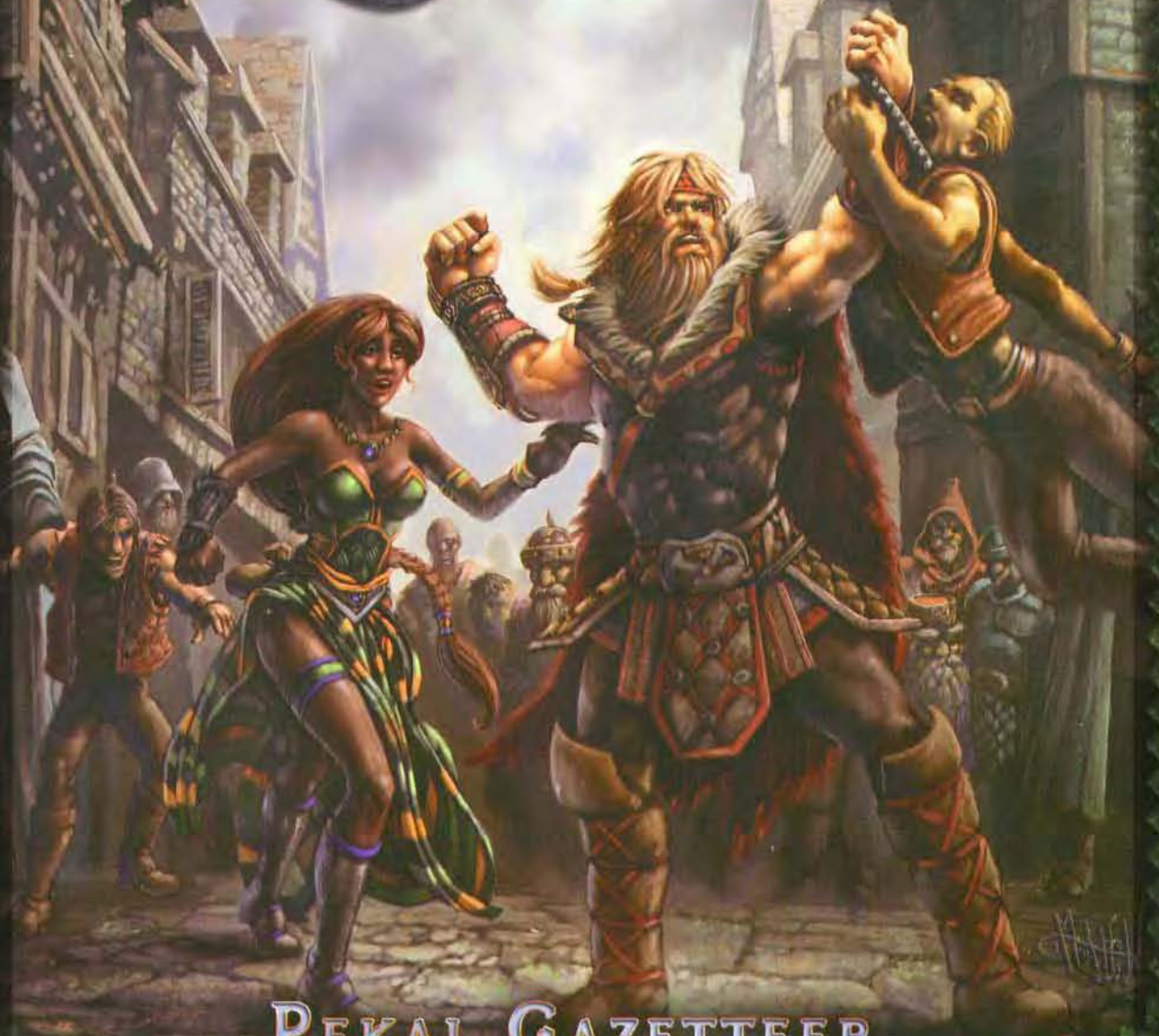




LIVING Kingdoms of Kalamar



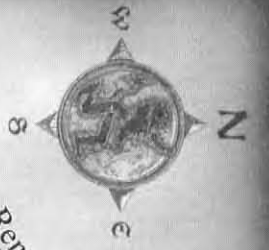
PEKAL GAZETTEER

Principality of Pekal



- | | | | |
|--|-------------------|--|-----------------|
| | Noteworthy Site | | Marsh |
| | Hard Packed Road | | Hills |
| | Rural Road | | Woods (conifer) |
| | River | | Woods |
| | Major Battlefield | | Town |
| | City | | Honorable Keep |

0 17 34
1 inch = 34 miles



Korreta
To Pakca

Kalalali Forest

Pipitull Woodlands

Elos Bay

E'Liral River

Renador River

Kalokopeli Forest

Kalokopeli District

Mounds District

Nudopido

Fawodido Nilido

Favido

Elos District

Pedido

Crescent Way

Plikiwido

Morido

Ludarido

Lanido

Wedafido

Crenolm

Sulido

Larido

Crenolm

Salirido

Pipido

Lake District

B'Fagrito

Rufuka'onido

W'Pawido

Kanarella Mounds

Nudopido

Fobamido

Nehoshido

Banera

Shrine of the Peacemaker

W'vido

South Merchant Way

Rosido

Famido

Central District

Elos District

Pedido

Morido

Oekapu Fens

Foderata

North Merchant Way

W'vido

Army Way

Larido

Eastern District

Sulido

Crenolm

Ludarido

Plikiwido

Morido

Oekapu Fens

Foderata

Oekapu Fens

Foderata

Vitnufarido

Dupakido

South Merchant Way

Army Way

Larido

Crenolm

Ludarido

Plikiwido

Morido

Oekapu Fens

Foderata

Oekapu Fens

Foderata

Foderata

LIVING Kingdoms of Kalamar

PEKAL GAZETTEER: THE LIVING KINGDOMS OF KALAMAR GUIDEBOOK

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FOREWORD

Hello and welcome to the Principality of Pecal, the city of Bet Rogala and the *LIVING KINGDOMS OF KALAMAR™* campaign. What is a Living Campaign? Well, that is a good question. A Living Campaign is an organized role-playing campaign that is played by players worldwide. Kenzer & Company, in conjunction with the RPGA, directs the *LIVING KINGDOMS OF KALAMAR* campaign. This campaign is played in many locations around the world of Tellene and its plots, while maintained by the creative staff, are mainly the product of the wonderful imagination and hard work of our various authors and players. That's right, YOU are important to the *LIVING KINGDOMS OF KALAMAR* campaign. What you do and whom you talk to makes a difference in its long-term development.

Convention staff and tournament organizers can all order scenarios from RPGA Headquarters. Kenzer & Company sanctions these scenarios and ONLY sanctioned scenarios allow a character in the *LIVING KINGDOMS OF KALAMAR* Campaign to gain experience and treasure.

The difference between a living campaign and a home campaign is that in a home campaign it is the responsibility of the Dungeon Master (DM) to create his or her own items, his or her own scenarios and award the players according to his or her established guidelines. In a living campaign the creative staff establishes the guidelines and awards, acting as the Dungeon Master for the entire campaign. The many RPGA and Kenzer Company authors who wish to add to the flavor and adventure of the campaign will write the scenarios for *LIVING KINGDOMS OF KALAMAR*. However, these scenarios are edited and adjusted to fit into the overall campaign guidelines.

Each player creates his or her own character to play in the campaign using the rules contained in this gazetteer. The player can then play these characters in scenarios (RPGA uses the term tournaments) and the results of these scenarios affect how the campaign progresses. This is important, as there will be many large-scale plots that could be altered or adjusted due to the scenario results. You can have as many characters as you want to create. Just remember each scenario can only be played by ONE of your characters.

During each scenario, your character may receive rewards and gain experience points as specified in the sanctioned scenario. Characters created for use in the *LIVING KINGDOMS OF KALAMAR* campaign may only be used in sanctioned *LIVING KINGDOMS OF KALAMAR* campaign scenarios offered by tournament organizers. Check with your local game store to see if they offer *LIVING KINGDOMS OF KALAMAR* events. Also check www.kenzerco.com for additional details.

While playing scenarios at local game shops and conventions you will meet other players and get to know their characters. The unique benefit of this system is that you will get to share an experience with many people and make new friends.

A Living Campaign is based on trust. You are trusted to maintain your character sheet and scenario log accurately. The scenario log is used to record which events you play and how much experience and reward you gain while playing the events. There is no automatic checking of your records. You are trusted to follow the rules and play the game to have fun.

In the case of a discrepancy with your character, your accurately maintained log sheets are your proof that you followed proper procedures.

The *LIVING KINGDOMS OF KALAMAR* campaign is meant to provide a canvas for the authors and players of the campaign to color and detail. While the staff at Kenzer & Company will maintain the major plots of the campaign, it is the stories and actions of the players that will continue to shape the campaign.

This will be a campaign with political elements, subversive sorcery and a dark steamy underworld. – Welcome to *LIVING KINGDOMS OF KALAMAR*.

Daniel S. Donnelly



Hava smiled broadly as she walked through the gates of the city of Bet Rogala. She paused for a moment to view herself in a silvered seal set into the main wall. She stood proudly before the seal almost six feet in height with dark skin and slightly pointed ears showing through her dark curls. The bruises from her short stay near the city of Bet Seder had already faded although she could still feel the hate and the anger that a group of ruffians showed toward her. Hava was a half elf of Svimohz decent. Many kingdoms she visited had various degrees of prejudice against either her elven heritage, the Svimohz heritage or both.

There was a new hope as she passed through the city walls, she had heard that this principality was different from many of the other regions she had visited. A wide variety of both human and demihumans dwell within its borders and she heard that race and religion was tolerated among all the people of the principality.

Even more important was that magic was a recognized force here in Pekal. The Pekalese understood that magic could work miracles and that magic was to be used as a tool like a blacksmith uses a hammer. Although some workers of magic might not be trustworthy, the people here tended to give everyone a chance.

Hava shook her head and smiled. She was forgetting her lessons in concentration. Now that she was here she would have to find a place to stay. She passed a number of large brick buildings that housed craftsmen and merchants. Finally she walked up to a small brick building that displayed a faded sign of a pearl on top of a bed. The Oyster Bed was an unusual name for an inn, she thought. But a traveling merchant recommended the inn to her while she was still south of Bet Rogala just outside the city of Baneta and she didn't know where else to go.

As Hava moved toward The Oyster Bed she felt a slight tug against her robes. A young boy around ten years of age looked up at her, his eyes blue as the sky, "Pard'n me miss. I guess I need to watch my step."

The boy spoke with an odd accent, neither that of the familiar Kalamaran dialect nor any Svimohzish dialect that Hava was familiar with. "Perhaps it was Fhokki", Hava thought to herself. The boy's eyes certainly reflected the rumored blue of the Fhokki people.

"Stop there!" called a voice of authority. Hava stopped immediately looking around, her daydream of meeting people of Fhokki decent suddenly gone. Behind her was a man in dark-stained leather armor. On his leather armor Hava's sensitive elven eyes could make out two

patches. One patch showed what appeared to be a sunrise or sunset. However, the sun bore a great resemblance to a huge lidless eye. The other patch, if it was indeed a symbol was only a solid section of gray leather.

The man did not seem to be moving toward Hava, instead he was moving to the young boy. Hava, although a bit overwhelmed at being in Bet Rogala, was not naïve to the ways of the city. She immediately checked for her money pouch and found it missing. As she started forward to complain, the leather-clad man glided to a stop in front of her.

"You best be a little more aware of your surroundings lass. This young pup was almost away with what appears to be your hard-earned gold, and from the looks of you, your future lessons at the College of Magic. I will make sure he is turned over to the proper city watch and is properly admonished for his crime."

The man handed Hava her pouch of coin and gem and moved back into the crowd with the young boy still in his grasp. The man moved silently through the crowd disappearing rapidly. Hava shook her head. She was going to have to concentrate on the matters at hand if she was going to survive here in Bet Rogala. With a new determination and purpose she strolled into The Oyster Bed.

Hava negotiated with the owner of the boarding house and reluctantly paid her rent for the first month. She was going to need to find a job soon. The prices were slightly higher than she had first suspected. The Grand School of Incantation, the market and the Adventurers Guild were all on her list of places she needed to visit. But first she wanted to find out what happened to that young boy and who the mysterious man who had saved her life savings was. It looked like it was going to be a busy day. Her life in Pekal had begun!

THE LIVING CAMPAIGN

While this book is designed to be a primer for players and Dungeon Masters (DM) in the *LIVING KINGDOMS OF KALAMAR* campaign, it is also useful to those who play home games in the *KINGDOMS OF KALAMAR* fantasy campaign setting. Aside from the detail on the local politics of Pekal, its people and eleven new organizations, this book includes two adventures set in Pekal, a map of the nation showing all cities, towns and political districts, encounter tables for all geographical areas, a nation-specific legal

code and the College of Magic Code of Conduct. A DM can easily use these in conjunction with the rest of the information presented in this book to begin a home game set in Pekal.

Within the pages of this gazetteer, you will find all the rules that are unique to the Principality of Pekal and the *LIVING KINGDOMS OF KALAMAR* campaign. Hava will continue to explore other parts of the city and the campaign, showing you the many aspects of the Principality of Pekal. The foremost of these aspects is the idea of equality. All classes and races have the potential to thrive in the Principality of Pekal.

To understand the Principality of Pekal it is important to first understand the history of the region, the environment and the lands itself. The *KINGDOMS OF KALAMAR* sourcebook has much of this information but a synopsis is given here for your information. There are a number of calendar systems in Kalamar. The dates used in this gazetteer will be defined with the Imperial Calendar of Kalamar, the current year beginning 563 I.R. (Imperial Reckoning). Note that as a *LIVING KINGDOMS OF KALAMAR* player, if you read and role-play based on the following information, you should select an appropriate Knowledge skill for your character so that it is reasonable for you to know the details presented in this book.

THE PAST

In the year 236, the present ruling family Bakar first ascended to the throne of the Kalamaran Empire. Since then there have been numerous Emperors, many of whom failed miserably in the governing of the Empire of Kalamar. The Kingdom of Kalamar is the largest and most populous nation on Tellene, and is the central kingdom of the vast Kalamaran Empire.

Over the last two centuries, due to poor governing and decadence rampant in the empire a number of Kingdoms and Principalities declared their independence. These include P'Bapar and Korak in 329 I.R.; Ek'Gakel in 390 I.R.; Pekal in 456 I.R.; Paru'Bor in 459 I.R.; O'Par in 480 I.R.; and Ek'Kasel in 538 I.R..

In many of these kingdoms one or two dominant races control the government, military and legal systems. The Kalamaran humans dominate the population of the Empire, and many of the demi-humans live a life just short of slavery.

When the people of Pekal revolted from the Empire 107 years ago, they did so to remove the oppressive yoke of the Empire's rule. The leader of the revolt was a half-elf named Lamnian Endremin, a royal member of both the Cilorean (elven) and Mendarn (Brandobian) houses. The key to the revolt was the aid, experience and magic of the elven nation of Cilorea. The revolt was short but decisive. Unfortunately Lamnian died and was lost to the new kingdom in the closing battle outside the Kalokopeli Forest along the banks of the Banader River.

Lamnian's son Kafen accepted the rulership of the Kingdom but only as a prince. He claimed that only his father would ever be known as the King of Pekal. Prince Kafen's elvish heritage

has blessed him with a long life, and he rules Pekal to this day. The Prince's elven nature has also strengthened the relationship with Cilorea and provided the Principality with many years of peace and harmony. He promotes the arts and a simple lifestyle based on equality or all civilized races.

THE PRESENT

The Principality of Pekal and the various races and people of the area live in harmony with the land and it provides them with ample foodstuff and textile material. Although there are financial tiers of wealth as in any society, most people are content and have what they need to maintain their lifestyles.

The concern that is prevalent on the minds of many of the citizens is the Prince. While Kafen's elvish blood has greatly extended his life, the Prince will turn 140 this year, a ripe old age for any half-elf. He has been blessed with four children but many people worry that the eldest may be ill-suited to rule.

In the midst of all this, the Principality has been at war with the Kingdom of Tokis for the last ten years. Although the "war" has been reduced to mostly unsuccessful border raids initiated by Tokis, many fear the return to full-scale battle.

The Principality of Pekal boasts a population of well over a million citizens. However, the population of the capital city of Bet Rogala is still under 21,000 people. The reason is that the nation is blessed with wonderful fertile lands and is dotted with many large towns and villages that support the agriculture in their areas. One of the largest lakes in all of Tellene, Lake Eb'Sobet is centrally located in the Principality providing not only a natural fishing environment, but a transportation hub for the towns along its shores.

The lands of Pekal are very much coveted by the forces of Kalamar and their servants in Tokis. The crops of Pekal today are traded regularly with the elves of Cilorea as well as many of the Young Kingdoms to the west. Likewise coveted is the great storehouse of knowledge contained in Bet Rogala. Within the capital resides the College of Magic. Over a dozen instructors, many of them archmagi of considerable power, instruct the many dedicated students of magic within the city. These students often indenture themselves to the military of Pekal in lieu of the cost of their training, serving as military mages or magical scouts. Many independent wizards located throughout Tellene still swear support to the College of Magic in Bet Rogala.

All in all Pekal is actually a very typical medieval Principality, with normal everyday folks that could be found in anyone's homeland. The common folk know little about magic other than it exists and that there is a college of magic in the city. Obviously magic items are NOT part of their day to day life. The average farmer or fisherman does not use magic nor does he ply his trade with a magical fishhook or plow. However, they might recognize magic when in its presence as traveling clerics will occasionally bless farms, people and harvests as they come across these common country sites. Traveling arcane spell

casters are also known to periodically offer their services to help the commoners in exchange for a dry bed and a warm meal. These acts of kindness have created a sense of unity between the common folk and those mystical travelers.

The Principality of Pekal is located almost in the center of the known world. To the west of the Principality are the Young Kingdoms and Brandobia. To the east of the Principality lie the Wild Lands and Reanaaria Bay's independent city-states. And finally to the south of the Principality lies the Kingdom of Kalamar and continent of Svimohzia.

The Principality of Pekal produces many of the goods that it requires. One important exception is that of iron. It imports iron from a number of the Young Kingdoms, specifically the city of P'Bapar and the Militocracy of Korak. It is rumored that the Principality of Pekal has a hidden source of wealth other than farmlands and fertile fishing grounds. And many speculate that it is this wealth that is causing the Kalamaran Empire to expend so much effort to recapture the Principality. If this rumor is true no one in Pekal is talking about it openly.

THE LANDS OF PEKAL

Pekal is a fairly temperate area of Tellene, which experiences four distinct seasons. The winter months tend to be very mild compared to those in the higher elevations or more northern climates. Still Pekal has some very cold periods particularly in the months of Snowfall and Famine. The lake never freezes and provides a constant source of fresh food for the kingdom. The lake does provide a source of moisture for the many snowfalls that blanket the eastern shores of the lake.

The non-winter months are mild with the temperature rarely going above 85° F. There is no rainy season; rather, rainfall is fairly consistent through the year. This consistency and the fertility of the soil in Pekal are the direct reasons for the prosperity of the agricultural lifestyles that thrive in Pekal.

When Pekal became independent in 456 I.R. or 267 C.M. (Coming of Miznoh, the calendar used in Hava's native Svimohzia), Prince Kafen had a large number of supporters among the local nobility. To govern this large principality with its rural and dispersed population, Prince Kafen created eight districts. Each of these districts functioned semi-independently from each other. The nobles in each district were responsible for the protection, tax collection and maintenance of the district. The Pekalese military stayed under the control

of the Principality's government in Bet Rogala and worked in conjunction with the district governments to build new fortifications and patrol each district.

The eight districts are:

THE RIVER DISTRICT

This district is the most westerly district in Pekal. It covers all the area on the northwestern border of Pekal. The district government is based in the town of Dethido on the Renador River. Dethido is home to the Pekalese river merchant fleet and is the destination for much of the northern trade. Either from the nations of Ek'Gakel, Paru'Bor or the independent city of Kalaleta.

THE LAKE DISTRICT

This district is one of the smallest both in size and in population. It consists of the villages on the northern shores of Lake Eb'Sobet from Fort Renthar and along the western shores to the Udo Bog. The district government is housed in the small town of B'Fagido. This was a strange compromise given the fact that B'Fagido is one of the only towns in the district not on the lakeshore. It was, however, the town residing on the road to Dethido.

THE MOUNDS DISTRICT

As the name states this district is made up primarily of the lands of the Kamarela Mounds. The district's southern border is that of The Elder's Way – the main road from Pekal to those kingdoms to the west. It encompasses the Udo Bog and the settlement of Stone Dwarves in the bog. The government of the district is in Favido. Favido is a small city that sits astride The Elder's Way and the South Merchant Way. It is the crossroads of all land-based merchant caravans that cross the borders of Pekal.

THE KALOKOPELI DISTRICT

Bordering the wilderness of the Kalokopeli forest, the district's government is based in the town of Elvinar. Though the Kalokopeli is believed to be peaceful, domesticated and serene, rumors abound in western Pekal of incursions from Hobgoblin brigands and ruffians who venture north from Prompeldia, City of Thieves. Recent brigand raids originating from the Kalokopeli Forest have caused this district to begin to make use of the various mercenaries and adventurers that reside in Pekal.



TABLE 1-1: TOWNS OF PEKAL

TOWN NAME	POPULATION
B'Fagido	1,393
Crenolm	1,621
Dethido	1,273
Dupakido	1,694
Elvinar	1,176
Famido	1,997
Favido	1,770
Fawodido	1,159
Fobamido	1,808
Gorido	1,333
Ka'afido	1,025
Lanido	1,743
Latido	1,843
Lebolegido	3,518
Ludarido	1,617
Motido	1,114
Nehosihido	1,550
Nilido	1,145
Nubido	1,229
Nudopido	1,207
Pedido	1,556
Pikiwido	1,080
Rafuka'onido	1,093
Rosido	1,873
Sulido	1,863
Thetukithido	1,219
Tutido	1,265
Vithufetido	1,706
W'nido	1,080
W'pawido	1,954
W'vido	1,835
Wedafido	1,783
Worido	1,904

THE ELOS DISTRICT

This is the largest district in Pekal. The district stretches from its seat of government in Baneta all the way to its eastern borders on the E'Liral River. Much of the district has been home to the battles of the war with Tokis and is still often raided by Tokis forces or privateers. As such, there is a great deal of abandoned land in the Elos District since the inhabitants have either been killed or fled to less dangerous territory.

THE CENTRAL DISTRICT

This district does not have its own independent government. This is the district that contains Bet Rogala and is governed directly by the Principality government. It is by far the most populous district with the towns of Lebolegido, Famido and W'pawido.

THE WILDERNESS DISTRICT

This is the least populated district and is slightly larger than the Lake District in size. Located north of Bet Rogala, this district lacks any official seat of government. The Principality leaves these lands in their original state. Prince Kafen and the elves of Cilorealón agreed to maintain this as a natural reserve allowing little, if any, new development. These lands have few permanent residents, mostly druids and rangers that prefer the wilderness. The only village of any size in the district is Ka'afido.

THE EASTERN DISTRICT

The final district is Eastern Pekal. Today, Eastern Pekal is under military rule. These grasslands, while home to many ranchers and farmers, house the strength of the Pekalese Military. Fortifications abound in the countryside which includes the borders with Tokis and Partu'Bor.

TOWNS OF PEKAL

Pekal has a total of 33 towns. In the *KINGDOMS OF KALAMAR* campaign setting, towns are defined as population centers with between 1,000 and 5,000 inhabitants. A population center with inhabitants numbering greater than 5,000 is considered a city while those with less than 1,000 are generally considered villages, hamlets or thorps in order of decreasing population. The map of the Principality included in the front of this book only provides an overview of towns, cities and keeps. As one uses this map, keep in mind that there are hundreds of additional smaller population centers that are not shown on the map. Table 1-1 lists the towns of Pekal and their populations.

ENCOUNTERS IN THE PRINCIPALITY

While the Pekalese Military and the many independent organizations do periodically patrol the nation to ensure the safety of its citizens, there are still many dangers one might face if he or she is caught off guard out in the wilderness. When PCs are traveling in the Principality of Pekal, check for random encounters using the column within the table relevant to the geographical region through which the PCs are traveling. If you determine that there is an encounter, roll on the Random Encounter Table in Appendix B at the back of this book. To roll 1d10,000 simply roll a 10-sided die four times, with the first roll being the 1,000s digit, next the 100s digit, then 10s then ones. A result of SPECIAL allows the Dungeon Master to insert something rare and fantastic into the campaign at his option. Use this option to introduce a glimpse of something powerful (such as a red dragon flying overhead) or perhaps an outsider trekking the Material Plane on a specific mission. A random encounter result of SPECIAL can also be used to introduce the PCs to an NPC who will develop the desired story line or clue the PCs in to information related to Pekalese society or current rumors. This NPC can provide a plot twist or perhaps a needed helping hand if the PCs are down on their luck. See page 132 of the *DUNGEON MASTER'S GUIDE* for more information on random wilderness encounters.

THE PEOPLE OF PEKAL

Although there is a Kalamaran majority within the population of Pekal, almost every race has the opportunity to thrive within its borders. Given the diversity of cultures, the Pekalese celebrate in many diverse manners throughout the Principality. Certain festivals of the Fhokki are common in the areas near Baneta, while the quiet contemplative celebrations of the elves

are more frequent in the River District and along the villages of Lake Eb'Sobet.

A few rituals are common throughout all of Pekal. These rituals involve family and death. The eldest male is considered to be the heir of property and wealth throughout Pekal, although there is a strict responsibility to take in and care for all younger siblings. Most family units are lead by the eldest male member of the family. The position of eldest male is not strictly one of power and prestige. Eldest males generally take their responsibilities very seriously and are fiercely protective of their families. The only exception may be found within the Fhokki households where the women speak for the family.

Burial is the custom throughout Pekal. The people follow tradition and believe that they sustain their lives from the soil and as such, in death must give back to that which has sustained them. Death, while not a pleasant event, is not mourned to the extent that it is in other areas. Death is part of the cycle of nature and the funeral ceremonies are solemn yet joyous. The people of Pekal focus on celebrating the life of the departed, more than mourning the death.

With the variety of races and cultures in Pekal, language is a minor problem. Although the Pekalese dialect of Kalamaran is the official language, with the many languages and dialects in use in Pekal, Merchant's Tongue is by far the most often used.

However, there is a Pekalese custom where merchants give a slight discount to those who are able to speak and barter with them in their own language. The custom goes further that if the merchant is able to speak the native tongue of the buyer then they are entitled to a slight increase in the price of the goods.

This practice leads to many marketplace encounters with two merchants each bartering in the tongue of the other attempting to strike the most advantageous deal. Pekal has its own coin minted in Bet Rogala, however merchants rarely "price" anything. Instead the price is accomplished through haggling. Many of the common goods have set prices in the large cities of Pekal, the merchants not wanting to spend the extra time over small items. These shops will clearly show the symbol of a stack of gold coins signifying their compliance with the Prince's standard.

The Principality mints coins using standard weights. The highest denomination coin the Principality mints is the Kingspiece, which is worth one platinum piece. These are rarely minted since the economy of Pekal is not one of great wealth. The next set of coins that are minted are called Victories and are equivalent to a merchant's gold piece. After the Victories, Pekal mints silver coins that are named Seefarths. Each Seefarth is the equivalent to one silver piece. Finally Pekal mints a copper coin which is equivalent to one copper piece that they call a copper.



Hava looked around the marketplace in awe. It seemed there were people of every shape, color and size milling about. Most were speaking the Merchant's Tongue however accented it was, but she could make out more than one merchant haggling with their customer in Kalamaran and even in Gnomish.

Hava was amazed at the variety of people in the market and was surprised when a deep voice behind her asked if she needed help finding anything. Moving quickly around she suddenly realized that the stranger was speaking Svimmohzish. Standing before her was a solid looking man about 4'5" tall dressed in a tarnished breastplate. The man was bearded and carried a very well-cared-for warhammer.

"I said do you need help finding anything," the dwarf repeated, this time in the Merchant's Tongue. "My name is Garomad. You looked lost or just very, very new to the city. I have not been here very long myself but I will help any way I can."

Hava recovered slowly from his words and gladly took him up on his offer. Over a great deal of ale, very little of it being consumed by Hava, Garomad related his experiences in the City of Bet Rogala and in the Principality of Pekal. Hava was overjoyed at his words and later in her boarding room transcribed all she could remember in her journal. She had found a home.



Part of the wonder of the Principality of Pekal and of the *LIVING KINGDOMS OF KALAMAR* Campaign is the vast and sometimes truly strange characters and races you will meet. The creative staff will be responsible for some of the strange creatures and characters, but you will have your own fellow players to congratulate for all the others.

This chapter reviews the races allowed in the *LIVING KINGDOMS OF KALAMAR* Campaign. The chapter will review the different races and Racial Frequency Table 2-1.

In Table 2-1, all the races of Kalamar are listed as well as all the starting character classes. If you wanted to play a gnomish fighter you could cross reference gnome (lets say forest gnome) with fighter and find out that the value in the table is a U for uncommon.

This tells you how often you would expect to find a forest gnome fighter. Values of Common indicate that characters of that class should not be difficult to find. Uncommon class race combinations are not nearly as frequent as common classes race combinations. But still a forest gnome fighter would not turn heads. Rare is a great deal different. A rare combination would definitely cause knowledgeable people to turn their heads to examine the character and would cause many to disbelieve any class claims. An example of this is a Fhokki paladin. The boisterous fun loving Fhokki, who live life as they believe it is intended, would at first believe that any of their kind claiming to be a paladin was either drunk, joking or perhaps both.

This does not mean that player characters may not select a Rare combination. For purposes of the *LIVING KINGDOMS OF KALAMAR* campaign we require that you prepare a written history of the character including the reason he or she chose or was called to the class. This history should be presented to the judge at the beginning of each scenario. Obviously, this means that the judge will know a little more about your character than others at the table. This should be expected as one considers how many Fhokki paladins there are. They will get to be fairly well known.

This does not mean that if you have a common or uncommon selection that you can not prepare a short history of the

character for the judge – we recommend it. Obviously not every judge will know everything about your character during campaign play and this ONE PAGE history will help the judge tremendously. It is not required unless you are playing a rare combination.

Now what about those selections that say JUDGE? This is a combination that requires a character background and history to be written just like those Rare selections. In addition, only the staff at Kenzer & Company may give out these class/race combinations. This is not something that may be requested. It could be a reward at a convention or in a scenario. Therefore, if you find yourself allowed to play one of the Judge class/race combinations you will need the certificate of authority from the staff plus a written history of the character. Please DO NOT send in requests or possible character histories for these class/race combinations – these will ONLY be given out as prizes or rewards.

Each of the races and classes of Kalamar will be discussed in depth with their characteristics and some examples of their positions and roles in the Principality of Pekal. Game rule information for the races is detailed in the *KINGDOMS OF KALAMAR Player's Guide*.

HUMAN

There are many bloodlines of humans in Tellene. If you want to play a human you will have a variety of classes and skills from which to choose. You should determine which bloodline(s) your character comes from. Each of the bloodlines is discussed below, but remember you can choose to be of mixed heritage. Although not exceedingly common, it is definitely not a rare occurrence to have a human of mixed-blood, especially between Kalamaran and other races.

BRANDOBIAN

An old bloodline of humans, the Brandobians colonized many of the areas of Tellene in early history. Unlike native Brandobians from the west coast of Tellene who are often opinionated and outgoing, the Brandobians of Pekal are a private and dignified people, embarrassed easily by public

displays of affection and companionship. In Pekal there are a number of small villages and some towns with large numbers of people of Brandobian decent. Two of these are the Towns of Crenolm and Elvinar. After Pekalese independence, the citizens of these towns changed the name of their home back to what it had been prior to Imperial rule.

DEJY

Although there are no cities, towns or villages made up of primarily Dejy within the borders of the Principality, there are a large number of these wanderers within the region. Many of the Dejy are merchants or of other professions that allow them to move about the realms of Tellene. Sometimes you can find the Dejy tribesman working on fishing boats or merchant vessels as well as working temporarily within the city of Bet Rogala.

FHOKKI

The overall population that lays claim to the Fhokki bloodline is small. Towering above most of the other humans and elves, the Fhokki gather much more attention than their numbers would normally warrant. In the City of Bet Rogala, the Blue-Eyed Blacksmith is a very famous smithy owned and operated by Gythia and Rothla, two Fhokki sisters.

KALAMARAN

In Pekal almost no one judges an individual by their bloodline. This means that every Kalamaran is not arrested and subject to interrogation on charges of being a spy for the Empire. In fact, in those cases where the Pekalese military has

captured spies, none of them have been from Kalamaran bloodlines. And since the Principality of Pekal was once a province of Kalamar, there does still exist a significant population of Kalamaran blood. This includes much dissatisfied nobility that declared their freedom from the empire and supports the Principality of Pekal.

