

DUNGEONS
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Kingdoms of Kalamark



THE INVASION OF ARUN'KID

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INTRODUCTION

The Invasion of Arun'Kid is a fantasy adventure recommended for three to seven 1st-2nd level characters, of any class. This adventure is adaptable for use with more or less experienced Player Characters (PCs) by boosting or lowering the strength of the adversaries found in this scenario. It should take no more than one or two sessions to complete. Although characters of any alignment can play the scenario, we recommend that they be non-evil and non-chaotic. Although there is always the option of "hack n'slash", the best solutions in this scenario will often be diplomacy and negotiation.

The adventure is ideally suited for new characters starting a new campaign. It is possible to run the scenario with pre-established PCs, new PCs who are strangers to the adventure's starting village, or new PCs who are established civic leaders in the village. The decision should be left to the players in advance so that they are comfortable with the roles they will play, and so that the Dungeon Master (DM) has ample time to prepare. There is also no reason why the party of PCs cannot be mixed from these three options.

The setting is the Kingdom of Kalamar, southeast of the Paliba Woods. The plains here are covered with small farming villages, and the center of this adventure is the village of Arun'Kid. It is located roughly 180 miles north of Bet Kalamar, and 135 miles west of Togeseta.

You, the Dungeon Master, will need the D&D Player's Handbook, Dungeon Master's Guide and the Monster Manual for this adventure. The DM should be at least familiar with the Kingdoms of Kalamar campaign setting, as described in the Kingdoms of Kalamar core sourcebook. Some of the characters in this book have been assigned feats from the Kingdoms of Kalamar Player's Guide (Spring 2002 release). You will need a copy of that book to read about these feats. If this is impossible you may substitute appropriate feats for the affected characters as needed.

Text that appears in shaded boxes is player information, to be read aloud or paraphrased as appropriate. Abbreviated monster and NPC statistics are provided with each encounter, while detailed Non-Player Character (NPC) statistics are included in an Appendix at the back of this book.

The DM should read this adventure entirely at least once before playing in order to ensure smooth play. It would benefit the game to be particularly familiar with the NPCs and their tactics. This is an open-ended scenario. Its scenes do not necessarily need to take place in the order described in the following pages, and some may even be omitted or skipped over by the players. Thus, NPCs might not be encountered in the order presented. The three adventure synopses below present just some of the ways the scenario can play out.

BACKGROUND

This story began 41 years ago, when an adventuring party was exploring the P'Sapas Hills, east of the Kingdom of Kalamar. This party had done some favors for a clan of gnomes called the Barletens, who lived there and the clan befriended the party. While staying with the clan, a rogue in the party named Oviní happened to learn more than he was supposed to about where the clan's secret treasury was. Oviní disabled the treasury's traps,

looted it of every coin and gem and made an almost clean escape. But he knew the gnomes were on to him, and he fled with his ill-gotten gains.

Within months, Oviní became aware that the gnomes were pursuing him. The precious, gem-encrusted items he had taken were priceless relics to the gnomes — gifts reputedly handed to them by the gods to validate their clan. For almost a year, Oviní was able to hide in the city of Togeseta by changing his appearance and identity. Going by the name of Ver'Kusi, he befriended a bard named Dak'Wi, and the pair got into more mischief. Finally, the gnomes pursuing him got too close, and the rogue and the bard both fled with the gnomish treasure into the heartland of the kingdom. There they parted ways for some years. Dak'Wi retired to a life of farming, and eventually took up a druid's calling. Ver'Kusi's story became more complex. When he found the tiny, struggling hamlet of Arun'Kid, he originally planned only to hide there for a while. Yet he found himself involved in their plight, and learned to like it there. He came to see helping these farmers as a way of making restitution for his past, and was soon accepted as a leader amongst them. He offered the local area's lord a substantial bribe to turn a blind eye to Arun'Kid and allow them some degree of autonomy. He covered the hamlet's expenses through rough times, and funded its expansion into a village, but kept the rest of the gnomes' treasure well hidden.

This idyllic situation could not last. Two recent events have the potential to undo everything. The first occurred four months ago, when some brigands traveling through the area encountered an elderly Dak'Wi at his lonely farmhouse. They had planned to kill the old man and take what valuables he had. Dak'Wi told them of a great gnomish treasure buried nearby, convinced them it was true, and bought his life back with that information. Sadly, Dak'Wi's mind is no longer what it once was, and he seldom can recall his fearful run-in with the brigands any longer.

The second event occurred six months ago when a small party of Barleten clan gnomes tracked Ver'Kusi to Arun'Kid, based on some clues they'd picked up in neighboring Wegov'Gid. They contacted Ver'Kusi, who by now lived to be the village elder, and demanded their treasure back. Negotiations did not go well, Ver'Kusi became enraged and promised that they would never have their treasure back because he didn't have it, and the doubting gnomes left vowing to return and reclaim their own. Ver'Kusi's health was already bad, but having his past abruptly catch up to him was more than he could bear. Just prior to his death, Ver'Kusi requested that his body be turned over to his old friend Dak'Wi who lives in a farm southeast of the village. Ver'Kusi passed away within the following week. Dak'Wi secretly interred the body of his old friend in a tomb the two had built in a remote corner of his farm. Within his home Dak'Wi has prepared instructions that he too is to be entombed there when his death finally arrives.

Adventure Synopsis: Take One

The PCs consist primarily of leading citizens of the village of Arun'Kid. While there, a small but well-organized group of gnomes attacks the village. The PCs will eventually talk to the gnomes, either as victors or captives. The gnomes, luckily, are not out to intentionally kill anyone — they just want bargaining

chips to force Ver'Kusi to capitulate. They aren't even aware of the man's death since their visit six months ago.

The PCs will be expected to look into matters. Certain people in the village are aware of Dak'Wi, now a harmless but eccentric hermit, who was one of Ver'Kusi's friends.

Dak'Wi, if asked, will tell those inquiring about Ver'Kusi's death and volunteer the location of Ver'Kusi's tomb if the PCs will accept the challenge of running through his hedge maze. The brigands may make contact with the PCs after the PCs leave the farmhouse, as the brigands have been watching it. The tomb itself is a dangerous place, and Ver'Kusi's journey into undeath makes taking any of the gnomes' treasure difficult.

The gnomes will be displeased when they cannot account for all their treasure, and they will insist on ownership of the village being turned over to them as compensation. Then the PCs will meet the Captain of the Guard of Salanid, and upon learning that he is an awful, corrupt man, will have to choose which faction — if either — to support.

Lastly, the brigands will have received word that the PCs have found Ver'Kusi's treasure, and they too will want it. They will copy the gnomes' tactics of taking prisoners to exchange for the treasure, only this time the PCs may have the lord or the gnomes on their side. If the PCs fail to deliver, the brigands stage a much more serious invasion of Arun'Kid.

Adventure Synopsis: Take Two

The PCs are wandering through this region, and have stopped in Arun'Kid for the day. When the gnomes invade, the PCs kill them or drive them off. After tracking the gnomes back to where they were camped, the PCs find evidence that the gnomes were in Arun'Kid looking for the village elder and their treasure. The PCs decide to find the treasure and keep it for themselves, so they return to the village to look for clues. They are led to Dak'Wi the hermit as he was the last one to see the body. The PCs balk at the idea of running his maze, and never learn the location of the mausoleum from him. The PCs are summoned before the Lord of Salanid, who has learned of the gnomish treasure (from any of the gnomes who survived) and thinks the brigands troubling the region might have it. The brigands think the reverse is true, so the PCs have only one opportunity to attack the brigands in their lair before the brigands invade Arun'Kid.

Adventure Synopsis: Take Three

The PCs are a combination of long-term residents and strangers passing through. The gnomish invasion of Arun'Kid occurs, and the PCs are taken prisoner. The gnomes explain what they're looking for, and the PCs assume that the brigands they've heard rumors about might have the treasure. The PCs find and attack the brigand camp, and learn about Dak'Wi from questioning some of the brigands. The PCs see the hermit, run his maze, and learn of the tomb. After looting the tomb, the PCs leave the region with their booty, and leave the local politics to be sorted out by the NPCs.

Adventure Hooks: Take One

It is recommended that the PCs begin as community leaders in the village of Arun'Kid. That way, they are less likely to wait and see how the locals respond to the gnome attack and more

likely to take an interest in getting the gnomes' treasure back. Suggested roles for the PCs are arranged by class as follows:

- Barbarian = shepherd (see area 1)
- Bard = tavern keeper (see area 2)
- Cleric = shrine attendant (see area 3)
- Druid = farmer/shrine attendant (see area 12 or 4)
- Fighter = militia leader (see area 5)
- Monk = potter (see area 9)
- Paladin = village leader (see area 5)
- Ranger = furrier (see area 7)
- Rogue = trader (see area 11)
- Sorcerer = cobbler (see area 6)
- Wizard = tailor (see area 8)

If PCs have skills more appropriate to other village professions, feel free to encourage such choices.

Player's Start: Take One

If the PCs are beginning the adventure under Adventure Hook One, read the following background information to them and also **display ImageQuest Illustration #1 on page IQ 1** now. If the players ask, the DM may also show them the map of the village (page 34) and divulge most commonly known details on the inhabitants as their characters would be quite familiar with them by now.



The village of Arun'Kid has never greatly prospered, but neither has it suffered. This peaceful equilibrium has often been attributed to the village's founding father, a man named Ver'Kusi. Ver'Kusi came to the heartland of Kalamar 39 years ago and built up a village where there had been only a struggling thorp before. He had made his fortune in the capital, Bet Kalamar, but spent it on his new community. He also used his money to lure talented people away from neighboring villages. Each of you was on retainer because of your special skills. Even after his death six months ago, a sense of commitment at least temporarily eclipsed your earlier desires to seek adventure. You have never been called upon to defend the village, and as today winds down, it appears to be no exception. It is a quiet day towards the end of the second month of the new year. The olive harvest is already over, leaving many farmers with more time to tend their livestock, and accounting for the reduced number of stray goats wandering into the shops.

Adventure Hooks: Take Two

The PCs are initially brought to Arun'Kid by rumors of brigand activity in the region. Keeping the PCs in Arun'Kid for more than a few hours once they find no obvious leads to the brigand lair might be a challenge.

If the players would not feel unduly frustrated by it, the villagers might give PCs the "run-around." For example, Pem'Ge the tavern maid suggests the PCs ask Tuveri the militia leader.

Tuveri knows nothing of the brigands' activities, and suggests they ask Emeriki, the Seed of Belanar. Emeriki has seen their handiwork but has not seen them personally, and recommends they ask Ker'Roli the Fielder of Regorike what he knows. In this way they can meet some of the villagers and may eventually learn rumors about the death of Ver'Kusi and the visit of the gnomes six months ago.

PCs who are short on supplies will probably be disappointed by the small selection Arun'Kid has to offer. Still, the DM can plant items in the village that would tempt the PCs to stay and try to acquire. Perhaps the party contains a cleric of Regorike who is collecting minor relics (non-magical, of course) associated with this deity. The trader might show the PCs his pride and joy — a masterwork knife. The trader would be extremely reluctant to part with it, and the transaction could take hours of negotiation.

For players who enjoy a role-playing challenge, one or more of them might have family to visit in Arun'Kid. No doubt the relatives and all their friends would quickly gather to hear tales of daring-do, or such epic deeds the PCs plan to accomplish. The PC might be attracted to one of those friends who showed up, and vice versa. Whether it leads to an afternoon's dalliance, or a long-term relationship, it should still keep the PCs from leaving awhile longer.

Player's Start: Take Two

If the PCs are beginning the adventure under Adventure Hook Two, read the following background information to them and also **display ImageQuest Illustration #1 on page IQ 1** now.



Rumors of grand, heroic quests going on in other kingdoms has inspired this party of fledgling adventurers to seek fame and fortune closer to home. The Kingdom of Kalamar certainly has its share of dangers — though most of it seems to come from corrupt administrators. There are wild places on the fringes of the kingdom — forests to the north and east, and mountain ranges beyond those — and the metropolis of Bet Kalamar is said to be fraught with many perils. Yet there is no pressing reason to head in any of these directions, and your travels have as yet taken you only as far as the heartland of the kingdom. It is here that folk tell of other rumors — rumors of brigands troubling the villages in the lands of the Baron of Salanid and making travel dangerous. It is also said that the brigands have not been thorough in their thievery, as if they were looking for something they are not finding. This mystery — as well as the hope of acknowledgment and reward for victory — have propelled you from the town of Salanid through several outlying villages, until you reach the remote village of Arun'Kid. Perhaps here, so distant from the main roads, the locals might have some clue as to where the brigands might be hiding.

Adventure Hooks: Take Three

This might be the easiest route, from the DM's perspective. If some PCs are wanderers and others are residents, then the DM may read both Player's Starts presented above, which will offer the party as a whole a greater perspective. This approach has built-in role-playing potential, as the outsiders will encounter the local PCs, learn of their skills, and persuade them to take up the same quest. When the PCs encounter the gnomes and learn their purpose, these roles could reverse. If there is a danger in this approach, it is that the PCs may be constantly divided in their priorities for the scenario. A party divided will have great trouble dealing with the encounters that follow, and the DM should discourage divisiveness through role-playing local NPCs.

Politics of Salanid

At various points, events will conspire to draw the PCs into a regional political arena. Thus, it is only natural that at some point they may ask for more information.

The following information is known to a PC with the skill Knowledge - Local history at a DC of 10, or Knowledge - Nobility and Royalty - Kalamar at a DC of 13:

The Province of Salanid is a region in central Kalamar administered by a lord with the title of Baron. Barons are not nobility, they are local lords who got their land through service to the empire (likely military personnel, but it can come in many forms). The Provinces of Kalamar may remain outside the watchful eye of the Empire so long as they pay taxes, meet army recruitment quotas, and no state-sanctioned religions are molested. A lord always answers to the emperor, but can also be overruled by a high administrator. High administrators are only dispatched from Bet Kalamar to handle specific affairs.

The town of Salanid is the seat of power for this Barony. The current lord, one Gal'Di Deruni, is the tenth to bear that title. He was rewarded with lordship nine years ago after serving with distinction (and reaching the rank of Prime Officer) in the Seventh Legion.

There are many other villages in the province of Salanid. Those close to Arun'Kid include Guluna, Seredi, Taradan, Torin, Veronis and Wegov'Gid. They are not strictly important to the adventure but the DM may choose to have the PCs hail from one or more of these villages if he or she does not want them to start off as inhabitants of Arun'Kid.

