the doppelganger scroll, and powder.

Encounter Four:

10 xp for gathering information from Ar'Luren and Horac

Encounter Five:

10 xp for discovering the warehouse.

10 xp for identifying the corpse as Vor'silani's

Encounter Six:

25 xp for convincing Lord Wanifer that there is still an issue.

General Roleplaying Experience:

0-75 xp (or more)

Treasure Summary (possible treasure only)

Up to 100 gp each from Lord Wanifer.

25 gp each from P'Dilago.

The thieves in Encounter Two-D have equipment and gold worth 60 gp total.

For combat encounters, the DM should award experience as appropriate for the challenge level posed by the adventure.

Items available for Purchase

From the College of Magic

Available Alchemical Compounds

Antitoxin (1)	60 gp
Azurttalan Salve (1)	120 gp
Greatsalt (2)	20 gp
Mooreta (2)	15 gp
Smotherblend (3)	22 gp
Smokestick (1)	20 gp
Thunderstone (1)	30 gp

From the craftsmen of Bet Rogala

Masterwork Weapons (Simple and Martial) Melee	normal price +/- 5%
Masterwork Weapons (Simple) Ranged	normal price +/- 5%
Masterwork Armor (Light, Medium and Heavy)	normal price +/- 5%

Appendix: Costs within Bet Rogala

Table One - Outer Gates

There is a straightforward fee system for entering the city. There is no fee for exiting the city.

Adventurer's Tax	1 gp
Citizen's Tax	2 sp
<i>The guards can usually tell who is a peasant type and who is an adventurer. The city does not charge the normal people nearly as much.</i>	
Mercenary Tax	8 sp
<i>Must be with a caravan, and most caravan masters pay this fee.</i>	
Wizard's Tax	5 sp
<i>Must have identification from College of Magic.</i>	
Animal Tax	1 sp
<i>Per animal covers anything larger than a rabbit except a riding beast.</i>	
Horse Tax	5 sp
<i>Horse covers any type of riding beast and the charge is per beast.</i>	
Wagon Tax	1 gp
<i>Per wagon or cart. Some of the merchant Houses have discounts.</i>	

Table Two - Places to Stay:

The Oyster Bed	(5 sp /night)
The Journeyman Inn	(6 sp /night)
The Mystic Quiver	(7 sp /night)
The Dwarf's Beard	(8 sp /night)
The Copper Pheasant	(8 sp /night)
The Ashen Boar	(9 sp /night)
The Fiend and Fowl	(9 sp /night)
The Sorcerer's Swan	(1 gp /night)
The Black Quill (in eastern section of the city)	(1 gp /night)
The Laughing Bed (near the Eastern Gate)	(15 sp /night)

Table Three - Inner Gate Fee:

There is a fee of 2 sp per person to transverse through the inner gates. This fee is charged each way and is only waived if a person is traveling through the gate to verify if the College of Magic is hiring.

Player's Handout #1: The Errand List

The Beggar's Horn - Pick up the completed lute that was ordered.