REANAARIAN

The swarthy folk of Reanaarian blood live comfortably within the borders of Pekal. With their affinity for dealing with those of the demi-human races, the Reanaarians are very happy and content in Pekal. The strangest rumor that exists however is in regards to the Bet Rogala underworld. It is rumored that a trio of Reanaarian smugglers leads the thieves, which while not completely unbelievable, is compounded by the fact that no demi-human is allowed in the thieves' guild. In fact, most demi-human rogues are permanently shown the error of their ways if they practice their craft in the city of Bet Rogala.

KEY ABBREVIATIONS

ABBR.	FULL TERM
BBN	Barbarian
BRD	Bard
BRG	Brigand
CLR	Cleric
DAN	Basiran Dancer
DRD	Druid
FTR	Fighter
GLD	Gladiator
INF	Infiltrator
MNK	Monk
PAL	Paladin
PSI	Psion
PSW	Psychic Warrior
RGR	Ranger
ROG	Rogue
SHA	Shaman
SOR	Sorcerer
SPL	Spellsinger
WIZ	Wizard

**TABLE 2-1:
RACE AND CLASS FREQUENCY**

RACE	BBN	BRD	BRG	CLR	DAN	DRD	FTR	GLD	INF	MNK	PAL	PSI	PSW	RGR	ROG	SHA	SOR	SPL	WIZ
Dwarf, Hill	N	U	R	C	J	C	C	C	R	U	C	J	J	N	J	R	R	J	N
Dwarf, Mountain	U	U	N	U	J	R	C	C	R	U	R	J	J	C	U	R	R	J	R
Dwarf, Stone	U	R	J	C	J	R	C	U	U	R	J	J	J	U	C	R	U	C	J
Elf, Gray	N	C	N	C	U	R	C	R	R	C	U	J	J	U	U	R	J	C	C
Elf, High	R	C	R	C	U	C	C	R	U	U	U	J	J	C	C	J	C	C	C
Elf, Shadow	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J
Elf, Wild	C	U	C	U	C	C	C	R	C	R	J	J	J	C	C	C	C	C	N
Elf, Wood	U	U	R	C	U	C	C	R	U	R	U	J	J	C	C	U	R	C	C
Gnome, Deep	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J
Gnome, Forest	N	U	R	R	J	C	U	N	R	C	U	J	J	C	C	C	C	N	U
Gnome, Rock	U	U	U	C	J	U	C	R	U	U	U	J	J	C	C	C	U	N	U
Half-elf	C	C	U	C	C	C	C	C	U	C	C	J	J	C	C	C	C	C	C
Half-Hobgoblin	C	R	U	C	N	R	C	C	R	J	R	J	J	R	C	C	R	N	N
Half-orc	C	R	C	U	J	U	C	C	U	U	R	J	J	U	C	C	R	N	J
Halfling, Golden	R	C	R	U	U	U	U	R	R	U	R	U	R	U	C	J	C	J	U
Halfling, Lightfeet	R	R	R	C	R	R	C	R	U	R	R	J	J	C	C	C	C	U	R
Hobgoblin	R	N	R	R	N	J	R	R	R	J	J	J	J	R	R	R	R	N	N
Human, Brandobian	R	U	U	C	C	U	C	C	U	U	U	J	J	C	C	R	R	R	J
Human, Dejy	C	C	C	U	C	C	C	C	C	J	C	R	R	C	C	C	C	U	J
Human, Fhokki	C	C	U	U	C	C	C	C	C	R	R	J	R	C	J	U	R	U	R
Human, Kalamaran	J	R	R	C	C	U	C	C	U	U	C	J	J	C	C	R	U	R	U
Human, Reanaarian	R	U	C	U	C	U	U	J	C	R	J	J	J	U	C	U	R	U	U
Human, Svimohzish	C	U	R	C	C	C	C	U	U	J	R	J	J	C	C	C	C	U	C

Index of Values: C - Common, U - Uncommon, R - Rare, J - Judge Approval Only, N - Never
 J Race/Class combinations require a written background. Players may NEVER request to play such a combination. They are awarded through scenario play and special events.

SVIMOHZ

Although the number of permanent Svimohz residents is small, a large number of traders and wizards make their way to the city of Bet Rogala on business or to study. The dark-skinned Svimohz do not even draw much attention with the color of their skin given the very deeply tanned people of the nearby Young Kingdoms. Those of Svimohz decent are respected for their culture, goods and the knowledge that they bring to the Principality.

DWARVES

As with all the races there are a number of bloodlines of dwarves who make their homes in the Principality of Pekal. Many of the dwarves are younger sons and daughters of the dwarven families of the Young Kingdoms or the Wild Lands. They come to Pekal for its freedoms and the adventure found within its borders.

HILL DWARVES

While many of the hill dwarves reside in the major cities or towns of Pekal, a large number also make their home within the Kamarela Mounds. These dwarves are very relaxed and spend time farming and smithing alongside the halflings that also dwell in the area of the Mounds.

MOUNTAIN DWARVES

There are no mountain ranges within the Principality of Pekal, in fact the highest altitude within the Principality is the Tower of the Celestial Spirit within the College of Magic complex in Bet Rogala. Despite that fact, a significant population of mountain dwarves resides in Pekal. The reason is caravans. Many of the caravans that travel from the western lands of Brandobia and the Young Kingdoms towards the East or Southern realms pass through Pekal. The Mountain dwarves make some of the most determined caravan guards and often arrange their trips to and from Pekal.

STONE DWARVES

This bloodline of dwarves is rarely found outside their dark earthen passages. However, a fairly significant village of stone dwarves, called Tokindaar, can be found on the edge of the Udo Bog. Stone dwarves living on the surface is rare indeed and has never before happened in this region of Tellene. However, Prince Kafen personally negotiated the rights to the lands and the relationship with the dwarves of Tokindaar, although the terms of the relationship are unknown to all but the Prince and the dwarves. PCs may not begin the campaign as Stone Dwarves.

ELVES

The Principality of Pekal might not have its independence if the elves of Cilorealon had not assisted against the Imperial Forces. There exist a number of elven villages and towns in and around the forests of the Principality. However, none even come close to the population of the Elven City of Cilorealon. Although not officially part of Pekal the alliance between the elves and Pekal allows them to enter the Principality from Cilorealon unchallenged.

HIGH ELF

The noble high elves of the Kalalali Forest and city of Cilorealon are often found traveling through the lands of their ally, Pekal. It is not strange for these neighbors to live within the borders of Pekal or adventure there. The Pekalese military boasts a unit of high elf archers and are negotiating for a second.

WOOD ELVES

There are a number of small wood elf villages within the outskirts of the Kalokopeli Forest. Within these villages wood elves live in harmony with halflings and high elves. Many of the wood elves migrated there from the Empire of Kalamar. They lived in larger towns within the Edosi Forest. The elves of the Edosi Forest still live in conflict with the Empire of Kalamar.



and sometimes open warfare still occurs. During their massive trek northward to the stronghold in the Brindonwood Forest, some wood elves remained behind in Pecal.

WILD ELVES

There are no established wild elf villages or towns in the Principality of Pecal or in the surrounding forests. However, a number of wild elven adventurers have made Pecal their home in the past twenty to thirty years. There is also a rumor that there might be a significant number of wild elves in the Pipitul Forest, which is well known for a variety of elves living within its dark branches. The elves tend to guard the only concealed crossing location of the E'Liral River from Tokis troops while freely allowing Pecal military units to cross.

GRAY ELVES

The only known gray elves in the Principality of Pecal are the adventurers living in the region as well as a select few wizards who teach in the College of Magic. The wizards in the College do nothing to discourage the stereotype of the arrogance of the gray elf race, strutting around the College and being considered the most difficult masters within its walls.

SHADOW ELVES

The dark elves of legend make very few forays in to the lands of Pecal. There are handfuls of the race that are known and seen in the region however. The most well known is a merchant within Bet Rogala. Sorva D'Lortal operates a shop deep within the shadows of the College of Magic, called the Moonlight Sage. Sorva frequently sells hard-to-find spell components as well as information regarding the underground realms and many, many things magical. PCs may not begin the campaign as shadow elves.

GNOMES

While there are no dedicated gnomish villages, many gnomes live within the borders of the Principality. Often they can be found either within a halfling village or living as a fisherman in one of the many towns or villages around Lake Eb'Sobet. There are a number of gnomish bloodlines each with its own history and influence in Pecal.

ROCK GNOMES

Just a handful of these wondrous people call Pecal their home, however a large number of merchant gnomes from the Young Kingdoms travel and spend time within Pecal's borders.

FOREST GNOMES

There exists a small forest gnome village to the southwest of Cilorealon. Although not officially within the lands of the Principality, the forest gnomes of Giblet trade equally with the merchants of Pecal as they do the merchants in Cilorealon.

DEEP GNOMES

There has not been an appearance of a deep gnome within the region of Pecal for over ten years. This does not mean that

the half-elves and elves of the Principality do not remember the underground gnomes, they just have not seen them in a long time. PCs may not begin the campaign as deep gnomes.

MIXED RACES

It is not surprising to witness the acceptance that those of mixed heritage receive in Pecal. Pecal is well known for its tolerance and continues to prove it with these mixed-blood races.

HALF-ELVES

Half-elves descending from either human mothers or elven mothers live in the Principality of Pecal. The free associations within the borders and the great elven influence on the kingdom have led to an influx of half-elves unusual in the other Kingdoms of Tellene. The half-elves are not treated with disrespect within the Principality, however they are usually relegated to a slightly inferior position while in the area of Cilorealon. NOTE: PC half-elves can choose any of the elven races for their elven half EXCEPT for half-shadow elves.

HALF-ORC

As one could imagine in a highly elven influenced region, the half-orc is usually assumed to be dim-witted, stupid and just bones and muscle. However, there are no direct threats towards them, simply a perception that floats just under the surface of the populace. Does that mean that half-orcs are second class citizens? No, not really. They are assumed to be ill-mannered, ill-tempered and in need of guidance. However, the Principality tries to allow even the half-orcs to thrive in its lands by finding work or military positions to take advantage of their own natural abilities. Of course, on more than one occasion a half-orc has applied and been accepted into the College of Magic. What was once thought of as scandalous is now considered to be just eccentric. The wizards and sorcerers have come to expect the mystically inclined to eventually find their way to the doors of the College regardless of race.

HALF-HOBBGOBLIN

Pecal is still divided about half-hobgoblins. There are many cases of individual half-hobgoblins being honorable and devoted members of a city or town. There are few half-hobgoblin living in Bet Rogala and even fewer in the towns and villages of the region. The debate revolves around Tokis. A large number of half-hobgoblins have recently moved from other kingdoms of the Empire of Kalamar into Tokis. Given the Pekalese war with Tokis there is a natural distrust to anything or anyone associated with Tokis or the Empire.

HALFLINGS

A couple types of halflings thrive in the Principality. Halflings as a whole are very durable and adaptable to many regions of Tellene. They have found three major homes in the Principality. The primary halfling home is within the Kamarela Mounds. However, a large number of them also live within the

Chapter 2: The People of Pecal

city of Bet Rogala. The strangest collection of halflings is the small village of Golden Halflings situated on the outskirts of the Otekapu Fens.

LIGHTFEET HALFLINGS

There are a great number of Lightfeet halflings in the Principality of Pecal, the majority of which live in towns and villages within the area of the Kamarela Mounds. They live in peace with the golden halflings who also live in the Mounds. While there are a few halfling merchants in Bet Rogala, many of the halflings found in the capital are there with the army or temporarily within the city proper. There does exist a specialized military unit of halfling slingers with plans on expanding that role. The Kamarela Mounds are also well known for a rumored temple to the Eye Opener. This is rumored to be a very ancient temple and the site of the last physical appearance of the Eye Opener. Of course many halflings in the area worship the Eye Opener but if they know where the temple might be, if it truly exists, they are not saying.

GOLDEN HALFLINGS

Amberhair halflings seem to be the more primitive yet adaptable of the halflings. Though they are a very secretive race, they tend to be talkative during adventures, loving to teach their companions about history and nature. They exist with the other halflings and dwarves in the Kamarela Mounds, however, they live there under their own terms, teaching and studying the people and region. The truth about the golden halflings is that those living in the Kamarela Mounds have all experienced a past life from a long forgotten ancestor. Many of the halflings have traveled to the Mounds for this sole reason and a number of them have stayed trying to make some sense of their feelings and the experience. The golden halflings that live within the Mounds refuse to speak at all about those living on the outskirts of the Otekapu Fens. This has prompted some sages to believe that there was a split of some type between the halfling leadership or that perhaps the Lost Temple of the Eye Opener may be found in the fens. No one seems to know and the halflings are not speaking about it.

HOBGOBLIN

The cities of the hobgoblins are a significant distance from the Principality of Pecal. There are no major citizens of full hobgoblin blood and it has been quite a while since any caravan or adventuring hobgoblin has been seen in the Principality.

OTHER HUMANOIDS

To the Southwest of the Principality of Pecal lies the Kalokopeli Forest. The Banader River officially defines the southern edge of Pecal although Pekalese troops do not patrol the area of the Kalokopeli Forest east of the river. So the practical border is the edge of the forest. Additionally, between the Banader River and the Ek'Ridar River lie miles of forest plains and coastal areas only sparsely populated by humans or

demi-humans. These areas have in the past spawned raiding parties into the Principality of Pecal as well as individuals that move into Pecal making a home for themselves.

Among the races that have been found here in past years or have migrated into Pecal from other regions include:

ORCS

Raiding parties often move out of the forest glades of Ad'Kinitu, the land between Baneta and Prompeldia which means "The Chute" in Kalamaran, towards caravan routes or farms and villages. The region was so named by Kalamaran explorers because as one views the map, it looks as though one could slide down the coast of Elos bay from Baneta to Prompeldia.

GOBLINS

The smaller cousins of the hobgoblins, these creatures display none of the honor or intensity of their larger cousins.

GIANTS

The occasional giant has raided or made a part of Pecal their home.

OGRES


The glades of Ad'Kinitu spawn the vilest creatures and one of the greatest threats to the southwest Principality of Pecal is that of the ogres.

LIZARDMEN

A number of small tribes of lizardmen live in the Kalokopeli near the Banader River as well as in the fens and bogs of Pecal.

THE UNDEAD

One of the largest problems that Pecal has faced in the past four years is the rise in undead encounters. The causes of this increase is unknown. However, the Pekalese military is on the watch for any signs of undead and have begun to instruct its forces in methods of battling undead.



CHAPTER THREE

PC OCCUPATIONS AND PEKALESE SOCIETY

Hava was pleased; in three very short years she had managed to master the early skills needed and had graduated near the top of her class from the College of Magic. Now she had her biggest decision to make. She could return home to Svimohzia as a foreign-trained wizard, or she could remain here in Pecal. Her instructors stressed to her that if she were to gain a bit more control and experience with magic that she would be welcome to remain here in Pecal and possibly even apprentice herself to one of the masters of the College.

However, now that she was officially out of school, she could no longer take advantage of the many discounts given to students at the College of Magic. She would really need to find some type of employment. In the three years she was a student she had barely sustained herself, so it was time to find a job!

Pecal is like many of the Young Kingdoms in that there is a steady stream of adventurers moving in and out of the kingdom. However, given the College of Magic, the war with Tokis and the surrounding forests of elves and other races, each of the normal adventuring classes is treated slightly differently. In the following pages each of the classes is discussed with a variety of details regarding that particular class including how it is treated, governed and what level of respect it commands in the Principality of Pecal. Those classes that are not described in the *Player's Handbook* are detailed in the *KINGDOMS OF KALAMAR Player's Guide*.

There are also a number of organizations that will be listed at the end of each group of classes. Player characters may join these organizations if they meet the requirements. **Some of the requirements include approval, member in good standing or authorization. These requirements will become available as possible rewards during scenario play. Players may not request them.**

MIGHT AND MUSCLE

There will always be a place in the world for those men and women of fortitude. Those who are willing to put their bodies in the way of danger while wielding weapons to protect or engage enemies. The same can be said for the Principality of

Pecal. Warriors and their brethren have a distinct place and role in the societal structure of Pecal.

Pecal, although a very civilized area, does have some problems with creatures and monsters plaguing some of the more rural areas of the Principality. Some warriors also seek work with the army. The war with the Kingdom of Tokis has drawn mercenaries and swordwielders from around Tellene to Pecal. Pecal also holds a central location within the trade routes of Tellene. Therefore, warriors can find work with one of the many merchant trains that pass through. Considering this, one can begin to see why there is a healthy respect and need for warriors.

The different warrior classes are listed below with details regarding their role in Pekalese society and different activities that are available for them in the *LIVING KINGDOMS OF KALAMAR* campaign.

Barbarians – The barbarian in Pecal must walk a very thin line. Although the Principality is primarily a large rural area, there is a great degree of civilization all around from the capital of Ber Rogala to the smallest village in the Principality. There is an unwritten code of behavior that warriors are expected to follow. Although there are those establishments that allow the rough and tumble bar room brawls for which barbarians are so very famous, most do not allow such activities. That said, barbarians are actually very common to the area, however the majority of barbarians that settle in Pecal soon pick up a new class such as ranger or fighter.

Brigands – Like the barbarian, the brigand in Pecal must walk a very thin line, as well as maintain an acceptable occupation. With a great number of roadway patrols and the strictly enforced laws of the Principality, the life of most Brigands tends to be very short indeed. That said there are a number of very successful brigands that operate in Pecal. Their secret is that they have learned how to make their attacks be seen as raids by the forces of Tokis. In fact, many of the brigands raid both Pecal and Tokis allowing each to naturally assume that the other was responsible. Unfortunately, in the Principality, the majority of goods travel far from the Tokis border thus limiting the wealth that the brigands have been able to obtain.

Fighter – Swordsman, spearmen, pikemen, archers, knights and a variety of other titles describe the professional fighter. Many of these fighters have spent time in the Pekal army and although armed service is not a requirement of adulthood in the Principality, Pekal now requires some type of government service of all citizens aged 16 to 20. Of course, for those demi-humans in the region these ages are altered to the appropriate racial age.

The details of government service will be treated in a later chapter. Just be aware that many fighters within Pekal have spent a number of years fighting along side the regular army of Pekal in its battle against those forces of Tokis and the roving bands of humanoid that sometimes plague the Principality.

Gladiators – Although there are no active public gladiatorial games in Pekal these days it does not mean that there are not those trained in the ways of the gladiator. There is still an arena in Bet Rogala from the days when Pekal was part of the Empire of Kalamar. There is also another arena and large gladiatorial school in the town of Lebolegido. The school attached to the arena is still active in producing some world famous gladiators. They are very proud of their history and still take in students.

The gladiator is not the great honored warrior that he might be in a culture not permeated by elven ideals. Such is the way of Pekalese culture. However, gladiators are part of the Pekalese pride reflecting their Kalamaran heritage and thus those warriors will always be respected for the job and life that they have chosen.

Rangers - There is a very well organized ranger's guild in the Principality of Pekal – the Warriors of the Emerald Wave. Its headquarters are in a small town on the edge of Lake Eb'Sobor called Ka'afido. This town is due south from the city of Cilorealon and historically has been highly populated by elven and half-elven citizens of Pekal who did not enjoy the rigors of city life in Bet Rogala.

Those elven-trained native warriors or rangers that have settled into Pekal are numerous and very well respected by all the armed forces and the government of Pekal. Obviously with three of the borders of the principality predominately wooded, the companies of rangers have their work cut out for them guarding the borders and forests of Pekal. However, more than just guards, those rangers who are members of the Warriors of the Emerald Wave are responsible for much of the intelligence gathering from the rural areas of Tokis and other neighboring areas. Rangers are also welcome in the elven nations and often serve as messengers between the two nations when magical methods are not used.

The profession of those skilled in arms is very popular and well respected in Pekal and is practiced by many races. There are five distinct "guilds" or organizations that a warrior can belong to. Each warrior is only allowed to belong to one group and each group has its own membership requirements.

CASTLE OF HONOR

This group accepts any type of warrior class and is predominately a lawful group. They believe strongly in the ways chivalry and doing what is right. One member of the guild is permanently on duty as part of the Prince's personal honor guard.

In order to join this group a member must meet the following requirements:

- Either a Lawful Neutral or a Lawful Good
- +4 base attack roll
- at least 5 skill ranks of Knowledge (Nobility)

To the members of the Castle of Honor a Knight must be someone that the common folk can look up to and depend on for protection. A member of the Castle of Honor is bound to help those that can not help themselves and to protect all in need.



RIDERS OF THE LANCE

This group consists of light cavalry, heavy cavalry and mounted archers. It was created as a confederation of troops loyal to each noble family when Pekal declared its independence. The nobles initially did this to protect themselves and their property from the fledgling government. After years of cooperation between the nobles and the Principality's government, the original need for the organization dwindled but its prestige from being associated with the nobility remained. Now the group operates as a para-military organization whose primary goal is to protect the interests of the nobility. The Riders answer to a council of Lords that is independent of the monarchy. Although the Riders are not officially members of the Pekalese military, many of the Pekalese army officers are drawn from the Rider's ranks. Some speculate that this is one reason the crown continues to allow the organization to exist. Groups of Riders often travel together patrolling around the borders of the Principality.

In order to join this group a member must meet the following requirements:

- at least 5 skill ranks of Ride
- +4 base attack bonus
- at least one of the following feats: mounted archery, trample, ride-by-attack or spirited charge



STEEL RIBBONS

This group is made up of all types of warriors but mainly those who are accustomed to using heavy armor. These plate-armored warriors believe in muscle, strength and steel.



They do not have the same honor and nobility requirements as the Castle of Honor, nor are they as specialized as the other warrior groups. They are, however, very proud of their history and many of the members are retired commanders of the Pecal or Kalamar military. All members of the group are required to own a set of "dress" plate armor – shiny and decorated with all manner of awards and ribbons. It is not uncommon for the Steel Ribbons to be present at any ceremony or official government gathering.

In order to join this group a member must meet the following requirements:

- they must own a set of ceremonial full plate armor (five times normal price)
- +5 base attack bonus
- heavy armor proficiency

THE BLOODED

This group is primarily made up of gladiators from the school in Lebolegido. They have all been wounded (blooded) in gladiatorial rings throughout the Empire. Very infrequently, once or twice a year, The Blooded will invite a warrior to join their illustrious ranks. Only warriors of great renown are selected, most often after some great deed has been accomplished. It is a great honor to be invited into this group although it is not required that the chosen warrior accept. It is however, the only known way to join more than one of the many warrior groups throughout Pecal. A member of one of the other groups may be invited to become one of The Blooded while maintaining membership in his existing group.

In order to join this group a member must meet the following requirements:

- reach the 5th level of experience as a gladiator
- or
- be invited by the Council of Elders (ruling body of the group)



WARRIORS OF THE EMERALD WAVE

This group of rangers, wilderness warriors and trackers have their base of operations in the lakeside town of Ka'afido. The group is known to patrol many of the outlying areas.

In order to join this group a member must meet the following requirements:

- +4 base attack bonus
- have the track feat
- at least 7 ranks in wilderness lore
- be of Good alignment



There are a number of other smaller organizations within the Principality. However these are the five major organizations that are available for player characters to join. There are rumors of another organization in Pecal, one less savory and associated with the Tokis military or intelligence gathering groups.

Though some refer to it as The Weapons of Darkness, no one in Pecal truly knows the name of the organization or whether or not it's actually a branch of the Tokis military. However, there are rumors that it recruits many of the surviving thugs, bandits and highwaymen of Pecal. The Pekalese authorities credit the group with many crimes and disappearances. This is often the case when there are no leads or clues to the identity or motivations of those responsible.

DARKNESS AND DECEPTION

Just as the warriors have some unique organizations and roles within the Principality of Pecal, so do the rogues of Pecal and the *LIVING KINGDOMS OF KALAMAR* campaign. The rogues also share many identical qualities to each other while remaining very distinct in skills and customs. The types of rogues in the *LIVING KINGDOMS OF KALAMAR* campaign include basiran dancers, bards, infiltrators, and rogues.

Basiran Dancer - There is no organization of Basiran dancers in the Principality of Pecal as most of those that are found in the region are wanderers like the real world gypsies. However, the Basiran Dancers are not considered an ethnic or racial group and many scholars consider them to have experienced some type of calling. Even so, some do like the rural settings and settle down to a small town or village to practice and teach their arts.

Bards - There is a small bardic college in the city of Baneta. A fishing town is a strange place to find the ideal college for the study of bardic knowledge, however the College was formed over 225 years ago when a pair of Fhokki skalds landed on the shoreline outside Baneta and decided to stay in this very important port city. They made their living with their skills in the repair of sailing vessels. They grew famous with the tales they would tell over a cup of ale. The College grew around what was once their sail repair shop and woodworking shop.

The College has grown to incorporate music as well as verse and now has an annual enrollment of about 400 students, although many students travel the lands gathering stories and tales, bringing them back to the College to be developed along with their skills.

Obviously there is not a bard in every village although the importance and tradition of storytelling usually means that there is at least one storyteller in any fair sized village and definitely a bard in most towns.

Infiltrators – Aaah the love of danger is that which the infiltrator holds close to the breast. The infiltrator is perhaps the most famous of Pecal's rogues. Almost all the known infiltrators in Pecal are members of government service and most of them have seen extended time in the Kingdom of Tokis or the Empire of Kalamar. There is a heavy air of mystery around the infiltrators of

Pekal, one that no one seems to want to clear up. The common people revere the infiltrators for the job they do, even if they have no idea what that job is. They only know it is very dangerous and many infiltrators never return from their missions.

Rogues – There are two histories for those rogues that make their living in Pekal. There is a very well-organized and professional thieves' guild in the city of Bet Rogala. They are, however, exclusively human. Any demi-human found practicing the roguish arts in Bet Rogala would most likely have a visit from one of the enforcers of the thieves' guild. No one has ever spoken of a second visit but a number of demi-human thieves have disappeared.

The other "history" is for those rogues who live outside the capital city of Bet Rogala. In the towns and villages of the countryside many students of stealth operate, taught in many cases by extremely successful demi-human rogues who live outside the confines of Bet Rogala. Even living outside the capital, these rogues know better than to brag about their skills or talk about the guild in Bet Rogala. The arms of the Bet Rogala thieves' guild are long and wield deadly weapons.

As you may have noticed, the role of the rogue in Pekalese society is often one of respect with a great deal of mystery. No one really understands the basiran dancer or the infiltrator and the mystery and seriousness of the rogues makes most people avoid that topic of conversation. Only the bards are not surrounded in mystery except for the sources of those wonderful stories and the endings that they leave hanging until they have finished that last glass of ale.

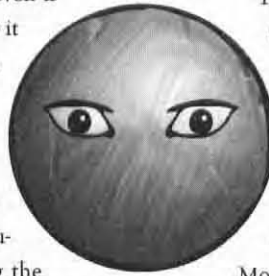
With that said, there are still a few public organizations that are primarily filled with those of stealth. These organizations in all cases have a public face that they show while maintaining multiple levels of secrecy and intrigue out of the view of outsiders.

THE THIEVES' GUILD OF BET ROGALA

If there exists a true name for this guild it has never been spoken, recorded or repeated. The thieves' guild controls all of the larceny in the city of Bet Rogala. It is also well known for the goods it smuggles through the kingdom and into the city. The strangest piece of information regarding the guild, however, is that it only accepts those rogues that are human. It is very aggressive in making sure that any rogue in the city of Bet Rogala is indeed a human rogue.

In order to join this group a member must meet the following requirements:

- be of human descent
- have at least 1 level of rogue



THE GRAY LEGION

This is the official name of the Principality's covert operations group. All the members of the Gray Legion have spent time in the military and as such will often have at least one level of fighter or warrior. The Gray Legion does not advertise its membership or its activities but most of the citizens of Pekal know of its existence and recognize the duties that it performs, even if they do not know what those duties actually are.

Most members are infiltrators although there are some members who meet the qualifications through other class combinations.

In order to join this group a member must meet the following requirements:

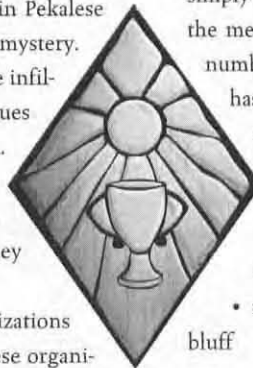
- must have the fast movement class feature
- sneak attack as a class ability
- woodland stride and trackless step as class abilities
- must be a citizen of the Principality of Pekal

THE EDGE

The Edge is a unique (some may call it strange) and loose type of organization. It is an organization of rogues, bards, and even some infiltrators. However, the goals of the organization are simply to have fun and to live life to the fullest. The majority of the membership is made up of bards and rogues with a good number of clerics of Risk. It has no known headquarters and has often been credited for "saving the day" even if its members do not often acknowledge such credit.

In order to join this group a member must meet the following requirements:

- must be of Good alignment
- must be invited by a member in good standing
- must have at least three ranks in tumble, climb, jump and bluff



MYSTERIES OF MAGIC

As well as being the center of government for the Principality of Pekal the city of Bet Rogala is also the center of its magic. The Pekalese College of Magic is the largest college in Tellene and has students and masters from many lands.

Given this long history with magic, it should come as no surprise that those wielders of magic are often seen in the Principality and are extremely well protected and respected in the region. For although the area is a central location for trade in Tellene, it is also the central area for magical study.

All the different schools of magic are represented in the College except for the area of psionics which people often erroneously refer to as Mind Magic. Circumstances over 300 years ago led to the execution of Avrynn the Mind Master by the masters of the College of Magic. Since then there has never been an open Mind Mage seen in the Principality of Pekal and the College of Magic teaches nothing on the subject.

All magical arcane practitioners in the Principality of Pecal must register with the College of Magic. Visitors will be given some leeway as they travel through the Principality. However all that stay in the area, including all player characters must register. The College also completely controls the creation process of magical devices. The College of Magic must give every registered arcane caster approval for the creation of ANY magical device. The Code of Conduct of the College of Magic may be found herein. It is suggested you understand the code before playing a wielder of the arcane in the *LIVING KINGDOMS OF KALAMAR* campaign.

Of course the different types of magic wielders are each represented in the Principality and their histories and roles in society are listed below:

Sorcerer – The natural born spellcaster with the abilities of arcane magic. Although these natural casters do not require the teachings of spells, many do enroll in the College of Magic to learn about the fundamentals of controlling arcane energy. For most, these studies aid them in understanding magic and the way it functions in the world. It also helps them understand principals and guidelines for the creation of arcane magical equipment. However, there is always a risk that the study of magic will interrupt the delicate natural power of a sorcerer.

Spellsinger – Spellsingers are very similar to the sorcerers. They do not require formal teaching but often do take some types of instruction at the College where they are, of course, welcome and required to register. Given the elven heritage of the spellsingers and the close proximity to the elven kingdom, many spellsingers can be found in Pecal.

Wizard – The primary spellcaster in Pecal is most definitely the wizard. The College of Magic is the home of at least 12 master wizards and many other skilled wizards live in Bet Rogala and work at the College of Magic. With the exception of Mind Magic all schools are represented in the College, however the necromantic students are by far the fewest in numbers. It is not that necromancy is judged any less useful than other types of magic, but simply that there are fewer that openly specialize in a school that is feared by the common folk of the Principality.

Wizards are often hired out to protect caravans and in fact there are several lessons at the College on caravan protection and spell selection for this hazardous task. Of course, the city of Bet Rogala offers many benefits to wizards studying at the College. These may include small part-time positions in the city, lower costs for living in the many hostels in the city as well as a variety of other benefits. These benefits are officially only for those full-time students of the College. However, many hostels will allow wizards a “college discount” for long-term residence.

The College of Magic is the only arcane organization of mention within the Principality of Pecal, although there are some specific organizations within the College of Magic that should also be discussed.

College of Magic

The College of Magic is open to all arcane spellcasters regardless of race, religion or nationality. It does not, however, allow any representative of Tokis within its classes and all prospective students will be examined closely by the Master of Divination and Enchantment to determine their intent.

In order to join this group a member must meet the following requirements:

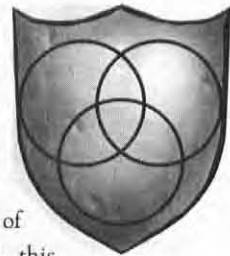
- be capable of casting zero level arcane spells
- be examined by the masters of the College to determine intent
- pass the College entrance examination

THRIN CHOR

This society within the College of Magic concentrates on the aspects of the outer planes. Many conjuration specialists belong to this order and the society's goal is the understanding of non-Tellene magic. The Master of Conjuration has typically headed this society. However, the new Master of Conjuration has refused to take the position. It is unknown why she does not want to lead the Thrin Chor. The society has managed fine under the leadership of Traveler Blesden, who returned to the College just last year after over ten years of travel around Tellene recruiting students and explaining magic to those who feared it.