Villages have some leeway to choose their own leaders. Tradition usually dictates a council of village elders, but at least one of them must serve as a representative who will report to the lord when summoned. The lord decides if the representative is doing a good job or not, and failure to properly perform the duties of a representative is a crime punishable by death. Thus, the position of representative to the lord is one seldom sought out, and is sometimes used as a punishment itself.

However, it is not unheard of for the middle class — with money but no influence or hereditary standing in Bet Kalamar — to come out into the rural provinces and buy their way into the position of representative for a village. In this way they may have the ear of a lord, who in turn has the ear of the emperor's court. In the case of Arun'Kid, it was often assumed that Ver'Kusi was such a man.

ARUN'KID (LARGE HAMLET)

The DM may either copy information from this section to give to the PCs at the start, or paraphrase the information for them as needed.

Power Center: Nonstandard (informal council of rotating citizens)

Alignment: Neutral

Population: 153 — Human 99%, Other 1%

Resources: Sheep (wool), olives, goats, grapes, pigs, wheat

Coinage: Kalamaran; barter system

Languages: Low Kalamaran

Religions: The Church of the Life's Fire (Regorike), The Conventicle of the Great Tree (Belanar)

Allies: Wagov'Gid (neighbor village)

Enemies: None known (soon to be Barleten Clan of gnomes from the P'Sapas Hills)

Authority Figures: Tuveri, Kur'Roli, the PCs (optional)

Important Characters: Am'Vili, male human Com1 (goat-herder); Emeriki, male human Drd1 (seed of Belanar); Fesedore, female human Com1 (trader's assistant); Keviri, male human Rog1 (village idiot); Kur'Roli, male human Adp1 (Fielder of Regorike); Pem'Ge, female human Com1 (tavern maid); Revare, female human Com1 (tailor); Ri'Ave, female human Com1 (farmer's wife); Tadali, male human Com1 (old clothier); Tuveri, male human War1 (militiaman); Relatini, Mir'Te, and Redone Toris'Ki (well-to-do farming family on the outskirts of the village).

Overview: Arun'Kid is a small farming village, that acknowledges fealty to the king whenever Kalamaran troops or a tax collector pass through. Otherwise, the locals keep to themselves, are reasonably self-sufficient and are mostly of faiths consistent with druidic philosophy. There are few shops, and no inn. Visitors are discouraged from staying in town and are told instead to camp outside the village limits.

The village consists of about three dozen freestanding buildings. They are all one-story log huts with thatch roofs and dirt floors. They have one to three interior rooms. The kitchen and hearth are always at the center of the building, with a hole in the roof for venting smoke. Doors and windows bar from the inside, but none of the buildings has locks.

Map Key: (Map on page 34)

1. Shepherd Ranch

This dingy cottage resembles several others located farther out from the hamlet's center. Sheep are predominately raised here, but goats are raised as well.

The herds tend to graze far afield, but are also responsible for the short grass (and large swaths of grass-less dirt) in the hamlet. The herds are kept penned up at night, often with a single man and watchdog guarding them.

Am'Vili lives and works either here or at a ranch like it. At 29, Am'Vili is one of the farthest traveling members of the village — once having moved his herd to graze as far away as the edge of the Kalasali Woods (or so he claims). He considers himself more worldly, and thus smarter, than most of the other villagers. His

wife and children work, play, and travel with him. Although he appears to be a hard, gruff man, he is warm to those close to him. If questioned about other people in the village he can divulge the following information.

- There are a few more outlying ranches considered part of Arun'Kid such that the population is about 150 people. (true)

- Brigand raids are more frequent in the north. (true)

- Baron Deruni wants to increase taxes but fears revolt so he is working with the brigands in the area as a way to line his own pockets more. (false, Baron Deruni wants the brigands brought to justice and has not publicly announced any tax increases.)

Other ranches will have 1-6 residents.

Am'Vili: Com1; hp 3; halfspear.

2. The One-Eyed Goose Tavern

The weathered sign out front shows a goose's head in profile.

Inside, a few tables and stools provide spartan furnishings around a central, open hearth. Except for right next to the hearth, the floor is blanketed in straw mats. The walls are decorated with small tapestries, with bright but simple designs. Food is typically prepared right in the common room. The taproom doubles as a pantry, and is separated from the common room by a curtained doorway.

Wine is imported from the winery at Wagov'Gid. Beer is imported from the brewery at Salanid. The locals all grumble about the cost of imported beverages. There is always a meaty stew kept warm over the hearth, plus a 30% chance of some type of roast (squirrel, rabbit, pigeon, chicken and ham in about that order of frequency).

Pem'Ge is a slave owned by the tavern keeper, and she can be found working here through almost every hour of sunlight (after which the tavern closes for the night). Pem'Ge is skinny and boyish-looking, but her husky voice and friendly manner have made her popular. At 21, she is an old maid already, but not remotely concerned about it. Pem'Ge can divulge the following information if engaged in conversation.

- Tuveri is sure to be able to answer any questions. Since Ver'Kusi died, he handles all dealings for the town. (partially true, Tuveri is the new village leader but he knows little more about the recent events than any other villager).

The locals, who are unaware of his unusual history, laugh at Keviri, the village idiot. He had been a rogue thief in the city of Bet Kalamar two years ago, until he joined an adventuring party bound for Castle Whitewood. In the dungeons beneath the castle, a magic scroll cursed him with idiocy. From there he wandered until he found Arun'Kid and convinced himself it was his home. Now he can usually be found in or near the tavern, muttering to himself and trying to keep his intoxication going. If questioned Keviri can reveal the following information.

- "I know where the gold is!" He will insist that one buy him several strong drinks to gain this knowledge. If pressed for an answer he will tell those asking that the gold is

locked up in Lord Deruni's castle. (true - but this is not the gold the PCs are looking for.)

- "Beware the dungeons of Castle Whitewood and read not the writing there" (given his history this is a true warning but he has no idea where the castle lies).
- "I know where to get it if you want it!" He will again remain vague on exactly what "it" is but if the PCs mention that they are looking for something he says he knows a merchant in Wegov'Gid who can find just about anything for a price. (true)
- "Drink not from the green cup, for the bronze is so much sweeter." If this phrase ever had any meaning it is lost to the darkest corners of his mind. Perhaps it is a reference to an old adventure he was on.

There are 1-12 customers in the tavern at any time during daylight hours.

Price guide: Eggs = 4 cp, fruit (dates, figs, grapes, olives) = 8 cp, fruit juice = 12 cp, stew = 16 cp, wine = 14 cp, beer = 15 cp, poultry = 2 sp, ham = 38 cp.

Pem'Ge: Com1; hp 2.

Keviri: Rog1; hp 6; club, 1d4 cp.

3. Shrine to Regorike

This well tended chapel displays a fine wood carving of a blazing hearth above its doors.

This building is more like a small chapel, but the interior is a single room of worship. Stones etched with runes ring a central, open hearth, but otherwise the entire shrine is wooden. Icons of Regorike the Raiser (god of fertility, life and agriculture - See Kingdoms of Kalamar Sourcebook page 194) — wooden statuettes of a plump woman — and carvings of deer adorn short benches around the hearth. Painted folding screens show the portly, smiling goddess (always accompanied by deer) working a field, delivering a baby, and resting in a field. Loose wheat shafts are littered over the floor.

There are no clerics of Regorike above 1st level in Arun'Kid, but this is the one location where strangers will be most welcome. Any attempt to loot the shrine will draw the scorn of the entire village, as most of the locals revere her. Perhaps the most valuable items within the shrine are the four vials of holy water stored within. One can purchase these at cost (25 gp) or if the PCs helped defend the village, Kur'Roli will offer them to the PCs as a reward (if he is still alive).

Kur'Roli is an adept of Regorike (but yearning for the clerical title of Fielder) who has still learned every church ceremony he could. Kur'Roli knows every villager well. He may share duties with a PC cleric. If questioned he can divulge the following information.

- Tuveri is a natural leader. He has already replaced Ver'Kusi as village elder in the minds of many residents. (true)
- I believe that an old enemy finally caught up with Ver'Kusi and poisoned him. We'd be better off keeping his memory and service to Arun'Kid a local remembrance. (partially true, his old enemies the gnomes have

finally caught up with him but they did not directly kill him, certainly not with poison.)

- We've got to get the seed planted early next year, otherwise all might be lost. (truth unknown)
- I have seen their sigils. The brigands follow the creator of strife. (true)

There will be 0-3 parishioners present at any given time during daylight hours.

Price guide: cure light wounds = 50 gp, detect evil = 50 gp, detect magic = 38 gp, purify food and drink = 25 gp. Holy water 25 gp

Kur'Roli: Adp1; hp 4; quarterstaff, sling, 1d4 cp.

4. Shrine to Belanar

Here atop the hillside one can find a circle of standing stones. A single sapling grows at the center of the stone ring.

This shrine marks a halfway point for followers of Belanar traveling between the Kalasali Forest and destinations within the Paliba Woods. The oak sapling is enchanted with a *divine stasis* spell that keeps it from growing or changing with the seasons. A remarkably intelligent badger lives in the side of the hill and keeps an eye on the shrine. Should any harm befall the sapling, the badger would try to show the next druid to visit the shrine, and retribution would then be swift.

There is a 50% chance that a 1st level druid of Belanar the Bear will be camped out near the shrine at any time. Such a druid might be Emeriki. If Emeriki is questioned, he can divulge the following information.

- Another druid named Dak'Wi lives southeast of town. He was a long time friend of Ver'Kusi. (true)
- The son of the Old Oak (the oldest Treant in all the lands) now resides in the Paliba Woods and is gathering the forces of nature to strike out in the heart of the Empire. (false)
- Baron Deruni will soon be coming to the village to recruit more troops for service to the Empire in the battles with Tokis. (false)
- Ver'Kusi was visited by a couple gnomes just before he took ill and died.

There will be 0-2 worshippers here at any given time of day.

Price guide: detect magic = 36 gp, purify food and drink = 18 gp.

Emeriki: Drd1; hp 7; 2 daggers (one throwing), padded armor, 1 sp, 1d6 cp.

5. Village Hall

If the PCs approach the Village Hall read the following text and display **Illustration #2 on page IQ2** now.



This is the largest, finest residency in the hamlet, with its wooden tile roof and its open garden courtyard. The garden has been somewhat neglected. A stone statuette of an armored soldier stands in the garden still.

Village founder, Ver'Kusi was unable to maintain his home and garden well in his old age and since his death it has gotten even worse. The building itself has five rooms. In the absence of Ver'Kusi, the locals have begun to use his former residence as a village hall. They gather here to discuss important matters.

If the PCs begin investigating, they may decide they need to see the contents of the Ver'Kusi's home. The locals will not appreciate this breach of etiquette but will reluctantly consent to allowing a search of the premises. The PCs will not find much of value therein for their troubles. The furnishings are of good quality, but Ver'Kusi kept no diary or written notes, and his most important possessions are with him in his mausoleum. Dak'Wi secretly returned here to gather them. There is no indication as to where Ver'Kusi's body is or any evidence of the gnome treasure.

Tuveri is one of 15 locals who are trained well enough to serve as a militia in times of emergency. Unfortunately, the formerly peaceful state of the hamlet has led to lazy, complacent militiamen save for Tuveri (and perhaps some PCs). When the village is attacked, Tuveri tries to rouse some help, and then defends anyone near the hall as best he can.

During the day, there are 0-3 locals (normally including Tuveri) discussing civic matters. If the village is under attack, the hall becomes a rallying point for Tuveri and 2-16 other villagers.

- Salanid is sometimes home to Knightly tournaments. I have heard that the man who competes under the scarlet lion is not truly of noble lineage and thus could be disqualified from future competition. (true but not relevant to this adventure)
- Ver'Kusi was visited by a pair of gnome strangers before he took ill. (true)
- Salanid is building an amphitheater so that they may begin hosting gladiatorial bouts. It's just a spectacle of savagery if you ask me. (true)

Tuveri: War1; hp 7; short sword, shortbow, 20 arrows, studded leather armor, small wooden shield, 1d2 sp, 1d8 cp.

6. Cobbler's Shop

The shop window displays a rack of leather sandals and shoes of wood and leather.

The cobbler's masterwork that sits in the window he calls dragonscale boots (2 gp). Though they are really snakeskin and offer no modifiers to game mechanics, they are quite stylish and durable.

There are 1-3 people in the cobbler's shop at any given time of day.

7. Furrier's Shop

The porch of this building is draped with animal furs, drying in the sun, throughout the day. The door to this shop is open, and on the back of the door hang thick furs.

The furrier makes a good business buying and selling pelts from a wider radius than just the hamlet. The furrier occasionally has fur-trimmed clothing for sale, but usually defers customers to the clothier's shop for such goods. Fur available is from hares and martens, with the occasional wolf or even bison pelt.

There will be 1-4 people in the furrier's shop at any given time of day.

Price guide: hare pelt = 1 sp, marten pelt = 2 sp, wolf pelt = 5 gp, bison pelt = 10 gp.

8. Tailor's Shop

The small sign outside this home depicts a needle and a spool of thread.

An open door on one side of the home opens into a separate room where the tailor waits to mend clothes, her tools and finished work neatly sitting on shelves behind her. Any type of outfit can be altered, in 1-2 days, into the next most expensive type listed in the Player's Handbook.

Revare is a plump 33-year old woman with a pleasant demeanor and giggly voice. She is a widow (rumors say fairies intoxicated her husband and spirited him away, though she is silent on the subject), with two children nearly of age who help her out in the shop. She can divulge the following information if questioned.

- Ver'Kusi had a secret burial tomb built for himself. She once met one of the craftsmen from Wegov'Gid who had worked on it. (true)
- The men in this town want nothing to do with a woman who has already borne two children from another man (true from her perspective).
- Baron Deruni is looking to hire skilled gem cutters (true but not relevant to the adventure).

There will be 1-6 people, including Revare, in the tailor's shop at any given time of day.

Revare: Com1; hp 1.

9. Pottery Shop

The lawn outside the entrance of the pottery shop is decorated with ceramic vases and urns of various shapes and sizes, but the potter waits patiently at the open shop window to conduct business.

The pottery is for sale from 1 cp for the smallest pot to 1 ep to the largest urn. There will be 1-4 people in the pottery shop at any given time of day.

10. Clothier's Shop

The painted sign outside this home shows a man in a white toga.

Any type of outfit is available for sale, as listed in the Player's Handbook, except for noble and royal. Inside, Tadali the tailor works diligently to avoid his brutish, henpecking wife, Far'De. Tadali is 30, already balding, and says little while at work for fear of letting slip some venomous remark about his wife where she can hear it. Far'De is 35, 5'11," with arms like ham hocks. Few men in the village do not fear her. If questioned, Tadali can divulge the following information but he fears gossiping too much lest his wife brand him a slacker.