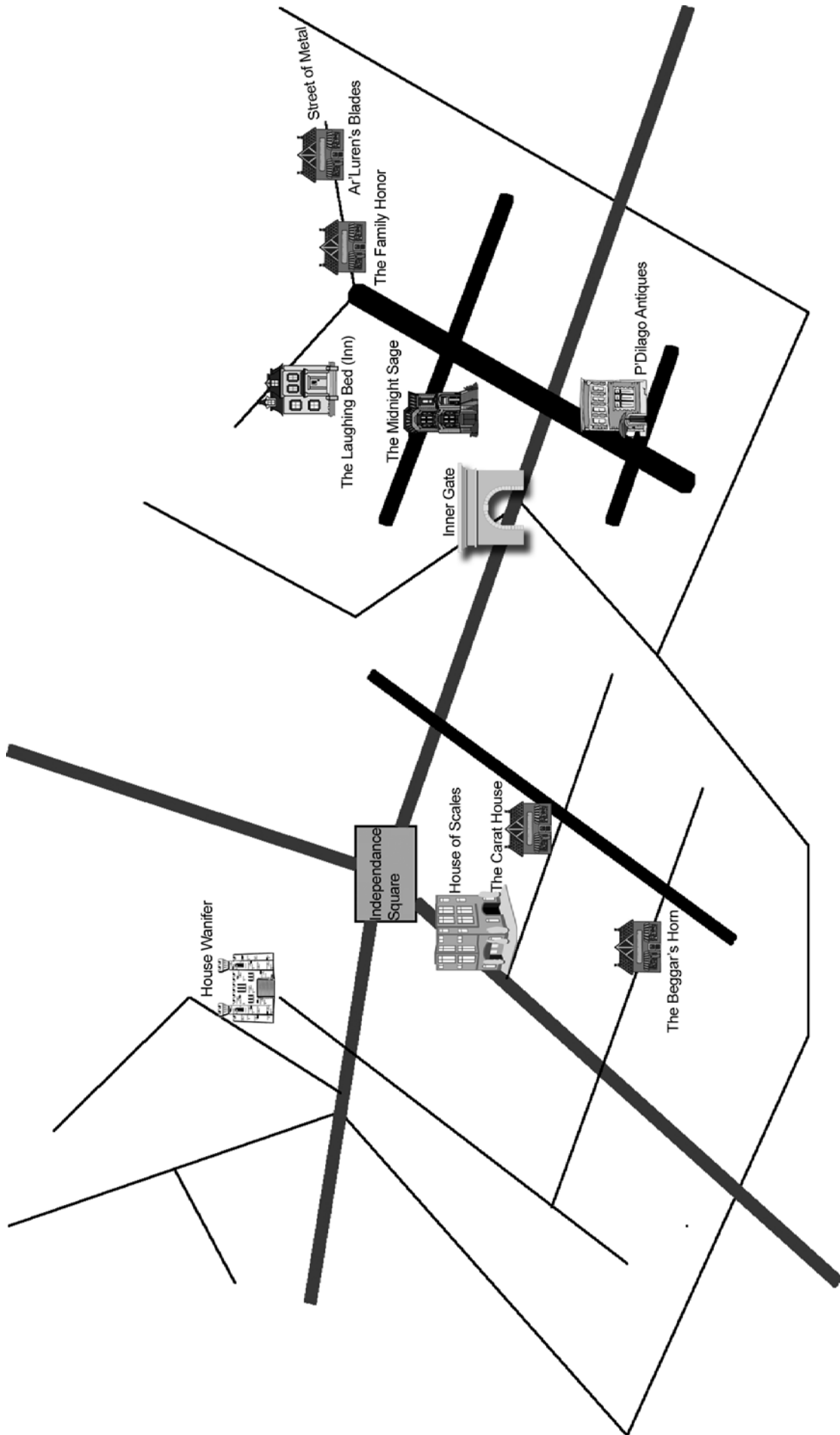
P'Dilago Antiques - See if anything new or interesting has come into the city.

The Family Honor - Order a new shield for the guesthouse fireplace.

The Carat House - Place an order for the house.

The Midnight Sage - Purchase the Torobo Root from Sor'va.

Player's Handout #2



Kingdoms of Kalamar

MAKING A NAME

Welcome to Bet Rogala – where adventure is ripe, where great deeds come from little ones, and where your reputation begins.

In the Principality of Pekal, great power lies in the hands of the merchant classes, and they are not to be lightly rebuffed. Now, one merchant house is missing a valued servant, and its lord needs the player characters' help to find her. But is there more going on here than meets the eye? Can the PCs discover what is happening, and take the first steps to making a name for themselves?

Like all *Kenzer and Company* products, this adventure was designed with the Dungeon Master in mind. We prepare all the details so you can spend less time flipping pages and more time gaming. Being a DM has never been so easy, or so much fun! With 21 pages of useful background, maps, NPC profiles, artwork, adventure details, player aids and handouts, this adventure is a must for any DM!

Although easily converted for use in any campaign setting, this book is designed for the the official *Dungeons & Dragons* campaign setting, the *Kingdoms of Kalamar* - a realistic, dynamic world where complex political alliances mix with marauding bands of humanoids, and medieval technology and culture come faces to face with magic and the fantastic. Whatever type of adventure you seek, you can find it here.

To use this campaign supplement in a *Dungeons & Dragons* campaign, you also need a copy of the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*.

Although not required, you may also wish to have access to the immense amounts of information on the city of Bet Rogala, found within the *Living Kingdoms of Kalamar Campaign Book* PDF.

You can also find further detail on the *Kingdoms of Kalamar* campaign setting in the *Kingdoms of Kalamar campaign setting sourcebook*, the *Player's Guide to the Sovereign Lands* PDF, the *Player's Primer*, and our many other fine sourcebooks and adventures.