In order to join this group a member must meet the following requirements:

- have the ability to cast two summoning type of spells
- at least 5 ranks in Knowledge (planar)

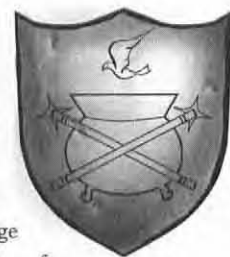


VR MINDREL

The name of this society is taken from the Ancient Brandobian tongue and translates as “Golden Thoughts”. The society represents the concentration of alchemists within the College of Magic. While Alchemy is taught within the College, the principle College of Alchemy is located in the Kingdom of Ek’Kasel. For the last 80 years, a joint program has been in place by the two colleges. Vr Mindrel is lead by a Master of Alchemy from the College of Alchemy and the group's goal is to further their Alchemical skills and knowledge through the application of magic. A sister society in the College of Alchemy attempts to further the power of magic through alchemy.

In order to join this group a member must meet the following requirements:

- a member in good standing of the College of Magic
- at least 5 ranks of Alchemy



Bet Rogala – College of Magic

Code of Conduct

- Report all incidents of magic use within the borders of Pekal to the College.
- Report all misuses of magic to the College.
- Help all citizens using the LEAST visible or destructive magic.
- Ensure all foreign wizards are aware of these Codes during their stay in Pekal and assist them with compliance.
- Avoid all highly visible magic among the mundanes or in public places. Only exception is during a Mage Fest.
- Use magic to defend Pekal and its allies.
- Do not use magic to control or alter the minds of any of the citizens of Pekal.
- Multiple use magical items can only be created with the written permission of the College.
- All official apprentices must be registered with the College.
- You may only teach spells to approved apprentices.
- Magic may not be used to affect any transaction with a Pekalese official, merchant or citizen.
- Deceptive magic may not be used in official meetings with crown, college or Honorable representatives.
- Members of the College will obey all commands, within reason, as given by one of the Honorable.
- Members are responsible for any property or personal damage done by the member. For example if attacked in a tavern, the damage done by your *lightning bolt* is your responsibility.
- Harmful magic may not be "left" waiting on any land or object without significant notice or posted warnings.
- "Borrowing" vitality or health from a Pekalese citizen or their property without their understanding/authorization is prohibited.
- The use of transmutation magic against a non-hostile Pekalese citizen or their property is prohibited.
- Magically "created" temporary mundane items may not be represented as a naturally occurring item and sold in the Principality of Pekal.
- The creation of undead and golems are to be treated as magical creations, and thus must have the approval of the College of Magic prior to their creation.
- Mental Intrusion/Violation of Pekalese citizens is prohibited without permission of the citizen or under the direction of a member of the Honorable.

All members of the College of Magic are responsible for upholding this Code of Conduct and enforcing this Code if appropriate. It is the hope of this College that the Code of Conduct, adherence to which is required within the borders of the Principality of Pekal, might be extended by its members to include the conduct of the alumni and members of the College throughout Tellene.

Hava was still trying to find employment in Bet Rogala. She had found a number of short-term assignments and had traveled as far as Nehosihido on the southern border of Pekal. Still she was looking for something a little more permanent. She had met several adventurers who traveled throughout the Principality and indeed all of Tellene

seeking fortune and fame. That life was not for her, she thought. She enjoyed applying her art, however she also liked coming home each night to a warm meal and the comfort of her own bed.

This day she was in the Royal District of the city of Bet Rogala. She was here to visit the shop of the infamous Sorva D'Lortal – the Midnight Sage. Hava was hoping that Sorva might need some daytime help, as the shop was only open during the hours of darkness.

As she walked down The Grand Way and was approaching the gates to the Royal District she noticed a set of very familiar eyes watching her. Standing outside the Temple to the Knight of the Gods was that same dark leather-clad man who had reclaimed her life savings and in many ways her life those three years ago.

She was not as timid as that young half-elf who came to Bet Rogala three years ago and she understood much more about magic and about Pekal itself. She now understood that the man was a member of two very elite groups within the Principality. He was a member of the Watchers of Twilight, the elite watchman of the cities of Pekal. And the gray patch of leather indicated that he was once or might even still be a member of the Gray Legion. So he was an infiltrator who worked for the city watch.

Hava understood that the Principality took its internal security very seriously and was witness to the uncovering of one Tokis spy during her years at the College. Still she was not yet comfortable with the ways of the divine and continued on her way making a mental note to study up on the religions found here in Pekal and their possible relationship to her life of wizardry.

DEITIES AND DEVOTIONS

Although Pekal does have a large concentration of arcane spellcasters within its borders, there exist a number of divine casters as well. In fact, the two types of magic wielders merge within the Principality of Pekal. There are clerics and shrines to almost every deity in Tellene. Player characters are required to select one of the non-evil deities if they wish to be a divine spellcaster within the *LIVING KINGDOMS OF KALAMAR* campaign. In this section we will talk about the different roles of the divine spellcasters in Pekal. We will also touch on the various clerical groups, which have organized structures in the Principality. NOTE: this means that some clerics will worship deities that have only small temples or shrines within the region. This limits the player characters only in any desire to advance in the temple or organization ranks.

This same limitation will be found for the paladins and monks of Pekal. We will talk about which type of monasteries exist in Pekal as well as which temples of Pekal have formal paladin organizations.

One special note: following the laws of the ancient proclamation, even divine spellcasters are required to register with the College of Magic before performing any spellcasting within the Principality of Pekal. This law is sometimes used to punish clerics of evil gods without actually discriminating against the entire religion.

Cleric – The Pekalese people are not as religious as many of the people of Tellene. They have spiritual beliefs but do not support large churches or temples like some of the other kingdoms. This of course does nothing to prevent the clerics of the major temples of Pecal and those that have come to Pecal to establish a temple from attempting to preach the benefit of their faith. However, the people of Pecal are stubborn and will politely listen to most preaching without being swayed.

That said, the adventurers, military and merchants of the Principality can be religious when they want to be and make a strong effort to support the work of all of their allied clerics within the region when it furthers their own goals. Note: all the clerics above 2nd level in the *LIVING KINGDOMS OF KALAMAR* campaign must recognize a specific approved deity as their deity. They are not allowed to be generic “clerics” in the campaign.

Druids – The people of Pecal treat druids similarly to clerics. However, the typical farmer has a stronger belief in the forces of nature and weather than in the other religions of Tellene. The druid is a very well respected member of a town or village, and most villages and towns support at least one druid through their donations of goods or hospitality.

Monk – Known to some as the cloistered warrior, the silent priest, he who sees but does not speak. Many people have tried to describe what the monk is without ever truly succeeding. Half the population considers monks as warriors and the other half considers them a type of priest. There are only a few remote monasteries in Pecal, which reduces the exposure of the monks to the general populous. Those monks who leave their monastery or travel to the Principality find that the rural lifestyle of the Pekalese is similar to their own lifestyle.

Paladin – A number of temples in Bet Rogala support holy warriors and others still are frequent visitors to Pecal. However, the society of the Pekalese does very little to raise the status of a paladin in the eyes of the people. They are seen as temple defenders more than warriors selected by their deity for special attention. Since the Pecal people as a whole are very respectful, they understand devotion and duty and thus they respect the life chosen by the paladin, but do not fully understand what that choice truly means.

Shaman – One might expect the rural communities of Pecal to fully understand and cherish the shamans within the region. Unfortunately this is not completely true. The Pekalese understand organizations and societies and so are disturbed by individuals who harness supernatural power without training by the College of Magic.

Like other divine spellcasters, the shaman must register with the College according to law. However, this requirement is often neglected making the shaman truly an agent of nature operating outside of normal society and local law.

There are no specific shaman or druidical organization in the Principality of Pecal. The paladin, cleric and monk organizations are all treated in the following sections. This is a little bit

different from the other classes due to the implications of the clergy upon a Living Campaign.

RELIGIOUS ORGANIZATIONS OF THE LIVING CAMPAIGN

There are a number of large religious organizations within the Principality of Pecal. These organizations are based in one of the following four locations: Bet Rogala, Banera, the rural communities of Pecal or the elven kingdom of Cilorealon. We have broken down the organization into the following categories:

Cathedrals – These large organizations have multiple buildings and locations throughout the Principality. They have many layers and responsibilities and there are many positions that player characters can qualify to hold.

Large Temples – These organizations usually have one large temple and a few smaller temples in various locations throughout the Principality. Shrines are also common. There are limited positions available for the player characters to hold.

Temples – They consist of one temple and two or three small shrines. There are few positions that player characters may hold.

Shrines – these organizations have a number of remote or city locations that house holy shrines. There are no positions for the player characters to hold but the organization is known and recognized in the Principality.

Cathedrals:

THE RIFTMASTER (HOKALAS)

The Temple of Enchantment in Bet Rogala is the largest of all the temples to The Riftmaster in Tellene. Within the temple resides the Platinum Keyholder. As stated in the *Kalamar Players Guide* there are 11 ranks within the Temple organization. Since the platinum keyholder resides in Pecal all 11 ranks are available to player characters although the time units that are spent on temple duties may severely limit the playing time that a cleric would normally have available to him.

The clerics of The Riftmaster are required to make sacrifices on the full and new phases of the moon Diadolai. The sacrifices are magical items or platinum (10 pp.) if the cleric does not possess any magical items.

Advancement in the church is through either sacrifice of unbalancing magical items or through the study of magical knowledge. In order to gain any of the ranks in the church as described in the *KINGDOMS OF KALAMAR Player's Guide*, sacrifice of a magical item valued at 2,500 gp per rank or greater is required. This is in addition to the cost associated with church rank advancement described in the *KINGDOMS OF KALAMAR Player's Guide*.



Chapter 3: PC Occupations and Pekalese Society

THE PURE ONE (LELANI)

The Parish of Love is very well organized in the Principality of Pekal and the elven kingdom of Cilorealon. The Children of Love are unselfish and welcome in all parts of the principality. As her clerics are unselfish so is the Pure One. She requires nothing from her followers besides the accomplishment of good deeds as often as possible.

Advancement in the church is through experience and accomplishment. A cleric of the Pure One does not strive to gain advancement but humbly accepts the responsibilities if asked by his fellow clerics.



Large Temples:

KNIGHT OF THE GODS (DEB'FO)

There is one large temple dedicated to Deb'fo in Baneta. Shrines also exist in a number of locations as well as a monastery dedicated to the Knight of the Gods in the town of Nehosihido. There is limited advancement for the clerics of the Knight of the Gods and only the first five levels of advancement are recognized in the Principality of Pekal.

Clerics of the Knight of the Gods are required to confront and destroy evil. Each time they accomplish this, the judge will record the event on the Event Sheet found in Appendix D at the back of this book. The determination of whether an encounter qualifies for this accomplishment will be stated clearly in the scenario. For every ten accomplishments the cleric will be eligible for a quest which raises his position in the temple. Quests are part of normal scenario play and may not be credited until the cleric has the appropriate number of events logged.



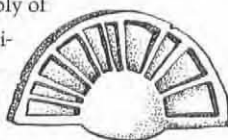
THE HOLY MOTHER (TALADARI)

Unlike many of the other religions there is no large temple to The Holy Mother in Pekal. There are, however, numerous smaller temples in the rural areas of the principality. There is one small temple in the city of Bet Rogala as well. Accepting the position of a cleric of The Holy Mother requires the cleric to immediately lose four time units per year. These time units are partially used doing the hard labor required of all clerics as well as assisting in building and construction activities. There are four levels of advancement recognized with the church temples although advancement within The Home Foundation may require the cleric to be assigned to one of the town or village temples.



THE ETERNAL LANTERN (DIRASIP)

With a large temple in the city of Bet Rogala and a few small temples in a number of towns the Assembly of Light is very well known in the principality. They are always on the watch for the incursions of the undead and do



battle with that brand of evil wherever and whenever they can find it. Clerics are required to sacrifice 100 gp worth of white, yellow or gold gems on a monthly basis, usually during the time of the new moon.

Advancement through the first four ranks is available in the Principality of Pekal. There will be specific scenarios that include missions from the Assembly of Light in which clerics may become eligible for advancement. The clerics of the Order of Light should be familiar with the conversion rules stated later in this chapter. The clerics of The Eternal Lantern sacrifice two time units per year devoted towards night watch duty with the city watch of either Bet Rogala or one of the Principality's towns.

THE RAISER (REGORIKE)

The Church of the Life's Fire is another of the rural community mainstays. Although there is a small shrine in the city of Bet Rogala, the only temples reside in the towns and villages of the Principality. There are clerics who wander the whole range of the Principality so it is not unusual to find a Friend of the Fields in almost every corner of Pekal.

There is opportunity for advancement fully up to the rank of High Field Master. This advancement is through various tasks and the cleric's dedication to a village or temple. The penalty for being a cleric of The Raiser is the sacrifice of 13 time units as the cleric spends all fall helping various villages with the harvest and moving grain to market.

There are four more temples included in this section. Three of the temples are located in the elven kingdom of Cilorealon. The other is rumored to be somewhere in the region of Pekal but no one knows exactly where it might be found.

The Elven Deities

There are four temples within the elven city of Cilorealon, which are also located in the Principality of Pekal. These temples are the Home Foundation, the Church of the Life's Fire, the Parish of Love and the Temple of Enchantment. These temples work in conjunction with their counterparts within the Principality of Pekal. However, within the elven kingdom only full elves are eligible to advance in their particular priesthood. The other temples within the boundaries of Cilorealon are the Temple of the Patient Arrow, the Church of the Silver Mist and the Church of Chance.

THE GREAT HUNTRESS (KALENADIL)

The Golden Arrows make their home high up in the trees of Cilorealon. Their temple is hidden within the vast branches of the forest but all the elven people know where it is. Watching, guarding and protecting the elven way of life in Cilorealon are the duties of the clergy of Kalenadil. It was the clerics of the Great Huntress who protected the borders of the Kalalali Forest during the attempted invasion by the forces of Kalamar many

decades ago. They have controlled the forest and its boundaries, keeping Cilorealon an independent nation outside the influence of the human kingdoms.

Clerics of the Temple of the Patient Arrow are able to advance completely through all nine ranks if they are of full elven blood. The advancement is through scheduled archery contests that will be held throughout the year in various locations.



THE CODDLER (B'NELI)

The Dream Weavers are a very small church in Cilorealon. There are maybe a half dozen full time temple clerics. Although there is not a defined advancement path, event entries are still made for those clerics of the Church of the Silver Mist who thwart a plot or cleric of the Temple of Sleepless Nights.

It is important to remember when playing a cleric of the Coddler that a good deed must be accomplished daily or the sacrifice of silver pieces (10 sp = 1 gp) must be made in its stead.



MASTER OF STEALTH (RIGEL)

In the elven kingdom of Cilorealon, Risk is worshiped as the Master of Stealth. Although some gambling does occur in Cilorealon temples of Chance, the elves who worship Rigel do so mostly because of the Master of Stealth's ability to blend and move without being seen. Many of the elven infiltrators spend a great deal of time studying with a Challenger of Fate. Any player character wanting to play an elven cleric of Risk must begin with a level of infiltrator.



The final temple is one around which a great deal of rumor and gossip revolves. The Order of Thought once had a full temple in the city of Baneta. This temple was closed when the high priest was "proven" to have either been converted to worship the Confuser of Ways, or may in fact have always been a cleric of the Confuser of Ways.

EYE OPENER (LOKALAS)

Once among the most popular churches within the Principality, this sect has recently and rapidly fallen out of favor. There are now fewer and fewer Seekers of Sagacity within the confines of the Principality of Pekal. This is primarily because of the great taint unleashed on their faith and credibility by a cleric of the Confuser of Ways (an Impostor) who secretly undermined the church in Baneta. Those who remain within the Principality are desperate to restore



the reputation of their church and attempt to solve the great riddle of the Eye Opener. A great riddle was once presented to the clerics of The Order of Thought throughout their temples in Tellene. Two clerics solved the riddle in the same manner and their answers indicated that a great temple was once lost, but will someday be found. "The sword of wisdom recovered and returned to the light and a new order established" was the phrase that both clerics muttered. The answer also led the priesthood to believe that this great temple will be discovered in the Principality of Pekal.

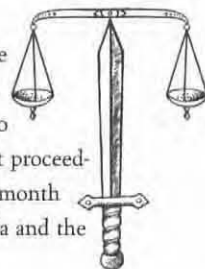
The people of Pekal distrust those clerics who remain in Pekal to search for the temple. They tend to ask a lot of questions and the people have not forgotten the issue in Baneta with the Confuser of Ways. There is no advancement with the Order of Thought in the *LIVING KINGDOMS OF KALAMAR* campaign at this point in the campaign.

Major Shrines

Although there are shrines to most every deity somewhere in the principality, a number of shrines are much more elaborate than others and constitute almost a small temple. These are listed in this section. For each of these religions a cleric is able to obtain the first advancement within the ranks of that temple in supporting one of the major shrines to their deity.

THE TRUE (FAPEKI)

A shrine to The True is located behind the courthouse in Bet Rogala. The Truthseekers do not have a formal temple but are allowed to attend and do participate in most of the court proceedings in Bet Rogala. They each tithe 100 gp per month to help support the court system of Bet Rogala and the Prince's reign.



THE PEACEMAKER (P'ROFALI)

Two shrines to the Peacemaker are in the region of Pekal. The first is on the shore of Lake Eb'Sobet where a treaty was signed between Cilorealon and the newly founded Principality of Pekal. There is no town or village nearby, just the peaceful sounds of the lake and the wind blowing through the high reeds. The other shrine is in the town of Tutido. A great battle was fought here many years ago as the elves of Cilorealon repulsed an invading army, loyal to Kalamar, from Ek'Kasel. Though peace was in short supply that day, the region has known absolute peace since that time.



LORD OF SILVER LININGS (SELANADI)

Against the wishes of the College of Magic a small shrine to the Lord of Silver Linings has been erected in the city of Bet Rogala. The reason for the College's dislike of the shrine is that the builder has been linked in the past to the Disciples of Avrynner. The builder of the shrine is Noha Mortulan and

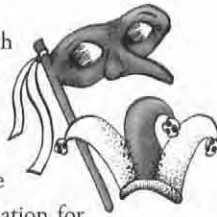
Chapter 3: PC Occupations and Pekalese Society

although he does not possess any Mind Magic, he is a contributor to the Disciples and wanted to build a shrine here in Pecal. His hope is that the College of Magic may someday come to realize their mistake and recognize the powers of the natural mind and the greatness of Avrynnner. The clerics of Church of Everlasting Hope do not disagree with Noha nor are they upset at his peaceful activities. Clerics of Selanadi are required to sacrifice 25 gp worth of rare herbs per month. Healing duties at the shrine and throughout the Principality cost them two time units per year.



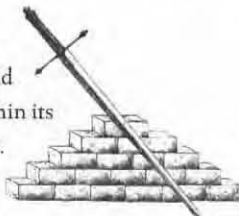
RAconteur (PININI)

The Eternal Bard is well known in both Pecal and in Cilorealon. There are major shrines in Bet Rogala, Baneta and Cilorealon. The elves support the arts of their own artists and theater as well as those within the Principality. The principal location for worship is in Baneta and is associated with the Bard's College there. There is a movement that has begun to build a great library in Bet Rogala for the storage of songs and stories from all the realms of Tellene.



THE FOUNDER (SOBATI)

A city the size of Bet Rogala would usually have a temple of the Founder within its walls. Surprisingly that is not the case. Although there is a large shrine within the city walls, the city has not yet granted the clergy permission to build a full temple. The stumbling block is the College of Magic, which is attempting to negotiate the role that the temple would have in assisting in the law and order of Bet Rogala. Needless to say, there are a large number of clerics of The Founder's Creation petitioning and attempting to begin the great Founding of yet another temple.



POWERMASTER (SITIRI)

One of the few shrine/temples of Powermaster to be located within a city, is located just outside Bet Rogala's walls, on the shores of the lake. The Temple of the Three Strengths is well respected in Bet Rogala but their clerics have not traveled much outside the city. This leaves many of the remote towns and villages unaware of the Powermaster and there is a movement taking hold to correct this situation.



THE LANDLORD (GOLIDIRIN)

Where would the world be without the Profiteers? The Parish of the Prolific Coin has a number of small shrines throughout the marketplaces of many of the towns and cities of Pecal. There is even a medium-sized shrine at the Inn of the Witch's Cackle on the shores of the Renador River near the city

of Kalokapeta. The Inn is located on the Pekalese side of the river and many merchants take the time to stop and stay there.



Other clerics do take the time to travel into the Principality of Pecal and these lists do not by any means limit your choices of priesthood to choose for your character. However, they are presented here so that you as a player understand that not all the priesthoods are treated equally within the confines of the *LIVING KINGDOMS OF KALAMAR* campaign. The temples are different sizes and many of the advancements in rank described in the *KINGDOMS OF KALAMAR Player's Guide* are not available for each of the temples. Choose your deity and role-play your cleric, just remember the history and the guidelines shown here and you will be fine.

You might have noted that there is no mention of any of the evil deities within the selections above. This does not mean that the evil deities do not have organizations or even small hidden temples within the Principality of Pecal. It means that those organizations are not available to *LIVING KINGDOMS OF KALAMAR* characters. Details on these organizations will unfold as the campaign progresses.

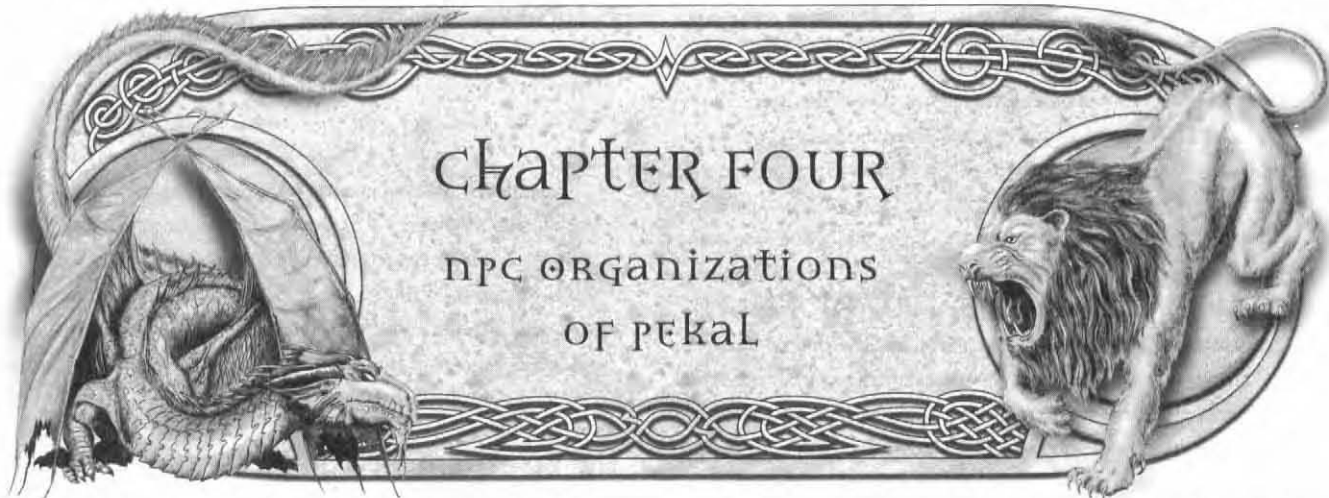
PRESTIGE CLASSES:

Almost all the prestige classes in the *Dungeon Master's Guide* and the *KINGDOMS OF KALAMAR Player's Guide* are accepted. Many of the prestige classes require a special event or action to be taken prior to the character being allowed to take a specific prestige class. These events will be available as scenario rewards. Any of the non-evil prestige classes may be taken if the character meets all of the prerequisites. See the following list for which Prestige Classes are allowed from the *Dungeons and Dragons* supplemental guidebooks.

SWORD AND FIST	WTC11829
Cavalier, Devoted Defender, Duelist	
TOME AND BLOOD	WTC11845
Arcane Trickster, Mage of the Arcane Order (Guildmage to the College of Magic), The Spellsworn, The Necromancer	
DEFENDERS OF THE FAITH	WTC11840
Divine Oracle, Holy Liberator, Hunter of the Dead, Templar	
SONG AND SILENCE	WTC11857
Dread Pirate, Outlaw of the Crimson Road, Spymaster, (with additional requirement of level 4 or greater infiltrator), Thief-Acrobat, Vigilante	
MASTERS OF THE WILD	881640000
Bloodhound, Deepwood Sniper, Exotic Weapon Master, Foe Hunter, Tamer of Beasts, Watch Detective	

CHAPTER FOUR

npc organizations of pekai



Hava had been contacted late the previous night. It was not her normal meeting; a delicate piece of parchment was placed into her coin purse somewhere in the marketplace. She noticed that the note was accompanied by 50 gp, a strange sum to be given to her just to meet with a potential employer the next day. So she sat in a tavern called the Ribcage waiting for a potential job offer. The Ribcage was a bit run-down, but clean enough, with only a few patrons inside the tavern. Slowly, a well-dressed Kalamaran man entered the tavern. Some of the other patrons looked up for a moment or two, but they quickly turned

away. The man moved directly to Hava's table. The tavern owner brought over a bottle of wine, then moved discretely away from the table. "Greetings Hava, I am very glad you chose to join me tonight. You may call me Turun. My organization has heard that not only did you graduate with honors from the College of Magic, you specialized in the area of Divination. Since your graduation you have assisted many caravans in avoiding untold troubles with your divination skills."

Hava was fairly surprised; all the man's statements were true, however the College protected its records very sternly. "I do not know how you know these things, however I do not believe you had 50 gp placed in my coin purse to thank me for my past activities."

Turun chuckled at Hava's bravado, "No, that is not why I asked you here. My organization has need of a talented wizard to assist us in the identification of magical devices and perhaps a divination on occasion to determine the near future. I assure you that the payment you have already received will be dwarfed by your future prospects."

Hava leaned back in her chair with a big grin on her face. "Looks like I've finally made it," she thought to herself. As she leaned back, without thinking she casually brushed her long hair back behind her head revealing the pointed ears characteristic to her half-elven heritage.

Turun looked on in amazement, visibly shaken. "Er, um, no need to give me an answer right now." He stammered. "I-just think about it and we'll contact you." He stood up abruptly, took a deep final gulp from his goblet and hurried out the door.

Hava was shocked. She looked around the tavern. People were staring at her. She tried to act naturally by continuing to casually sip on her wine. "That certainly was strange," She thought. "But no matter, I am a diviner and if anyone can shed any light on Turun and his 'organization', I can. After all, that was probably the easiest 50 victories I've ever made."



SECRET ORGANIZATIONS

Although it may seem that the entire Principality of Pekal is a strict lawful environment, this is not always the case. There are a number of less lawful organizations in the Principality of Pekal. The major one that will be of interest to the player characters of the *LIVING KINGDOMS OF KALAMAR* campaign is the Bet Rogala thieves' guild. The thieves' guild does not officially exist in the city. However, most of the merchants and city officials realize that there must be some type of rogue organization in the town. As Hava has discovered there is some organization and they have the ability to gather the most secretive of information. They often recruit non-thief members to support their activities. This recruitment is meant to help the guild protect their secrets and ensure the safety of their members.

All the members of the guild are human. If the guild decides that they want to add another non-rogue member to assist in their operations, they will only invite humans for those positions as well. The guild uses these non-rogue members to scout and protect the activities of its members. They concentrate on information and many illegal activities centered against foreign merchants who have not paid the guild protection requests.



The thieves' guild is very specific in that all official activities are directed by the guild itself; it does not allow its members to "freelance" any activities that may attract the attention of the law to the guild.

The thieves' guild is not the only secret organization in the Principality of Pekal. It is however the one with which the majority of player characters may be involved. Other organizations exist in the Principality of Pekal but keep their membership and existence from the public eye. These groups are described briefly as follows and in more detail in the *KINGDOMS OF KALAMAR* campaign setting sourcebook.

The Blackfoot Society

Although the Principality is ruled by a "monarchy" in the eyes of the Blackfoot Society, the principality does recognize the rights of the people more than most nations of Tellene. That does not, however, prevent the Blackfoot Society from maintaining an operational group in Pekal looking for any



Badge of The Blackfoot Society

way to disrupt the Prince's position. Their problem is that they know what the results of an overthrow of the Principality would mean at this point. It would herald a successful invasion by the forces of Tokis and reintegration into the Empire of Kalamar. This event would be an even worse fate so they are carefully trying to plan a post monarch government that could resist such a disaster.

The Secret Network of the Blue Salamander

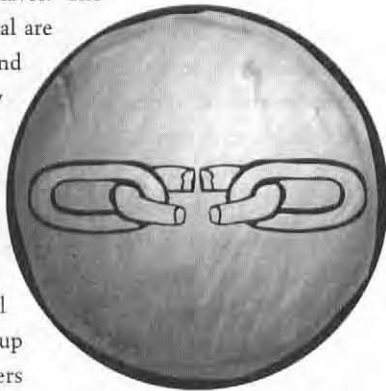
This ultra-secret organization does have a number of agents placed within the Principality of Pekal. The network is attempting to gain control of the trade caravan groups that frequently journey through Pekal. They have also considered the possibility of attempting to gain control or influence within the College of Magic.



Badge of The Secret Network of the Blue Salamander

Brotherhood of the Broken Chain

Slavery, while not officially illegal in Pekal, is considered immoral and thus, the great majority of nobility and merchants in Pekal do not own slaves. The slaves who are in Pekal are very well treated and considered just below a household servant. That minute distinction is not enough for the Brotherhood whose goal is the elimination of all slavery. There is a group of five ex-adventurers living in Bet Rogala who have been attempting to convince the Prince to completely outlaw the practice of slavery in Pekal. So far, they have not had any success.



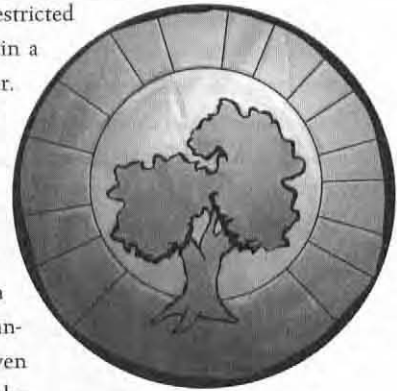
Badge of the Brotherhood of the Broken Chain



A cleric channels negative energy to bind an ettin to servitude using the *Shackles of Injustice* technique (See *Kingdoms of Kalamar Player's Guide*).

Daughters of the Dawn

This secretive sect of druids believes that civilization has restricted and controlled nature in a detrimental manner. They seek to restore nature wherever they are able to do so. Although their activities against society are covert, they have been known to destroy man-made dams and have even been blamed for the destruction of fishing nets in Lake Eb'Sobet. The origin of the organization is unknown but some suspect it was founded by a woman because the current membership seems to be made up entirely of female druids and shamans.



Badge of the Daughters of the Dawn

When showing their less controversial public face, one of their major concerns is the teaching of weather and nature controlling spells at the College of Magic. Although the membership is often shrouded in controversy, their knowledge in this area is a welcome resource at the college and gives them a shred of credibility in the eyes of those who oppose their views.

The Disciples of Avrynnner

As mentioned previously the Disciples are very interested in Pekal. It is unknown how many agents they have in the Principality at any given time. However their goals are well known: the embarrassment of the College of Magic and an apology from the College of Magic regarding their treatment of Avrynnner. They also strive to gain acceptance of Mind Magic as a recognized form of magic in the lands of Tellene.

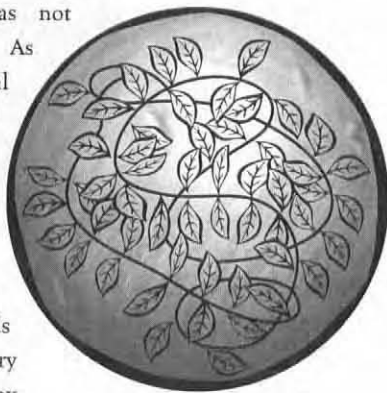


Badge of The Disciples of Avrynnner

While lay membership in the organization is open to any psionic person, there is also a prestige class associated with the group called the True Disciples of Avrynnner. This class is detailed in the *KINGDOMS OF KALAMAR Villain Design Handbook*. It is not currently allowed for players in the Living Campaign but it might be possible to encounter one of the members over the course of play.