- Kalamaran soldiers sometimes bring little people (dwarves, gnomes and halflings) from the west to trade as slaves to nobles and wealthy merchants throughout the Empire. (true)

There will be 2-4 people, including Tadali and Far'De, in the clothier's shop at any time of day.

Tadali: Com1; hp 1.

Far'De: Com1; hp 4; club.

11. The Red Tower Trader's Store

The sign outside this building bears a brightly painted red tower on a green field, but it obviously doesn't represent the modest wood and thatch building to which it is attached. For sale from the open shop window, or simply through the front door, are shelves of assorted merchandise.

There is a 50% chance on any given day of any item from the adventuring gear list in the Player's Handbook being here, as long as it costs no more than 9 gp.

Fesedore is a 41-year old widow who helps out at the trader's shop. Revare the Tailor and her are good friends, and they often loiter in the trading store, trading gossip. When customers are present, Fesedore is a whip-smart, shrewd trader. Her hair is graying fast, and her upper lip is disturbingly hairy. If questioned, Fesedore can divulge the following information.

- Dragons sometimes fly overhead. She has seen one with her own eyes. (true)
- Ri'Ave is a flirt and young men would be wise to steer clear of her affections to avoid a broken heart. (true)
- Tadali sometimes travels to Wegov'Gid for supplies and squanders his meager coin on women of ill repute there. (partially true, Tadali does make supply runs but he remains true to his wife because he fears her.)
- Many years ago before she married her first husband, Ver'Kusi once sought to court her. He tried to impress her by wearing fine clothes and jewelry. He wore a

brooch, a silver bracer and a strange hat with gold leaf inlaid. Although she was not interested and eventually ended up marrying another, she believes Ver'Kusi had feelings for her for a long time after that.

There will be 1-6 people, including Fesedore and Revare, at any given time of the day.

Fesedore: Com 1; hp 1.

12. Farmhouse

The shack-like house, larger barn and fields are typical of many such farms surrounding the center of the hamlet. Cows, chickens, pigs and maybe a few horses are raised at the farms.

Ri'Ave is the 21-year old farmer's wife, but at one time, she might have been the childhood crush of one of the PCs. She has a round, pretty face, curly brown hair and fair skin. She might still have feelings for one of the PCs too. If questioned she can divulge the following information.

- Revare's husband was spirited away by fairies after they intoxicated him. (false)
- There is a fey mound near the mouth of the Arun stream to the north. They make their liquor from the virgin waters that spring forth. (this is only true if the DM wishes to develop the area.)
- The fact that no major road runs through Arun'Kid is testament to the curse of the fey that drove settlers from this magical land hundreds of years ago. (false)

There will be 3-10 people living in a farmhouse. There is a 50% chance per night of the barn being guarded by a single watchman.

Ri'Ave: Com 1; hp 2.

THE GNOMISH INVASION OF ARUN'KID

The PCs will begin in locations, such as those listed above, within the village. The DM must decide how long the players need to role-play before they are comfortable in the setting. They may need a few minutes to get into their roles, or perhaps an hour or more to investigate the plot hooks mentioned above. However, events should move into motion before a game day has passed. If all the PCs congregate in one or two places, perhaps at the One-Eyed Goose tavern or the Red Tower Trader's Shop, they might be able to hear the commotion outside. From these locations they can hear sounds of the assault on a successful Listen check DC 15. If this fails, they will be informed of the trouble by a random townsman within five minutes of the attack.

There are ten gnome warriors (War1), five elite warriors (War2) and four leaders. The leaders consist of Larstin Barleten (Rog1/Sor1), Barston Barleten (Ftr2), Darton Barleten (Wiz2) and Karston Barleten (Rog3).

Gnome Invasion Tactics

At dusk, when light is minimal but before doors are barred for the night, the gnomes launch their assault. Stealth is their priority, and acquiring captives is their objective. They seek to

establish a base of operations by first taking a house or shepherd's ranch.

Raiding Party: One (EL 2)

The first raiding party will consist of Barston Barleten, one elite warrior and three warriors. Their tactics consist of the following:

- Barston Barleten forces the front door (DC 14 if the residents have time to secure it). Barston, the warriors and the elite warrior stream into the home and attack the residents for subdual damage (at -4 to hit). If no PCs are present, then the residents surrender before anyone is seriously hurt.

- Once the base is secured; able-bodied men are bound in their own clothes, while women and children are kept in a guarded room.

Gnome warriors (3): War1; hp 6, 5, 3; halfspear, sling, studded leather, 1d4 sp.

Gnome elite warrior: War2; hp 13; short sword, sling, scalemail, small wooden shield, 1d8 sp.

Barston: Ftr2; hp 16; short sword, sling, breastplate, small wooden shield, 1d8 gp.



Barston

Raiding Party: Two (EL 2)

After securing their base (likely Ver'Kusi's home since they go there first in an effort to capture him), the gnomes split up and attack random (by die roll or DM's discretion) buildings from the map key. The second group will consist of Larstin Barleten, three warriors and one elite warrior. Their tactics are as follows:

- The gnomes use *dancing lights* and *ghost sound* to try to lure one inhabitant out the front door where two warriors are waiting on either side of the door with a tripwire (+2 circumstance bonus to a gnome's Strength check vs. the victim's Strength or Dexterity check, whichever is highest). If the trip attack succeeds then the third warrior throws a sack over the human's head and all three drag their victim out and tie their victim up (+4 circumstance bonus to an untrained Use Rope check).

- If the trip attack fails, or PCs come out of the building to fight in the road, then the three warriors converge for melee and attack for subdual damage (-4 to hit). If possible, they will team up to make flanking attacks (+2 to hit) against a single target, to counterbalance their minuses.

- If no one can be lured out of the house by this point, Larstin uses her spells to lure out the inhabitants, such as silent image to make a giant boar appear to be about to charge



Larstin

the house (while the gnomes fake pig-grunting noises outside, and use *ghost sound* to make it sound like the boar is ramming the door down). NPCs inside will be flushed out of the house by this ruse, unless stopped by the PCs. The elite warrior always remains by Larstin's side to defend her.

- Larstin is only interested in taking a single prisoner, and delivers him or her to base once her task is completed.

Gnome warriors (3): War1; hp 6, 6, 5; halfspear, sling, studded leather, 1d4 sp.

Gnome elite warrior: War2; hp 12; short sword, sling, scale mail, small wooden shield, 1d8 sp.

Larstin: Rog1/Sor1; hp 8; short sword, leather, 1d4 gp.

Raiding Party: Three (EL 2)

At the third randomly targeted building, Darton Barleten is accompanied by two elite warriors. Their simple intentions are as follows:

- Darton drops a smokestick into the building to try to flush out its residents (this automatically succeeds against NPCs).

- Darton drops a group of 1-6 residents when they emerge with his *color spray* spell. The two elite warriors collect the unconscious and chase the rest away, or fight PCs to deliver subdual damage. The captives are brought back to base.

Gnome elite warriors (2): War2; hp 13, 9; short sword, sling, scale mail, small wooden shield, 1d8 sp.

Darton: Wiz2; hp 5; dagger (masterwork), caltrops, alchemist's fire, smokestick, 1d6 gp.



Darton

Raiding Party: Four (EL 3)

At a fourth targeted building, Karston Barleten approaches alone. His tactics are as follows:

- Listen at windows to find an empty room (DC 10), use Disable Device to lift the bar on a shuttered window (DC 10), and sneak in using Move Silently.

- Karston will use sneak attacks with his sap to try to take out as many residents as quickly as possible.

- If he meets resistance, he tosses caltrops behind him, and flees the house. He has back-up down the street in the form of two warriors.

Gnome warriors (2): War1; hp 5, 4; halfspear, sling, studded leather, 1d4 sp.

Karston: Rog3; hp 17; sap, short sword, leather, caltrops, crowbar, flask of acid, tanglefoot bag, 1d10 gp.



Karston

Any tactic that works in the first four buildings will be repeated until the gnomes run out of villagers or they meet serious resistance. Unless the PCs put up a good fight, the gnomes will not run into strong NPC resistance until they come across Tuveri.

Prisoners are bound with rope back at the base (normally by Larstin since she has the Use Rope skill). More rope will be stolen as needed.

If the gnomes begin taking casualties, they advance to more violent tactics. Barston leads two elite warriors into each house until he has six prisoners. If hard pressed, they withdraw outdoors and evade melee as long as possible. Once they've lured out as many villagers as they can, all the gnomes rally for a big battle, attempting to encircle the villagers. If Barston, Darton, Karston or Larstin are killed, the gnomes go into full retreat. Any elite warriors remaining guard the retreat of the leaders.

There are three warriors and an elite warrior unaccounted for in the above tactics. This group will remain out of sight, but nearby the village on its east end. They too will appear to cover the retreat of the leaders.

Player Invasion Tactics

The DM should try to make sure that one PC is at each location the gnomes attack, though this may prove difficult — especially if the PCs tend to cluster together even while not adventuring. Although the gnome invasion is coordinated to be almost simultaneous, the best way for the DM to handle the scenario is one house at a time. This presents a difficulty, however, in that each player will see the tactic used against the players before them and may be tempted to use that knowledge in planning their actions. An alternative is to handle each player separately in another room, but this risks leaving the players idle for too long. Another alternative would be to split the players up and give half of them the gnomes to control and give the villagers to the other half to control. This way the DM gets to sit back and watch the fun, but the village gets fewer defenders and half of the PCs will need to be introduced later into the scenario.

Another problem the DM may encounter is players who feel the NPC villagers are acceptable losses. If they are not taking the gnome threat seriously, it might help to emphasize the importance to the PCs ("And as you delay, the gnomes overbear your childhood sweetheart, Ri'Ave, and drag her into the night...").

The PCs may attempt to rally the villagers in a counterstrike against the gnomes. The villagers do have numbers on their side — if they could be persuaded to fight. The people of Arun'Kid are mostly simple commoners, and the PCs are too low in level to use the Leadership skill. They may instead use Bluff, Diplomacy and/or Intimidation to coerce others into fighting. However, for every two minutes the PCs spend on this or other preparatory matters, the gnomes will have won and held one more building in the village. Each PC may try to enlist any NPCs they encounter as a full round action. If the PCs can enlist Tuveri, he will be able to enlist the aid of 2-16 armed villagers (Com 1) soon after the initial attacks.

It may well happen that all the PCs will be captured and held prisoner. The gnomes initially don't want to kill anyone, so they try to make Heal checks on any PCs who were reduced to negative hit points. They may still become negotiators for the village once they regain consciousness, but will suffer -5 penal-

ties to any Bluff checks, and -10 to Intimidate checks, while captured. The attitude of the gnomes could worsen, however, if they've sustained serious casualties in battle with the PCs. The DM must decide what penalties are appropriate, but they may range from withholding healing for captives to doubling their demands from the village.

Consequences of the Invasion

It is possible that the PCs may defeat the entire gnome invasion. In this case, any surviving gnomes will have no choice but to present their case and plead for the return of their clan treasure.

If the gnomes have at least six hostages, they are ready to begin negotiating. Unless their local base is surrounded, they relocate under cover of darkness to their true camp two miles east of the village with their hostages in tow. Karston Barlethen returns the next day with the gnomes' demands, as detailed in the next section.

If the gnomes were not successful at taking that many hostages, they still retreat to their true camp, but plan to stage a more extreme attack the following night. The gnomes will march back after dark with lit torches and start setting homes on fire until they receive word of the village's surrender. Once the PCs surrender, they may hear the gnomes' demands.

Before the gnomes return, the PCs might try to trail the gnomes. The gnomes make almost no effort to conceal their trail, so any PC with the Track feat need only make a roll against a DC of 9.

First Negotiations with the Gnomes

The DM should manipulate events if necessary to ensure that the PCs are doing the negotiations. If they are not the leaders of the community, then perhaps the most diplomatic people in Arun'Kid were injured by the gnomes (or are too afraid of them) and ask the PCs to do the negotiating for them. If pressed (and he is still alive), Tuveri will negotiate on behalf of the village but insists that the PCs accompany him as back up. The gnomes choose a single spokesman to entreat with the PCs — most likely the highest-level gnome present, unless circumstances dictate otherwise. The DM should design personalities to fit the gnomes, using the following guide:

- Karston is a slick, glib-tongued rogue who has a vicious streak he hides behind a pleasant demeanor. Most of the planning for the attack on the village came from him. He would have preferred to search the town quietly himself to look for the treasure, but he is fiercely loyal to his clan and was following orders to take aggressive action.
- Darton is a vain creature, believing he is the brilliant leader of this expedition. He is prone to make boastful threats or promises that will need retracting later. Darton believes Ver'Kusi must have magically concealed the treasure.
- Barston is officially in charge of the expedition, though he is apt to defer to Darton or Karston. He is brash and headstrong, seemingly oblivious to the fact that he is almost half the size of the humans he attempts to bully. Barston would be most difficult to negotiate with, given his unbending nature. His solution would be bashing

heads until someone confesses the location of the treasure.

- Larstin is a merciful soul who came along to see that the warriors don't get carried away. She would be easiest to negotiate with, since she sympathizes with the villagers.
- The elite warriors are sworn defenders of the P'Sapas Clan. They are grim, serious and unprepared for any duties other than protecting the named characters above. Negotiations will take longest with them, as they would like to wait for someone else to take over.
- The rest of the warriors came along for the excitement. These gnomes are jokers who crack wise about the villagers they capture. Negotiating with them will be a game, frequently breaking down into insults, until they get tired of it.

Regardless of where or when it takes place, the gnomes have the following information to relate (read aloud or paraphrase, substituting another gnome for Karston Barleten if the situation dictates):

"We are of the gnome clan Barleten from what you call the P'Sapas Hills. Whether you know it or not, you have been harboring a fugitive in your village — a man named Ovinu though you might know him by his pseudonym, Ver'Kusi. He is a thief who stole our clan's treasures from us 40 years ago. Our attempts to entreat with Ver'Kusi for the return of our treasure have fallen on deaf ears. Perhaps he will listen more attentively to us now. Go to him, and convince him to hand over what is ours, in exchange for the safe return of our hostages. If you succeed in four hours, all our prisoners will be released."

If the gnomes are pressed for more information, the PCs may learn the following:

- The gnomes cannot be easily deceived with a substitute for Ver'Kusi. Although all the gnomes here were young when the clan treasure was stolen, the named gnomes have all spoken to elders who saw Ver'Kusi themselves. Plus, a portrait of Ver'Kusi has circulated throughout the clan for the last four decades. The portrait is at the gnome camp, in Darton's tent, and will be produced if the PCs demand proof.
- The gnomes go into little detail about how they know Ver'Kusi was guilty of the crime. They are taken aback by the suggestion. After all, his guilt has not been questioned in 40 years. They will say that Ver'Kusi was witnessed at the scene of the crime, and divination magic verified his guilt.
- They followed leads to Arun'Kid found in Togeseta and Wagov'Gid within the last year. They had not known the criminal's name until then, but the portrait was identified as residing in Arun'Kid at both locations.
- They are hesitant to mention the amount stolen, and will not do so if they have the upper hand. However, if pressed, they will admit that the sum they are looking for is 2,000 gp in silver, gems, jewelry and weaponry. If

asked to be more specific they will provide the following list.

- A silver bracer bearing the mark of a serpent swallowing its own tail
- A brooch bearing a tiny scale
- A platinum pin bearing the word Barleten on it.
- A lapis lazuli, four moss agates, one smoky quartz, a tiny diamond and two chrysoberyl stones. A gnome-forged shortsword with the name "Halamten" etched into it.
- A gold-plated walking stick
- 500 silver pieces
- A fashionable hat with gold leaf inlays
- A small mink cape

The gnomes can produce a silver bracer that is identical to the one they are seeking.

- If Ver'Kusi really is dead, then they still want the stolen money returned.

It is up to the PCs at this point to convince the gnomes a) not to attack the village anymore, b) that Ver'Kusi is dead, and c) they don't have the stolen money. The first is not hard, as the gnomes will be patient as long as it seems the PCs are working to find the stolen money and not just delaying. The gnomes will remain skeptical of the second, despite any witness testimony to the death the PCs might offer (they may feel free to elaborate details, so long as they do not contradict anything below). The third goal is the most difficult, as no one in the village knew any of this. If the PCs are residents of Arun'Kid, then they remember the day Ver'Kusi died. The following may be read to the PCs, as if a flashback, or paraphrased for the players based on questions they ask the DM:

It is easy to remember the day Ver'Kusi died. Such a sad day was hard to forget. He had taken ill just a few weeks earlier. At 58, he had seemed so hale and hearty that to see him now, so frail and tired, was a painful thing. The Fielder of Regorike had been called to his deathbed, and he brought the wooden idol of a deer with him. Everyone said a prayer to Regorike through the idol, and the fielder took a small handful of seeds from a hollow in the idol's back and placed them under Ver'Kusi's pillow. Though his mind had been ravaged by fever, he recovered enough that day to speak his will before the assembled witnesses. He bequeathed the village to its population to share equally between them and offered his home as a village hall. He revealed no regrets, nor mentioned anything of any treasure. His only unusual request was that, after his body was displayed for the customary wake, it be turned over to Dak'Wi, a hermit-like farmer who lived miles away from the village. Ver'Kusi passed away in his sleep that very night.

Searching for Clues in Arun'Kid

Very few of the villagers have any useful information for the PCs. Tuveri and Kur'Roli can answer some questions about Ver'Kusi. They can verify that the man came to Arun'Kid at about the same time the gnomes are suggesting. They will admit to hearing that Ver'Kusi was a difficult man at first but he

warmed up quickly to the community and was a friend to everyone for the rest of his days. They know nothing of the gnomish treasure, although Ver'Kusi was able to produce currency for the village when it needed it.

Emeriki can verify that the gnomes have been to Arun'Kid before. Ver'Kusi had arranged to meet the gnomes at night in the shrine to Belanar, removed from prying eyes.

There are no clues to be found in the village hall, as mentioned earlier. Persistent PCs might search for secret trap doors, dig up the floors, or even tear the building down — all to the consternation and perplexing gazes of their fellow citizens. Eventually, someone might suggest they go ask Dak'Wi if he knows anything. Of course, by then the gnomes might already be on their way there, having learned of him through their own interrogations.

THE GNOME CAMP

The PCs may seek out the camp if the gnomes fled from the village. The gnomes may have been tracked, followed, or have led the PCs there deliberately — depending on the circumstances. Otherwise, since it is north of the trail to Wegov'Gid by a quarter-mile, the PCs may be unlikely to just stumble across it by accident. (Map on page 37)

Alternatively, the PCs might be searching randomly for Ver'Kusi's tomb, or for the brigands. If in the general area of the gnome camp, they should have at least a 1 in 6 chance of stumbling across it. If the PCs find the gnome campsite **display Illustration #3 on page IQ3** and read the following text.



You come upon a temporary encampment erected about one and a half miles east of the village. It consists of eight tents, eight ponies being held in a crudely-fenced enclosure, and a small wooden cart with a canvas tarp wrapped over it. Four heavy provision bags hang from a large tree in the campsite.

There is scattered brush around the campsite, but not enough to conceal more than 10 people. There are no other trees within 50 feet of the campsite. There are two gnomes walking around the campsite who appear to be on guard duty.

The gnomes sleep and night and rest during the day, like humans but always keep a watch. Bear in mind that there are no additional gnomes besides the 19 present in the invasion force. Losses suffered then must be reflected in the number of gnomes encountered here. The gnomes on watch are typically warriors. The provision bags hanging from the tree are filled with smoked meats.

The descriptive boxed text for each individual tent that follows assumes the gnomes are not inside them as the gnomes will likely come out to engage any intruders to their camp. If the PCs are able to sneak up such that the gnomes would be in the tents (such as at night), modify the descriptions accordingly.

A-C. Warriors' Tents (EL 1)

If the PCs inspect these tents read the following text.

Besides some flasks and wooden dishes, and a few palettes, there are two footlockers in this tent.

The flasks contain beer. The footlockers each contain spare shoes and hats, plus 4-24 sp in pouches. If the gnomes have all returned from the village, there will be 1-3 warriors present in each tent.

Gnome warriors (1-3): War1; hp 6, 5, 4; halfspear, sling, studded leather, 1d4 sp.

D-E. Elite Warriors' Tents (EL 1-2)

If the PCs inspect these tents read the following text.

There are whetstones, tinderboxes, bags and pewter flacons around the tent. There is a tin box at the head of each cot.

The tin boxes contain 5-30 sp in each and the bags contain sling stones. If the gnomes have all returned from the village, there will be 1-3 elite warriors present in each tent.

Gnome elite warriors (1-3): War2; hp 13, 11, 9; short sword, sling, scalemail, small wooden shield, 1d8 sp.

F. Larstin's Tent (EL 1)

If the PCs inspect this tent read the following text.

The tent contains a cot, a small round table and stool, a brass goblet, a leather case and a small teakwood box.

The leather case holds 25 feathers from different birds and the wood box holds 10 tiny ornamental stones (worth 3 gp each). Larstin will be encountered here after the invasion, so long as she is both free and alive.

Larstin: Rog1/Sor1; hp 8; short sword, leather, 1d4 gp.

G. Barston and Karston's Tent (EL 4)

If the PCs inspect this tent read the following text.

The tent contains two cots, a wicker folding screen, a cask half-full of liquid, a brass and a ceramic goblet, two whetstones, a wooden bowl of figs on a short bench, and two locked footlockers.

The key to Barston's footlocker is at the bottom of the bowl of figs, and the key to Karston's footlocker is inside the pillow on his cot. Barston's footlocker contains a change of clothes, a hooded cloak, a ceramic jar of wax polish, a small copper dish with the portrait of a female gnome painted in it, a silver bracer bearing the mark of a serpent swallowing its own tail (10 gp) and

a pouch of 5 cp, 1 sp, and 2 gp. Karston's footlocker contains a change of clothes, a pair of trail boots, two sheathed knives, a blanket with lockpicks folded into it, a deck of Piquinton cards (a gnomish game, like playing poker with Tarot cards), and a pouch of 8 cp, 2 sp, 2 gp, and a small banded agate stone worth 5 gp. The cask contains wine. After the invasion, there is a 50% chance of finding Barston and a 25% chance of finding Karston here at any given time.

Barston: Ftr2; hp 16; short sword, sling, breastplate, small wooden shield, 1d8 gp.

Karston: Rog3; hp 17; sap, short sword, leather, caltrops, crowbar, flask of acid, tanglefoot bag, 1d10 gp.

H. Darton's Tent (EL 1)

If the PCs inspect this tent read the following text.

The tent contains two ceramic pots of potpourri and a pewter dish set on a bench, a hollowed-out tree stump with two pouches inside it a chalkboard leaning against the stump (showing a rough diagram of the village with circles and arrows all around it), and a sagging cot draped in blankets.

One of the two pouches contains a sprig of wolfsbane, a tiny key, and colored sand; while the other holds 8 cp, 5 sp, 3 gp, and a wood-engraved portrait of Ver'Kusi as a young man). Darton's traveling spellbook is literally underneath the cot — its leather cover is sewn to the underside of the cot, while the book's clasp holds it shut. The clasp on the spellbook has a tiny keyhole meant for the key inside the stump. Open Lock checks must overcome a 28 DC. After the invasion, there is a 75% chance of finding Darton here at any given time.

Darton: Wiz2;hp 5; dagger, caltrops, alchemist's fire, smoke-stick, 1d6 gp.

I. Pen

The eight ponies serve as the gnomes' beasts of burden, as few of them appreciate riding. The ponies are skittish and easily caused to bolt through the crude fence — making an excellent distraction for any raid on the camp.

J. Cart

If the PCs investigate the canvas-covered cart read the following text.

Under the canvas flap, the cart contains the following: four pack saddles, five blankets, a large sack, and two barrels three-fourths full.

The sack contains horse feed and the barrels contain fresh drinking water.

Interviewing the Hermit

The PCs may know exactly where the hermit lives already, by making a Knowledge - Local check at DC 15 (25 if not local). Alternatively, any PC can find out by making a Gather

Information check in the village (DC 10). Dak'Wi lives five miles southeast of Arun'Kid. If the PCs inform the gnomes that they intend to go see Dak'Wi, they are suspicious and demand to come along. The gnomes are even more suspicious if the PCs do not announce their plans, but either way half the gnomes will follow or accompany the PCs.

As the PCs approach, read the following and display **Illustration #4** on page IQ4 now:



The lands here are richly arable, rolling plains. One cannot go many miles without seeing a farmhouse dotting the horizon. The ground is usually cultivated for less than a mile around each farm, and this far north of the coastline, the cultivation of rice has given way to various grains. Great swaths of deep green grassland remain between farms, though the grasslands are also crossed by short lengths of old stone walls — remnants of earlier expansions of the Kingdom of Kalamar. You are well between major roadways here, with the Fadire Road to the west and the Gamirile Road to the east. There are only dusty paths here to follow, and a slender one indeed leading in the direction of the hermit's home.

After four and a half miles, you see a lonely house atop a distant rise. Upon drawing closer, you can see the clay-walled structure has a ceramic tile roof and a half-level upper floor. There is a second, fenced-in building behind it that appears to be a barn. There would appear to be two acres of cultivated land around the farm — an impressive feat for a man who is supposed to be a hermit! It is far too early in the planting season to see what crops he might have, though there is a grove of what look like apple trees. Another field is completely encircled by a high hedge. There is smoke coming from a brick chimney on the side of the house, and the upper windows of the house appear to be glazed.

Unless the PCs are stealthy, Dak'Wi will spot them before they reach 200 yards from the house. Dak'Wi himself will ride out to meet the PCs, though he will not move beyond 40 yards from the house or barn. Dak'Wi is wary, but civil with strangers. He will talk to the PCs outdoors as long as they desire, but will not let them inside unless they mention having known Ver'Kusi. At that point Dak'Wi becomes friendlier and invites them inside. He will offer figs and wine to his guests, and listen to their predicament with concern.



Dak'Wi

If asked about Ver'Kusi's past or the missing treasure, Dak'Wi tells the following story:

"Ah, I have not thought of such days in some time. Forty years ago, I was a young, reckless rogue. I lived in Togeseta then, and it was there that I met another wild youth named Ovini. We became fast friends, got into much mischief together, and eventually I became his first and only confidant in his greatest secret. While exploring the P'Sapas Hills with an adventuring party, Ovini and his companions had done some favor for a clan of gnomes who lived there and were befriended by the clan. While staying with the clan, Ovini happened to learn more than he was supposed to about where the clan's secret treasury was. Ovini disabled the treasury's traps, looted it of every coin and gem and made an almost clean escape. But he knew the gnomes were on to him, and that they would follow him to the ends of Tellene. He fled halfway across the Kingdom of Kalamar — and I came too for the adventure of it — until he decided not to run anymore. He felt guilty for what he had done and wanted to do some good. He took a new name, Ver'Kusi, and used his money to found a small farming community you know today as Arun'Kid. He found contentment and purpose. I found religion and agriculture. I stayed out here by myself because it suited me to do so, but I elected to hold onto the gnomish treasure for him. Over the years, Ver'Kusi came out here to borrow from the treasure whenever the village needed it.

"I saw him last six months ago after he died. As per his wishes, he was brought to me so I could arrange to have him buried with his treasure. And so I did. Why not? What need had I for the treasure, after guarding it right here all those years? But I suppose you're here for it now, and I won't stop you. But how to make it worth my while to tell you where it is? Hmm...I don't need money — that's for sure! Ah, I have it — I have a maze. A hedge maze. I cultivated it years ago, but it has never been run by anyone but me. If all of you can make it through my maze before my sand glass is emptied, then I shall tell you exactly where old Ver'Kusi is buried!"

If the PCs balk at his request for running the maze he will mumble curses to himself and generally express disappointment in them. This will lead to an excited revelation on his part. There is a key! He remembers now that he once owned a key to the tomb but he lost it on his hedge maze somewhere. He wasn't really worried about it but if the PCs want to enter Ver'Kusi's tomb they should at least go in the hedge maze to look for the key as it will make their task much easier.

If, at any time, the PCs attempt to use force on Dak'Wi (EL 5), he defends himself as best he can. Despite being 60 years old, he is still a 3rd level bard/2nd level druid. Nor would he fight alone, for his steed is both a trained light warhorse and Dak'Wi's animal companion. Dak'Wi casts obscuring mist on himself, dismounts, and (while concealed) casts magic fang on one of Ber'Ne's hooves. He orders his horse to attack, and then alternates between attacking with his spear and casting grease and cause fear as the opportunities present themselves. However, this all

changes as soon as he takes damage. Then he casts entangle off his scroll to cover his retreat back to the house. He locks himself in and fires at the PCs from the upper floor window with his short bow, using faerie fire to help him target one of the PCs. If that fails, he surrenders. The PCs may attempt some method of persuasion, besides just asking, at this point to learn the location of the tomb of Ver'Kusi. Dak'Wi is difficult to Bluff or Intimidate because of the addled state of his mind, reflected in a +5 DC modifier.