Disciples of the Creator

Strangely, at this point there have been no disciples of the Creator who have made their way into the lands of Pecal. Given the Principality's views regarding freedoms of religion and equality of the races one would expect that members of this organization would find safe haven in Pecal. But it has not happened as of yet. As such, many in Pecal believe the legends of the creator and its steadfast priesthood to be mere fantasy. They see it as mythology because after all, the "true" gods show their power every day through the many divine spellcasters of the different faiths.



Badge of the Disciples of the Creator

The Golden Alliance

There are numerous members of the Golden Alliance in Pecal. However, they have not been successful in gaining control of the merchant activities. Partially responsible for their unsuccessful bids are the demi-human races in the Principality. The halflings of the Kamarela Hills and the elves of Cilorealon both maintain specific merchants and traders whom they allow to trade with their cities, towns and villages. This allows those traders to maintain their independence while providing ample trade opportunities.

The war with Tokis in many ways is another factor. Skirmishes in the south and southeast make the safety of organized trade operations questionable. Furthermore, the war has kept the border patrols and the military forces on alert. Thus the Cilorealon forces and the skilled infiltrators of Pecal have so far discovered all attempts to control any aspect of the Pecal trade by the Golden Alliance.



Badge of The Golden Alliance

Guardians of the Hidden Flame

Only rumors exist of the Guardians. However one of the most common rumors is that they have headquarters in the Principality of Pecal. This is a logical assumption given the current relationship between Pecal and the Empire. The zeal of the Emperor to retake Pecal regardless of the consequences could also be an indicator that he feels threatened by something or someone in the Principality.



Badge of the Guardians of the Hidden Flame

Sentinels of the True Way

There is a rumor that a group of Sentinels will come someday to destroy the College of Magic. The fire in the Hall of Evocation last year tends to lend credence to rumors such as this. No one could explain how the Hall was set ablaze. The streets of Bet Rogala were aflame as well with rumors of Tokis, Sentinels and even Imperial wizards behind the incident.

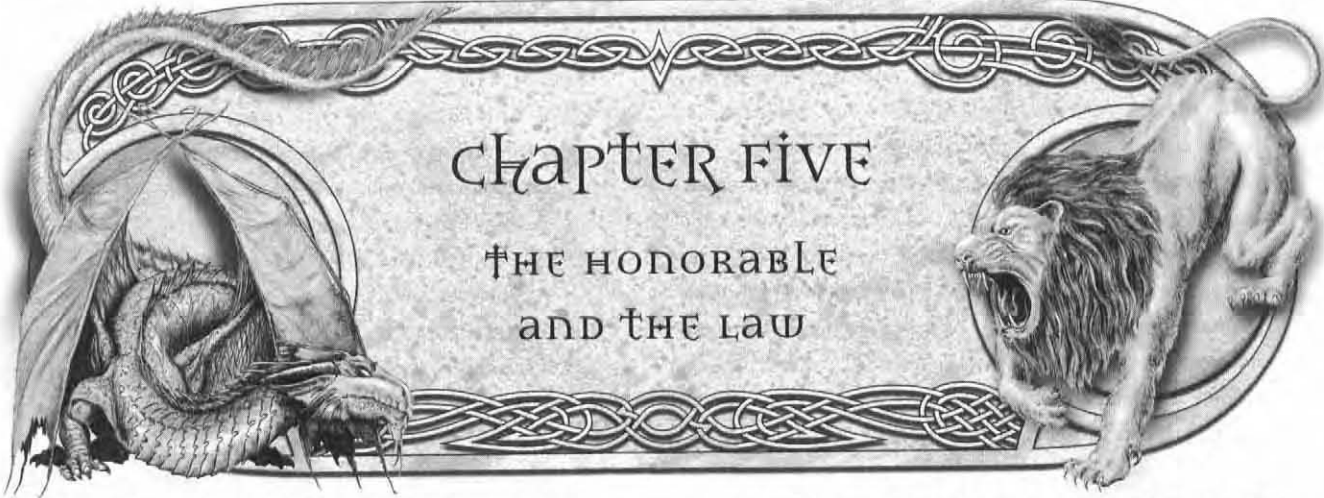


Badge of the Sentinels of the True Way

TOKIS SPIES

There are indeed a large number of agents of Tokis and the Empire within the borders of Pecal. It is very difficult to detect all of them, although the Principality forces have done rather well up to this point in the conflict. However, Tokis and the Empire will not give up until Pecal is firmly back in Imperial control so it is very common for undercover activity to be found in the Principality of Pecal.

None of these organizations are available for a *LIVING KINGDOMS OF KALAMAR* player character at this point in the campaign. There may be opportunity later for a player character to be able to join one of these organizations. You may however use these organizations in your character background as an adversarial organization.



CHAPTER FIVE

THE HONORABLE AND THE LAW

In this chapter we will be talking about what is referred to as the Honorable. The Honorable is a general term that is used to describe the knights, nobles and guard/watch members of the Principality of Pekar. You may note that the watch and guards of the Principality share the same recognition as the members of the nobility and the knights of the land. This is unique in the last 70 years of Pekar's history. So before we talk about the knighthoods, nobility, guard and watch organizations we need to review the short history of the Honorable.

HISTORY OF THE HONORABLE

Seventy years ago, the Principality of Pekar was celebrating its independence from the Empire of Kalamar. It has been over thirty years since they had become independent with the assistance of the elves of Cilorealon. During this celebration, the Prince had a visit from Setanena, a member of the Cilorealon council and guest of the Halls of Divination in the College of Magic. Setanena told the Prince that she had seen a great rising in the south. An Emperor would be born in his lifetime who would threaten the safety and independence of Pekar. She knew not when but knew the threat would be significant and long lasting. She also told the Prince that all aspects of the Principality would be tested, as the methods of the new Emperor would be considerably different than those of the one that they had defeated.

Prince Kafen consulted his advisors that very afternoon and after much discussion they came up with a plan to make the Principality of Pekar strong from attack, both internally and externally. Prince Kafen doubled the size of the home guard of Pekar, creating a number of positions for advancement. He made it clear to the few nobles in the Principality who disagreed with his actions that the watch and the guard protected the interests of all the people of Pekar from those forces that would secretly do it harm. He also authorized the watch forces of Bet Rogala to select a number of investigators to undergo training by the infiltrators of Cilorealon, so to better detect and apprehend those spies sent into Pekar. Lands and grants were

made available to officers of the army of Pekar who served their duty and then retired.

Overall, Prince Kafen strengthened the morale, willpower and capability of both his armed forces and his city and town watches. Now a member of the military or watch guards of the Principality may become landed and be provided status and wealth as might normally only be received by the nobility or knights. Needless to say, Prince Kafen did not create a great deal of good will with the existing nobility, however he also made the arrangements of additional honors and training to be available to the old guard so as to appease that group as well.

When the war with Tokis began in 553 I.R. (Imperial Reckoning), Pekar's forces were ready. Tokis found that they had a difficult time gathering any information from within Pekar as their couriers and spies were quickly routed and arrested. The armed forces of Pekar were also very prepared and proved themselves in battles during the first years of the war. The most amazing occurrence is that the Principality of Pekar went to war while maintaining the level of merchant and trade activity that existed within the Principality prior to the war. They continued to accept new applicants to the College of Magic as well. You see, both the Golden Alliance and the Brotherhood of the Blue Salamander had tried again to influence the merchants of Pekar in the years leading up to the war. Neither was successful in gaining any influence. They both did however, give the internal forces of Pekar a great deal of practice in the detection of "enemy activity" within the confines of the Principality.

The Honorable is made up of five separate organizations. Within the Honorable is the Nobility, the Knights of the Realm, the Bet Rogala City Watch, the Principality Guard, and the Army of Pekar. Each of the organizations has a number of sub-units within. However together they represent the Honorable and maintain the security and stability of Pekar.

The Nobility:

While none of the player characters may begin their adventuring careers as a member of the nobility, nobility is a possi-

bility further in their careers. The nobility of Pecal is very sparse. The mayors of most villages and towns are considered local nobility. There are also approximately 24 former noble families of Kalamar that make their home in Pecal today. These families have kept their previous titles although the power that they wield is greatly reduced in Pecal. Out of the 24 families there are 17 baron/baronesses, four count/countesses, one marquis and two duke/duchesses. They all have moderate holdings of land in the outlying areas around Bet Rogala and many make a great deal of money supporting a number of merchant caravans that use contacts from their families' past dealings.

There is a small council of lords, which meets three times a year with Prince Kafen to discuss the state of the Principality and what measures are needed to ensure their continued prosperity. Often the Prince takes these opportunities to review the lords' holdings and the value that the Principality is receiving from those holdings. In many cases, Prince Kafen will request that a lord reduce his holding slightly and he will award that land to one of the Honorable.

The Knights of the Realm:

There are two distinct knighthoods in the Principality of Pecal. The first is the Knights of the Arcanum. This Knighthood is made up entirely of warrior/wizards from the College of Magic. Their duties are to both the College of Magic and the Principality of Pecal. Many times during the war the Knights of the Arcanum would accompany the wizards of the army, protecting them at all cost as the wizards applied their arts

against the Tokis's forces. During times of peace, the Knights study both the art of war and the art of magic within the College of Magic. They can often be found as the guardians of the College of Magic.

In order to join this group a member must meet the following requirements:

- Base attack bonus of at least +5
- Ability to cast 2nd level arcane spells
- Authorized by the College of Magic
- Lawful Alignment

The second Knighthood is a very strange group with only 13 members. There will always be 13 members. The Knights recruit a new candidate only upon the death of one of the permanent thirteen. This knighthood is centered on the worship of the Fate Scribe and is called The Knights of Fate.

Although there is no official temple or even a shrine to the Fate Scribe, her temple in P'Bapar sent the original clerics to the Principality of Pecal long before the conflict with Tokis had even begun. Even though the original knights were all natives of the Young Kingdoms, three have since perished and been replaced by candidates from Pecal. These Knights work in conjunction with the Halls of Divination of the College of Magic and sometimes with the diviners of Cilorealon.

In order to join this organization a candidate must meet the following requirements:

- Base attack of at least +5
- Ability to cast at least five different divination spells of different levels



- Ability to cast 2nd level divine spells in the name of the Fate Scribe

The Guard and Watch of Pekal:

There are two distinct groups that make up this part of the Honorable:

WATCHERS OF TWILIGHT

The first is the Watchers of Twilight. This group is responsible for the city watch groups in the various cities and towns of Pekal. The Watchers are not only city watch members but are responsible for the training of the regular militia and guard personnel. The Watchers are unique in that many are not human, in fact most of them are from demi-human races. All demi-humans are eligible to join this group. The reason that so many demi-humans are part of this organization is that most towns and cities require a very well trained night watch. These Watchers are extremely well trained and talented in the apprehension of threats to their protected city or town. The Watchers receive some very specific training as part of their job. Members are required to sacrifice ten time units per year from the player character's total per year as duty time.

In order to become a member of the Watchers, a player character must meet the following requirements:

- Base attack of at least +2
- Lawful and/or Good alignment
- Demi-human race or low-light vision or darkvision
- 4 ranks in either Gather Information or Knowledge (Law)

GUARDIANS OF THE GOLDEN BOUGH

As the name suggests, the second specialized group is organizationally tied to the elven kingdom of Cilorealon. Being a very rural kingdom, with the largest city being less than 2% of the total population of the principality, there was a requirement to build a large number of roadhouses and guard towers in various locations. In addition to these fixed posts, a large number of Guardians spend their time traveling from post to post, scouting and patrolling. In these rural areas, the Guardians are the only form of authority. They also patrol the many forest borders that define the Principality.

In order to become a member of this organization an applicant must meet the following requirements:

- Base attack of at least +3
- Good aligned
- 5 ranks of Wilderness Lore
- 5 ranks of Sense Motive
- Tracking feat

Of course there are still the regular city and town guards as well as the army patrols of the roads and county sides. These Honorable just make up the specialized elite groups that protect the principality as well as its citizens.

LAWS OF THE PRINCIPALITY:

This is by no means a comprehensive list of all the laws of the Principality. It is, however, the list of laws to which the player characters will most often be exposed. Many of these laws are adaptations of those imposed in Pekal by the Kalamar Empire 108 years ago. In fact the Code of Law is still named The King's Code in honor of King Lamnian. This is almost the same code found in the *KINGDOMS OF KALAMAR* Campaign Setting Sourcebook Appendix III: The Code of Law. The offenses are defined as well as the method with which these will be enforced in the *LIVING KINGDOMS OF KALAMAR* Campaign.

Crimes against the Crown

Arson
 Banditry/Highway Robbery
 Bribery of a Crown Official
 Civil Disobedience
 Destruction of Crown Property
 Embezzlement of Crown Funds
 Extortion
 Fraud on the Crown
 Grave Robbing
 Illegal Fire
 Illegal Money Changing / Usury
 Impersonation of a Crown Official
 Possession of Illegal or Stolen Goods
 Perjury
 Piracy
 Public Drunkenness / Disorderly Conduct
 Rioting / Inciting Riot
 Sedition
 Treason / Revolt
 Vagrancy
 Plus those listed below

Crimes against the Honorable

Bearing Arms without Right
 Blackmail
 Forgery
 Blasphemy
 Plus all crimes listed below

Crimes against the College of Magic

Illegal Use of Magic
 Creation of Harmful / Illegal Magical Devices
 Plus those crimes listed below

Crimes against the Crown's People

Assault
 Battery
 Burglary
 Kidnapping

Manslaughter
Magical Assault
Murder
Rape
Slavery
Theft
Trespassing

What follows are thorough descriptions and punishments pertaining to each of the listed crimes in terms appropriate for a Living Campaign. Important Note: If a player character can NOT pay the given fine in gold, gems or magic items then for each 200 gp portion of the fine he cannot pay (rounded up) one time unit is deducted from his or her event sheet.

There is additional information regarding standard court activities found within the *KINGDOM OF KALAMAR* Campaign Setting Sourcebook in Appendix III: The Code of Law. One such standard also implemented in Pekal courts is that spells such as *discern lie*, *speak with dead*, or *divination* are only employed when there is an acceptable (to the prosecution) divine spellcaster available. If the defendant, when presenting his case, wishes to employ spells of this type, he must use the crown-approved cleric. Of course, the defendant is required to pay the costs associated with the casting of such spells.

ARSON

Setting fire to the Crown's property (or any property within City or Town limits).

Penalty: 500 gp fine per building destroyed (building is considered to be one story) a two-story building would be 1,000 gp, plus two time units per building destroyed. Any damage of property valued over 15,000 gp results in a doubled sentence. Any damage of over 100,000 results in a death penalty.

ASSAULT

Putting a person in imminent fear of personal bodily harm.

Penalty: a 100-600 gp fine and the loss of two time units.

BANDITRY

Waylaying travelers or merchants and forcibly relieving them of their possessions.

Penalty: loss of all carried possessions when apprehended and the loss of one time unit for each 200 gp worth of goods stolen.

BATTERY

Striking another in an offensive or harmful manner. Battery is generally only enforced for severe beating, unless the victim is an important official or one of the Honorable.

Penalty: 500-1,000 gp fine and the loss of 20 time units.

BEARING OF ARMS WITHOUT RIGHT

Certain circumstances create situations where the Honorable restricts the weapons carried openly and sometimes concealed. Violation of this posted ordinance is a violation of this code.

Penalty: includes confiscation of the weapon and fines between 25-250 gp per weapon in violation of the restriction.

BLACKMAIL

Blackmailing an Honorable or part of the nobility is a serious crime and punishable by heavy fines and imprisonment.

Penalty: 90% of all wealth and the loss of 52 time units for one of the honorable, 104 time units for a member of the nobility.

BLASPHEMY

An irreverent act or utterance against the nobility.

Penalty: flogging and loss of two time units. Note: this crime is usually associated with religion. In Pekal, an open association with certain evil deities is not allowed and such a crime is usually categorized as sedition – as evil religions tend to work towards destabilizing a region.

BRIBERY OF A CROWN OFFICIAL

Offering a public official valuables, to which he would not otherwise be entitled, in exchange for services.

Penalty: 1,000 - 6,000 gp, public flogging and lose of 15 time units.

BURGLARY

Pilfering goods from an unoccupied residence, store or government building. This is a serious crime. The penalty depends on the location. Government locations incur a x3 multiplier, the College of Magic a x2 multiplier.

Penalty: confiscation of all goods carried, 26 lost time units and the loss of a finger or hand or eye.

CIVIL DISTURBANCE

Causing trouble in a public place. This is usually very minor offense. Penalty: 10-25 gp fine and a night in jail.

CREATION OF HARMFUL / ILLEGAL MAGICAL DEVICES

The College of Magic judges this very strictly and the term "harmful" can be interpreted in the College's favor.

Penalty: confiscation of the item created and anything from warning to confiscation of spellbook and exile as warranted by the item created.

DESTRUCTION OF CROWN PROPERTY

The punishment for this varies based completely on the amount of destruction and the location of same.

Penalty: fine equal to the repair costs, two time units per 1,000 gp of damage.

EMBEZZLEMENT OF CROWN FUNDS

Not an offense that the player characters are likely to commit.

Penalty: punishable as burglary with double the normal fines and punishments. Also a minimum of 104 time units lost.

EXTORTION

Obtaining goods, services, or money through violence or threat.

Penalty: Punishment is the same as embezzlement.

FORGERY

Trying to mint your own coins or passing counterfeits. This charge is also applicable to forged documents of the Crown.

Penalty: confiscation of all possessions, 1d4 times 52 time units, public flogging.

FRAUD AGAINST THE CROWN

This is a catch-all offense with a wide-variety of punishments and causes. Fines start at 10 gp – there is no upper limit. Possible incarceration time could be from one night to life. The death penalty is not unprecedented.

GRAVE ROBBING

This is the unauthorized access to graves.

Penalty: For a common grave the punishment is 100-600 gp and loss of four time units. For a grave of one of the Honorable the punishment is much more severe: death.

ILLEGAL FIRE

Having a large semi-controlled fire in a location that is not authorized to have such a flame. Wood buildings, parks and near the College of Magic are some of the common locations.

Penalty: public flogging.

ILLEGAL MONEY CHANGING / USURY

Only authorized moneychangers may charge a fee for changing coins in the Principality of Pecal. The Prince controls those fees.

Penalty: This carries the same penalties as forgery.

ILLEGAL USE OF MAGIC

Use of magic without permission of the College of Magic.

Penalty: 100 gp – 1,000 gp fine plus in many times confiscation of spellbook or magical equipment.

IMPERSONATION OF A CROWN OFFICIAL OR MEMBER OF THE HONORABLE

This is a very serious offense, punishable by life imprisonment, death, exile and/or confiscation of all property and wealth.

KIDNAPPING

The penalties for kidnapping in Pecal are varied as in many of the other kingdoms, however the nobility is not especially protected as they are known to be in other kingdoms.

Minimum Penalty: 26 time units and 1,000 – 6,000 gp.

MAGICAL ASSAULT

Magically controlling or influencing a citizen of the Principality of Pecal against their will.

Penalty: Fine of 200 gp and up as well as the confiscation of the spellbook of the wizard. In the case of a divine spellcaster or sorcerer the fine is tripled.

MANSLAUGHTER

Also known as accidental killing. Slaying another in a lawful duel and failing to report the death is also seen as manslaughter (there is no crime if the duel and death are reported).

Penalty: 52-104 time units and loss of all equipment, property and wealth.

MURDER

Punishable by death. The usual method is hanging.

POSSESSION OF ILLEGAL OR STOLEN GOODS

Penalty: Punishable by confiscation of property involved. Fines up to double the value of the goods if guilty of trafficking in the stolen goods. If the player character knew the item/substance was stolen or illegal and this fact can be proven, then this crime also has a penalty of one time unit per 200 gp value of the goods. Note that poison is illegal in Pecal.

PERJURY

Lying under oath or to any of the Honorable is a very serious offense in Pecal. Penalty: punishable by hard labor for 10 time units. Repeat offenders are usually branded.

PIRACY

In these times of war this is punishable by death to all the officers and hard labor at sea for life to any sailor. For any player character they are removed from play immediately.

PUBLIC DRUNKENNESS / DISORDERLY CONDUCT

Penalty: This is treated differently by all the different towns and villages. In Bet Rogala, the fine is 5 gp if all the watch had to do was put you in a cell for the night. The highest known fine was 1,550 gp for a half-ogre that kept breaking out of his iron cell cage and had to be restrained for the whole evening.

RAPE

This carries the same punishments as kidnapping in the classic Code of Law. The elven influences however have greatly increased the penalties to include mutilation in most cases.

RIOTING / INCITING A RIOT

Penalty: loss of 16 time units as the character is put into the work gangs that maintain the roads of the Principality.

ROBBERY

Forcefully stealing from someone. Penalty: 50 lashes and loss of 26 time units.

SEDITION

Stirring up discontent against the Principality, which suggests treason, but lacks an overt act. Also, the incitement of others to commit seditious behavior.

Penalty: loss of 52 time units or death depending on the nature of the act.

Chapter 5: The Honorable and the Law

SLAVERY

Mistreating slaves, owning illegal slaves, or converting citizens into slaves. Penalty: by fines of 5,000 gp – 15,000 gp and release of illegal slaves.

THEFT

Pilfering someone's unattended goods (such as off a cart or table in the marketplace). Penalty: Public flogging plus branding.

TREASON/REVOLT

Penalty: Death or Exile.

TRESPASSING

Setting foot on someone else's land. In most cases this involves illegally entering the lands of one of the Honorable. It has come to also signifying the knowing entrance into lands where the offender is not allowed.

Penalty: 50 – 500 gp fine.

VAGRANCY

Penalty: Time in the Pillory.

The sun was shining and Hava was very pleased. She was working part time for Sorva D'Lortal at The Midnight Sage. She gathered information and did research for Sorva while still able to occasionally travel to guard caravans or battle humanoid raiders. Hava was very surprised at that later activity. She would never have thought she could get the type of satisfaction out of magical combat that she gained battling orcs and giants.

She told herself that it was the application of her mind and the research she did for Sorva, however the flexibility and adaptability she was showing in the defense of the outer regions of Pecal was bringing out the most of her magical skills. Today she had tested at the College of Magic and was pleased to discover her mastery of the core divination spells was complete. She concluded her exam with the casting of a spell of scrying. She sent her vision out into the city as her examiners had watched.

It was during this scrying that Hava had noticed the youth. He was in Independence Square in the public stockades having obviously endured a number of lashings.

Her exam continued and her examiners petitioned her assistance regarding the disappearance of a number of citizen near the Kalokopeli Forest. The disappearances were strange with no signs of struggle or physical tracks. Hava pledged to look into the disappearances – however, her mind was still thinking about the young man.

So here she was on a sunny Fireday looking at the youth in the stocks. He must be close to fifteen she thought. He looked up once and then again at her as his sky blue eyes met hers.


"You", he muttered, "It all started with you. Why do you look at me like that? You got all your gold back." With her curiosity getting the better of her, she immediately went to the Square to speak with him.

Hava spoke with the young man for over 30 minutes. His name was Vosharra and he was orphaned when his parents died in a small fire in the Artisan District. He had lived on the streets for four months before

he tried to steal Hava's purse. Since then he had been in and out of prison and now he was in the stockades again with little chance of earning a livelihood in Bet Rogala.

Hava left Vosharra trying to consider the plight the man was in and what she would do in the same situation. Finally she found herself on Mystic Place Way at the City Jail. She inquired as to Vosharra's crimes and when he was to be released. She paid his unpaid fine and then took his release papers to the stocks.

When he was released into her service, Hava explained the situation to Vosharra. He was going to work with her learning the profession of scribe. Vosharra was to instruct her in the Fhokki language and she would teach him how to write in the Merchant's Tongue. They would be partners; at least that would be her goal.



CHAPTER SIX

CAMPAIGN RULES AND CHARACTER CREATION

RECORD KEEPING IN A LIVING CAMPAIGN

Players are required to keep a few pieces of record keeping in order to play in the *LIVING KINGDOMS OF KALAMAR* campaign. The two major pieces of record keeping are the character sheet and the events record sheet. The character sheet is included at the back of this book and may be freely copied for use by players of the *LIVING KINGDOMS OF KALAMAR* campaign. On the character sheet you will find all the basic information for the character including a specific area for the character skills and feats. We have tried to make the character sheet as simple to use as possible and flexible enough to meet the needs of all the players. It is up to the player to keep the character sheet in order and up-to-date. This character sheet should be available if a judge wants to review it prior to a scenario.

You may use any Dungeons & Dragons® compatible character sheet, so long as all the information necessary to a *LIVING KINGDOMS OF KALAMAR* campaign is present and clearly organized. A character sheet is provided at the back of this book, or you may download one from the Kenzer and Company website at www.kenzerco.com. Permission is granted to photocopy the character sheet for personal use only.

The other major piece of record keeping that must be maintained is the event sheet and magic log sheet. This is a requirement to play in the *LIVING KINGDOMS OF KALAMAR* campaign. The event sheet and the magic log sheet go hand in hand and are used to track the events that the player has participated in and the equipment, treasure, experience and influence that the player character has gained or lost. The record sheets are used to maintain accountability for all players of the campaign. It is also there to help track the scenarios you have played and the NPCs and events you have helped shape in the campaign. The event sheet and magic log sheet are also attached in the appendix and are on the Kenzer & Company website.

We do not want to overload the players with forms and sheets. However we must take into account that the Dungeon Master may not be familiar with your character. Some of our forms are there to keep the character organized and the Dungeon Master informed as to all the details regarding the character.

SPELL USE

Wizards and sorcerers have an additional record keeping duty. Both have to account for the spells available to them. The sorcerer receives spells at the beginning of each level. Those new spells should be placed on the Magic Log Sheet found in Appendix D at the back of this book or again, on the website. A wizard is able to have a spellbook. They can gain spell levels equal to double their level for free as they gain levels. For example, a third level wizard who has just advanced from second level may add six spell levels (twice his new level) worth of new spells to his spellbook. This could include six first level spells, three second level spells or some combination of the two so long as the total spell levels added do not exceed twice his or her level. Also, the character must be capable of casting the new spells acquired. These new spells must be selected and placed on the magic log sheet.

In the Source field for these spells players should list the source of these new spells as simply LEVEL. They may also take spells and learn them from scrolls, other spellbooks or other wizards. Learning spells from another wizard or from a scroll does however take time and materials. Therefore the options for learning spells include LEVEL, SCROLL or the name of the other player character wizard from whom you learned a spell. In the case of learning spells from other player characters, you must record the real name and RPGA number of the player involved in the transaction and a judge for the scenario must be present and approve the transaction.

Scribing a new spell from another wizard or from a scroll or spellbook takes up room in the wizard's spellbook. It also requires material to scribe it properly. This material costs the player 200 gp per spell level of the spell. They must also fulfill the spellcraft requirements as stated on page 155 of the *Player's Handbook*. Only one spell may be learned from another wizard per scenario and of course that wizard must know the spell that the player character requires.

ITEM CREATION

The last piece of record keeping that we need to speak about is that of Item Creation. Item Creation of temporary items will

be handled through the scenario process and the event sheet. One temporary item may be created between scenario play and that creation will have a time unit cost. This means that scrolls can be scribed between game sessions if the player has the appropriate material cost and time units, as well as the feat Scribe Scroll. The cost to scribe a scroll is per the *Dungeon Master's Guide* and the time unit cost is one time unit per week (rounded up). Of course most scrolls and potions take only a few hours or days to create but they have a minimum of one time unit to complete the creation. For potion and scrolls this also signifies the extra time that it takes to gain permission of the College of Magic to create such an item.

Once you have successfully created a temporary item, write in an event on your event sheet and have the next scenario judge validate that entry. You do not need a certificate or any record other than the event form for the creation of the item. If you trade an item to another player simply have both players create an event record and have a scenario judge validate both entries.

For the creation of permanent items, certain scenarios and conventions will have the necessary authorization and guidelines. In all cases it will require the appropriate skill, feat, money and time units.

The goal of the campaign is to be a fair, fun and enjoyable experience. *LIVING KINGDOMS OF KALAMAR* is a campaign in which each player has the opportunity to grow and experience a fantasy setting full of adventure, intrigue, politics, magic and maybe just a little bit of hacking.

FEATS

One of the most important aspects of a 3rd Edition character is the feats that are selected. The only initially allowed feats for the *LIVING KINGDOMS OF KALAMAR* campaign will be those fully detailed in the *Player's Handbook*, the *KINGDOMS OF KALAMAR Player's Guide*, the *Psonics Handbook* or selected feats from the D&D supplemental guidebooks as defined on the facing page. Eventually there will be feats made available from other sources but those feats will be announced and described in future *KINGDOMS OF KALAMAR* source material and *LIVING KINGDOMS OF KALAMAR* updates.

CHARACTER CREATION GUIDE – VER 1.0

These guidelines give you the basic information that is needed to create a beginning *LIVING KINGDOMS OF KALAMAR* character. All *LIVING KINGDOMS OF KALAMAR* characters must comply with the most current version of the *Player's Handbook* and *KINGDOMS OF KALAMAR Player's Guide*.

More information as well as a character sheet and important updates can be found on the *LIVING KINGDOMS OF KALAMAR* website at www.kenzerco.com/rpg/livingkalamar.php.

To create your *LIVING KINGDOMS OF KALAMAR* character, simply follow these easy steps. It is recommended that the player first become familiar with the information found in the earlier chapters of this gazetteer.

TABLE 6-1: ABILITY SCORE COST TABLE

COST	SCORE	MODIFIER	COST	SCORE	MODIFIER
0	6	-2	6	14	+2
0	7	-2	8	15	+2
0	8	-1	10	16	+3
1	9	-1	13	17	+3
2	10	0	16	18	+4
3	11	0			
4	12	+1			
5	13	+1			

Step One:

To keep all characters balanced as well as make the scenarios easier to balance, all *LIVING KINGDOMS OF KALAMAR* characters use the Nonstandard Point Buy method of ability score generation. This method can be found in Chapter 2 of the *Dungeon Master's Guide*. The *LIVING KINGDOMS OF KALAMAR* campaign is considered "High Powered" hence each character will use 32 points distributed among the six ability scores.

ABILITY SCORE COST TABLE

Apply racial modifiers to ability scores after the base scores are generated. This gives humans an ability score range of 6-18 and demi-humans an ability score range of 4-20. Obviously there is no difference in choosing a starting score of 6, 7 or 8 from a cost standpoint. There is no benefit to choosing a score lower than 8 other than any role-playing benefit that might be obtained by having a 6 or 4 (demi-human) score.

Step Two: Race and Class:

You may choose any race and class combination as specified earlier in this Gazetteer. Remember some of the combinations require administrative permission to use. Make any character adjustments based on the racial adjustments as found in the *KINGDOMS OF KALAMAR Player's Guide*.

You must choose a non-evil alignment for your character that also meets any alignment requirements or restrictions of your selected class.

A starting cleric or paladin must serve one of the orders of a non-evil deity as described in the *KINGDOMS OF KALAMAR Campaign Sourcebook*. Remember that certain clerics are limited in their organizational advancement as detailed in this Gazetteer.

A character may begin play at any age from Adulthood to Old Age as described in the *KINGDOMS OF KALAMAR Player's Guide*. No character may begin play at any age younger than the category of Adulthood. The ability score age modifiers are not used in the *LIVING KINGDOMS OF KALAMAR* campaign. The character may select his or her height and weight from the chart in the *KINGDOMS OF KALAMAR Player's Guide*.

A starting character receives the maximum amount of gold pieces for his or her character class. They are allowed to buy any standard equipment from the *Player's Handbook*, or the *KINGDOMS OF KALAMAR Player's Guide*. Note: No masterwork,

quality, magical or special equipment may be selected or purchased unless offered specifically in a scenario.

Step Three: Hit Points

Assign your starting character the maximum number of hit points per their starting class. For each level a character gains after his or her starting level increase the character's hit points by half the maximum hit points plus one. Thus a character that gains a level in a class with a d4 hit points gains 3 hit points (2 +1).

The maximum number of hit points is only given for the first level upon creating the character. If the character decides to add a new class that new class is treated just like a 2nd, 3rd, 4th etc. level character – half of maximum plus one.

Step Four: Skills, Feats and Spells

Select your skills and feats following the guidelines in the *Player's Handbook*, *Psionics Handbook* and *KINGDOMS OF KALAMAR Player's Guide*. Feats and spells from the supplemental Dungeons and Dragons guidebooks are limited and only those contained on the list below are allowed for use.

SWORD AND FISTWTC11829

Feats: Blindsight, 5-foot Radius, Circle Kick, Close-Quarters Fighting, Dirty Fighting, Dual Strike, Eyes in the Back of Your Head, Hold the Line, Knock-Down, Off-Hand Parry, Power Lunge, Rapid Reload, Shield Expert

TOME AND BLOODWTC11845

Feats: Arcane Defense, Augment Summoning, Extra Slot, Extra Spell, Greater Spell Focus and Greater Spell Penetration

New Spells: 1st — *negative energy ray*; 2nd — *filter, ice knife, disguise undead, false life, eagle's splendor, fox's cunning, owl's wisdom*; 3rd — *ice burst, feign death, enhance familiar*; 4th — *acid orb, cold orb, electric orb, fire orb, sonic orb, negative energy wave, mass darkvision, fortify familiar*

DEFENDERS OF THE FAITHWTC11840

Feats: Divine Cleansing, Divine Might, Divine Resistance, Divine Shield, Divine Vengeance, Divine Vigor, Extra Smiting, Improved Shield Bash, Reach Spell and Sacred Spell

New Cleric Spells: 1st— *burial blessing*; 3rd — *blessed aim, lesser telepathic bond*; 4th — *castigate, recitation, unflinching endurance*

New Paladin Spells: 2nd — *blessed aim*; 4th — *lesser aspect of the deity*

New Druid Spells: 2nd — *beastmask*; 3rd — *beast claws, weather eye*

SONG AND SILENCEWTC11857

Feats: Acrobatic, Alluring, Athletic, Charlatan, Dash, Disguise Spell, Expert Tactician, Fleet of Foot, Multicultural, Obscure Lore, Persuasive, Shadow, Trustworthy

New Bard Spells: 0 — *fine-tuning, percussion*; 1st — *focusing chant, joyful noise, lullaby*; 2nd — *harmonize*; 3rd —

healthful slumber, hymn of praise; 4th — *choir, follow the leader, listening coin, spectral weapon, zone of silence*

MASTERS OF THE WILD881640000

Feats: Blindsight, Clever Wrestling, Destructive Rage, Extra Favored Enemy, Extra Rage, Faster Greater Two Weapon Fighting, Healing, Improved Swimming, Resist Disease, Resist Poison, Scent

New Druid Spells: 0 — *animal trick, dawn, daze animal, scarecrow*; 1st — *camouflage, hawkeye, regenerate light wounds*; 2nd — *might of the oak, persistence of the waves, speed of the wind*; 3rd — *embrace the wild, nature's favor, regeneration ring*; 4th — *feathers, forestfold, last breath, regenerate serious wounds*

New Ranger Spells: as per book if they are allowed for a druid — see above

New Cleric Spells: the regeneration spells

Special Notes:

As noted in the previous chapters Item Creation is restricted. Be familiar with the guidelines stated previously and watch the website for any additional information.

All the professions in the *Player's Handbook* may be selected.

A character may select a large variety of knowledge skills in the *LIVING KINGDOMS OF KALAMAR* campaign. Characters are limited, however, in selecting skills to which they would have access. For example, Knowledge (Elven History) or Knowledge (Cilorealon) would be perfectly acceptable skills for a native to Pecal or an elven character. However a dwarf from Rynoshok would not have access to those knowledge skills.

Prestige Classes:

Many prestige classes in the *Dungeon Master's Guide* and the *KINGDOMS OF KALAMAR Player's Guide* are accepted. See the following list for which Prestige Classes are allowed from the Dungeons and Dragons supplemental guidebooks.

SWORD AND FISTWTC11829

Cavalier, Devoted Defender, Duelist

TOME AND BLOODWTC11845

Arcane Trickster, Mage of the Arcane Order (Guildmage to the College of Magic), The Spellsworn, The Necromancer

DEFENDERS OF THE FAITHWTC11840

Divine Oracle, Holy Liberator, Hunter of the Dead, Templar

SONG AND SILENCEWTC11857

Dread Pirate, Outlaw of the Crimson Road, Spymaster, (with additional requirement of level 4 or greater infiltrator), Thief-Acrobat, Vigilante

MASTERS OF THE WILD881640000

Bloodhound, Deepwood Sniper, Exotic Weapon Master, Foe Hunter, Tamer of Beasts, Watch Detective



STARTING ADVENTURES

This section of the *LIVING KINGDOMS OF KALAMAR* Pecal Gazetteer contains two short role-playing adventures, "Old Honor", and "The Steel Guard". Each of these adventures was designed to be run separately as part of the Introduction to the *LIVING KINGDOMS OF KALAMAR* campaign. They can be easily adapted to any on-going home campaign or characters may be created using the *LIVING KINGDOMS OF KALAMAR* guidelines. Sample characters are also provided that are suitable for the adventures and the *LIVING KINGDOMS OF KALAMAR* campaign.

You, the Dungeon Master, will need a copy of the *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual* for these adventures. All the adventures take place in the *KINGDOMS OF KALAMAR* setting in the Principality of Pecal.

Scaling the Adventure

This adventure is designed for 1st level beginning characters. It can, however, be scaled for groups with up to 3rd level characters.

Only 1st and a few 2nd level characters: Run the adventure as written with the following changes.

- Increase the hit points of the bull to 30.
- Give each of the goblins 6 hit points and increase the number of goblins to ten.
- Increase the hit points of the doppelganger to 32.

2nd and 3rd level characters: Run the adventure as written with the following changes.

- Increase the hit points of the bull to maximum and lower the DC it needs to save versus entering Rage to 10.
- Give each of the goblins 8 hit points and increase the number of goblins to 12.
- Give the goblins a subleader with +1 to Init, AC, Atk, Dam and all saves.
- Increase the hit points of the doppelganger to 36 and give it one level of druid. It will then have both magic fang and an obscuring mist spell available to it.

Regardless of the party's starting level, the amount of treasure and experience is not adjusted in this adventure.

Therefore, the DM should also be familiar with the *KINGDOMS OF KALAMAR* campaign sourcebook.

If you are planning on using the adventures as part of an ongoing campaign, note the "Scaling the Adventure" sidebar items at the start of each of the adventures. If you are interested in tying these adventures together with other *KINGDOMS OF KALAMAR* adventures, pay close attention to the information contained in the sidebar items entitled "The Winding Road," provided after each adventure.

Specific statistics for key Non-Player Characters (NPCs) and monsters as well as other material are included in Appendix A immediately following this chapter. Certificates that may be photocopied, *LIVING KINGDOMS OF KALAMAR* event record sheets, magic log sheets and character sheets are also included.

OLD HONOR

INTRODUCTION

This fantasy adventure is recommended for use with three to six beginning characters. It may be adapted to more experienced characters as described in the sidebar item "Scaling the Adventure." An even mix of standard character classes would be ideal. Sample characters that are suitable to be played in this adventure are provided in Appendix A immediately following this chapter. Characters also may be created using the *LIVING KINGDOMS OF KALAMAR* character creation rules.

The DM should read this adventure entirely at least once before play in order to ensure a smooth game. A map of the Thorp of Har'gadu is included on the inside back cover.

Adventure Background

This adventure is designed to introduce the players and their characters to the group known as the Honorable. The Honorable are typically nobility but in many cases the government of Pecal has elevated retired members of the military or

watch organizations to the rank of Honorable. The PCs will also have an opportunity to learn some history of Pecal through the tales of one or more of the residents.

Adventure Synopsis

In this adventure the PCs find themselves enjoying a warm dinner in the thorp of Har'gadu. The thorp is on the main road that connects Pecal to the western kingdoms. While they are in the tavern called the Elder Wayhouse, they will have the opportunity to meet and talk to a number of local residents of the thorp. They will hear rumors of goblin raids and a set of large tracks found on the Kuroper's farm.

About halfway through the PC's meal, a woman will come into the tavern raving frantically because she cannot find her daughter. Many of the residents will look concerned but only one will take an immediate action.

The elderly man who sat quietly in the tavern proves to be the Honorable Lukas Trimel. "Lu" as he is called by his friends was once a city watch member in the city of Baneta. He moves over to a closet and puts on a chain shirt as he arms himself with a polearm. Lukas knows duty and is willing to go out into the darkness to try to find the woman's daughter.

What really has happened is that the girl, while exploring the woods nearby, found a number of berries. While the berries look very tasty, they are slightly poisonous causing a light sleep to overcome any that consume enough of them. The girl brought the berries back to the family woodshed and proceeded to have a pretend party. She consumed many of the berries. Given her small body and the number of berries she ate, she is in a very deep sleep.

The adventurers have several places they can look to find the girl. The set of large tracks rumored to be in the farmer's field does exist and it is close to the farm of the missing girl. The tracks are that of an ogre. The field is also the home of a very territorial bull. The ogre knew enough not to mess with the bull. Hopefully the characters do as well.

The forest holds a number of clues. First, one can find the girl's tracks in the woods near her home. There are no suitable tracks in the grassy fields leading to the woods but her tracks can be found at the edge of the woods. One can also find smaller goblinoid tracks near the berry bush.

The goblin tracks are the easiest to find and as such, characters will most likely attempt to follow those. If they do they will come to a small camp of goblins. The goblins have piled up some rocks to form a low wall for partial cover of their fire pit.

The characters can attempt to stealthily or directly confront the goblins. The fight should not take long. There is a covered "treasure" of the goblins that should surprise the characters.

To add to the confusing situation in the thorp, a doppelganger, after studying the thorp determined that the most trusted person in the town was Lu. Thus, it followed him out into the woods and attacked. The doppelganger easily defeated the shocked Lu. Prior to this incident, the doppelganger had

been leading this small band of goblins in order to obtain food in an easier manner. The goblins were also talented spies helping the doppelganger keep an eye on the thorp. He left Lu in the "care" of the goblins until he could return. They have not killed him as their leader gave strict orders not to. Since the doppelganger ate their last leader, none of the goblins want to disobey his orders. The doppelganger has since taken Lu's identity and now walks among the locals of Har'gadu.

Lu knows he was attacked by a doppelganger. He does not understand why he is still alive. If released, he will insist that the characters assist him in confronting the doppelganger, though he will listen to any plan the characters suggest.

The final battle depends on the plan that Lu and the characters create. Hopefully, it includes defeating the doppelganger. As the town celebrates the safe return of Lu, the young girl will walk sleepily around the corner wondering why everyone is yelling.

ADVENTURE HOOKS

Being on the main road from the kingdom of Ek'Kaselo into the Principality of Pecal it is not hard to lure the characters into the thorp. Here are some suggested ways for the DM to get the PCs involved in the storyline of the adventure.

The characters could be traveling to the city of Bet Rogala to build their reputation and this thorp was a resting-place for the evening.

The character may be traveling with a caravan as a guard or passenger, which stopped here for the night.

A beginning character may determine that this is the thorp he grew up in.

An ex-military member of the Pekalese military may have ended their enlistment at Fort Senlot. The fort is a day's ride from the thorp.

Thorp of Har'gadu

This tiny hamlet would never be seen on a map except for its location on The Elder's Way, the main road between Pecal and the Young Kingdoms to the west. With a population of less than 80 people, the thorp does not have the active support of any local nobility. The only member of the Honorable in the thorp is Honorable Lukas Trimel.

Still the residents live well and enjoy their lives. There is one common house and tavern in the thorp The Elder Wayhouse. Coldarran, a 44-year-old man of Brandobian decent, runs the Inn.

The largest family in town is that of farmer Owin. His was the original farm in the area and he still lives on the multi-building farm with his wife Veka and their six children, four grandchildren and two great-grandchildren. It is one of Owin's great-grandchildren, Mela who goes missing during the adventure. They produce all types of crops for their family but they have begun to raise horses as well in the last couple of years. Owin's son Tobin brought back a few horses after his service in the cavalry.

The other farms include the Ropen farm. This is the major source of grains and crops in the thorp. It grows just enough crops to support the thorp and the other farmers. There are also two pig farms and the Kuroper Cattle Ranch.

Besides the Wayhouse the only "business" in town is that of Yrumyr's Leatherworkings. Yrumyr (Yer-ru-mear) is a strange half-elf who settled here many years ago. He still looks to be in his late twenties, by human standards, although the villagers know that he is at least 60 years of age. He realized that the thorp was a natural source of material for his craft. Being located on a major caravan route has been exceedingly helpful for his fledgling business.

It is important to note that there is no official shrine or temple in the thorp. Once a month a member of the Holy Mother's clergy stops by the thorp for a few days.

The thorp homes and buildings are all constructed of oak from the nearby woods. The largest building in the thorp is the wayhouse. It is a two-story wood building with a stone front. It has stables out back. Gerin, one of Owin's grandchildren runs the stables and is a blacksmith of average skill.

The wayhouse has room for twelve guests having six private rooms and a large common room. The thorp has been known to "make room" in the various nearby homes when more than one large caravan stops at the thorp for the same evening. Prices for the common room are 4 sp each and a private room is 1 gp each. The rooms are all clean and well furnished with a shared bath at the end of the hallway. Coldarran typically charges 1 sp for a hot bath if he is the one who brings the water up from the kitchen. If a character wishes to bring the water up himself, then the charge is only a copper. He will not run a bath for anyone prior to, or during any of the meals.

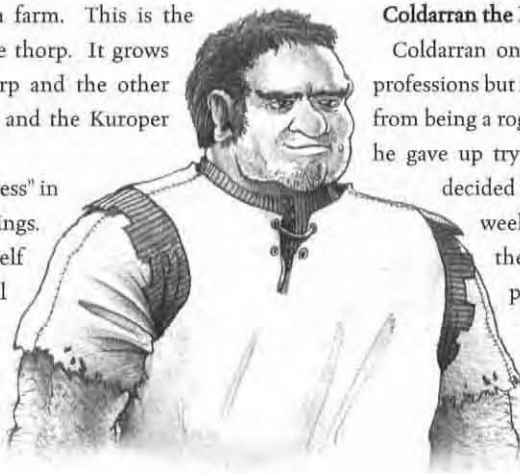
The typical menu at the Elder Wayhouse consists of:

Breakfast: smoked sausage, chicken eggs, duck eggs, strawberries (3 sp).

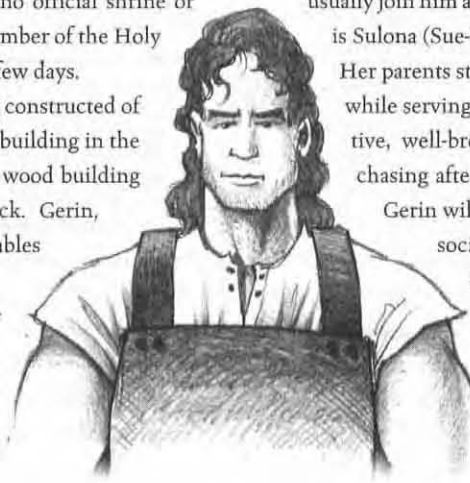
Lunch: pork chop, curds, potato, blueberries (4sp).

Dinner: pork liver, cabbage, broad beans, nut bread, plain cake (5sp).

When the characters arrive at the Elder Wayhouse, either Coldarran or Gerin will greet them, depending if they are riding horses. During the evening hours the tavern will be serving dinner. The townsfolk that attend dinner at the wayhouse each evening include:



Coldarran the Innkeeper



Gerin

Coldarran the Innkeeper, male human Rog1

Coldarran once tried his hand at the more illegal professions but found he did not like the risk that came from being a rogue. He settled down in Har'gadu after he gave up trying to case a merchant caravan. He decided to work at the wayhouse for a couple of weeks. The weeks turned to months and the months to years and when the previous innkeeper passed away, Coldarran was shocked that he was named heir and inherited the tavern and inn.

Gerin, male human Wart:

Gerin is of Kalamaran ancestry and acts as the blacksmith and handyman in the thorp. He is 23 years old with curly auburn hair. His wife will

usually join him at the inn for dinner each evening. Her name is Sulona (Sue-loh-nah). She is also of Kalamaran ancestry. Her parents still live in the town of Favido. Gerin met her while serving his term in the military. She is a very talkative, well-bred woman who spends most of her time chasing after the couple's one-year-old daughter Nelata.

Gerin will be friendly, but has never really developed social skills and is very comfortable letting Sulona talk for him. Sulona can talk about her family and the town of Favido but is more likely to repeat a number of local rumors that she has heard.

Rumors in the Tavern

- There was a huge footprint found in the field over at the Kuroper Ranch. The toes were larger than her daughter was. (true, but the toes were not quite that big)
- A group of Warriors of the Emerald Wave were through just last week and warned old Lu that goblin tracks were found in the woods nearby. (true)
- Syda, her sister-in-law has been seeing Farmer Ropen. (false, actually Syda's 19-year-old daughter Rowani has been seeing the 36-year-old farmer)
- Lu found some strange tracks just yesterday near the Rone pig farm but he investigated them and said it was nothing. (true)

Lukas Trimel: The statistics for Lukas and the doppelganger can be found in Appendix A at the end of this chapter. Lukas is in his late 70s and still watches everyone like he did during his city watch days. The whole thorp loves and respects Lu and he has presided over many of the thorp marriages. He is treated partially as the mayor of the thorp and partially as the grandfather of the thorp. He lives in his own home next to the inn and has all of his meals at the inn. Coldarran never charges Lu for

meals and the villagers always take care of any expenses that he might have. If the characters approach him in the inn he will thank each for coming, or welcome them to Har'gadu, or offer to buy them a drink. He is friendly, although quiet and a bit eccentric.

Yrumyr, male half-elf Wiz1/Rog1: Yrumyr has wavy red hair, a remnant of Kalamaran breeding in his Fhokki ancestry. He looks to be in his late 20s and dresses in fashionable leathers. He does not participate in much of the thorp gossip but does enjoy listening to the stories and watching the people.

He does have his own story, which he has never told and it would take a Charisma check with a DC (15) to convince him to reveal it.

Please allow the players to role-play any attempts at convincing Yrumyr to tell his story. If that doesn't pan out, have the player doing the most talking make the Charisma check and any other players also attempting to convince him may add a +1 synergy bonus.

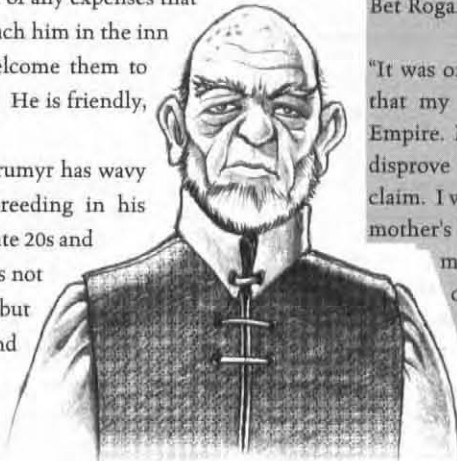
If the characters succeed at convincing Yrumyr to tell his story you can read or role-play the following text for them.

Yrumyr sits down near the fireplace and smiles. "You know, I have been living here for more than a couple of years. But you are the first folks who have actually brought out the storyteller in me."

"This all happened a long while ago, just after Pekal gained its independence. My father helped Lamnian Endremín free the people of Pekal from the yoke of the Kalamaran Empire. I remember my dad referring to Lamnian and later to Prince Kafén as cousins. I don't know for sure since my dad died before he explained the relationship to me."

Helping himself to another mouthful of wine he looks at Coldarran. "I know I could have said something many nights previously, however the time was just not right."

"My mother, as you might have guessed, was of Fhokki descent. Never got to know her at all for she was put to death shortly after I was born. My father was one of the Principality's original infiltrators and protected the young prince during those early years. He met and fell in love with a beautiful traveler. Each time he told me about her I could see great happiness and sorrow in his eyes. They were married in the Temple of Natrakk in



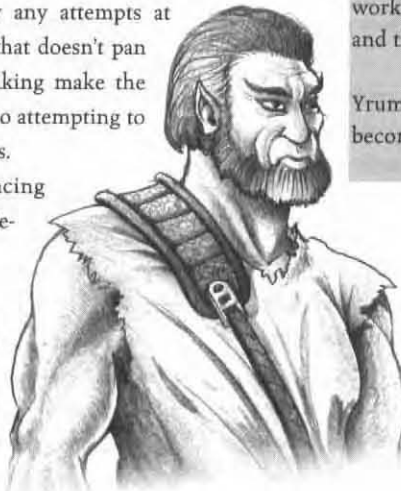
Lukas Trimel

Bet Rogala. Sometime later I was conceived."

"It was one of my father's best friends who proved that my mother was actually a spy sent by the Empire. My father could not believe it but could not disprove it. My mother also refused to refute the claim. I was born and before I could suckle from my mother's breast I was taken away. My father raised me to adulthood caring for me in ways that I can not put in words. I guess he saw my mother's face in mine and held the good memories of her by caring for me."

"Then four years ago he told me he was leaving on an important mission for the Prince. He never returned. I tried to find out what happened, but was only told that he died nobly while in Tokis working on eliminating a threat to the Principality and the Prince's life."

Yrumyr looks deep into his drink, as the tavern becomes deathly quiet.



Yrumyr

Natrakk is the Fhokki name for The Eternal Flame, god of day, light and dawn. He is more commonly known in Pekal by his Kalamaran name, Dirasip. The conclusion of the story by Yrumyr is a good time to introduce the plot of the adventure.

Encounter One: With a Crash

With a crash the front door to the wayhouse opens and a frantic looking woman is silhouetted by the rising moon. "Lu, Coldarran you have to help me!" she screams into the room. "Mela is missing! I can't find her anywhere. Everyone is looking... but only Adari saw her — and he says she was leaving the ranch. You have to help!"

With those words the entire wayhouse will start in motion. "Lu" will go to a closet and get on a small chain shirt and grab hold of his trusty polearm. Of course, the doppelganger does not need the armor or weapons, however he knows that is the typical reaction that Lu would have to any problem. He is also worried that the girl may have run into his goblins and wants to make sure that it is not the case. In order to do this he is going to settle the rest of the town down "making use" of the characters conveniently here as well as his own skills.

Encounter Summary

Encounter Two: Kuroper's Ranch – Use this if the characters want to investigate the rumored "large" track in the Kuroper's field.

Encounter Three: The Gasper Woods – Use this if the characters look into the area of woods between the Kuroper and Owin ranches.

Encounter Four: The Owin Ranch – Use this if the characters go to the Owin Ranch to investigate.

Encounter Five: Lu meet Lu – This is the conclusion of the adventure and should not be used until the characters have gone to Encounter Three.

You should have Lu approach each of the characters. He will tell them this crisis is not one that the villagers are equipped to handle and that he will take care of the problem, although he would happily accept any assistance the characters would be willing to offer.

If they agree to help, Lu will ask them to look on the eastern side of town, near the Kuroper and Owin farms. He does not get around as well as he used to and it is a fair walk from the wayhouse. If the woman is questioned, she will repeat that the last time anyone saw Mela, the girl was going into the Gasper Woods near her home where she has gone off to play before.

You can use whatever reasons you think the characters might need to go together, remember that "Lu" can read their thoughts and will know what buttons to push. Once you get them on their way you should be able to continue with one of the encounters listed in the sidebar item entitled Encounter Summary. These encounters are described in full detail below.

Encounter Two: Kuroper's Ranch (EL 1)

The Kuroper Ranch is located on the opposite side of the Gasper Woods as the Owin Ranch although they share a common border north of the Gasper woods.

No one in the thorp can remember if Kuroper was a surname or given name but Old Man Kuroper still runs the cattle ranch. Granted he has over a dozen men who work for him but it is not an unusual occurrence to see the 60-year-old out with the hands branding cattle and picking out those for slaughter.

When the characters get to the ranch it will be after dark (make sure they determine what type of light source they will be using). The foreman of the ranch will greet them just inside the ranch. Tibadi is the foreman's name and he is very obviously a half-hobgoblin. He has worked for the Kuroper Ranch for almost half his 30 years and has extreme loyalty to Old Man Kuroper. He will not have heard that Mela has disappeared but if the characters inform him of the event, he will promise to rouse the hands to search through the fields.

Of course if the characters have come this far they will want to see the tracks. Tibadi will tell them that the tracks were found in the fields closest to the woods near the Owin farm. He

can show them the way, or they can go on their own and he will rouse the rest of the hands. If they go on their own, he will point them in the right direction and tell them that the tracks are just on the other side of the new fencing.

If Tibadi joins the characters, he will lead them down a dirt path between two fenced fields. A small herd of cattle can be seen in the right field although nothing is visible in the left field. He will show the characters the new section of fence that they rebuilt and the tracks on the other side of the fence. If the characters try to go over the fence he will warn them not to since a very territorial bull resides in this field and it is probably not safe.

It is indeed not safe for strangers to go into the field. The bull only respects Tibadi and will attack anyone else who enters its field. Give the characters a Spot check DC (10) to see the bull. It will take an Animal Handling check with a DC (20) to get out of the field slowly and keep the bull calm. Any fast movements or movements towards the bull WILL set the bull to the attack. The bull is slightly injured from its run-in with the ogre. Its lower hit points represent these injuries.

Bull hp 21

Hopefully the characters do not put themselves in a position where they are forced to kill the bull. This will upset Tibadi very much. As for the tracks, there are indeed two large footprints very close to the fence. For someone with the Track feat, it will take a DC (17) Wilderness Lore check to determine what type of tracks these are. The ground is soft (base DC 10), however it has been five days since the tracks were made and although it has not rained, the characters are attempting to investigate the tracks by the moonlight. (+8 to DC, -1 to DC since Ogre is a large creature). With a successful tracking check it will be clear that the tracks are that of an ogre. Without a successful check, the characters will be unable to find the tracks at night. Those without the Tracking feat may use a Search check (DC 17) to try to find the tracks but they may not follow them.

Encounter Three: Finding Tracks (EL 2)

The Gasper Woods is located on the northern edge of The Elder's Way as it leaves the thorp to the east. It is directly south of the many large fields of Owin's farm and to the west of the Kuroper Ranch. The logical place for the characters to begin searching the woods is the northern edge, the one closest to Owin's farm. If they start at that location, continue with the following, otherwise they will need to search through the woods for at least two hours before coming to this text.

The woods are dark and very little light filters from the evening sky into its lower reaches. The northern edge of the woods is also quite dense with the lower grounds covered in a variety of berry bushes.

If the characters want to search for tracks, they may do so using the Search skill or Track feat (Wilderness Lore check) with a DC 13. A successful check will locate the small shoed tracks on the northern edge of the woods near a group of berry bushes. One can discern that a small child likely made the tracks and that the child seems to have stopped here at the berry bush.

If any of the characters declare that they are searching around the berry bush, they are allowed to make a Search or Track (Wilderness Lore) check, DC 13. Success here indicates more tracks inside the woods on the other side of the bushes. If the players find these tracks, **DISPLAY ILLUSTRATION 1 ON PAGE IQ1**. A



DC 13 Wilderness Lore check will determine quickly that these are goblin tracks. It will not be possible to determine without magic of some means that the tracks were left at different times. Other miscellaneous possibilities for investigation include:

Animals – There are of course many small animals at the edge of the forest, a gnome, ranger or druid may be able to speak to one of them. They will remember the little girl. She was gathering berries. The animals do not eat those berries since animals will die from eating them. The animals did not see the girl leave as they heard the approaching goblins.

Detect Poison – The spell *detect poison* will definitely determine that the berries are poisonous. A Craft (herbal concoctions), Craft (poisonmaking) or Profession (Herbalist) check (DC 15) can also give information on the berries. They are called fonodi berries. Upon ingestion of a sufficient amount, they will make the subject drowsy regardless of his or her saving throw. If the subject eats about two cups worth, he or she must make a Fortitude save (DC 12). There is no initial effect other than drowsiness. The secondary effect is unconsciousness for 1d3 hours. Because the effect requires a relatively large dose and because of the relatively low DC save, they do not command much value on the market as a poison, just 5 gp per dose. And of course, poisons are illegal in Pekal. However, herbalists often use them in low doses as a sedative.

If the characters find the goblin tracks and are able to follow them they will find that the tracks cross the road to the south and enter the larger Kizin'tori Woods. As they approach the

New Skill

Craft (herbal concoctions)

One who has this skill can craft herbal concoctions similar to those described on page 116 of the Kalamar Player's Guide according to the Craft rules on page 65-66 of the Player's Handbook. This skill also allows one to identify properties of herbal compounds such as poisons or alchemical mixtures that are derived from plants. DCs for identifying properties of certain substances can be adjusted based on whether or not one has suitable laboratory materials available for testing.

goblin camp, the PCs may be able to hear the goblins before they are able to see them. Remember that the goblins have darkvision with a range of 60 ft. Therefore, if the characters are walking around with a lit torch (very possible) it is highly likely that the goblins will see the characters before the characters see them. You may allow the characters a Listen check, DC 10. Taking the highest roll add 10 ft to a base 100 ft for every point above DC 10 that the character made. That is the range that the character first heard the sounds of speaking. The reason we start at a base of 100 ft, is that if the characters come within 100 ft of the goblin camp with a light source, the goblins will spot them.

If the characters are successful you should inform them that they hear speaking in a very low guttural tongue. If any of them speak Goblin they can attempt the same Listen check (unless they were the one that made the check) to determine that it is goblins speaking. The party should be too far away to actually be able to translate what the goblins are saying; however, if they do manage to listen in on the conversation, the goblins are debating whether they should eat their prisoner.

See the map on page 62, showing the layout of the goblin camp. If the PCs stealthily approach the goblin camp **DISPLAY ILLUSTRATION 2 ON PAGE IQ1** now.



Goblins (8): hp 4 each

Although there are a total of eight goblins in the camp, the PCs will initially only see two huddled by the campfire. There is also one on the north side of the camp and one on the south side of the camp hidden from view on (inattentive) watch duty.

The other four are off gathering firewood nearby and will return to the camp within 1d6 rounds.

As stated in the background, the covered lump in the camp is a dazed and surprised Lukas. He really is the honorable warrior who will not take this insult or the loss of the girl sitting down. He will be ready to take on the Emperor himself when the characters let him in on everything going on. Of course it is expected that they will ask him how he came to be out here. When they do, this is what he will tell them.

Lukas, or Lu as he asked you to call him, looks you each over. "You have not been at this adventuring very long have ya? Don't answer it, none of my business anyway. Well, you see, I was investigating. I had heard of the ogre tracks over at the Kuroper Ranch. I guess that ogre got more than he bargained with Old Kuroper's bull. Never a more ornery animal that I have ever encountered. Well, when I was following the ogre's path I came across another set of strange tracks. I followed them a little ways and found myself looking at this goblin. As I watched it, it changed shape first looking like a tall gray creature then like myself."

Lu looks to the ground, "When I was younger I am sure it would not have surprised me like that and I would ask you not to tell the others how quickly the creature rendered me unconscious. It was a doppelganger of course, perhaps you have heard of them. Well I ran into a couple during my night watches in Bet Rogala. Never understood why they always tried to sneak into the city but we caught them. I guess it is now in the thorp somewhere isn't it? Well enough talking. Someone hand me a weapon, we have a doppelganger to catch!"

Lu is planning to grab a weapon and a torch and go and confront the doppelganger. The characters can go along with this plan or suggest another plan. Lu is very willing to listen and alter his plan with the character's input. Once the characters and Lu are ready to head back to town continue with Encounter Five.

Encounter Four: The Owin Ranch

This encounter should be used if the characters decide to first look at the Owin Ranch. There is chaos at the ranch as over 15 family members and 20 ranch hands search the ranch and the fields for young Mela. If the characters ask to speak to someone they will be able to speak with Guwilan, Mela's mother. She is currently on the front porch trying to keep calm. Owin's wife Veka is keeping her company and will not tolerate the characters upsetting her. Veka is 74 years old, although she looks much younger. Her brown wavy hair only shows a few touches of gray.

Guwilan can't give the characters any more information than they already know from the scene at the wayhouse. So far the

ranch hands have searched all the ranch buildings and are starting to check the fields. Guwilan's husband Carowin was also lowered down into the well just to make sure but he found nothing either.

Encounter Five: Lu meet Lu (EL 2)

This is the final encounter in this adventure and is the confrontation between Lu and the doppelganger. You should role-play Lu's actions as those of a very honorable, determined warrior whose body just is not quite capable of living up to the promises made by his mind. He realizes that but will not let his old age prevent him from doing what is right.

When the characters get back to the thorp, the doppelganger is in the inn. It has taken off the chain shirt and replaced the halberd in the closet. It has also attacked and taken down Coldarran and hidden his body in one of the upstairs rooms. It knows that the characters are probably on their way back and will attempt to read their thoughts to determine what has happened. It believes it can defeat the characters and add them to its larder of food. If things go wrong the doppelganger plans to run into the kitchen, change into Coldarran, go through the back door and be found next to the wood pile with injuries the result of a vicious attack by the doppelganger.

The Wayhouse diagram is in the illustration section of the adventure.

Doppelganger hp 22

If the characters defeat the doppelganger and rescue Lu and Coldarran, the villagers will hold a celebration that night out at the Owin Farm. It seems that while everyone was looking for Mela, she was sleeping in the woodshed and came out just a little while ago. Everyone is safe and the thorp celebrates by holding a terrific feast with plenty of roast pig and beef ribs.