His sand glass measures time in five-minute intervals. Thus the PCs have only five minutes to try to run the maze.

Dak'Wi: Brd3/Drd2; hp 7; shortspear (masterwork), shortbow, quiver of 20 arrows, hide armor.

Ber'Ne (light warhorse): 22 hp.

Farmhouse Key (Map on page 35)

1. Courtyard

A wooden gate blocks the entrance to the courtyard at the center of the building. The courtyard is grassy, save for a sidewalk of paved stone around the wall. There are two doors leading inside from the courtyard.

Both doors would be barred, and all windows shuttered, at night. Gaining entrance is easy during the day.

2. Sitting Room

The floor of this room has a simple decorative mosaic covering it, with some straw mats covering much of the mosaic. A tapestry on one wall depicts wild horses in a mountain pass. The furnishings include two chairs, a couch, a low table and a bronze lamp stand. The interior walls and ceiling are pine.

There are always two cats in this room, curled up on the furniture. They are as well trained as all the animals on the farm are. If Dak'Wi is being pursued through this room in a combat situation, he orders the cats to "attack." The cats then intercept anyone else in the room and attempt to trip the intruders. They only have a chance of tripping small-sized PCs, and then at -8 to their attack rolls, but the PCs may delay thinking the cats are more dangerous than that.

Alternatively, the cats meow loudly to warn Dak'Wi of intruders sneaking into the house.

Cats (2): 2, 1 hp.

3. Kitchen

This room has a dirt floor and a clay-brick hearth in the outside wall. There is a wooden table and stool, with pots and utensils on the table. Terracotta lidded storage bins for foodstuffs are scattered throughout the room. Smoked meats hang from the rafters.

During the day, an owl sleeps on one of the rafters in this room. It will awake if intruders enter and begin to hoot loud enough to alert Dak'Wi.

Owl: 4 hp.

4. Bedroom

The bed in this room is a simple arrangement of wood and leather with a straw pallet atop it. Next to it is a much finer cedar stand with a brass lamp on it, and a footlocker at the end of the bed that is cedar with bronze fittings. The floor is packed dirt, but completely covered with rugs and straw mats. There are tapestries on two walls, one being purely decorative and the other showing dwarves chasing women in short tunics. In one corner sits a small wooden trough with water in the bottom and clothes hanging over the side.

There is little of great value in here, though Dak'Wi's potion of sweet water is usually stored in the footlocker, mixed in with old clothes and shoes. He also has papers here that instruct those who survive him to bury his body in the same mausoleum that Ver'Kusi is buried in.

5. Attic

This attic sits over the sitting room and bedroom below. It has only a six-foot high ceiling, but has un-shuttered glazed windows that afford a good view of the surrounding farmland. Much of the space is empty, but there is one corner in which some dusty sacks and boxes sit.

Dak'Wi may be making his last stand against the PCs from here. Otherwise, the attic just has harmless, ordinary items in it. There is an old saddle from a previous steed Dak'Wi once owned, an archery target and other things the DM may pick at random from the Player's Handbook equipment list.

THE HEDGE MAZE

If negotiations between the PCs and Dak'Wi were friendly, all he asks of them is the running of the maze. If there was violence or excessive rudeness, Dak'Wi makes additional demands of them. He may insist they leave their weapons behind, or take the maze in their breech clothes, though he has little force for backing up such demands.

The PCs also have several tempting opportunities to cheat the maze. Dak'Wi will move around the maze and wait at the exit, but he will be taking no other precautions against the PCs cheating. It is possible to just go through the hedge walls. However, anyone not in armor will take damage while passing through the thorny brambles and it takes a full round to do so. A more acrobatic option would be to go over the hedge by jumping off of someone else's shoulders, using a shield as a ramp, or something equally creative. The DM must use his best judgment in determining an appropriate DC.

You should keep careful track of time as the PCs are negotiating the passages to make it appear that there is time pressure on the party although Dak'Wi will cooperate even if the PCs are slow about it if he feels they are being good sports about accepting his challenge. There should not be sufficient time for mapping and any PC who tries to do so should have his movement penalized by up to one half. You should present the PCs with their available movement options and they will need to make some quick decisions if they are to beat the challenge.

If the PCs instead choose to force their way through the bramble hedge between areas, any PC without armor takes 1-3 points of damage. Further complicating the running of the maze are possible denizens of the maze on an encounter such as the dire rats nesting in the area of the maze indicated on the map (Area I). Every time the PCs enter any one of the 16 lettered square sub-areas defined on the map, there is a 1 in 6 chance of an encounter. If there is an encounter, roll a 10-sided die and use the creature(s) indicated below. When entering the area with the dire rat's nest, the PCs will automatically encounter 1-4 dire rats.

Random Encounters in the Hedge Maze (D10)

1-6 Dire Rats (1-4): The rats attack, but each flees as soon as it is injured.

7-9 Eagle (1): This territorial eagle feeds on the rats in the maze and considers the area his hunting grounds. It will swoop in to attack those it views as interfering with its food source. Only use this encounter after the PCs have already fought with some of the rats. Monster Manual page 196. 2 HD (medium-size) 10 hp. The eagle will retreat and not return if it is injured.

10 Grig (2): These happy-go-lucky sprites have recently stumbled upon the home of Dak'Wi and taken a liking to his unique hedge maze. They usually remain hidden (invisible) to avoid the dire rats but if they see any people walking around "their" maze they will not hesitate to have some fun with them. Monster Manual page 172. Hp 2 each. A favorite trick of these creatures is to steal things or to make objects appear to talk using their ventriloquism abilities. Depending on the outcome of these pranks, they may cast entangle on the PCs and fly away if threatened.

The following is a key to the maze areas (Map on page 36). When the PCs approach the maze **display Illustration #5 on page IQ4** and read them the boxed description of Area B.



Area A:

The hedge here is uniform and unbroken. In two small areas the ground has been paved with white stone. This area borders the outside of the maze, as the field on the other side can be seen through the small openings in the bushes.

Area B:

The maze appears to have been painstakingly hacked out of thick brambles. The hedge here is uniform and unbroken — a tangled mass of leafless briar. The hedge walls are six feet high and two feet wide. The maze is brown, dead and even foreboding. The grass is very short along the path, which winds to some unseen exit from the maze. In two small areas, the ground has been paved with white stone.

Area C:

The hedge here continues to be perfectly maintained. There does seem to be more dead ends than usual in this area of the maze. This area borders the outside of the maze, as the field on the outside can be seen through the hedge.

Any PCs who enter this area may attempt a spot check (DC 15). If they succeed they find a rusty iron key lying on the ground, half-obsured by the grass. The key goes to the front door of the mausoleum of Ver'Kusi. Dak'Wi has forgotten that it is here.

Area D:

This area of the maze is dense with side passages and turns, possibly requiring backtracking as some corridors turn back on themselves. The hedge here is uniform and unbroken. This area borders the outside of the maze.

Area E:

The hedge is uniform and unbroken. At one point, you spy a bluebird perched atop the hedge, which flies away as you approach. This area borders the outside of the maze.

The bird is ordinary and harmless, though paranoid PCs might form other theories.

Area F:

The hedge in this area of the maze is conspicuously broken only once. There is a hole dug in the dirt where a briar bush was either removed or was meant to go. A hand shovel lies by the hole.

Area G:

The hedge is unremarkable in this area. There is one open space, wherein stands a slender stone sundial.

Area H:

The hedge here is uniform and unbroken, though the intervals between turns are more irregular. Along one stretch of corridor, you find a wooden bench. This area borders the outside of the maze.

Area I (EL 1):

When the PCs enter this area and approach the rat lair **display Illustration #6 on page IQ5** and read the following boxed text.

There are places here where the hedge has not been as well maintained as other areas of the maze. The corridors are still fairly clear of growth, but there are a disturbing number of small animal bones lying about. This area borders the outside of the maze.

This is where the dire rat nest will be found, occupied by 1-4 such vermin. Any rats that flee from combat in this area return to the nest and can be trailed to it. Their lair is a hole dug under a hedge



bush. The hole is ringed with small bones, branches, and other refuse — including the following incidental treasure: a heavy linen glove, a leather boot, a 6-foot length of twine, and 5 pieces of worthless rock crystal.

Dire rats (1-4): 5 hp each.

Area J:

About half of this area is overgrown, with some important turns appearing at first to be simple breaks in the hedge. In one open space, a depression was once dug out in the open, but nothing appears to have been done with it since.

Area K:

This area is rough and unworked in many places, making navigation especially difficult. Passages twist and turn in a chaotic mess.

PCs traveling in this area will have their speed reduced by 5 ft.

Area L:

The hedge here is uneven in its maintenance, with some bushes growing wild and obscuring what appear to be side passages. There are fewer turns and more side passages at random intervals. This area borders the outside of the maze.

Area M:

The hedges seem taller in this area, though the sides of the hedge walls are fairly well maintained. There are few sharp turns here, as many of the corridors curve and bend instead. This area borders the outside of the maze.

Area N:

The hedge is evenly maintained here. In one spot there is a birdbath, being used by a pair of crows, and in a straight line with an opening in the maze that serves as its exit.

Area O and P:

This area of the maze is overgrown and difficult to navigate. This area borders the outside of the maze.

Consequences of the Maze

Regardless of whether or not the PCs successfully ran the maze before the sands in his sand glass ran out, Dak'Wi will agree to give the PCs the information they want. He doesn't want any more trouble and he feels that they have been good sports about accepting his challenge. Upon hearing of their difficulties with rats, Dak'Wi responds as follows (modified or paraphrased as necessary to fit what the PCs tell him):

"I swear to you I had no idea of any rats in my maze. I have not worked on the maze since last autumn, so they must have moved in during the winter. I feel I must make amends...so I offer you this. Within this leather flask you will find a magic potion. If you pour this sweet elixir into any liquid, it will transform into drinkable water!

"As for Ver'Kusi's tomb, I will tell you of that as well, as I promised. Before he even died, we were lucky enough to hire the stonemasons of both Wegov'Gid and Salanid to build us a mausoleum. It was the last time I ever touched his money, that day I placed it with him. You will find it just over a mile south of here, at the bottom of a hill, behind a small wooded glade."

Dak'Wi is being completely honest, and if the maze was run he is as helpful as possible. If asked, Dak'Wi recalls leaving no traps behind, though the door was sealed. He recalls little about the tomb, as he had little involvement in even the planning of it. He does not wish to see the mausoleum again, and will not accompany the PCs unless forced.

If the PCs insist on going to the village of Wegov'Gid or Salanid to question the stonemasons, the DM may reward their perseverance with a map of the mausoleum. Wegov'Gid is 8 miles to the northeast and Salanid is 15 miles southwest.

If the PCs happen to kill Dak'Wi before finding out the location of the mausoleum, and head south on a hunch, they may stumble across the place with the same chance of finding a concealed door. Otherwise, Dak'Wi's instructions are good enough that the PCs find it automatically.

COMPANY ON THE FARM

Whatever the PCs do on the farm will be monitored by two groups — the gnomes and the brigands. The gnomes will have either come with the PCs or followed them. They will be watching to see if they betray knowledge of where the gnomes' treasure is. The brigands have been watching Dak'Wi in the hopes of learning from him where the gnomes' treasure is, and will assume the PCs know something about it too.

If the gnomes and the PCs are traveling together, then the gnomes hang back at the farm, and remain suspicious of anything Dak'Wi has to say. If the gnomes are following the PCs, they will do so at least 400 ft. behind (twice that if the PCs have been particularly dangerous). PCs can opt to make Spot checks (DC 23) to spot the gnomes at any time during the journey. Since only half of the remaining gnome invasion force is pursuing the PCs, they are not particularly interested in combat. They scatter if charged, unless the PCs are clearly weakened or separated.

There are four brigands scattered and lurking about 100 ft. away from the farmhouse. Each brigand is entrenched behind cover (a rock, a tree, a shrub, and a depression, respectively) and difficult to Spot (DC 20). The brigands will scatter if attacked by a strong party. They will attack only under two circumstances — a) the PCs and the gnomes are fighting near the farm, or b) the PCs split up into groups of three or less and separate near the farm. In the former case, the brigands rush in as soon as there are casualties on either side and attack everyone, hoping that the gnomes and PCs do not team up against them. In the latter case, the brigands are even more confident, expecting to overpower the PCs just because they are outnumbered.

The DM may feel free to encourage the PCs into growing suspicious and paranoid at the farm, especially if the PCs are not inclined to scout around first or are just off their guard. A good instance may be — while the PCs are inside the house talking to Dak'Wi, they hear a noise outside. Or, in the hedge maze when, somewhere near the outside border, a PC sees a stranger glancing through the hedge at them and then run off.

If the brigands are captured, they can easily be bribed or threatened into betraying their comrades-in-arms. They know exactly how to get to the brigands' camp. They know less about Ver'Kusi and the gnomes than the PCs do at this point.

Gnome Pursuers (EL 2-5)

Gnome warriors (1-6, variable depending on the invasion's outcome): War1; hp 6 (x2), 5 (x3), 4.

Elite gnome warriors (1-3, variable depending on the invasion's outcome): War2; hp 13, 12, 9.

Gnome leaders (1-2, variable depending on the invasion's outcome, but most likely Barston or Karston): Ftr2; hp 16; Rog3; hp 17.

Brigand Spies (EL 1)

Brigands (4): Brg1; hp 5, 4 (x2), 3; spear, dagger, leather armor, 1d4 cp. (NOTE: See Appendix for NPC brigand class)

MAUSOLEUM OF VER'KUSI

The PCs will likely find this place only if Dak'Wi has directed them here. They would have to be really lost if looking for the gnomes or the brigands and find this place instead. The DM is always free to arrange such a coincidence, of course. When the PCs approach the mausoleum display **Illustration #7 on page IQ5** and read the following boxed text.



In a small wooded glade at the bottom of a hill, you see a one-story stone building partially concealed therein. The building appears rather drab and unattractive, but solidly built with a black slate roof. The door to the windowless building is wood bound in iron. The trees are elms draped in moss.

Here lies the former rogue, and former village founder, Ver'Kusi. Over the years, guilt over his past crimes — especially the theft of the gnomes' treasure — gnawed at his conscience. He did not feel he could make the past right, and worried that the good he had done in founding Arun'Kid was not atonement enough. When sickness overtook him, he struggled over whether to tell the village about the treasure. It was always at the back of his mind that the gnomes would catch him some day, and it might be safer to leave the treasure with Dak'Wi instead. Ver'Kusi died before he could make his decision — died with guilt and worry poisoning his soul. So were the seeds of undeath sown.

The gnomes will either find out the mausoleum's location with the PCs, after questioning Dak'Wi themselves, or after stumbling across it after the PCs find it. The PCs may try to Bluff or Intimidate the gnomes into entering the mausoleum first, or instead of the PCs. The gnomes will only do so if they all fail Sense Motive checks. They will agree to help break in the mausoleum's door if the PCs are having trouble doing so.

A. Outdoors (EL 1)

The approach to the mausoleum is not a safe one. A monstrous spider has made a home of the grove and is dangerously territorial. There is a 10 ft. square of webbing in front of

the mausoleum entrance. If the PCs are traveling in the day, they must make Spot checks at DC 10 to spot the webbing. At night, the DC is 20. Failure to notice the webbing will mean the lead PC is entrapped. Reaching the door of the mausoleum will be almost impossible without first burning through or breaking through the webs. The spider will drop out of a tree at anyone approaching the webs, but will try to flee if injured.

Monstrous spider, small: hp 3. (Monster Manual page 210)

Mausoleum Key (Map on page 35)

1. Entrance

In addition to being locked, the door is sealed with tar and must be broken in. The door can be bashed before or after unlocking it (25 hp, DC 35 locked or DC 25 unlocked). If the PCs are able to enter display **Illustration #8 on page IQ6** and read the following text



Inside is a small room eight feet on a side and eight feet high. This foyer opens into a larger room on the opposite side from the entrance. Each side wall has an engraving of a blazing hearth upon it. The corners of the foyer are filled with 10 bronze, uncovered urns each about two feet tall and etched with images of running deer. They appear to be half full of sand or ash. The floor is firmly packed, but just dirt.

It only takes a Knowledge - Religion check at DC 10 to recognize all the religious icons to Regorike the Field Mother. If PCs make a check at DC 17, they recall how the urns are sprinkled with incense, and have a pouch of seeds at the bottom. If the PCs check, they also find one gold piece in each pouch. An Appraisal check at DC 10 reveals the urns are worth no more than 3 sp each.

2. Figurine Room

When the PCs enter the figurine room display **Illustration #9 on page IQ6** and read the following boxed text.



This area is featureless except for what is on the floor — a dozen terra cotta statues all standing just three feet tall. They are all of men and women, though not recognizable as anyone in particular. Half of them stand at attention, while the other half look to be performing household chores.

A Knowledge - Religion check at DC 10 reveals that the statues are symbolic guardians of the tomb and servants for the afterlife. All of the statues are harmless baked clay.

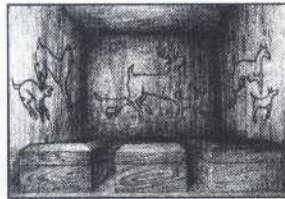


3. Alcoves (EL 3)

When the PCs enter one of the alcoves **display illustration #10 on page IQ7** and read the following boxed text.

The walls here bear carvings of deer and dogs running together. There are three wooden coffins sitting side by side, none large enough to hold a grown man.

Both alcoves hold the remains of Ver'Kusi's prized hunting dogs. The PCs may be able to guess as much if they make a Knowledge - Local check at DC 15 (or DC 20 if not locals). The coffins are sealed and must be bashed or broken open. They have a DC of 11 to bash or 12 hp to break.

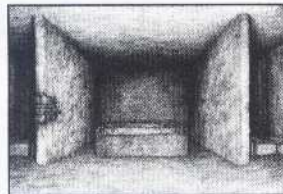


If the treasure in area 4 is disturbed, all six dogs rise from the dead and break out of their coffins. They chase PCs as far as the entrance, fighting until turned or destroyed. Given the confined space of the mausoleum, the DM must know where each PC is standing and space the zombies out accordingly. It should not be difficult for the PCs to "bottleneck" the zombies in an archway so as to fight them one at a time, should the PCs so choose.

(Dog) Zombies (6): hp 18, 17 (x2), 16, 15 (x2). (Monster Manual page 191)

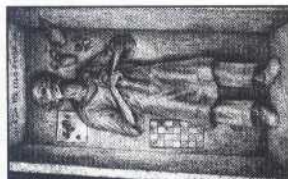
4. Sanctuary of Ver'Kusi (EL 3)

When the PCs enter this area **display illustration #11 on page IQ7** and read the following boxed text.



This area is empty save for a single stone sarcophagus with a bronze lid. A humanoid image has been etched in the bronze, but either by design or lack of skill the image is vague and unrecognizable. The sarcophagus could easily hold a grown adult.

If the PCs remove the lid **display illustration #12 on page IQ8** and read the following boxed text.



The lid lifts off easily, revealing a slowly decaying human corpse. Carved into the inside of the sarcophagus above the head of the body are the following words written in Low Kalamaran: "May the gods forgive me." Around the body is a gold-embroidered tunic, a checkers set carved from wood, and a brass decanter. There are silver bracers, broaches, pins, a lapis lazuli stone, four moss agate stones, one smoky quartz stone and two chrysoberyl stones.

Lastly, the arms of the corpse are crossed over a scabbard holding a short sword. The pommel is carved to look like a helmeted head.

This is indeed the decaying corpse of Ver'Kusi. The gold-embroidered tunic is worth 1 gp, the checkers set is carved from cedar (5 sp) and the brass decanter is full of wine (1gp). There is also what remains of the gnomish treasure. The silver bracer, broach and pin are worth a total of 60 gp. The bracer bears the mark of a serpent swallowing its own tail, the broach bears a tiny scale and the platinum pin bears the word Barleten on it.

The lapis lazuli stone is worth 10 gp, four moss agate stones are worth 10 gp each, one smoky quartz stone is worth 50 gp and two chrysoberyl stones are worth 100 gp each. The lid of the sarcophagus is worth 4 gp. The sword has a blade of cold iron, with the name "Halamenten" etched into it. "Halamenten" is a gnome-forged *short sword +1*. A successful Appraisal or Bardic Knowledge check (DC 25) would reveal the gnomish origins of the weapon.

If anyone disturbs the treasure the dog zombies in the alcoves immediately attack, as outlined in area 3, and Ver'Kusi himself rises as a shadow 2-5 rounds later. The shadow-Ver'Kusi is selective about attacking, only lashing out at those who touched the inside of his sarcophagus and ignoring all others.

The party might not have the resources to take down Ver'Kusi in this encounter — unless they return the items that have been disturbed. The magical sword can be grasped and used against Ver'Kusi, and it will always do damage as if the shadow was corporeal. If the PCs have any of the Holy water from the village chapel, they can splash it on the shadow for 2d4 points of damage per vial. Furthermore, if the PCs defeated the leader of the brigands before coming to the tomb, they might have access to his +1 longsword.

Complicating matters here will be the gnomes, who want the PCs to bring out the treasure from the sarcophagus. The gnomes may be in a position to force the PCs to do so, which would require some Bluffing or Intimidating to get out of doing. Otherwise, the gnomes venture in after the zombies have been defeated, only to encounter the shadow-Ver'Kusi. In this case, the gnomes grab what they can and retreat.

Like the dog zombies, the shadow-Ver'Kusi does not leave the sanctuary — during the daytime. At night, it will be able to slip out and pursue anyone who took treasure from the sarcophagus. It can detect and follow the treasure no matter how far, as if using the Track feat.

Ver'Kusi, shadow: hp 15. (Monster Manual page 161)

SECOND NEGOTIATIONS WITH THE GNOMES

The DM is encouraged to pace this next section according to the situation and the needs of the players. The PCs may have days to rest or role-play before the scenes unfold below, or these events may occur in quick succession. Regardless, the scenario continues when the gnomes approach the PCs with their final demands. If this occurs later in town, the gnomes boldly go about gathering about 14 villagers (including the PCs) to tell their demands. Otherwise, this may occur right after leaving the mausoleum, or even upon the return trip to Arun'Kid.

A spokesman for the gnomes steps forward again. "Humans of Arun'Kid, we have seen proof that the villain we sought is dead, and we have seen where our treasure was buried. But the full amount taken from us so long ago was not there. We can only conclude that our treasure was used to help support this community of Arun'Kid. Therefore, by gnomish law, we claim this hamlet as restitution. You humans will all be allowed to remain here if you choose, but Arun'Kid will be a gnomish protectorate under the Barleten Clan."

The DM should be prepared for any number of reactions from the PCs. They may decide that the gnomish are a menace that needs to be wiped out, and stage a coup against their would-be oppressors. The PCs may decide that there's nothing inherently wrong with being a gnomish protectorate and accept the situation, or at least bargain for better terms. The PCs may decide that they need to go to the P'Sapas Hills and deal with the Barleten Clan directly — which would be the end of this adventure and the start of a new one. They may also decide (rightfully so) that the Baron will not relinquish any of his lands (in the very heart of Kalamar itself!) to some uppity gnomes and seek the aid of their lord.

The PCs may attack the gnomes who had traveled with them at any time. If the gnomes are attacked while back in Arun'Kid, then the gnomes can be arranged as follows:

- The named leaders and two elite warriors are stationed in the village hall (area 5).
- The residency to the left of the village hall houses the remaining four elite warriors.
- Five warriors are housed in the trading store (area 11).
- Four warriors are housed in the pottery shop (area 9).
- Two warriors are housed in the residency opposite the shrine to Regorike (area 3).

The gnomes remain on alert throughout the day, and are able to respond to an attack at any one building within 1-12 rounds. At night, the response would take 2-40 rounds.

Gnome Concession Table

Reaction Roll	Results
01-05	The talks turn sour, leading to 1-4 rounds of combat. Negotiations will not continue for another 24 hours
06-25	Disgusted, the gnomes leave the "bargaining table." Negotiations will not continue for another 12 hours
26-45	The gnomes are distrustful of anything the PCs suggest. Negotiations will not continue for another 6 hours
46-55	The gnomes are uncertain and ask for a 2-hour break
56-75	The gnomes are favorable towards some concessions, dropping the annual tax to 12%, for instance, as long as the PCs drop three-fourths of their demands (if any). If the PCs do not accept, negotiations will not continue for another hour
76-95	The gnomes are favorable towards concessions, will drop their annual tax to 8%, but expect the PCs to drop half their demands. If the PCs do not accept, negotiations will not continue for another half-hour
96+	The gnomes gain respect for the PCs, drop the annual tax to 4% and consider any reasonable request the PCs make.

If the PCs are prepared to negotiate for control of the village, then the gnomes must be swayed to make concessions. The specific demands of the gnomes are as follows:

- 1) The villagers must submit to a census upon which future taxes will be based,
- 2) The villagers will be expected to feed, clothe, and house any gnomes of the Barleten Clan who ask for such, and
- 3) The villagers will be taxed 16% of their valuable goods on an annual basis.

The Gnome Concession Table may be used as a guide for determining when the gnomes make a concession. Roll 1d00, add the Charisma modifiers of any PCs actively engaged in the negotiations.

THE LORD'S MEN ARRIVE

At some point before the players settle matters with the gnomes, the Lord of Salanid will send troops to the village. He has received word of the gnomish invasion (from a villager who fled at the first signs of trouble), and sends men to intercede. His force is so small because he has seriously underestimated the threat the gnomes could pose.

Word spreads quickly through the hamlet of new arrivals — men on horseback. There are eleven of them, all on the backs of strong warhorses. Ten wear breastplates, small helmets and small shields. The eleventh, riding well-protected in the midst of the others, wears banded mail armor, a full helmet, buckler shield, and a heraldic tabard bearing the coat of arms of Salanid upon it. Each of the riders has this same symbol painted on their shields, and on banners waving from the tips of their lances. Like a parade, they march east in formation down the path through the hamlet, crossing over the Arun Stream, and come to a stop outside the village hall. It is apparent that they are here to talk to whoever is in charge.

The Captain of the Guard for Baron Gal'Di Deruni of Salanid, one Turigath Fobolid, will arrive when it best suits the scenario. If final conflict against the gnomes is going against the PCs, then his arrival may serve as reinforcements. However, should the PCs and the gnomes be trying for a peaceful resolution, the Captain's presence only serves to complicate matters. Turigath is a crass, tactless man who hates all non-humans. If his men happen to outnumber the gnomes, he might just attack them regardless of the situation. However, if the gnomes have the advantage in numbers, then Turigath plays along. Regardless, the PCs will have an opportunity to speak with the Captain, which should go something like the following:



Turigath

"It is my understanding that, due to the absence of any true authority here, I must parley with commoners. So be it. Luckily, I was already traveling near here, as there have been reports of brigands in the region — perhaps gnomish brigands, perhaps not — I cannot say. But I am here now, and I have come to say that if the ownership of this land is in question, then it must revert to the possession of the kingdom.

I, vested with the authority of Baron Deruni, am best suited to take charge of this matter. It is known to me that your hamlet's founder was one Ver'Kusi, and I have seen legal documentation in Salanid that showed how this land was legally purchased by him. But, for lack of an heir, such rights of ownership are expired. All citizens of Arun'Kid will remain here and continue to work the land, but make no mistake, this land is owned by the Baron of Salanid on behalf of our King. Furthermore, all residents of the Province of Salanid will continue to pay the annual 15% tax. Those foreigners in residence who do not care for these terms will be given a grace period of three days to vacate these lands."

The DM is encouraged to play up tension between the lord's men and the gnomes, as negotiations between them will always run hostile. The Captain does not want to make a deal, but may make small concessions because he wants the matter to be resolved as quickly as possible. Relinquishing any land or buildings is out of the question. If the gnomes can present evidence, the Captain may suggest that they submit their grievance to the Court of Equity in Salanid.

Captain Turigath: Ftr5; hp 50; longsword +1, defending, heavy lance, shortbow, quiver of 20 arrows (masterwork), banded mail armor (masterwork), buckler shield (masterwork), gold and jeweled cloak clasp worth 60 gp.

Guardsmen (10): Ftr2; hp 21, 20, 19 (x2), 18 (x3), 17 (x2), 16; short sword, quiver of 10 javelins, breastplate, small shield, 1d6 sp.

NEWS OF THE SECOND INVASION

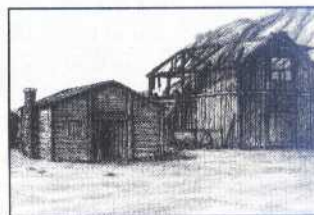
It is possible that the PCs picked up on the bailiff's mention of bandits. They might even propose on their own to deal with the brigand menace. If the PCs have not looked into the brigand menace by this point in the adventure, then the following event needs to occur.