CONCLUDING THE ADVENTURE

If you are planning on playing in the *LIVING KINGDOMS OF KALAMAR* campaign this adventure is worth 100 xp to your character. The thorp also refunds any moneys that the characters spent on food or lodging while they were in town. They don't have a great deal of wealth, however Owin personally hands each of the thorp heroes a small pouch with 40 gp. He can't put a price on his great-granddaughters life, however that is all they can afford.

If you are playing this event as part of an on-going home campaign, then you, the DM, should award experience as you see fit for the challenge level posed by the adventure. See the sidebar item entitled "Old Honor: The Winding Road" for hints to tie this adventure with the next one contained in this book.

Old Honor: The Winding Road

Further interactions with the NPCs in this adventure could include having the PCs join Yrumyr in searching for more clues to his past and that of his family. Lu could ask that they accompany him to the Village of Popowon in the Kamarela Mounds to see a cousin of his. He knows he is getting old and would like to visit his relatives one more time. This could lead the PCs to the adventure titled *In Too Deep* published in the *Lands of Mystery* book. The PCs might hear rumors of problems with walking dead near the Sobelmire swamp on the southern shore of Lake Eb'Sobet. While traveling there, this could lead them to *The Steel Guard* adventure contained in the second half of Chapter 7 of this book.

THE STEEL GUARD

INTRODUCTION

This fantasy adventure is recommended for use with three to six beginning characters. It may be adapted to more experienced level characters as described in the sidebar *Scaling the Adventure*. An even mix of standard character classes would be ideal. Sample characters that are suitable to be played in this adventure are provided in Appendix A immediately following this chapter. Characters also may be created using the *LIVING KINGDOMS OF KALAMAR* character creation rules.

The DM should read this adventure entirely at least once before play in order to ensure a smooth game. Advice for scaling this adventure can be found in the sidebar entitled "Scaling the Adventure."

Adventure Background

This adventure is designed to introduce the players and their characters to the types of problems facing the Principality of Pekal and the types of forces that Pekal has enforcing its laws and the safety of its land.

Adventure Synopsis

In this adventure the characters are traveling on the South Merchant Way, the north-south road that connects Bet Rogala, Baneta and The Elder Way. As the sun is starting to close in on the western horizon, they will hear the sounds of combat coming from up over a hill. There is little suspense or deception in this adventure. It is purely a physical challenge with the character's combat skills tested against a number of possible foes.

As the characters charge, peer, scout or crest the small hill, they will find one warrior standing tall against what appears to be a two-headed giant. The warrior is Midalita B'Rogupar, a member of the Steel Ribbons and an honorary member of The Blooded. He had already defeated an ogre and four orcs when the ettin attacked him. He is injured but should manage to win the fight even without the assistance of the characters.

The most likely outcome of this introductory encounter is that the characters will assist Midalita in the killing of the ettin. After the ettin is killed, Midalita will speak at length with the characters as he binds his wounds or receives healing magic from the characters. He will explain the different warrior societies in the Principality and ask the characters if they would like to have a little adventure in the morning. He plans on tracking the giant-kin and goblinoids to see if any escaped his sword. This will give the characters plenty of time to talk with Midalita. You, the DM should use as much of the information in the previous sections of the *Gazetteer* as you feel necessary, as Midalita knows much about the Principality and its organizations.

He does feel that honorary membership in the organization of The Blooded is more a reward for luck. He feels that any situation which would warrant their attention would be the result of either an exceedingly brave or exceedingly foolhardy act. He was given the honor after defeating four ogres himself a number of years ago. He believes it was the most foolish thing he has ever done.

Once the morning comes, Midalita will lead the characters off into the western hills. These hills are just on the edge of the Kamarela Mounds and often hide intruding goblins and giants. Midalita will find the tracks of one giant and between four and eight orcs. They have split up and he wants to know if the characters want to join him against the giant or if they want to track the orcs and meet back here after they are done. Hopefully the characters chose the orcs. If they want to join Midalita against the giant they may do so but the orcs will escape.

After the battle, Midalita will thank them. He is heading south going towards the Kalokopeli Forest as there is often problems in that region. He wishes the characters good luck and gives them the name of a good weapon dealer in the town

Scaling the Adventure

This adventure is designed for a group of 1st level beginning characters. It can, however, be scaled for groups with up to 3rd level characters.

Only 1st and a few 2nd level characters: Run the adventure as written with the following changes.

- Give each of the orcs 5 hit points and increase the number of orcs to seven.
- Increase the ettin's hit points to 75 in encounter four.

2nd and 3rd level characters: Run the adventure as written with the following changes.

- Give each of the orcs 8 hit points and increase the number of orcs to eight.
- Give the orcs a subleader with +1 to Init, AC, Atk, Dam and all saves.
- Increase the hit points of the ettin to 82, and give it one level of barbarian. It will have the ability to rage available to it.

Regardless of the party's starting level, the amount of treasure and experience is not adjusted in this adventure.

of Lebolegido who will give them a fair price for the equipment looted from the various foes.

ADVENTURE HOOKS

While just being on a main road from Baneta or Ek'Kasel is sufficient to start this adventure, one should develop a more detailed story to explain the characters' presence. Here are some suggested ways for the DM to get the characters involved in the storyline of the adventure.

- If you have run the same characters in the Old Honor adventure, they can be continuing on their way from the Thorp of Har'gadu to the city of Bet Rogala.
- If you are using the adventure *Deathright*, the adventurers could be cohorts of the level 8-9th level characters going to the village of Ar'Taban.
- The characters could just be traveling from the southern or western regions towards Bet Rogala or past Pekal to the Kingdom of Paru'Bor.
- The characters may have heard of a magic item called the *Mask of Races* rumored to lie buried somewhere within the Kamarela Mounds (see the adventure entitled "In Too Deep" in the *Lands of Mystery* adventure book) and they could be traveling there to seek it.

THE KAMARELA MOUNDS

The Kamarela Mounds can be found to the southwest of Lake Eb'Sobet. These large rolling hills extend for many miles and hide many things. There are a large number of secure halfling and gnome villages within the area of the Mounds. They are connected by a dirt trail that the locals call the Kamarela Road. The road does not support large wagons but the natives do not seem to mind. It is perfect for mules and ponies. The only towns in the Mounds are Nilido, on the northern edge of the hills and Fowodido almost in the direct center of the Mounds.

The population centers in the Kamarela Mounds are very well protected and defended both by the natural shelters in which the villages are built and by the strong warriors that reside in the Mounds. Still, there are problems. The largest problem is that of orcs and goblins. There always seems to be bands of raiders that have somehow entered the Principality and decided to make the Kamarela Mounds their new home.

The locals joke that it must be something in the water that pulls the creatures miles away from shelter to the Mounds. This is not the case. The Mounds provide a great shelter to those of the giant and goblinoid races and are also home to many undiscovered underground passages. No one knows how many of these humanoid races reside in the Mounds. They do not often attack travelers or the villages, although an occasional attack does occur.

The Pekalese Military and the various warrior groups attempt to patrol these hills. They track and destroy as many of these dangerous humanoids as possible.

Encounter One: Sounds of Battle (EL 1)

The players should begin by describing their characters. The group has been traveling together for at least one day. The nearest city to the south is the city of Favido. If the characters did not know each other prior to the event, they met in Favido having the common goal of heading north.

The sun has almost completed its journey to the western horizon when it happens. Your small group is making its way north along the South Merchant Way when your ears pick up the distinct sounds of battle. There is the clash of a sword and the very loud grunting of pain and anger.

What happens next depends on the actions of the characters. Once they get up to the top of the hill read or summarize the following information for them, and **DISPLAY ILLUSTRATION 3** ON **PAGE IQ2**.



After cresting the hill an amazing sight greets your eyes. A huge two-headed creature stands towering over a wounded man. The man wears dented and bloody plate armor as he swings a large two-handed weapon at the giant. Behind him are bodies, not of other warriors but of other giants and orcs.

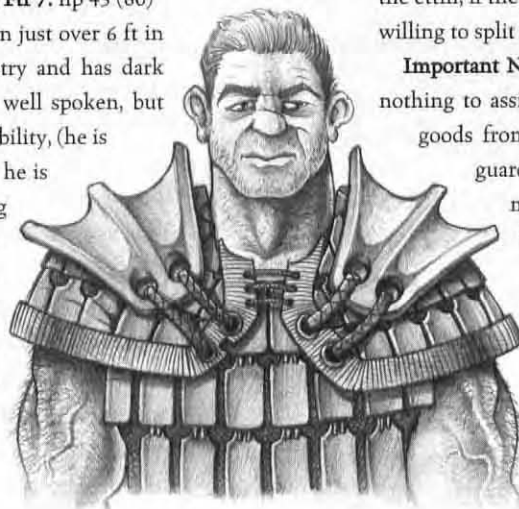
As you take this in, the two-headed beast again bashes one of his clubs into the armored man knocking him back a step and creating another loud crash.

The battle is well under way and the characters see the battle while still 120 feet away from the ettin. The ettin is facing away from the characters, but since it is in melee the characters cannot catch it unaware.

To assure that the characters can participate in the battle and speak with Midalita, the first round of combat for the ettin and Midalita is scripted out below.

Midalita B'Rogupar, human male, Ftr 7: hp 45 (60)

Description: Midalita is a tall man just over 6 ft in height. He is of Kalamaran ancestry and has dark black hair and brown eyes. He is well spoken, but although comfortable among the nobility, (he is the second son of a Pekalese noble) he is very down to earth. He does not brag but instead gives credit to his instructors and the many warriors with whom he has fought and bled. His Charisma is due to the fact that he is very likable. His face has a number of small scars, as does the rest of his body.



Midalita B'Rogupar

Ettin: hp 25 (65)

Possessions: greatclub, pouch with two 25 gp. garnets.

In the first round as the players crest the hill the following occurs:

At initiative 6 Midalita acts – hitting on his first swing for 18 points of damage but missing on his second swing. Midalita was taking an attack penalty of 2 using his Power Attack feat.

At initiative 5 the Ettin swings at Midalita hitting twice, once with each greatclub. The Ettin does 22 points of damage. Note: It is not using the Power Attack feat.

At this point it is up to the characters to act. Have them roll initiative before the round begins. Allow them to move or take an action at their initiative. The initiative of the two combatants is low enough that the characters should most likely get two actions before the conclusion of the battle. If the characters have not killed the Ettin before Midalita attacks in the second round, Midalita attacks without using the Power Attack feat. He knows that the ettin is on its last ounce of life and there is no reason to waste his accuracy to improve his damage.

If you are the type of DM who rolls his dice in front of the players, and for some reason the ettin is still alive at initiative 5, the ettin will attempt to flee. DO NOT attack Midalita again just in case the ettin hits and kills Midalita, nor should you attack the characters since they most likely cannot survive even one strike from the ettin. Hopefully the characters can kill the ettin using magic or missile weapons before it escapes.

At the conclusion of the battle Midalita offer to share a camp with the characters. He was hoping to make it further today, but he ran into these creatures. Among the dead creatures are an ogre and four orcs. Midalita is not unaware of the prospects of beginning adventurers and he wishes to talk to these adventurers to determine their worth and skills. If they ask him, he does not require the equipment that the orcs and the ogre were carrying. The adventurers are welcome to it. As for the gems on

the ettin, if they helped him kill the beast, he is more than willing to split the pair, giving one to the adventurers.

Important Note: If your players crest the hill then do nothing to assist Midalita, he does not offer to split the goods from the ogre and orcs. He will speak in a guarded fashion with the characters to determine why they just stood there while he fought and, depending on their answers and your satisfaction with the answers, he might allow them to prove themselves the next day.

If a party actually attacks Midalita and defeats him, it is considered an evil act and has all the consequences of such.

The equipment carried by the orcs and the ogre include: large ogre-sized hide armor (7 gp.), huge ogre-sized longspear (5 gp.), four sets of orc-sized scale mail (25 gp. each) and four orc greataxes (10 gp. each).

Over the evening meal Midalita will ask a great number of questions. This should promote role-playing among the group. He can tell them about most of the warrior groups of Pekal and even a little information about the region of the Kamarela Mounds. He will recommend that they keep watches at night and ask if the characters would like to accompany him in the morning, he wants to make sure there are no other orcs hanging around.

Encounter Two: The Trail

Midalita will be up with the sun working on his armor and taking a number of dents out of it with a hammer. He smiles the whole time, the act being very comforting to him. As the characters awake and prepare for the morning he will tell them the following.

"I figure we head straight west into the Mounds. If there are any more orcs or giant types around we should be sure to find their tracks. Then we figure out where they are and finish them off. So you still with me?"

This is another chance to role-play. Midalita's goal is to once again confront the characters with the possible danger and gauge their reaction. You, the DM, should also gauge the role-playing reaction of the characters. Try to describe the reaction of each character using one of the following adjectives: foolhardy, scared, concerned, nervous, brave, etc. Keep track of the adjective on a scrap piece of paper that best describes the reaction of each character.

You have traveled most of the morning following the tracks of the orcs. Midalita found them after only an hour of travel and he has pressed you forward saying that the tracks are fairly fresh, possibly made last night.

The sun is almost directly overhead as he leads you between two large hills. "Watch for an ambush," he says, "this spot would be ideal."

Give the players an opportunity to adjust their marching order or to take other action in response to Midalita's remark.

In spite of your caution, you find that no ambush was in the making. However at the far side of the hills Midalita shows you where the tracks separate. "Now that there is a clever one. You see what it has done?"

The characters will have no idea what Midalita is talking about unless there is someone with the Track feat in the party. There are two sets of tracks to roll against if anyone does have tracking. The first set is a DC 13 check. The second set of tracks is a DC 19 check.

If the characters are able to succeed at the check then you should summarize what is in the next paragraph. If they do not succeed or do not have the feat you should continue with the paragraph.

"I would not believe it if I was not seeing it myself. The orc tracks totally fooled me. They were walking all over the place and really easy to follow, but what they were really doing is hiding the tracks of what might be another ettin or a small giant."

"I don't like to see either group get away into the Mounds like this. What do you say to me trying to catch up with this giant and you chasing down those orcs. I know orcs don't carry the same prestige as a giant but to the people of the Mounds they can be just as dangerous if not more dangerous."

Midalita is not bluffing or trying to protect the characters at all. Anyone trying to Sense Motive on him should be able to determine that easily (DC 10). He would be more than willing to let the characters engage either foe. He just wants both groups to be defeated, and in his mind this is the best way.

The characters can agree to his plan or continue to track the ettin with him. Use the appropriate encounter depending on their decision. He will ask them to meet back here after they defeat the orcs if that is their decision.

Encounter Three: The Orcs (EL 3)

This could be a very dangerous encounter for the characters depending upon how they go about making their attack. They have a choice of several tactics that could make the attack much easier for them, such as:

- They can position themselves higher on a hillside than the orcs. Then using missile weapons force the orcs to come up the hill to them. This would give the characters a +1 bonus to melee, with a +2 additional bonus the round the orcs managed to climb to the top of the hill.
- The characters could also attempt to use the natural hills to create some type of rock fall. A Wilderness Lore DC 12 check will locate a suitable location.
- In the same manner the characters could locate a hillside or flat area with rock cover that they could use. Remember however that the cover would affect both the orcs and the characters.
- Combined with any of the other tactics the characters could specifically mention that they will keep the sun at their backs as they proceed to attack the orcs. Orcs suffer a -1 penalty to attack rolls in bright sunlight.

There are a number of other tactics that the characters might use to get the advantage over the orcs. The orcs are not traveling fast through the hills and are not especially alert to being ambushed. It will take at least two hours from the split



in the path for the characters to be in position to ambush or attack the orcs.

Orcs (6): hp 4

If the characters defeat the orcs and salvage the equipment that they are carrying they will be able to sell the equipment later at the following values: scale mail is worth 25 gp each, greataxes are worth 10 gp. each.

After the battle the characters can meet back up with Midalita in the Concluding the Adventure section. As an alternative, the PCs could return to the meeting place and find no sign of Midalita. Should they try to find him, they may do so but they will find that he has sustained a serious ankle injury that will take some time or magical aid to heal sufficiently for him to be back on his feet in full form again. It so happens that he left the ettin with similar injuries though none that restricted its movement. He will encourage the characters to scout out the area to see if the beast is still close by. He instructs them to finish it off before it can seek others of its kind and heal itself. If the players scout out the area, they may find the ettin close by with only 12 hit points remaining.

Encounter Four: The Giant (EL 5)

This encounter assumes that the characters are going to accompany Midalita after the ettin. This is by far the more dangerous mission. Midalita is very quiet along the way and requests that the characters do not speak as he tracks the ettin. He will chuckle about the four ears that could hear them and about how he makes enough noise in these hills without talking.

Midalita will use the same type of tactics as mentioned in the previous encounter. He does not have missile weapons, however he will set up near the top of a hillside behind some cover before he alerts the ettin to his presence. This is a terrible battle for an injured 7th level fighter let alone the characters. The ettin will split its attacks each round until under half hit points then it will focus on whoever has hurt it the most (probably Midalita).

Ettin: hp 65

Possessions: greatclub

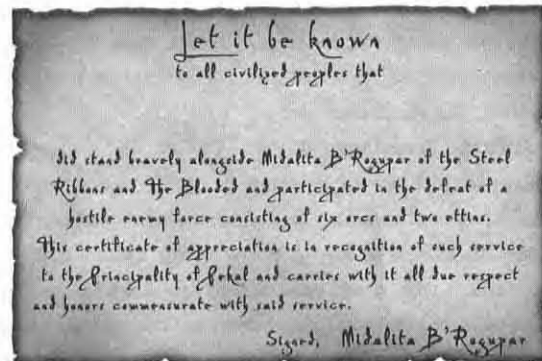
The surviving members of the group and Midalita (he needs to survive) can make their way back to the road. The sky has darkened and a light rain will be washing away whatever tracks the orcs had left.

equipment and a few coins. There is also the 25 gp gem. The reason the maximum amount is listed at 100 gp. is that carrying all the equipment would be very difficult and even if they do carry the equipment, there will be a lower price for all of it since it will be harder for the merchant to sell multiple sets. Also, this equipment just isn't of very good quality.

If you are playing this event as part of an on-going home campaign, then you, the DM, should award experience as you see fit for the challenge level posed by the adventure.

Now look at your scrap paper and the adjectives recorded earlier in the session. The adjective that Midalita is looking for is "concerned". If any of the warriors of the group showed genuine concern at the prospect of these orcs and the ettin roaming free, Midalita will recommend they seek out the Steel Ribbons after they put a few more battles under their belt. He believes they have what it takes to uphold the beliefs and traditions of the organization.

If the PCs show an interest in joining either the Steel Ribbons or the Blooded, Midalita will issue them a certificate of recognition with his mark to reward them for their help. (Refer to the certificate at the bottom of page 1Q2) This certificate may later prove useful if the PCs are in need of a favor as they forge their destiny in Pecal and the *LIVING KINGDOMS OF KALAMAR* campaign.



CONCLUDING THE ADVENTURE

If you are planning on playing in the *LIVING KINGDOMS OF KALAMAR* campaign this adventure is worth 100 xp to your character. Characters may also have the equipment from the orcs and the ogre. The amount depends on their actions but should not exceed 100 gp per player. There is 372 gp. worth of



APPENDIX A

ADVENTURES: OLD HONOR

Key NPCs and Monsters

BULL:

CR 2; Large Animal; HD 5d8+15; hp 21 (37); Init +0; Spd 40 ft.; AC 13 (-1 size, +4 natural); Atk Butt +6 melee (1d8+6 dam butt); Face/Reach 5 ft. by 10 ft./5 ft.; SA Rage; SQ Scent; AL always neutral; SV Fort +7; Ref +4; Will +1; Str 18; Dex 10; Con 16; Int 2; Wis 11; Cha 4,

Skills and Feats: Listen +8, Spot +5.

Rage (Ex): When a bull enters combat, it may enter a rage similar to that of barbarian rage. Each round of combat, the bull should make a Will saving throw versus DC 15 during his action. If it fails, it will enter a rage. As in barbarian rage, it gains +4 Strength, +4 to Constitution and a +2 morale bonus to will saves, however it suffers a -2 AC penalty. The rage lasts eight rounds and may not be ended voluntarily.

COLDARRAN THE INNKEEPER

Male human Rog1: CR 1; Medium Humanoid; HD 1d6; hp 5; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Atk +1 melee; SQ Sneak Attack +1d6; SV Fort -1, Ref +4, Will +2; AL LN; Str 12, Dex 14, Con 8, Int 14, Wis 15, Cha 16

Languages Spoken: Brandobian, Kalamaran, Merchant's Tongue

Skills and Feats: Appraise +6, Bluff +6, Decipher Script +4, Diplomacy +7, Disguise +4, Forgery +5, Gather Information +9, Hide +4, Intuit Direction +4, Listen +8, Move Silently +4, Open Lock +4, Perform (Act) +4, Pick Pockets +3, Profession (Innkeeper) +6, Read Lips +4, Search +2, Sense Motive +3, Spot +6; Skill Focus (Gather Information), Alertness.

Sub-race/Place of Origin: Brandobian (Elvinar)

Deity Worshiped: Polytheistic.

DOPPLEGANGER

CR 3; Medium-Size Shapechanger; HD 4d8+4; hp 22; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atk 2 slams +4 melee (1d6+1 slam); SA Detect thoughts; SQ Alter self, immunities (sleep & charm); AL N; SV Fort +5, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13.

Languages Spoken: Terran, Merchant's Tongue

Skills and feats: Bluff +12, Disguise +12, Listen +11, Sense Motive +6, Spot +8; Alertness, Dodge.

GERIN

Male human Wart: CR 1/2; Size M (5 ft., 10 in. tall); HD 1d8+1; hp 9; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Atk +4 melee, or +2 ranged; SV Fort +3, Ref +1, Will +0; AL NG; Str 17, Dex 13, Con 13, Int 14, Wis 11, Cha 13.

Languages Spoken: Brandobian, Kalamaran, Merchant's Tongue.

Skills and feats: Climb +5, Gather information +2, Hide +1, Jump +7, Listen +2, Move silently +1, Profession (blacksmith) +1, Ride +5, Spot +3, Swim +7; Alertness, Quick draw.

Sub-race/Place of Origin: Kalamaran (Gorido)

Deity Worshiped: Polytheistic.

GOBLINS (8)

CR 1/4; Small Humanoids (Goblinoid); HD 1d8; hp 4; Spd 30 ft.; Init +1; AC 15 (+1 size, +1 Dex, +3 studded leather); Atk Morningstar +1 (1d8-1 damage); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Languages Spoken: Goblin

Skills and feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness.

ADVENTURES: THE STEEL GUARD

LUKAS TRIMEL

Human male War 2: CR 1; Size M (6 ft., 1 in. tall); HD 2d8+6; hp 17; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Atk +4 melee, or +3 ranged; SV Fort +6, Ref +1, Will -1; AL LG; Str 14, Dex 12, Con 16, Int 7, Wis 9, Cha 15.

Languages Spoken: Kalamaran

Skills and Feats: Climb +6, Hide +1, Intimidate +6, Listen -1, Move silently +1, Spot -1, Swim +2, Wilderness Lore +0; Track, Weapon Focus (halberd).

Possessions: normally Halberd, chain shirt – both currently in the possession of the doppelganger.

Sub-race/Place of Origin: Kalamaran (Har'gadu)

Deity Worshipped: Polytheistic.

TIBADI

Half hobgoblin male Com 1: CR 1/2; Size M (5 ft., 10 in. tall); HD 1d4; hp 4; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Atk +2 melee, or +1 ranged; SQ Darkvision, SV Fort +1, Ref +1, Will +1; AL LN; Str 15, Dex 13, Con 10, Int 11, Wis 12, Cha 11.

Languages Spoken: Hobgoblin (Kurangi), Kalamaran.

Skills and Feats: Hide +1, Listen +1, Move silently +1, Profession (rancher) +3, Ride +5, Spot +1, Swim +6, Use rope +5; Run, Skill focus (ride).

Sub-race/Place of Origin: Half-hobgoblin (Ek'Kasel)

Deity Worshipped: Belanar the Bear

YRUMYR

Half-elf male Rog1/Wiz1: CR 2; Size M (5 ft., 2 in. tall); HD 1d6+1 + 1d4+1; hp 12; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Atk +0 melee, or +2 ranged; SQ Low Light Vision, immune to *sleep* spells and +2 racial saving throw bonus against Enchantment spells, SV Fort +1, Ref +4, Will +2; AL NG; Str 11, Dex 15, Con 13, Int 14, Wis 11, Cha 11.

Languages Spoken: Halfling, Kalamaran, Low Elven, Merchant's-Tongue

Skills and Feats: Bluff +4, Concentration +5, Disable device +4, Escape artist +6, Gather information +4, Hide +2, Innuendo +2, Intimidate +2, Jump +4, Listen +5, Move silently +2, Scry +4, Search +5, Spot +1, Swim +4, Use magic device +4; Expertise, [Scribe scroll].

Possessions: masterwork dagger

Wizard Spells Known (3/2): 0th — *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 — *Alarm, Feather Fall, Identify, Shield*.

Sub-race/Place of Origin: High Elf / Fhokki (Bet Rogala)

Deity Worshipped: Polytheistic.

ETTIN

CR 5; Large Giant; HD 10d8+20; hp 25 (65); Init +3 (-1 Dex, +4 Improved Initiative); Spd 40 ft.; AC 18 (-1 size, -1 Dex, +7 natural, +3 hide); Atk 2 greatclubs +12 / +7 melee (1d10+6 dam); Face/Reach 5 ft. by 5 ft. / 10 ft.; SA Superior two-weapon fighting; SQ Darkvision 90 ft.; SV Fort +9, Ref +2, Will +3; AL CE; Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11.

Languages Spoken: Giant

Skills and Feats: Listen +10, Search +0, Spot +10; Alertness, Improved Initiative, Power Attack

Possessions: pouch with two 25 gp. garnets.

MIDALITA B'ROGUPAR

Human male, Ftr 7: CR 7; Medium Humanoid; HD 7d10+14; hp 45 (60); Init +5; Spd 20 ft.; AC 19 (+1 Dex, +8 full plate armor); Atk +11 / +7 melee (2d6+5 greatsword); SV Fort +7, Ref +3, Will +2; AL LN; Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 14.

Languages Spoken: Kalamaran, Merchant's Tongue

Skills and Feats: Diplomacy +4, Handle Animal +5, Intimidate +6, Knowledge (Nobility) +1, Ride +6, Wilderness Lore +5; Improved Initiative, Weapon Focus (Greatsword), Weapon Specialization (Greatsword), Quick Draw, Power Attack, Cleave, Great Cleave, Track

Possessions: full plate armor, dagger, long sword, great sword, heavy riding horse, 17 gp, 30 sp, 3 *potions of cure moderate wounds*.

Sub-race/Place of Origin: Kalamaran (Favido)

Deity Worshipped: Deb'fo the Knight of the Gods

ORCS (6)

CR 1/2; Medium Humanoid (Orc); HD 1d8; hp 4; Init +0; Spd 20 ft. (scale mail); base 30 ft.; AC 14 (+4 scale mail); Atk Greataxe +3 melee (1d12+3 damage); SQ Darkvision 60 ft., light sensitivity; SV Fort +2, Ref +0, Will -1; AL CE; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Languages Spoken: Orc

Skills and Feats: Listen +2, Spot +2; Alertness.

Possessions: 15 sp., 20 cp. 12 days of iron rations.

ADVENTURES: SAMPLE CHARACTERS

HALF-HOBGOBLIN GLADIATOR LEVEL: 1

Str 15

Dex 12

Con 17

Int 10

Wis 12

Cha 8

Init +2

hp 13

Alignment: Lawful Neutral

Skills: Tumble +3, Knowledge (fighting styles) +1, Sense Motive +2, Spot +3, Jump +4

Feats: Power Attack (up to +/- 1)

Languages: Hobgoblin (Krangi), Kalamaran

Spd: 20 ft. (base 30 ft.)

Atk: +3 (longsword)

AC: 17 (Breastplate & Shield, +1 Dex)

SA: Bonus Exotic Weapon proficiency, Center of Attention

SQ: Darkvision 60 ft.

Deity: The Powermaster

SV Fort: +5 **Ref:** +3 **Will:** +1

Half-hobgoblins have been around since before written history, appearing first on the edge of civilization and then creeping into it. Human folklore usually paints them as unfortunate victims, unable to avoid turning to evil in a crisis as their hobgoblin taint overcomes them.

Half-hobgoblins try to fit into whatever society they live in. Their eagerness to conform often results in an over-the-top scramble to be as honorable as a pure hobgoblin, or as resourceful as a human. In a human society they are curious, eager to try new things, and try new ways of doing old things, even if the new way is clearly no better than the old way.

They look like bulky humans, with square features, large hands and strong shoulders. Their skin is reddish.

The profession of gladiator is an old one on Tellene. Gladiators love attention, and the glory of adventuring attracts them like moths to a flame. They prefer their payment in fame over fortune and might be disappointed if an adventure doesn't promise to include a measure of danger. If nobody's ever returned from a place, the gladiator wants to be the first.

HALF-ELF INFILTRATOR LEVEL: 1

Str 10

Dex 16

Con 12

Int 12

Wis 12

Cha 12

Init +3

hp 7

Alignment: Neutral Good

Skills: Tumble +4, Hide +6, Listen +5, Spot +1, Move Silently +5, Wilderness Lore +5, Search +5

Feats: Track

Languages: Merchant's Tongue, Low Elven, Kalamaran, Brandobian

Spd: 40 ft.

Atk: +0 (rapier), +3 (shortbow)

AC: 16 (+3 studded leather, +3 Dex)

SA: sneak attack +1d6, fast movement

SQ: low-light vision

Deity: Risk

SV Fort: +1 **Ref:** +5 **Will:** +1

Infiltrators are a variant of rogue that combines elements of several classes to make a unique raider and saboteur. Infiltrators might be spies, assassins, bandits, or highwayman. They might also be stealthy scouts, dependable guides, tough caravan guards, or honest hunters.

FHOKKI SHAMAN LEVEL: 1

Str 10

Dex 14

Con 10

Int 12

Wis 16

Cha 12

Init +2

hp 8

Alignment: Lawful Neutral

Skills: Heal +7, Wilderness Lore +7, Knowledge (Nature) +5, Handle Animal +5, Animal Empathy +5

Feats: Track, Improve Cover, Lone Wolf, Critical Spell Strike

Languages: Merchant's Tongue, Fhokki, Kalamaran,

Draconic

Spd: 30 ft.

Atk: +0 (quarterstaff)

AC: 17 (+3 studded leather, +2 wood shield, +2 Dex)

Totem: Wolf (gain Lone Wolf and Track feats)

SV Fort: +0 **Ref:** +2 **Will:** +5

The Fhokki outgrow all other human races in physical height and hardness in resisting cold. Their hair often ranges from platinum blonde to vibrant red to dark brown. Adventuring Fhokki principally become fighters, rangers or barbarians. They scorn rogues but admire bards (their own bards are masters of riddle, song and rhyme).

Simple folk sometimes forego the rigid structure of Tellene's religious pantheon and worship the elements, creatures and forces of the world directly. Instead of paying homage to one or more gods, these people revere the unseen spirits that represent the river that gives their village life, or the mountains that protect them and provide for them. Shamans guide these

people in their worship and provide wise counsel in their lay lives as well, since the shaman sees no difference between the two.

Special: Wolf Totem – the shaman's totem grants them a bonus that arises from the totem's favor and stays in play for as long as the shaman does not offend the totem spirit. The Wolf grants the shaman the Track and Lone Wolf feats.

New Feats: Critical spell strike: You have a keen eye for targeting your spells and their effects are hard to resist. When you make a touch attack (normal or ranged) with a spell and score a critical hit, you increase the spell's DC by 4.

Improve Cover: You know how best to use cover to defend yourself. When hiding behind cover, the character improves the amount of protection the cover provides by one category. No cover still counts as no cover, but one-quarter becomes one-half, one-half becomes three-quarters, etc.

Spells: The shaman uses the same divine spells as a druid and also begins play with an animal companion of the shaman's choosing.

HILL DWARF CLERIC - FOUNDER LEVEL: 1

Str 12

Dex 10

Con 14

Int 12

Wis 16

Cha 10

Init +0

hp 10

Alignment: Lawful Neutral

Skills: Concentration +5, Knowledge (Religion) +4, Heal +6, Spellcraft +4

Feats: Patience

Languages: Merchant's Tongue, Dwarven, Kalamaran

Spd: 20 ft.