One night after Captain Turigath speaks with the PCs, they receive still more urgent visitors. Two farmhands from the north outskirts of the hamlet arrive, pounding on doors and looking to wake up someone in charge. Odds are, they will find people calmly accepting the PCs in that role by now. Otherwise, they will rouse Tuveri (assuming he is still alive) and he will enlist the aid of the PCs. They have the following tale to tell:

"Hello. My name's Vori, and this is Boru. We both work on the Toris'Ki farm just two miles north of here. Or at least, we did. Our farm was just attacked by some raiders less than an hour ago. We escaped to get help, but when we left we could hear screams and see fire spreading

through the main house. We need anyone we can get to come help!"

Their story is completely truthful. The brigands have decided that the villagers know where the gnomes' treasure is, and that this is the best time to attack — what with everyone who might stop them still squabbling over ownership. The Lord's men will have returned to Salanid. Thus the villagers see the PCs as their best hope for immediate help. The PCs may volunteer to investigate at once. Otherwise, the gnomes or the villagers might suggest (or insist) that the PCs do so. The PCs may be in bad shape by now (especially if the shadow-Ver'Kusi is still tracking them nightly), in which case the gnomes may volunteer an assistant. If the PCs ask for such assistance, they will succeed if one of them makes a Diplomacy check against DC 15. There is no way the PCs can arrive at the Toris'Ki Farm in time to be of any help there. The layout of the farm is similar to that shown for area 12 on the village map (p 34) — a small farmhouse by a larger barn, with a small vegetable crop growing between them, and surrounded by several acres of vineyard. If the PCs approach the farmhouse, **display illustration #13 on page IQ8** now. The barn is a smoking ruin when the PCs arrive, and the farmhouse has been broken into. If Vori and Boru are with the PCs, they can give an accurate account of the missing people — the family patriarch, Relatini



Toris'Ki, his wife Mir'Te, and their daughter Redone.

Only if a PC were perched on a rooftop (or somehow flying at that level or higher) would they be able to see the brigands — a group of five men leading the Toris'Ki family away on the backs of ponies. The brigands would be on the move, away from the PCs, and at least a half-mile distant (farther if the PCs have been distracted by the following encounter). Tracking the brigands will be easy (DC 10), given the freshness of the tracks, the number of men, and that they make no effort to conceal their tracks.

The Brigands' Invasion (EL 3)

Before the PCs can leave for Toris'Ki's farm, the brigands strike again — and closer. The location may be random or chosen by the DM (factors that may influence the decision include distance from the PCs and whether people the PCs may be concerned about are present). It should be fairly easy for the PCs to Spot the attack (DC 15) as long as they are somewhere on the village map. There are nine brigands attacking the location by putting it to the torch. Any NPCs they flush out are shackled together and flung onto the backs of packhorses.

The brigand squad consists of six Brg1, one Brg2, a man-at-arms named Taserusi (War1), and a spellcaster named Geledari (Wiz1). They will be wary of the PCs, avoid melee if possible in favor of missile fire and withdraw as far away from the village as possible if combat goes against them. Their tactics may include the following:

- They will choose shooting into melee (with its -4 penalty) rather than racing into melee to help their comrades.
- They all target the PCs with the least armor first.

- Anyone not in melee falls back another 15 ft. before firing again.
- The wizard casts magic missile on the party's best fighter in the first round and, if he has a second round to act, casts summon monster I. He has the fiendish hawk that appears attack the nearest spellcaster for its one round.

Brigands (6): Brg1; hp 5 (x3), 3 (x2), 2; handaxe, shortbow, quiver of 12 arrows, leather armor, 1d4 cp.

Elite brigand: Brg2; hp 7; short sword, shortbow, quiver of 15 arrows, studded leather armor, 1d6 cp.

Taserusi: War1; hp 6; battleaxe, shortbow, quiver of 18 arrows, scale mail armor, 1d8 cp.

Celedari: Wiz1; hp 5; 2 throwing daggers, 1d10 cp.

The Brigand Camp

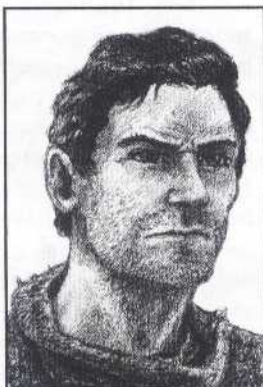
The PCs may have captured a brigand for questioning and learned of the camp's location. They may have allowed some brigands to escape and followed them back. Or the PCs may have used the Track feat to follow the brigands' trail back to their lair.

Located 15 miles north of Arun'Kid, the brigands have built a small fort on the remains of a grove of trees. Since most of the brigands were formerly woodcutters in the Paliba Woods, they have used their skills to fashion their dwellings into tree houses connected by gangplanks and rope bridges. The tree houses are surrounded by a crude palisade, composed of wooden poles five feet high and spaced one foot apart.

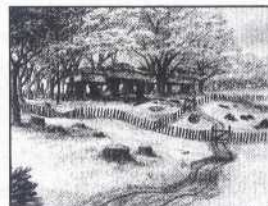
The brigands, counting the previous two encounters with them, consist of 29 people — 24 humans and 5 goblins. Of the bulk of them, nineteen are Brg1 (see Appendix F for the new NPC brigand class), one is a Wiz1, two are Rog1, one is a War1, one is a Brg1/War1 and three are Brg2. Ranagari, a brutal half-orc Brg3, is second-in-command of the brigands. Hanari Sar'Di is a relatively cultured, and fanatical, follower of the god Ranaka, the Creator of Strife (Kingdoms of Kalamar Sourcebook page 223) and has described the search for the gnomes' treasures as a Holy quest to his band of criminals.

The male to female ratio is 3:1 amongst the human brigands, and 4:1 amongst the goblins. There are also 5 human children (noncombatants) living here with their parents. Any surviving brigands from other encounter areas (four from the farm, nine from the invasion) will have been recalled to the camp. Regardless, the maximum number of defenders is 29 and the minimal number is 16.

During the day, half of the humans are outside on the ground, lounging about, resting, playing or working. At night, the perimeter of the fence is patrolled by the goblins, in two groups.



Hanari



If the PCs approach the brigand's fort **display Illustration #14 on page IQ9** now and read the following boxed text.

You approach a section of woods that is fenced off by a low wooden palisade. Within the fenced off section stand a group of treehouses built approximately ten feet above the ground. There is a campsite, straw bales, a butter churn wooden crates barrels and other miscellaneous goods scattered about the ground. A second area is fenced off, but attached to the first, wherein graze an ox, a riding horse, two ponies and five goats. A wagon sits within this area. You can see movement as various human-sized figures move around the camp and inside the treehouses.

There are saddle packs for the horse and ponies in the wagon. There are three tents on the north side of the camp somewhat obscured by the trees as one looks on from the south. In proximity to the tent also lie some straw bales, a butter churn and wooden crates full of hammers, pegs, awls, saws and other carpentry equipment, barrels of horse feed and other miscellaneous goods. Many of the brigands live in the tents on the ground but are usually only encountered there at night.

The PCs may be bold enough to try a direct assault on the fort. Unless the PCs use stealth, the brigands will spot their approach and prepare for a conflict. Halfling or gnome PCs can squeeze through the gaps in the palisade walls as a standard action, but all others would have to bash their way through (DC 15) or leap over it by making a successful jump check (5 ft.).

Development: The brigands withdraw as quickly as possible (4 rounds during the day) into the tree houses for cover. They can continue to fire or hurl missile weapons from the narrow windows of the tree houses, while gaining a +5 AC bonus. They can cut the PCs' access to the tree houses off by raising rope ladders, kicking away gangplanks, or, in desperation, cutting the rope bridges. The brigands will attempt to corner PCs on bridges and gangplanks, where the PCs can easily be sent plunging to the ground. Keep in mind the three-dimensional nature of the camp and use it against the PCs. When the PCs are on the ground, brigands from the tree houses will be attacking from above. When the PCs are in the tree houses, brigands will be lurking beneath.

The brigands flee the tree houses only if threatened with fire. It takes only 10 points of fire damage to start a tree burning out of control, though the brigands should be able to douse any fire smaller than that. Once the brigands are all on the ground, they will continue to fight until outnumbered.

A direct assault on the brigand camp will be extremely difficult. If the PCs think of it in terms of a dungeon, they will likely find themselves surrounded and overwhelmed. The PCs should exploit the terrain for hit and run tactics, diversions, and area effect spells. Bringing NPC reinforcements with them is the best way to keep from being outnumbered.

The PCs can attempt to sneak through the camp by making Hide or Move Silently checks against a DC of 15 at night or 25 in the daytime, or vs. the Spot or Listen check of a lone brigand if the situation warrants it. The general DC assumes that multiple brigands might be within spotting or hearing range.

The PCs might even try to Bluff their way into the camp, perhaps with a prepared story about being bandits looking to hook up with this band of brigands. The brigands will be wary of such a ploy, but could be swayed by PCs with good bonuses in the appropriate skills (only the rogues in the group have good Sense Motive skills).

Map Key: (Map on page 38)

1. Entrance Platform (EL 1)

A wide ramp leads up into this lower tree house, built on the eight-foot high stumps of four trees. Like the other structures, this tree house has five-foot high walls lined with narrow windows, and canvas draped over the corners instead of a roof. Clay pots filled with dirt are scattered about, as are some small, lidded wooden boxes. A pair of horns hangs on the walls.

There are four 1st-level brigands assigned to this platform. During the day, they tend to wander around the camp below. At night, or if the camp is on alert, one can find them here. However, these are also the four brigands who could have been encountered earlier at the hermit's farm. If slain, they will not be replaced over the course of this scenario.

The dirt in the clay pots is loosely packed and, like the dirt found stored elsewhere in the tree houses, is meant for extinguishing small fires. There are three lidded boxes that contain knucklebones, jerky and rope, while a fourth box marked with an "x" contains caltrops. This last box is for dumping onto the ramp to slow intruders. The horns can be used to sound an alarm and rouse the rest of the camp.

This tree house is unusual in two regards — it has no trapdoor and rope ladder leading to the ground, and it has a door separating this structure from the ramp up to the neighboring tree house. This door can be barred on the side of the ramp, and would then have a DC of 20 to break open. This house is five feet off the ground.

Brigands (4): Brg1; hp 5, 4 (x2), 3; spear, dagger, leather armor, 1d4 cp.

2. Armory (EL 1)

The room in this tree house has racks mounted high on the walls, from which hang weapons and armor. The racks are spaced between the narrow windows. A rug covers about half of the floor.

During the day, there are three 1st-level brigands sharpening weapons and oiling armor here. At night, the three brigands sleep on the floor in bedrolls here. These three 1st-level brigands might also have already been slain in the raid on Arun'Kid. If this is the case, they will not be replaced during the course of this scenario.

If the camp is not on alert, the racks hold the following items: 11 suits of leather armor, 8 small wooden shields, 6 short swords, 7 spears, 12 javelins, and a quiver of 11 arrows. If the camp is

already armed, then only half that much equipment (rounded down) will still be here.

The trapdoor and rope ladder are concealed beneath the rugs, but this trapdoor is rigged to swing down instead of up, and is left open beneath the rugs. The brigands know exactly where it is, but a PC crossing the room has a chance of falling through. The fall would be 10 ft. to the ground. The ramp down leads to room 1 and the ramp up leads to room 3.

Pit Trap (10 Ft. Deep): CR 1/2; no attack roll necessary (1d6); Reflex save (DC 15) avoids; Search (DC 15); Disable Device (DC 10).

Brigands (3): Brg1; hp 5, 3, 2; hand axe, short bow, quiver of 12 arrows, leather armor, 1d4 cp.

Taserusi: War1; hp 6; battleaxe, shortbow, quiver of 18 arrows, scale mail armor, 1d8 cp.

Rogue: Rog1; hp 4; short sword, leather armor, 1d4 sp.

3. Women's Sleeping Quarters (EL 1)

The room in this tree house has a curtain over its doorway, and inside are six bedrolls on top of rugs heaped on the floor. Canvas is draped over the tops of most of the walls. There are two wooden chests against the walls. Their lids are up and their contents, women's clothes, are overflowing onto the floor.

During the day, 2-5 of the female brigands are here. The rest are scattered in the camp below. At night, all five women sleep here. The three better-equipped brigands may have already been slain in the raid on Arun'Kid.

The human women who have been with the brigands the longest have been given this room to themselves. The more feminine spoils from raiding wind up in this room, as the overflowing chests attest. Most of what can be found here are peasants', travelers', and even a few entertainers' outfits. Also, at the bottom of the chests, are buried the following items: 2 silver bracelets worth 40 gp each, a silver pendant worth 50 gp and an electrum broach worth 70 gp. The women are fully capable of defending themselves and are not here against their will. They will concentrate on defending their children foremost.

This house is 15 feet off the ground. The ramp down leads to room 2, and the rope bridge leads across to room 4.

Brigands (5): Brg1; hp 5 (x2), 4, 3, 2; hand axe, short bow, quiver of 12 arrows, leather armor, 1d4 cp (x3); dagger, 4 darts, leather armor (x2).

4. Nursery (EL 1)

Wicker folding screens partially conceal bedrolls from the main part of the room. The floor of this room is littered with toys on top of rugs.

During the day, 1-3 woman and 2-5 children are here. At night, three women and all five children are here sleeping.

The toys scattered on the floor include wooden dolls with moveable limbs, wood disks with string attached, and leather

balls. Pushed out of sight behind the screens is a large chest with women's and children's clothes inside. The trapdoor beneath the rug has rope netting beneath it to help catch anyone climbing down the rope ladder.

This house is 15 feet off the ground. The rope bridge leads across to room 3, and the ramps lead to rooms 5 and 7.

Brigands (3): Brg1; hp 4 (x2), 3; dagger, 4 darts, leather armor.

5. Larder (EL 1)

Wooden beams crisscross over this room, with tarp draped over the beams. Smoked meats and cheese logs wrapped in rope hang from the beams. There are several barrels in one corner, with sacks lying around them. A table and benches, with pewter bowls and leather mugs atop it, dominates the center of the room.

Most meals are eaten outdoors due to the lack of space here, but there is usually a rogue loitering here at any time of day. There is a barrel of water, a barrel of wine (one-third full) and a barrel of dried fruit. The sacks contain vegetables like carrots and pickles.

This house is 10 feet off the ground. The ramp up leads to room 4, and the ladder up leads to room 6.

Rogue: Rog1; hp 6; short sword, leather armor, 1d4 sp.