Atk: +1 (dwarven mace)

AC: 14 (+4 lamellar armor)

Deity: The Founder

SV Fort: +4 **Ref:** +0 **Will:** +5

Hill dwarves are the dwarf race as described in the *Player's Handbook*. The church of The Founder teaches that in ancient times the Founder walked Tellene and assisted the early races that had potential for greatness. He taught arts of cooperation and teamwork to all of the intelligent creatures. He also gave them the power to live together in an orderly way by providing them with an early version of the King's Code. Thus, the unorganized, diverse groups of humans, demi-humans, and humanoids created the first cities.

Clerics of the Upholder are builders and architects of unrivaled skill and craftsmanship. All keystones and cornerstones in structures built by the Builders of Law bear the Founder's symbol and a prayer.

New Feat: Patience: You are adept at taking the initiative without going first. By waiting for the right opportunity, you can ensure an attack against an undefended or lightly defended area. You can hold your action until last (initiative -10) and make your first attack with a +2 insight bonus to your attack and damage roll. You do not gain this bonus against creatures that are immune to critical hits because they guard no one area greater than others.

Special Possession: Keystones: The holy writings of The Founder.

Domain Choices: Earth, Law, Protection

APPENDIX B

RANDOM ENCOUNTER TABLES

When PCs are traveling in the Principality of Pecal, check for random encounters using the column within the table relevant to the geographical region through which the PCs are traveling. If you determine that there is an encounter, roll on the Random Encounter Table on the following pages.

To roll 1d10,000 simply roll a 10-sided die four times, with the first roll being the 1,000s digit, next the 100s digit, then 10s then ones. A result of SPECIAL allows the Dungeon Master to insert something rare and fantastic into the campaign at his option. Use this option to introduce a glimpse of something powerful (such as a red dragon flying overhead) or perhaps an outsider trekking the Material Plane on a specific mission. A random encounter result of SPECIAL can also be used to introduce the PCs to an NPC who will develop the desired story line or clue the PCs in to information related to Pekalese society or current rumors. This NPC can provide a plot twist or perhaps a needed helping hand if the PCs are down on their luck.

Refer to page 132 of the *DUNGEON MASTER'S GUIDE* for more information on random wilderness encounters.

APPENDIX B: RANDOM ENCOUNTER TABLES

ENCOUNTER	PEKAL PLAINS (SE)	PEKAL PLAINS (SW)	PEKAL PLAINS (NE)	PEKAL PLAINS (NW)	LAKE Eb'SOBET
Abandoned Cabin	1 - 40	1 - 25	1 - 50	1 - 50	1 - 60
Abandoned Equipment	41 - 45	26 - 30	51 - 60	51 - 60	61 - 95
Ancient Ruins	46 - 95	31 - 35	61 - 110	61 - 110	96 - 98
Ankheg	96 - 97	36 - 80	111 - 112	111 - 112	
Ant, Giant	98 - 102	81 - 90	113 - 117	113 - 117	
Assassin Vine	103	91	118		
Badger	104 - 203	92 - 118	119 - 218	118 - 217	99 - 103
Badger, Dire	204	119 - 120	219		104
Basilisk	205	121	220	218	105 - 107
Bat	206 - 505	122 - 321	221 - 520	219 - 518	108 - 300
Bat, Dire	506 - 507	322 - 323	521 - 522	519 - 520	301 - 305
Bear, Black		324 - 325	523 - 524		306 - 309
Bear, Brown		326 - 327	525 - 526		310 - 315
Bear, Dire		328			
Bee, Giant	508	329 - 350	527	521	316 - 343
Beetle, Giant, Bombardier	509 - 528	351 - 370	528 - 547	522 - 541	344 - 345
Beetle, Giant, Fire	529 - 538	371 - 390	548 - 557	542 - 551	346 - 355
Beetle, Giant, Stag		391 - 405			
Behir		406			
Beholder		407			356
Berry Bushes	539 - 638	408 - 475	558 - 657	552 - 651	357 - 486
Bison	639 - 838	476 - 575	658 - 857	652 - 851	487 - 496
Blink Dog	839 - 848	576 - 620	858 - 867	852 - 861	497 - 505
Boar		621 - 645			506 - 510
Boar, Dire		646			511
Bulette	849	647 - 648	868	862	
Campsite	850 - 949	649 - 655	869 - 968	863 - 962	512 - 811
Cat	950 - 1,029	656 - 715	969 - 1,048	963 - 1,042	812 - 851
Cattle	1,030 - 1,529	716 - 815	1,049 - 1,548	1,043 - 1,542	852 - 873
Centaur		816 - 830			
Chimera	1,530	831 - 832	1,549		
Chuul					874
Cockatrice		833 - 834	1,550	1,543	875 - 880
Deer	1,531 - 1,630	835 - 860	1,551 - 1,651	1,544 - 1,644	881 - 950
Digester					
Displacer Beast	1,631	861 - 884	1,652	1,645	951 - 970
Dog	1,632 - 1,761	885 - 935	1,653 - 1,782	1,646 - 1,775	971 - 1,000
Donkey	1,762 - 1,801	936 - 960	1,783 - 1,822	1,776 - 1,815	1,001 - 1,050
Doppelganger	1,802 - 1,806	961 - 970	1,823 - 1,827	1,816 - 1,820	1,051 - 1,074
Dragon, Black					1,075
Dragon, Brass	1,807		1,828	1,821	1,076
Dragon, Copper					
Dragon, Gold	1,808		1,829	1,822	1,077
Dragon, Green		971			1,078
Dwarf, Hill	1,809 - 1,838	972 - 1,014	1,830 - 1,859	1,823 - 1,852	1,079 - 1,101
Eagle	1,839 - 1,938	1,015 - 1,044	1,860 - 1,959	1,853 - 1,952	1,102 - 1,181
Eagle, Giant	1,939	1,045 - 1,054	1,960	1,953	1,182 - 1,185
Elf, High	1,940 - 2,114	1,055 - 1,100	1,961 - 2,135	1,954 - 2,103	1,186 - 1,385
Elven Troops	2,115 - 2,306		2,136 - 2,327	2,104 - 2,124	1,386 - 1,585
Ettin		1,101 - 1,140			1,586 - 1,600
Formian	2,307	1,141 - 1,180	2,328		1,601 - 1,640
Fruit Trees	2,308 - 2,407	1,181 - 1,250	2,329 - 2,428	2,125 - 2,224	1,641 - 1,950
Gaketan Mare	2,408 - 2,422	1,251 - 1,490	2,429 - 2,453	2,225 - 2,249	1,951 - 2,100
Gargoyle	2,423	1,491 - 1,505	2,454	2,250	
Ghost	2,424 - 2,433	1,506 - 1,510	2,455 - 2,464	2,251 - 2,260	2,101 - 2,105
Giant, Fire	2,434 - 2,436	1,511 - 1,550	2,465 - 2,467	2,261 - 2,263	
Giant, Hill		1,551 - 1,600			2,106 - 2,155
Gibbering Moulder	2,437	1,601 - 1,602	2,468	2,264	2,156 - 2,165
Gnoll	2,438 - 2,497	1,603 - 1,702	2,469 - 2,528	2,265 - 2,324	2,166 - 2,200
Gnome, Rock	2,498 - 2,697	1,703 - 1,752	2,529 - 2,728	2,325 - 2,524	2,201 - 2,750
Goblin	2,698 - 2,722	1,753 - 1,852	2,729 - 2,753	2,525 - 2,549	2,751 - 2,850
Gorgon	2,723	1,853 - 1,860	2,754	2,550	2,851 - 2,900
Grey Render		1,861			
Hag, Annis	2,724		2,755	2,551	2,901 - 2,950
Hag, Green					2,951 - 3,000
Half-Elf	2,725 - 2,924	1,862 - 1,911	2,756 - 2,955	2,552 - 2,731	3,001 - 3,500
Half-Hobgoblin	2,925 - 2,949	1,912 - 1,961	2,956 - 2,980	2,732 - 2,756	3,501 - 3,600
Half-Orc	2,950 - 2,974	1,962 - 1,991	2,981 - 3,005	2,757 - 2,781	3,601 - 3,700
Halfling, Deep					
Halfling, Lightfoot	2,975 - 3,124	1,992 - 2,000	3,006 - 3,155	2,782 - 2,931	3,701 - 3,950
Halfling, Tallfellow		2,001 - 2,010			3,951 - 4,150
Harpy	3,125	2,011 - 2,110	3,156	2,932	4,151 - 4,160
Hawk	3,126 - 3,375	2,111 - 2,350	3,157 - 3,406	2,933 - 3,182	4,161 - 4,300
Hippogriff	3,376 - 3,377	2,351 - 2,450	3,407 - 3,408	3,183 - 3,184	4,301 - 4,330
Hobgoblin	3,378 - 3,407	2,451 - 2,500	3,409 - 3,438	3,185 - 3,214	
Horse, Heavy	3,408 - 3,447	2,501 - 2,575	3,439 - 3,478	3,215 - 3,254	
Horse, Light	3,448 - 3,507	2,576 - 2,700	3,479 - 3,538	3,255 - 3,314	
Hydra					4,331 - 4,340
Kobold		2,701 - 2,750	3,539 - 3,540		
Krenshar	3,508	2,751 - 2,754	3,541	3,315	
Lamia		2,755			
Lizardfolk					4,341 - 4,345
Manticore		2,756 - 2,800			
Medusa	3,509	2,801	3,542	3,316	4,346 - 4,350
Men, Adventurers	3,510 - 3,559	2,802 - 2,900	3,543 - 3,592	3,317 - 3,366	4,351 - 4,450
Men, Bandits	3,560 - 3,659	2,901 - 3,000	3,593 - 3,692	3,367 - 3,466	4,451 - 4,600
Men, Berserkers	3,660 - 3,669	3,001 - 3,050	3,693 - 3,702	3,467 - 3,476	4,601 - 4,650

ENCOUNTER	PEKAL PLAINS (SE)	PEKAL PLAINS (SW)	PEKAL PLAINS (NE)	PEKAL PLAINS (NW)	LAKE EB'SOBT
Men, Farmer	3,670 - 4,419	3,051 - 3,090	3,703 - 4,902	3,477 - 4,226	4,651 - 4,900
Men, Herder	4,420 - 5,019	3,091 - 3,140	4,903 - 5,902	4,227 - 4,826	4,901 - 5,150
Men, Hunters	5,020 - 5,169	3,141 - 3,200	5,903 - 6,152	4,827 - 4,976	5,151 - 6,000
Men, Merchants	5,170 - 5,569	3,201 - 3,300	6,153 - 6,952	4,977 - 5,376	6,001 - 6,100
Men, Miners	5,570 - 5,579	3,301 - 3,325	6,953 - 6,962	5,377 - 5,386	
Men, Minstrrels/Actors	5,580 - 5,589	3,326 - 3,350	6,963 - 6,987	5,387 - 5,396	
Men, Nomads	5,590 - 5,629	3,351 - 4,000	6,988 - 7,037	5,397 - 5,436	
Men, Patrol, Heavy Cavalry	5,630 - 5,779	4,001 - 4,600	7,038 - 7,087	5,437 - 5,586	
Men, Patrol, Heavy Infantry	5,780 - 6,779	4,601 - 5,600	7,088 - 7,337	5,587 - 6,586	
Men, Patrol, Heavy Infantry (Hobilar)	6,780 - 6,929	5,601 - 5,900	7,338 - 7,387	6,587 - 6,736	
Men, Patrol, Light Cavalry	6,930 - 7,029	5,901 - 6,500	7,388 - 7,412	6,737 - 6,836	6,101 - 6,250
Men, Patrol, Light Infantry (Archers)	7,030 - 7,479	6,501 - 7,000	7,413 - 7,512	6,837 - 7,286	6,251 - 6,400
Men, Patrol, Marines		7,001 - 7,100	7,513 - 7,537	7,287 - 7,386	6,401 - 6,600
Men, Pilgrims	7,480 - 7,529	7,101 - 7,150	7,538 - 7,587	7,387 - 7,436	6,601 - 6,675
Men, Pirates			7,588 - 7,637	7,437 - 7,486	6,676 - 6,680
Men, Raiders, Heavy Cavalry	7,530 - 7,679			7,487 - 7,550	
Men, Raiders, Heavy Infantry	7,680 - 7,854			7,551 - 7,750	
Men, Raiders, Heavy Infantry (Pikemen)				7,751 - 7,778	
Men, Raiders, Light Cavalry	7,855 - 7,859			7,779 - 7,798	
Men, Raiders, Light Infantry (Archers)				7,799 - 7,814	
Men, Raiders, Light Infantry (Crossbow)				7,815 - 7,846	
Men, Raiders, Marines				7,847 - 7,862	
Men, Travelers	7,860 - 8,159	7,151 - 7,500	7,638 - 8,137	7,863 - 8,162	6,681 - 7,200
Men, Tribesmen	8,160 - 8,209	7,501 - 8,000	8,138 - 8,187	8,163 - 8,212	7,201 - 7,300
Mimic			8,188	8,213	7,301 - 7,302
Monstrous Centipede	8,210 - 8,219	8,001 - 8,075	8,189 - 8,198	8,214 - 8,223	
Monstrous Scorpion	8,220 - 8,224	8,076 - 8,100	8,199 - 8,203	8,224 - 8,228	
Monstrous Spider	8,225 - 8,229	8,101 - 8,250	8,204 - 8,208	8,229 - 8,233	7,303 - 7,304
Naga, Dark	8,230	8,251	8,209	8,234	7,305 - 7,343
Naga, Spirit	8,231	8,252	8,210	8,235	7,344 - 7,373
Natural Spring	8,232 - 8,281	8,253 - 8,500	8,211 - 8,260	8,236 - 8,285	7,374 - 7,800
Nightshade		8,501	8,261	8,286	7,801 - 7,802
Nymph	8,282		8,262	8,287	7,803 - 8,100
Ogre	8,283 - 8,292	8,502 - 9,000	8,263 - 8,272	8,288 - 8,297	8,101 - 8,140
Ogre, Mage	8,293	9,001 - 9,005	8,273	8,298	8,141
Orc	8,294 - 8,343	9,006 - 9,200	8,274 - 8,323	8,299 - 8,348	8,142 - 8,181
Owl	8,344 - 8,443	9,201 - 9,250	8,324 - 8,423	8,349 - 8,448	8,182 - 8,212
Owl, Giant	8,444 - 8,448	9,251 - 9,260	8,424 - 8,428	8,449 - 8,453	8,213 - 8,214
Owlbear					8,215
Pegasus					8,216 - 8,217
Phase Spider	8,449	9,261 - 9,262	8,429	8,454	8,218 - 8,219
Phasm	8,450		8,430	8,455	8,220
Pony	8,451 - 8,500	9,263 - 9,350	8,431 - 8,480	8,456 - 8,505	8,221 - 8,225
Praying Mantis, Giant	8,501	9,351 - 9,360	8,481	8,506	
Pseudodragon					8,226 - 8,230
Rakshasa		9,361			8,231
Rat	8,502 - 8,751	9,362 - 9,450	8,482 - 8,731	8,507 - 8,756	8,232 - 8,400
Rat, Dire	8,752 - 8,761	9,451 - 9,455	8,732 - 8,741	8,757 - 8,766	8,401 - 8,420
Raven	8,762 - 9,161	9,456 - 9,600	8,742 - 9,141	8,767 - 9,166	8,421 - 8,700
Satyr					8,701 - 8,720
Shadow	9,162 - 9,165		9,142 - 9,146	9,167 - 9,170	8,721 - 8,740
Shambling Mound					
Sheep	9,166 - 9,565		9,147 - 9,546	9,171 - 9,570	8,741 - 8,890
Skeleton	9,566 - 9,573	9,601 - 9,675	9,547 - 9,561	9,571 - 9,578	8,891 - 9,150
Skum					9,151
Snake, Viper	9,574 - 9,584	9,676 - 9,710	9,562 - 9,572	9,579 - 9,589	9,152 - 9,350
SPECIAL	9,585 - 9,594	9,711	9,573 - 9,582	9,590 - 9,599	9,351 - 9,375
Spectre	9,595 - 9,596	9,712 - 9,713	9,583 - 9,587	9,600 - 9,601	9,376 - 9,395
Spider Eater	9,597	9,714 - 9,743	9,588 - 9,589	9,602	
Spooky Carcass	9,598 - 9,647	9,744 - 9,773	9,590 - 9,639	9,603 - 9,652	9,396 - 9,400
Stirge		9,774 - 9,775			
Tiger		9,776 - 9,778	9,640		
Tiger, Dire		9,779			
Toad	9,648 - 9,747		9,641 - 9,740	9,653 - 9,752	9,401 - 9,610
Troll	9,748 - 9,757	9,780 - 9,800	9,741 - 9,750	9,753 - 9,757	9,611 - 9,660
Unicorn		9,801			
Vampire	9,758	9,802	9,751	9,758	9,661
Vampire Spawn	9,759	9,803	9,752	9,759	9,662 - 9,663
Wasp, Giant	9,760 - 9,763	9,804 - 9,852	9,753 - 9,756	9,760 - 9,763	9,664 - 9,773
Weasel	9,764 - 9,863	9,853 - 9,872	9,757 - 9,856	9,764 - 9,863	9,774 - 9,813
Weasel, Dire	9,864	9,873 - 9,875	9,857	9,864	9,814 - 9,815
Werebear					9,816
Wereboar		9,876	9,858 - 9,859		
Wererat	9,865 - 9,874	9,877 - 9,879	9,860 - 9,869	9,865 - 9,874	9,817 - 9,856
Werewolf	9,875 - 9,881	9,880 - 9,900	9,870 - 9,876	9,875 - 9,881	9,857 - 9,900
Wight	9,882 - 9,888	9,901 - 9,905	9,877 - 9,883	9,882 - 9,888	9,901 - 9,945
Will-o-Wisp					9,946 - 9,951
Wolf	9,889 - 9,988	9,906 - 9,925	9,884 - 9,983	9,889 - 9,988	9,952 - 9,975
Wolf, Dire	9,989 - 9,990	9,926 - 9,928	9,984 - 9,985	9,989 - 9,990	9,976 - 9,978
Wolverine		9,929 - 9,930	9,986 - 9,990		
Wolverine, Dire	9,991	9,931	9,991	9,991	
Worg	9,992 - 9,996	9,932 - 9,950	9,992 - 9,996	9,992 - 9,996	9,979 - 9,988
Wraith	9,997 - 9,998	9,951 - 9,960	9,997 - 9,998	9,997 - 9,998	9,989 - 9,991
Yuan-ti					9,992 - 9,993
Zombie	9,999 - 10,000	9,961 - 10,000	9,999 - 10,000	9,999 - 10,000	9,994 - 10,000

ENCOUNTER	KALOKOPELI FOREST	KAMARELA MOUNDS	UDO BOG	PIPTUL WOODS	KALALALI FOREST	OTEKAPU FENS
Abandoned Cabin	1 - 10	1 - 50	1 - 5	1 - 20	1 - 5	1 - 5
Abandoned Equipment	11 - 30		6 - 10	21 - 40	6 - 25	6 - 10
Ancient Ruins	31 - 80		11 - 40	41 - 90	26 - 75	11 - 40
Ankheg						
Ant, Giant	81 - 90	51 - 55		91 - 100	76 - 85	
Aranea	91 - 93		41 - 110	101 - 103	86 - 88	41 - 75
Assassin Vine		56 - 156	111 - 115			76 - 80
Badger	94 - 293	157		104 - 303	89 - 288	
Badger, Dire	294 - 297	158		304 - 307	289 - 292	
Basilisk	298 - 301	159 - 458	116 - 125	308 - 311	293 - 296	81 - 90
Bat	302 - 601	459 - 460	126 - 335	312 - 611	297 - 596	91 - 240
Bat, Dire	602 - 606	461 - 470	336 - 355	612 - 616	597 - 601	241 - 260
Bear, Black	607 - 1,006	471 - 480		617 - 1,116	602 - 1,001	
Bear, Brown	1,007 - 1,206	481 - 485		1,117 - 1,366	1,002 - 1,201	
Bear, Dire	1,207 - 1,211			1,367 - 1,371	1,202 - 1,210	
Bee, Giant	1,212 - 1,231		356 - 415	1,372 - 1,391	1,211 - 1,230	261 - 320
Beetle, Giant, Bombardier	1,232 - 1,291	486 - 506		1,392 - 1,451	1,231 - 1,290	
Beetle, Giant, Fire	1,292 - 1,321	507 - 516		1,452 - 1,481	1,291 - 1,320	
Beetle, Giant, Stag	1,322 - 1,391			1,482 - 1,551	1,321 - 1,390	
Behir		517 - 518	416 - 420			321 - 325
Beholder			421 - 480			326 - 345
Berry Bushes	1,392 - 1,591		481 - 485	1,552 - 1,801	1,391 - 1,890	346 - 350
Bison						
Blink Dog					1,891 - 2,090	
Boar	1,592 - 1,791		486 - 488	1,802 - 2,051	2,091 - 2,290	351 - 370
Boar, Dire	1,792 - 1,795		489 - 490	2,052 - 2,055	2,291 - 2,294	371 - 372
Bulette	1,796	519		2,056	2,295	
Campsite	1,797 - 1,816			2,057 - 2,106	2,296 - 2,300	
Cat	1,817 - 1,916	520 - 539	491 - 510	2,107 - 2,206	2,301 - 2,400	373 - 382
Cattle		540 - 1,039				
Centaur	1,917 - 1,966			2,207 - 2,256	2,401 - 2,450	
Chimera	1,967 - 1,968	1,040	511 - 525	2,257 - 2,258	2,451 - 2,452	383 - 397
Chuul	1,969		526 - 535	2,259	2,453	398 - 407
Cockatrice	1,970		536 - 560	2,260	2,454	408 - 432
Deer	1,971 - 2,520	1,041 - 1,142	561 - 570	2,261 - 3,010	2,455 - 3,004	433 - 512
Digester	2,521	1,143	571 - 590	3,011	3,005	513 - 532
Displacer Beast	2,522 - 2,523		591 - 710	3,012 - 3,013	3,006 - 3,007	533 - 572
Dog	2,524 - 2,623	1,144 - 1,273		3,014 - 3,113	3,008 - 3,107	
Donkey		1,274 - 1,313				
Doppelganger	2,624 - 2,626	1,314 - 1,319	711 - 715	3,114 - 3,116	3,108 - 3,110	573 - 577
Dragon, Black			716 - 740			578 - 602
Dragon, Brass						
Dragon, Copper						
Dragon, Gold	2,627 - 2,636	1,320 - 1,324		3,117 - 3,121	3,111 - 3,120	
Dragon, Green	2,637 - 2,676			3,122 - 3,141	3,121 - 3,124	
Dragon, Red		1,325				
Dryad	2,677 - 2,696			3,142 - 3,191	3,125 - 3,144	
Dwarf, Hill		1,326 - 1,356				
Eagle	2,697 - 2,946			3,192 - 3,441	3,145 - 3,394	
Eagle, Giant	2,947 - 2,956	1,357 - 1,457		3,442 - 3,451	3,395 - 3,404	
Elf, High	2,957 - 4,956	1,458 - 1,557		3,452 - 3,751	3,405 - 5,904	
Elven Troops				3,752 - 5,001	5,905 - 6,904	
Ettercap	4,957 - 4,960		741 - 750	5,002 - 5,005	6,905	603 - 607
Ettin		1,558 - 1,577	751 - 770			608 - 622
Formian	4,961		771 - 850		6,906	623 - 634
Fruit Trees	4,962 - 5,061		851 - 854	5,006 - 5,105	6,907 - 7,556	635 - 644
Gaketan Mare		1,578 - 1,602				
Gargoyle	5,062 - 5,063		855 - 910	5,106 - 5,107		645 - 694
Ghost		1,603 - 1,612	911 - 1,100			695 - 894
Giant, Fire	5,064 - 5,073	1,613 - 1,616		5,108		
Giant, Hill		1,617 - 1,622	1,101 - 1,190			895 - 919
Gibbering Moulder	5,074		1,191 - 1,250	5,109	7,557	920 - 979
Gnoll	5,075 - 5,094	1,623 - 1,683	1,251 - 1,350	5,110 - 5,129		980 - 999
Gnome, Rock	5,095 - 5,494	1,684 - 2,083		5,130 - 5,254		
Goblin	5,495 - 5,514	2,084 - 2,109	1,351 - 1,475	5,255 - 5,256		1,000 - 1,024
Gorgon	5,515 - 5,516		1,476 - 1,600	5,257 - 5,258	7,558	1,025 - 1,049
Griffon		2,110 - 2,111				
Grey Render	5,517		1,601 - 1,620	5,259	7,559	1,050 - 1,069
Hag, Annis			1,621 - 1,800			1,070 - 1,119
Hag, Green	5,518 - 5,522		1,801 - 2,000	5,260 - 5,264	7,560	1,120 - 1,169
Half-Elf	5,523 - 5,722	2,112 - 2,292	2,001 - 2,050	5,265 - 5,514	7,561 - 7,562	1,170 - 1,174
Half-Hobgoblin	5,723 - 5,752	2,293 - 2,317	2,051 - 2,150	5,515 - 5,517		1,175 - 1,194
Half-Orc	5,753 - 5,782	2,318 - 2,342	2,151 - 2,250	5,518 - 5,520		1,195 - 1,214
Halfling, Deep		2,343 - 2,382				
Halfling, Lightfoot	5,783 - 6,182	2,383 - 2,982		5,521 - 5,620		
Halfling, Tallfellow	6,183 - 6,482			5,621 - 5,695		
Harpy	6,483 - 6,484	2,983	2,251 - 2,350	5,696 - 5,697	7,563	1,215 - 1,264
Hawk	6,485 - 6,734	2,984 - 3,233	2,351 - 2,400	5,698 - 5,947	7,564 - 7,813	1,265 - 1,314
Hippogriff		3,234 - 3,235				
Hobgoblin	6,735 - 6,784	3,236 - 3,265	2,401 - 2,450	5,948 - 5,952		1,315 - 1,319
Horse, Heavy	6,785 - 6,789	3,266 - 3,305		5,953 - 5,957	7,814 - 7,818	
Horse, Light	6,790 - 6,809	3,306 - 3,365		5,958 - 5,977	7,819 - 7,838	
Hydra			2,451 - 2,680			1,320 - 1,419
Kobold	6,810 - 6,849		2,681 - 3,100	5,978 - 5,981	7,839 - 7,840	1,420 - 1,439
Krenshar	6,850 - 6,851		3,101 - 3,145	5,982 - 5,983	7,841	1,440 - 1,484
Lamia		3,366 - 3,368	3,146 - 3,170			1,485 - 1,509
Lizardfolk			3,171 - 4,500			1,510 - 4,509
Manticore	6,852	3,369 - 3,370	4,501 - 4,600	5,984	7,842	4,510 - 4,609
Medusa	6,853		4,601 - 4,800	5,985		4,610 - 4,634
Men, Adventurers	6,854 - 6,903	3,371 - 3,420	4,801 - 5,500	5,986 - 6,035	7,843	4,635 - 4,734
Men, Bandits	6,904 - 7,003	3,421 - 3,520	5,501 - 6,125	6,036 - 6,135	7,844 - 7,845	4,735 - 4,834
Men, Berserkers	7,004 - 7,008	3,521 - 3,530	6,126 - 6,200	6,136 - 6,140		4,835 - 4,839

ENCOUNTER	KALOKOPELI FOREST	KAMARELA MOUNDS	UDO BOG	PIPTUL WOODS	KALALALI FOREST	OTEKAPU FENS
Men, Farmer	7,009 - 7,028	3,531 - 4,280		6,141 - 6,160		
Men, Herder	7,029 - 7,078	4,281 - 4,880		6,161 - 6,210		
Men, Hunters	7,079 - 7,178	4,881 - 5,030	6,201 - 6,225	6,211 - 6,310	7,846	4,840 - 4,849
Men, Merchants	7,179 - 7,188	5,031 - 5,430		6,311 - 6,320		
Men, Miners		5,431 - 5,440				
Men, Minstrels/Actors		5,441 - 5,450				
Men, Nomads	7,189 - 7,388	5,451 - 5,490	6,226 - 6,275	6,321 - 6,520		4,850 - 4,859
Men, Patrol, Heavy Cavalry		5,491 - 5,640				
Men, Patrol, Heavy Infantry		5,641 - 6,523				4,860 - 5,159
Men, Patrol, Heavy Infantry (Hobilar)		6,524 - 6,673				
Men, Patrol, Light Cavalry		6,674 - 6,773				5,160 - 5,459
Men, Patrol, Light Infantry (Archers)		6,774 - 7,223	6,276 - 6,400			5,460 - 5,759
Men, Patrol, Marines		7,224 - 7,323	6,401 - 6,500			5,760 - 5,959
Men, Pilgrims	7,389 - 7,488	7,324 - 7,373		6,521 - 6,530		
Men, Pirates		7,374 - 7,423				
Men, Raiders, Heavy Cavalry	7,489 - 7,538	7,424 - 7,487		6,531 - 7,030		
Men, Raiders, Heavy Infantry	7,539 - 7,588	7,488 - 7,687		7,031 - 7,530		5,960 - 6,109
Men, Raiders, Heavy Infantry (Pikemen)		7,688 - 7,715		7,531 - 7,630		
Men, Raiders, Light Cavalry		7,716 - 7,735		7,631 - 7,730		6,110 - 6,259
Men, Raiders, Light Infantry (Archers)		7,736 - 7,751		7,731 - 7,830		6,260 - 6,409
Men, Raiders, Light Infantry (Crossbow)		7,752 - 7,783		7,831 - 7,930		6,410 - 6,459
Men, Raiders, Marines		7,784 - 7,799		7,931 - 8,030		6,460 - 6,559
Men, Travelers	7,589 - 7,688	7,800 - 8,099	6,501 - 6,600	8,031 - 8,130		6,560 - 6,564
Men, Tribesmen	7,689 - 7,888	8,100 - 8,150	6,601 - 6,700	8,131 - 8,330		6,565 - 6,569
Mimic			6,701 - 6,750			6,570 - 6,619
Monstrous Centipede	7,889 - 7,893		6,751 - 6,990	8,331 - 8,335	7,847 - 7,851	6,620 - 6,859
Monstrous Scorpion	7,894 - 7,903	8,151 - 8,165		8,336 - 8,340	7,852 - 7,861	
Monstrous Spider	7,904 - 7,913	8,166 - 8,170	6,991 - 7,800	8,341 - 8,345	7,862 - 7,871	6,860 - 7,609
Naga, Dark	7,914 - 7,915	8,171	7,801 - 7,825	8,346 - 8,347	7,872 - 7,873	7,610 - 7,634
Naga, Guardian		8,172 - 8,173				
Naga, Spirit	7,916		7,826 - 7,840	8,348	7,874	7,635 - 7,649
Natural Spring	7,917 - 8,116		7,841 - 8,000	8,349 - 8,548	7,875 - 8,074	7,650 - 7,849
Nightshade		8,174 - 8,175	8,001 - 8,050			7,850 - 7,899
Nymph	8,117 - 8,126		8,051	8,549 - 8,598	8,075 - 8,174	7,900
Ogre	8,127 - 8,136	8,176 - 8,186	8,052 - 8,200	8,599	8,175	7,901 - 8,050
Ogre, Mage	8,137		8,201 - 8,250	8,600		8,051 - 8,060
Orc	8,138 - 8,187	8,187 - 8,236	8,251 - 8,400	8,601 - 8,605	8,176 - 8,180	8,061 - 8,210
Owl	8,188 - 8,387	8,237 - 8,336	8,401 - 8,420	8,606 - 8,805	8,181 - 8,380	8,211 - 8,230
Owl, Giant	8,388 - 8,407	8,337 - 8,341		8,806 - 8,825	8,381 - 8,400	
Owlbear	8,408 - 8,417		8,421 - 8,475	8,826 - 8,835	8,401 - 8,410	8,231 - 8,285
Pegasus	8,418 - 8,467			8,836 - 8,885	8,411 - 8,460	
Phase Spider	8,468		8,476 - 8,600	8,886	8,461	8,286 - 8,410
Phasm			8,601 - 8,605			8,411 - 8,415
Pony	8,469 - 8,488	8,342 - 8,393		8,887 - 8,906	8,462 - 8,481	
Praying Mantis, Giant	8,489 - 8,492			8,907 - 8,910	8,482 - 8,485	
Pseudodragon	8,493 - 8,497			8,911 - 8,915	8,486 - 8,490	
Rakshasa						
Rat	8,498 - 8,697	8,394 - 8,643	8,606 - 8,800	8,916 - 8,920	8,491 - 8,690	8,416 - 8,715
Rat, Dire	8,698 - 8,702	8,644 - 8,653	8,801 - 8,850	8,921	8,691 - 8,695	8,716 - 8,765
Raven	8,703 - 8,952	8,654 - 9,053		8,922 - 9,171	8,696 - 8,945	
Satyr	8,953 - 9,002			9,172 - 9,221	8,946 - 8,995	
Shadow		9,054 - 9,057	8,851 - 9,100			8,766 - 9,015
Shambling Mound	9,003 - 9,052		9,101 - 9,150	9,222 - 9,271	8,996 - 9,045	9,016 - 9,065
Sheep		9,058 - 9,457				
Skeleton		9,458 - 9,465	9,151 - 9,250			9,066 - 9,165
Skum			9,251 - 9,275			9,166 - 9,190
Snake, Viper	9,053 - 9,072	9,466 - 9,476	9,276 - 9,750	9,272 - 9,291	9,046 - 9,065	9,191 - 9,665
SPECIAL		9,477 - 9,489				
Spectre			9,751 - 9,800			9,666 - 9,740
Spider Eater	9,073 - 9,077		9,801 - 9,850	9,292 - 9,296	9,066 - 9,070	9,741 - 9,790
Spooky Carcass	9,078 - 9,087	9,490 - 9,539	9,851 - 9,860	9,297 - 9,306	9,071 - 9,080	9,791 - 9,800
Sprite, Grog	9,088 - 9,147			9,307 - 9,366	9,081 - 9,140	
Sprite, Pixie	9,148 - 9,187			9,367 - 9,406	9,141 - 9,180	
Stirge	9,188 - 9,191		9,861 - 9,900	9,407 - 9,410	9,181 - 9,182	9,801 - 9,850
Tendriculos	9,192 - 9,193	9,540 - 9,541	9,901 - 9,910	9,411 - 9,412	9,183 - 9,184	9,851 - 9,860
Tiger	9,194 - 9,213			9,413 - 9,432	9,185 - 9,204	
Tiger, Dire	9,214			9,433	9,205	
Toad	9,215 - 9,339	9,542 - 9,641	9,911 - 9,975	9,434 - 9,558	9,206 - 9,330	9,861 - 9,960
Treant	9,340 - 9,369		9,976	9,559 - 9,588	9,331 - 9,360	9,961 - 9,965
Troll	9,370 - 9,379	9,642 - 9,646	9,977 - 9,990	9,589 - 9,591	9,361	9,966 - 9,990
Unicorn	9,380 - 9,399			9,592 - 9,611	9,362 - 9,381	
Vampire		9,647				
Vampire Spawn		9,648				
Wasp, Giant	9,400 - 9,409	9,649 - 9,653		9,612 - 9,621	9,382 - 9,391	
Weasel	9,410 - 9,609	9,654 - 9,753		9,622 - 9,821	9,392 - 9,591	
Weasel, Dire	9,610 - 9,614	9,754		9,822	9,592 - 9,596	
Werebear	9,615 - 9,624			9,823 - 9,842	9,597 - 9,646	
Wereboar	9,625 - 9,634			9,843 - 9,844		
Wererat	9,635 - 9,639	9,755 - 9,774	9,991 - 9,995	9,845	9,647	9,991 - 9,995
Weretiger	9,640					
Werewolf	9,641 - 9,642	9,775 - 9,781		9,846		
Wight		9,782 - 9,788	9,996 - 9,997			9,996 - 9,997
Will-o-Wisp			9,998 - 9,999			9,998 - 9,999
Wolf	9,643 - 9,892	9,789 - 9,888		9,847 - 9,896	9,648 - 9,897	
Wolf, Dire	9,893	9,889 - 9,890		9,897	9,898	
Wolverine	9,894 - 9,993	9,891 - 9,991		9,898 - 9,997	9,899 - 9,998	
Wolverine, Dire	9,994			9,998	9,999	
Worg	9,995 - 9,998	9,992 - 9,996		9,999	10,000	
Wraith		9,997 - 9,998				
Yuan-ti						
Zombie	9,999 - 10,000	9,999 - 10,000	10,000	10,000		10,000

APPENDIX C

GLOSSARY OF TERMS

- Adoku Soriba, King** — leader of the Kingdom of Tokis, placed on the throne by the Kalamaran Emperor, Kabori and charged with the reacquisition of Pekal for the Kalamaran Empire.
- Assembly of Light** — Church of the Eternal Lantern, god of day, light and dawn.
- B'Fagido** — A town in northwest Pekal in the Lake District.
- Banader River** — A river on the southwest border of Pekal.
- Baneta** — A coastal city on the southern shore of the Banader River, situated on the coast of the Elos Bay.
- Bet Rogala** — The Capital City of Pekal, situated on the shore of Lake Eb'Sobet.
- Bet Seder** — The Capital City of Tokis, a nearby nation to the southeast of Pekal.
- Blackfoot Society, The** — An organization whose goal is the overthrow of all monarchies.
- Blooded, The** — A group of gladiators from the school in Lebolegido made up of the greatest warriors.
- Brandobian** — Language of the Brandobians, a human race concentrated on the western side of Tellene in a region bearing the same name.
- Brotherhood of the Broken Chain** — An organization that wishes to abolish all slavery.
- Central District** — A region on the southeast side of Lake Eb'Sobet.
- Cilorealon** — An independent city state north of Pekal in the Kalalali Forest that is populated primarily of elves.
- Coddler, The (B'Neli)** — A common name for the goddess of restful sleep, dreams and aspirations.
- College of Magic** — The largest college devoted to the study of magic in Tellene with students and masters from many lands.
- Crenolm** — A town in southeast Pekal, along the Army Way.
- Daughters of the Dawn** — A secret druidical sect that seeks to restore nature to its original state from the destructive influence of human civilization.
- Dejy** — Language of the Dejy people, the most varied human race on Tellene. Dejy clans include the warlike Ashyr, the demure Chors and the long-limbed Defohy of Ek'Gakel. Some ancient clans abandoned their nomadic roots and gradually evolved into the modern nations of Slen, Shynabyth and Thybaj.
- Dethido** — A River District town in northwest Pekal on the coast of the Renador River.
- Disciples of Avrynnner, The** — A secret association of psionists.
- Disciples of the Creator** — A group that believes the Creator is not dead and will one day make her presence known again.
- District, The** — A subdivision of government within the Principality of Pekal, ruled by a noble on behalf of the crown.
- Dupakido** — A town in eastern Pekal.
- E'Liral River** — A river defining the border of Pekal on the southeast, flowing down into the Elos Bay.
- Eastern District, The** — A region on the eastern side of Pekal.
- Edge, The** — A strange organization whose many and varied members simply wish to have fun and enjoy life to its fullest.
- Ek'Gakel** — A nearby nation to the north of Pekal, populated by many Dejy tribes, it was once a state of the Kalamaran Empire.
- Ek'Ridar River** — A river to the south and west of the Kalokopeli Forest and north of the vast Elos Desert.
- Elos Desert** — A low-lying coastal plain, covered by a salt crust thought to be evidence that the region was once covered by the sea. The Elenon Mountains to the northwest prevent adequate rainfall in this region, rendering it a bone-dry desert.
- Elos District, The** — A region in the south of Pekal along the coast of the Elos Bay.
- Elvinar** — A town in southwest Pekal near the Kalokopeli Forest.
- Eternal Lantern, The (Dirasip)** — A common name for the goddess of day, light and dawn.
- Eye Opener (Lokalas)** — A common name for the god of wisdom.
- Famido** — A town in the Central District of Pekal.
- Favido** — A town in central Pekal along South Merchant Way.
- Fawodido** — A town in the Kamarela Mounds.
- Fhokki** — Tallest of the human races of Tellene, the men often have full beards. Aggressive and lively, the population is concentrated in the distant northeastern regions of Torakk and Drhokker. Also the name of their language.
- Fobamido** — A town near the Ghost Woods in southwestern Pekal.
- Fonodi Berries** — A mild poison that induces sleep, often used by herbalists in low doses as a sedative.
- Fort Renthar** — A noble's keep that lies on the northwestern shore of Lake Eb'Sobet.
- Fort Senlot** — A noble's keep located in western Pekal on the Elder's Way road.
- Founder, The (Sobati)** — A common name for the god of law, order and cities.
- Golden Alliance, The** — The largest merchant's guild on Tellene.
- Golden Halflings** — A race of halflings also known as amberhairs who believe themselves to be the original race from which all halflings descend.
- Gorido** — A town in western Pekal along the Elder's Way.
- Gray Legion, The** — The official name of the covert operations group (mostly infiltrators) of the Principality of Pekal.
- Great Huntress, The (Kalenadil)** — A common name for the goddess of hunting, archery and patience.
- Guardians of the Golden Bough** — Part of the Honorable guard and watch of Pekal, this specialized group is tied to the Cilorealon kingdom, where they serve as the only authority.
- Guardians of the Hidden Flame** — The group responsible for the delivery of the Silver Dragon Coins to each Kalamaran Emperor.
- Halls of the Valiant** — Church of the god of chivalry and valor.
- Holy Mother, The (Taladari)** — A common name for the goddess of home, industriousness and marriage.
- Ka'afido** — A town in the Wilderness District of northern Pekal on the shore of Lake Eb'Sobet.
- Kalaleta** — An independent city state in the Kalalali Forest north of Pekal.
- Kalamaran** — A language with many dialects, spoken by the Kalamarans, a human race of Tellene, descendants of the largest and most populous Empire on Tellene.
- Kalokopeli District, The** — A region on the southwest side of Pekal along the Kalokopeli Forest and the Banader River.
- Kalokopeli Forest** — A forest on the southwestern border of Pekal.
- Kamarela Mounds** — A region of hills located in central western Pekal, along the southwestern shores of Lake Eb'Sobet.
- Kingspiece** — The highest denomination coin that the Principality mints, worth 1 pp.
- Knight of the Gods (Deb'fo)** — A common name for the god of chivalry and valor.
- Knights of the Realm** — Two distinct knightoods, the Knights of the Arcanum, who serve the interests of the Principality and the College of Magic, and a mysterious group of exactly 13 knights who serve Prince Kafen for the Principality of Pekal.
- Lake District** — A region encompassing the northwestern shore of Lake Eb'Sobet.

- Lake Eb'Sobet — A large body of fresh water located in central Pecal.
- Lamnian Endremin — The half-elven leader of the Pekalese revolt against the Kalamaran Empire 107 years ago.
- Landlord, The (Golidirin) — A common name for the goddess of money, business and greed.
- Lanido — A town in southeastern Pecal, on the northern shore of the E'Liral River.
- Latido — A town in central Pecal, along the Army Way.
- Lebolegido — A town in central Pecal, located on the southern shore of Lake Eb'Sobet on the South Merchant Way road.
- Lightfoot Halflings — The standard halfling race found across Tellene.
- Lord of Silver Linings (Selanadi) — A common name for the god of mercy, hope and healing.
- Ludarido — A town in southeastern Pecal, located along the Crescent Way.
- Master of Stealth (Rigel) — A common name for the god of thievery, gambling and luck. Also known as Risk.
- Motido — A town in southern Pecal, on the coast of the Elos Bay.
- Mounds District, The — A region encompassing the Kamarela Mounds in central western Pecal.
- Nehosihido — A town located on the eastern edge of the Kalokopeli Forest in southwestern Pecal, on the North River Way road.
- Nilido — A town in the Kamarela Mounds, east of Fawodido.
- Nobility, The — Although the mayor of a local town or village may be considered noble by his people, this term refers to the 24 noble families of Kalamar that make their homes in Pecal. A council of noble lords meet with Prince Kafen regularly.
- Nubido — A River District town in northwestern Pecal, located on the southern shore of the Renador River.
- Nudopido — A town located southwest of the Kamarela Mounds in Pecal.
- Order of Thought — Church of the god of wisdom.
- Parish of Love — Church of the goddess of love and harmony.
- Paru'Bor — A neighboring nation to the northeast of Pecal.
- Peacemaker, The (P'rofali) — A common name for the god of peace and comfort.
- Pedido — A town along the Crescent Way in the south of Pecal.
- Pecal — A Principality located north of the Elos Bay.
- Pikiwido — A town in the south of Pecal, on the shore of Elos Bay.
- Powermaster (Sitiri) — A common name for the god of strength and medicine.
- Prince Kafen — The current ruler of the Principality of Pecal, son of Lamnian Endremin.
- Prompeldia — An independent city state southwest of Pecal.
- Pure One, The (Lelani) — A common name for the goddess of love and harmony.
- Raconteur (Pinini) — A common name for the god of art, poetry, music and humor.
- Rafuka'onido — A town in western Pecal on the western shore of Lake Eb'Sobet.
- Raiser, The (Regorike) — A common name for the goddess of harvest, life, fertility and agriculture.
- Reanaarian — A human race of Tellene mostly comprised of merchants, expert sailors and skilled fishermen who live along Reanaaria Bay, a large, deep bay in eastern Tellene.
- Renador River — A river that defines the northwestern border of the Principality of Pecal, flowing from the Kalalali Forest in the north to the Banader River in the southwest.
- Riders of the Lance — A band of soldiers formed to protect the interests of the nobility in Pecal.
- Riftmaster, The (Hokalas) — A common name for the god of magic. Hokalas is the Kalamaran name for this god.
- River District, The — A region on the northwest side of Pecal along the shores of the Renador River.
- Rosido — A town in central Pecal.
- Secret Network of the Blue Salamander — An organization bent on world domination.
- Seefarths — The common name for Pecal silver pieces.
- Sentinels of the True Way — A group that seeks to destroy magic in all its forms.
- Silver Dragon — An ancient Kalamaran coinage, in use during the reign of Emperor Thedorus.
- Steel Ribbons — A group of primarily retired soldiers within the Principality of Pecal.
- Sulido — A town in central Pecal.
- Svimohz — An ancient and richly cultured human race of Tellene whose population is concentrated on the massive island of Svimohzia, Tellene's southern continent.
- Temple of Enchantment — Church of the god of magic.
- Tharggy — Queendom located between Dodera and Thybaj, north of the Kakidela Mountains quite a distance east of Pecal.
- Therukithido — A town north of the Mounds District and the Elder's Way in western Pecal.
- Thrin Chor — A society within the College of Magic that concentrates on the aspects of the outer planes.
- Time Unit — An amount of time equal to one week.
- Tokis — A nation of the Empire of Kalamar to the southeast of Pecal, currently at war with Pecal.
- True, The (Fapeki) — A common name for the goddess of justice and truth.
- Tutido — A town in northwestern Pecal, along the southern shore of the Renador River.
- Udo Bog — A swamp that lies along the southwestern tip of Lake Eb'Sobet, north of the Kamarela Mounds.
- Victories — The common name for Pekalese gold pieces.
- Vithufetido — A town in northeastern Pecal, along the North Merchant Way road.
- Vr Mindrel — Ancient Brandobian for "Golden Thoughts". A society of alchemists within the College of Magic.
- W'nido — A town on the northwestern shore of Lake Eb'Sobet.
- W'pawido — A town in central Pecal, along the South Merchant Way road, south of Lake Eb'Sobet.
- W'vido — A town in northeastern Pecal, along the North Merchant Way road.
- Warrior's of the Emerald Wave — A ranger's guild in the Principality of Pecal with headquarters in the town of Ka'afido.
- Watchers of Twilight — This group is part of the Principality's guard and watch and is responsible for the city watch in the cities and villages of Pecal. Many are from demi-human races.
- Wedafido — A town in southeastern Pecal, north of Lanido and the E'Liral River.
- Wilderness District — A region on the northeast side of Lake Eb'Sobet, encompassing the lands south of the Kalalali Forest.
- Worldo — A town in central Pecal along the South Merchant Way road, south of Lake Eb'Sobet.

LIVING KINGDOMS OF KALAMAR EVENT SHEET



Player's Name	RPGA#	Character Name
Starting XP	Starting GP	Starting TU

	Event	Convention	Date	XP Gained	GP Gain	TU Spent	Other	Judge RPGA #
Sample:	Intrigue in the Mountains	DanCon X	1/1/02	500	<-50>	2	-	147587

LIVING KINGDOMS OF KALAMAR MAGIC LOG SHEET



Player's Name

RPGA#

Character Name

	Date	Character Level	Learned Spell/Source	Created Item/GP Cost/XP Cost	Judge RPGA #
Sample:	1/1/01	5	Fireball/Level		747587
Sample:	1/2/02	5		Potion Levitate/50/10	123456



CHARACTER RECORD SHEET

CHARACTER _____ CAMPAIGN _____ PLAYER _____
 CLASS _____ LEVEL _____ ALIGNMENT _____
 RACE _____ SUB-RACE _____ SIZE _____ DEITY _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

TOTAL	CURRENT HP/WOUNDS	SUBDUAL DAMAGE
HP Hit Points		

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MODIFIER	MODIFIER
AC ARMOR CLASS							

BASE ATTACK BONUS	INITIATIVE MODIFIER	TOTAL	DEX MODIFIER	MISC. MODIFIER

AC
FLAT-FOOTED
TOUGH

SPEED
BASE
RUN (4X)
ARMORED

MELEE ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
RANGED ATTACK BONUS	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
FORTITUDE (CONSTITUTION)						
REFLEX (DEXTERITY)						
WILL (WISDOM)						

WEAPON			TOTAL RANGE	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
WEIGHT	TYPE	SIZE				
SPECIAL PROPERTIES						
WEAPON			TOTAL RANGE	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
WEIGHT	TYPE	SIZE				
SPECIAL PROPERTIES						
WEAPON			TOTAL RANGE	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
WEIGHT	TYPE	SIZE				
SPECIAL PROPERTIES						

ARMOR/PROTECTIVE ITEM		TYPE	ARMOR BONUS	MAX DEX BONUS	SPEED	WEIGHT
CHECK PENALTY	SPELL FAILURE					
SPECIAL PROPERTIES						

SHIELD/PROTECTIVE ITEM		ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES					

AMMUNITION		

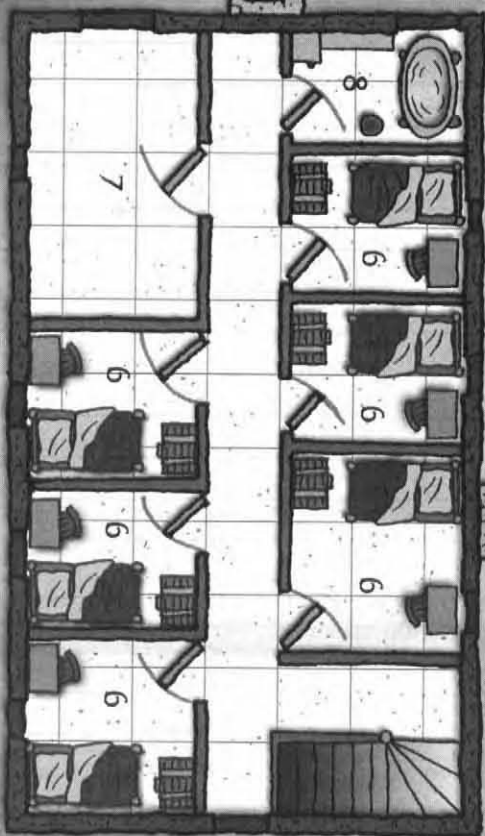
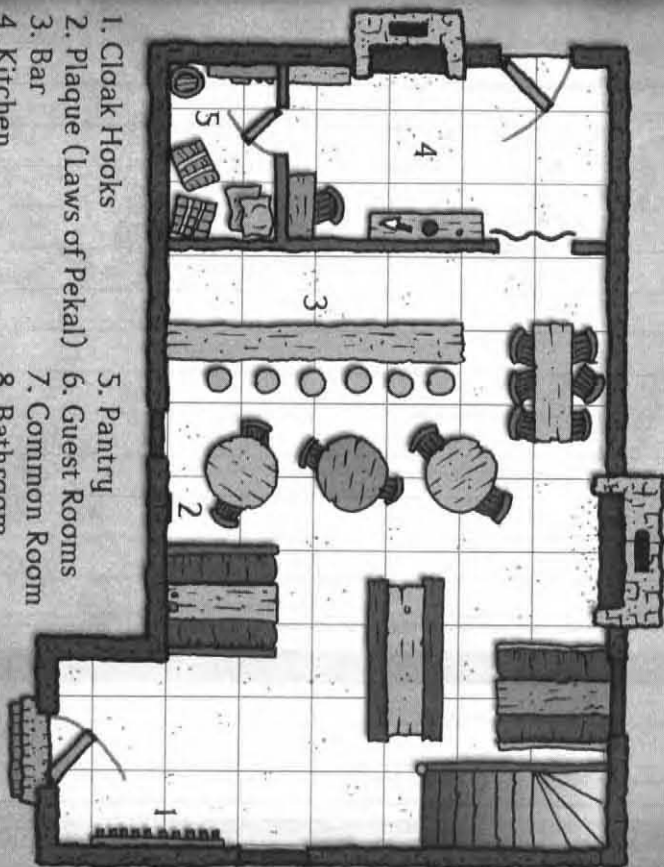
CROSS-CLASS	SKILLS				MAX. # RANKS	/
	SKILLS (UNTRAINED/TRAINED)*	KEY ABILITY	ABILITY MODIFIER	RANKS		
<input type="checkbox"/>	APPRAISE	INT	+			
<input type="checkbox"/>	BALANCE	DEX ^{bb}	+			
<input type="checkbox"/>	BLUFF	CHA	+			
<input type="checkbox"/>	CLIMB	STR ^{bb}	+			
<input type="checkbox"/>	CONCENTRATION	CON	+			
<input type="checkbox"/>	CRAFT ()	INT	+			
<input type="checkbox"/>		INT	+			
<input type="checkbox"/>	DIPLOMACY	CHA	+			
<input type="checkbox"/>	DISGUISE	CHA	+			
<input type="checkbox"/>	ESCAPE ARTIST	DEX ^{bb}	+			
<input type="checkbox"/>	FORGERY	INT	+			
<input type="checkbox"/>	GATHER INFORMATION	CHA	+			
<input type="checkbox"/>	HEAL	WIS	+			
<input type="checkbox"/>	HIDE	DEX ^{bb}	+			
<input type="checkbox"/>	INTIMIDATE	CHA	+			
<input type="checkbox"/>	JUMP	STR ^{bb}	+			
<input type="checkbox"/>	LISTEN	WIS	+			
<input type="checkbox"/>	MOVE SILENTLY	DEX ^{bb}	+			
<input type="checkbox"/>	PANTOMIME	WIS	+			
<input type="checkbox"/>	PERFORM ()	CHA	+			
<input type="checkbox"/>	REMOTE VIEW (psion only)	INT	+			
<input type="checkbox"/>	RIDE ()	DEX	+			
<input type="checkbox"/>	SEARCH	INT	+			
<input type="checkbox"/>	SENSE MOTIVE	WIS	+			
<input type="checkbox"/>	SPOT	WIS	+			
<input type="checkbox"/>	SWIM	STR ^{bb}	+			
<input type="checkbox"/>	USE ROPE	DEX	+			
<input type="checkbox"/>	WILDERNESS LORE	WIS	+			
SKILLS (TRAINED ONLY)		KEY ABILITY	ABILITY MODIFIER	RANKS	MISC. MODIFIER	SKILL MODIFIER
<input type="checkbox"/>			+			
<input type="checkbox"/>			+			
<input type="checkbox"/>			+			
<input type="checkbox"/>			+			
<input type="checkbox"/>			+			
<input type="checkbox"/>			+			
<input type="checkbox"/>			+			
<input type="checkbox"/>			+			
<input type="checkbox"/>			+			
<input type="checkbox"/>			+			
<input type="checkbox"/>			+			
<input type="checkbox"/>			+			

* These skills may be used normally even if the character has zero (0) skill ranks. Space is provided for the addition of skills that require skill ranks before they may be attempted. Once you have selected a class, mark cross-class skills with an 'x' to the left of the skill name.
^{bb} Armor Check Penalty, if any, applies.
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Elder Wayhouse

1 square = 5 ft.

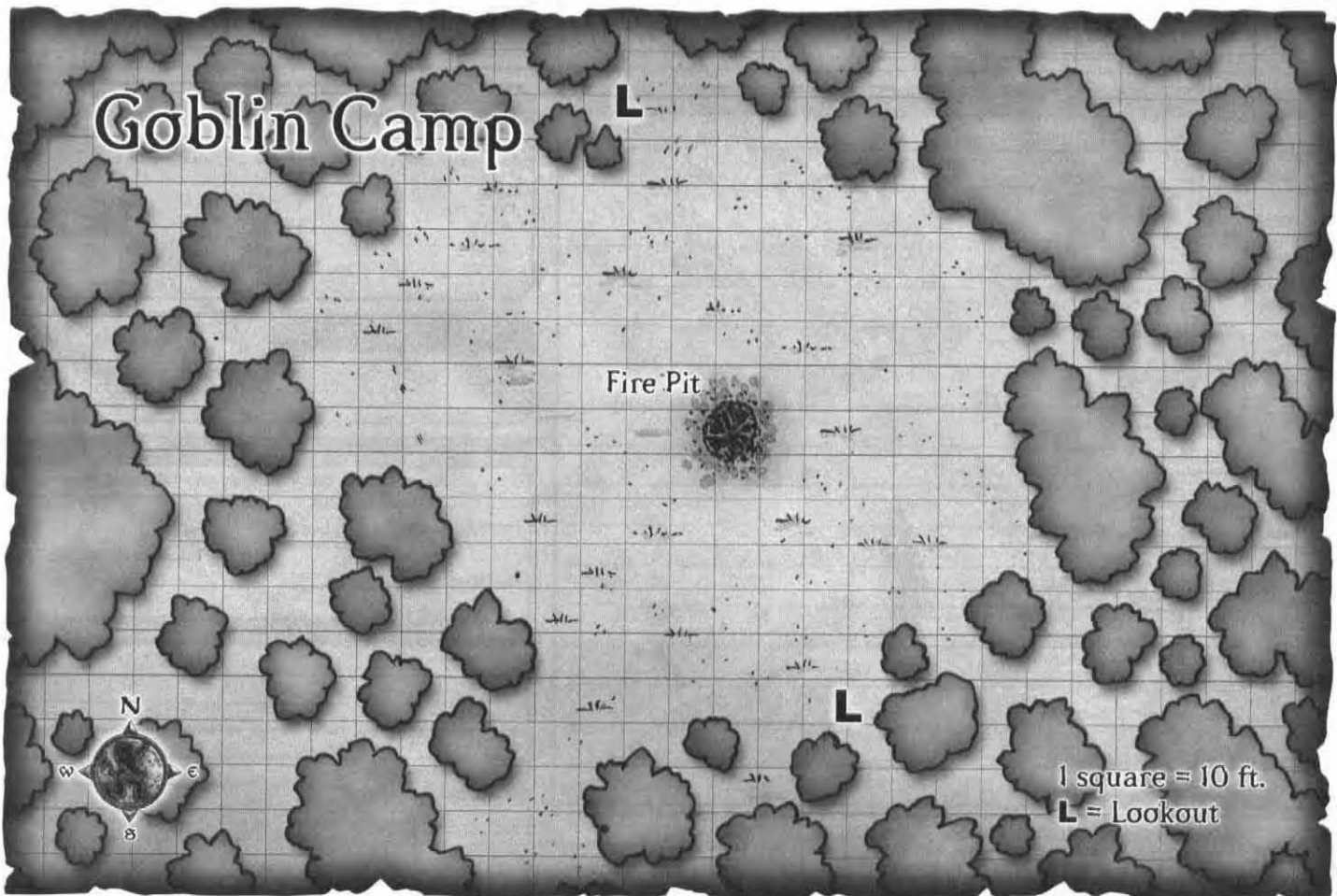
- 1. Cloak Hooks
- 2. Plaque (Laws of Pekal)
- 3. Bar
- 4. Kitchen
- 5. Pantry
- 6. Guest Rooms
- 7. Common Room
- 8. Bathroom



Goblin Camp

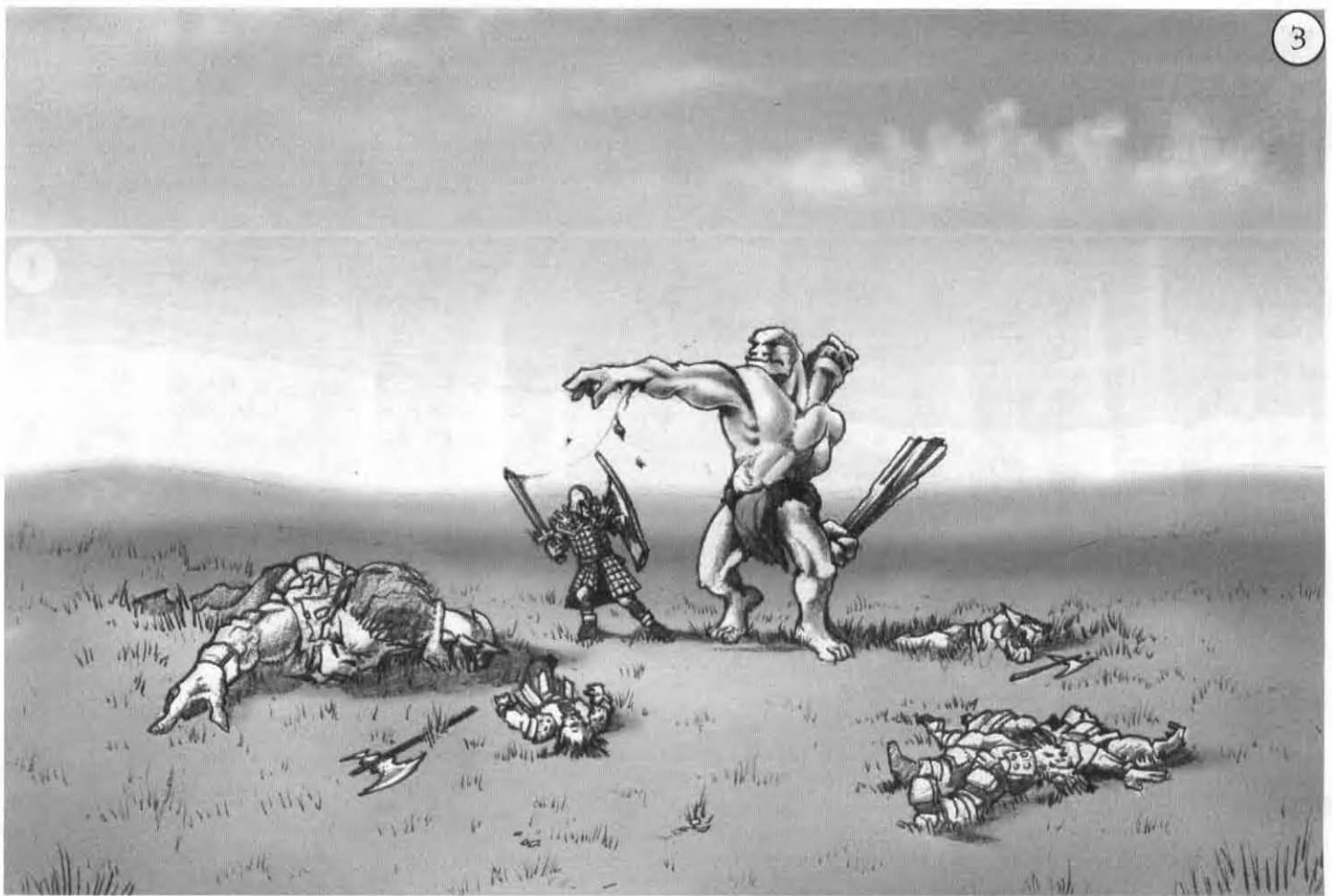
Fire Pit

1 square = 10 ft.
L = Lookout



The **ImageQuest**™ Adventure Illustrator is designed for use by the DM during play. The DM should display the appropriate graphic to the players as they reach each encounter. The adventure text prompts the DM as to the precise time that each picture should be displayed. The DM's thumb should cover the picture number while the players are viewing the illustration so the players do not gain any unearned clues. DMs should also fold the page so that only one image is visible when showing the players. Any maps, parchment or other items included in this book are for DM use **ONLY**, unless labeled "Player Aid." We recommend each Player Aid be photocopied and given to the players as circumstances dictate.





Let it be known
to all civilized peoples that

did stand bravely alongside Midalita B'Rogupar of the Steel Ribbons and The Blooded and participated in the defeat of a hostile enemy force consisting of six orcs and two ettins. This certificate of appreciation is in recognition of such service to the Principality of Sekal and carries with it all due respect and honors commensurate with said service.

Signed, Midalita B'Rogupar

Thorp of Har'gadu

0 50 100
1 inch = 100 ft.



1. Home of the Honorable Lukas Trimel
2. The Elder Wayhouse
3. Home/Shop of Yrumyr
4. The Ropen Farm
5. The Kuroper Cattle Ranch

6. The Rhanry Farm
7. The Owin Ranch
8. The Adironi Farm
9. Abandoned Farmhouse
10. The Gasper Woods
11. The Kizin'tori Woods

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