6. Leaders' Barracks (EL 5)

This room affords little room for maneuvering, as seven cots sit in narrow rows here. Each cot is blanketed and has pillows, with a footlocker at the foot of it. Dirty clothes, dice, knives, a quiver of arrows, footstools, wood carvings, and other odds and ends abound, scattered about the room.

During the day, 1-6 of the brigands including their leaders are resting here. At night, 2-7 of them are sleeping here. The warrior and the wizard may have been encountered elsewhere, and are least likely to be found here. The others, if not here, are wandering in the camp below, visiting the shrine in area 7, or perhaps some of the female brigands in area 3.

Due to the room's crowded conditions, the brigand leaders wish to avoid combat in here. If Hanari's *sleep* spell fails to take down the entire party, he orders his men to fall back. Hanari and Ranagari retreat to the shrine, or to the next closest tree house the PCs haven't been in yet. While the PCs are meant to follow the two leaders, the others are meant to get to the ground, come up and around, and attack the PCs from behind.

Besides the scattered bric-a-brac and odd items, the items of greater value are concealed in the footlockers. Both footlockers are trapped. Tripwires rigged to the bottom of each footlocker trigger a 5 ft. sq. section of the floor underneath to tilt down, tumbling PCs too close to the locker to the ground 20 ft. below. Both footlockers are locked. The leader and his lieutenant each keep their key concealed in the lining of the clothes on their persons. The lieutenant's footlocker holds a large sack with 114

cp, 72 sp, 51 ep and 85 gp in it. The leader's chest holds a large sack containing 1,314 cp, 212 sp, 240 ep, 89 gp and 3 moss agate stones worth 10 gp each. Underneath the sack is the wizard's spellbook.

This house is 20 feet off the ground. The ladder leads down to room 5. The ramp down leads to room 7.

Pit Trap (20 Ft. Deep): CR 1; no attack roll necessary (2d6); Reflex save (DC 20) avoids; Search (DC 17); Disable Device (DC 15).

Taserusi: War1; hp 6; battleaxe, shortbow, quiver of 18 arrows, scale mail armor, 1d8 cp.

Celedari: Wiz1; hp 5; 2 throwing daggers, 1d10 cp.

Elite brigands (3): Brg2; hp 9, 8, 7; short sword, shortbow, quiver of 15 arrows, studded leather armor, 1d6 cp.

Ranagari (lieutenant): Brg3; hp 14; bastard sword, dagger (masterwork), shortbow, quiver of 12 arrows, hide armor.

Hanari Sar'Di (chieftain): Brg3/Adp1; hp 22; mighty composite short bow (+1 Str bonus), quiver of 20 arrows, long sword +1 (cursed, unreliable, 5% of being nonmagical each round), scale mail armor (masterwork).

7. Shrine to Ranaka

If the PCs investigate this room, **display Illustration #15 on page IQ10** now and read the following text.



This is a spartan room, with banners of red, green, and orange hanging from the walls. There is a wooden box with a wood statuette of a robed man with a tall, crooked staff in his hands atop it. To either side of the statuette is a ceramic sculpture painted black — one of a raven and the other of a cat. On the floor in front of the box is a small, tied sack.

It only takes a Knowledge - Religion check at DC 15 to recognize the trappings of Ranaka, the Creator of Strife and King of Disharmony. The sack holds a half-pound of salt, awaiting the next day of sacrifice. The brigands may fall back to this room, if the situation is not desperate enough to require a full-scale evacuation.

The box, upon which the religious icons sit, is itself a concealed chest. The box opens by sliding panel (Int check at DC 18 to solve), and contains a poisonous snake. The snake lashes out at anyone around it, fleeing if injured. Also in the box is a leather pouch of masterwork thieves' tools, and a sack with 84 cp, 116 sp, 73 ep, 24 gp, two malachite stones worth 10 gp each, and two blue jasper stones worth 50 gp each.

This house is 10 feet off the ground. Ramps lead up to rooms 4 and 6.

Snake, Tiny Viper: hp 1. (Monster Manual pages 200, 203).

8. Goblin Cave (EL 1)

In the middle of the camp, the ground is rocky and free of grass, with dead stumps rising up out of the soil to support the tree houses above. Under the shadow of the

tree houses, a pile of rocks surrounds an open hole in the ground roughly six feet in diameter. The top of a stout wooden ladder can be seen over the lip of the pit.

If the PCs enter the pit **display Illustration #16 on page IQ10** and read the following text

The walls of the shaft below appear to be smooth flowstone. The ladder descends 20 feet until it reaches the floor of an irregular-shaped cave. The walls glisten with moisture. The cave itself contains six straw pallets, numerous wooden buckets, some mangy fur pelts, and short heaps of guano. One end of the cave is choked with rubble, suggesting a previous cave-in.

During the day, all five goblins lurk down here away from the sun. At night, they wander above ground. If the goblins are aware that the camp has been invaded (by the sounding of horns or the sounds of combat), they will tip the ladder if they hear someone descending it. The ladder will tilt from one side of the shaft to the other, plunging PCs on it to the cavern floor 10 feet below unless they make Strength checks (or Dex, whichever is better) against a DC of 16. Since the goblins have nowhere to retreat, they fight until their leader or at least half their numbers are slain before surrendering.



There is a natural alcove off the main cave with a spring-fed pool in it that serves as the water supply for the camp. The goblins spend much of their free time filling buckets from the pool and carrying them up the ladder, or waiting to try to spear the occasional cavefish that appears in the pool.

What appears to be a cave-in was actually a deliberate effort to conceal the entrance to the neighboring cave. Unless the PCs declare they are removing rocks from the rubble heap, they must make Search checks (DC 15) to find the concealed entrance. It is possible the PCs might hear the prisoners through the rubble (Listen check, DC 20). It only takes one person ten minutes to clear away the rubble around the opening.

Goblins (4): hp 6 (x2), 4 (x2); light mace, quiver of 6 javelins, leather armor.

Dergog: Brg1/War1; hp 11; battleaxe, quiver of 7 javelins, studded leather armor, 1d6 cp.

9. Prison Cell

See above for entering the cell.

Hidden behind all the rocks is a small, damp, low-ceilinged cave. Shivering in the dark is a group of haggard-looking people.

Relatini, MirTe, and Redone Toris'Ki are all here if the brigands reached the camp well ahead of the PCs. In addition,

there are two ransom victims from Wagov'Gid (Davodi and Nimuli, carpenters), and any additional villagers from Arun'Kid the brigands captured before the PCs caught up with them. All the prisoners are grateful for their release, though they have little, even combined, to offer the PCs as a reward (the brigands were counting on friends and relatives to come up with a 10 gp bounty per prisoner). The PCs will always be welcome in their homes, and will gain widespread respect in both villages.

Relatini Toris'Ki: Com1; hp 3.

MirTe Toris'Ki: Com1; hp 2.

Redone Toris'Ki: Com1; hp 1.

Davodi: Com1; hp 2.

Nimuli: Com1; hp 2.

CONCLUDING THE ADVENTURE

If the PCs somehow defeated the gnomes right away, and refuse to negotiate with them, then they can still become entangled in the other encounters described as the brigands will think the PCs know something about the gnome treasure. If the PCs defeat the brigands and the gnomes still want restitution, then the recoverable treasure from their camp might solve the PCs' earlier problems. They can either pay Ver'Kusi's debt to the gnomes, bribe Lord Deruni to ignore Arun'Kid, or both.

If the brigands defeat the PCs, then the PCs are added to the prison cell to be ransomed back to the village. However, should the PCs delay in freeing themselves, an interested party will mount a rescue. The interested party will either be the gnomes, the villagers, the lord or Dak'Wi (depending on to which side the DM wishes the PCs to be beholden). The rescue may be successful, but casualties on the brigands' side should be light, as most of them would flee. The brigands could regroup and seek revenge against the village or just the PCs at a later time, depending on their remaining strength.

Looming in the background since the PCs entered the mausoleum should be the shadow-Ver'Kusi. It is very possible that Ver'Kusi was not defeated, even confronted with the combined might of the PCs and the gnomes. The DM may wish to leave this matter unresolved for sometime, leading to recurring confrontations throughout a campaign with the shadow.

Lastly, there may still be hostages (from either invasion) to return. The two carpenters from Wegov'Gid are eager to return home, but reluctant to travel unaided. The PCs might drop them off at home if they are heading east to hammer out details with the Barleten clan in the P'Sapas Hills, or just en route to their next adventure. Word of the PCs' exploits will slowly spread, and other villages may call on them to defeat raiders, marauding monsters and the like.

With the adventure over, it is time to reward Experience Points (XP). There is tremendous potential, since the gnomish invasion force itself is worth 6,000 XP, but there are only two ways of earning the full amount — either defeating the entire gnomish invasion force in battle, or by negotiating a full treaty without a single casualty on either side. The DM may need to evaluate a partial success at either goal before deciding what percentage of the award to give the PCs. For example, if the gnomes suffered 10% casualties before the PCs decided to negotiate, and the PCs lost the village by the end of negotiations, but bargained the gnomes down to 25% of their demands, then the XP reward can be reduced to 3,900 [(6,000-600)-1,500]. The

DM should also keep in mind how much NPC help the PCs needed to accomplish their goal, and divide the award amongst all active participants.

In the case of Dak'Wi, it is recommended that the 1,800 XP he is worth only be awarded to Good-Aligned PCs if they learned what they needed on Dak'Wi's terms. The XP award should be halved if the PCs killed the old hermit.

XP for the mausoleum and brigand camp should be awarded normally.

APPENDICES

APPENDIX A: KEY NPCs AND MONSTERS

Note that certain feats used in this appendix are described in detail in the Kingdoms of Kalamar Player's Guide. These include Silver Tongue, Skeptic, Spell Dodge, Sprint and Undying.

The Villagers of Arun'Kid

Emeriki, male human, Drd1: CR 1; Medium Humanoid (5 ft., 7 in. tall); HD 1d8+2; hp 7; Init +1 (+1 Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 armor); Attack +0 melee, or +1 ranged; SV Fort +4, Ref +1, Will +3; AL N; Str 10, Dex 13, Con 14, Int 10, Wis 12, Cha 15.

Skills and Feats: Animal Empathy +4, Concentrate +4, Handle Animal +4, Heal +4, Hide +1.5, Intuit Direction +3, Knowledge - Nature +3, Profession - Farmer +2, Spellcraft +3, Wilderness Lore +2; Scribe Scroll, Undying.

Druid Spells Prepared (3/2): 0—create water, detectpoison, purify food and drink; 1st—calm animals, cure light wounds.

Possessions: Leather armor, quarterstaff, pouch of mistletoe and holly, 1 sp, 1d4 cp.

Languages Spoken: Kalamaran, Merchant's Tongue.

Sub-race: Kalamaran.

Emeriki is well traveled for 25 years old, and could live permanently in the wilderness if not for his enjoyment of tavern ambiance and distilled spirits. He considers himself a wine connoisseur, and can speak eloquently on the subject despite his rough (though ruggedly handsome) appearance. He has a tight, lipless mouth and a projecting chin that makes his beard stick out far from his face. His black eyebrows are thick and half-obscure his eyes. His clothes and armor are both constantly dirtied and worn from travel.

Keviri, male human, Rog1: CR 1; Medium Humanoid (5 ft., 7 in. tall); HD 1d6+1; hp 6; Init +5 (+1 Dex, +4 Improved Init.); Spd 40 ft (30 base, +10 Sprint); AC 11 (+1 Dex); Attack +1 melee, or +1 ranged; SA Sneak attack +1d6; SV Fort +1, Ref +3, Will -3; AL (C)N; Str 12, Dex 13, Con 12, Int 6, Wis 5, Cha 7.

Skills and Feats: Balance +5, Hide +5, Listen +1, Move Silently +5, Open Lock +5, Spot +1, Tumbling +5; Improved Initiative, Sprint.

Possessions: Peasant's outfit; club, 1d4 cp.

Languages Spoken: Kalamaran.

Sub-race: Kalamaran.

Keviri's curly, dark brown hair hangs down in a tangled heap nearly to his shoulders, and joins to the most awfully unkempt beard the PCs are ever likely to see. He's as dirty and disheveled as his raggedy clothes, and probably hasn't bathed in two years. The locals would not tolerate him if his idiotic antics were not often amusing to behold.

Keviri's sad history is that he was once an adventuring rogue, much more capable both mentally and socially than he is today. A cursed scroll reduced him to this fate. Were the curse to be lifted, his Int, Wis, and Cha scores would increase back to 11 each and he would be very grateful to those responsible.

Kur'Roli, male human Adp1: CR 1/2; Medium Humanoid (5 ft., 9 in. tall); HD 1d6; hp 4; Init +1 (+1 Dex); Spd 30 ft.; AC 14 (+1 Dex, +3 armor); Attack +0 melee, or +2 ranged; SA Spells; SV Fort +0, Ref +1, Will +3; AL NG; Str 10, Dex 12, Con 11, Int 12, Wis 12; Cha 11.

Skills and Feats: Concentration +3, Gather Information +1, Handle Animal +1, Heal +4, Intuit Direction +2, Knowledge - Local +3, Knowledge - Religion +3, Spellcraft +2; Spell Dodge, Point Blank Shot

Adept Spells Prepared (3/2): 0—create water, detect magic, purify food and drink; 1st—cure light wounds, detect evil.

Possessions: Studded leather armor, quarterstaff, sling and 6 sling stones, wooden Holy symbol, 1d6 cp.

Languages Spoken: Kalamaran.

Sub-race: Kalamaran.

Kur'Roli is a 23 year old, soft-spoken holy man. Kur'Roli is thin as a rake, with long, gangly limbs and spidery fingers that twitch on his left hand (he jokingly calls the twitch his "little demon"). He has short, light brown hair and pronounced cheekbones. He is native to Arun'Kid, and knows its people well.

Tuveri, male human War1: CR 1/2; Medium Humanoid (5 ft., 10 in. tall); HD 1d8; hp 7; Init +0; Spd 30 ft.; AC 14 (+4 armor); Attack +2 melee, or +1 ranged; SV Fort +2, Ref +0, Will -1; AL LN; Str 13, Dex 11, Con 10, Int 9, Wis 8, Cha 12.

Skills and Feats: Handle Animal +3, Intimidate +3, Jump +2 (-2 armor + shield), Knowledge - Local +0, Listen +1, Ride +1, Spot +1; Alertness, Skeptic.

Possessions: Studded leather armor, small wooden shield, short sword, shortbow, quiver of 20 arrows, 1d2 sp, 1d4 cp.

Languages Spoken: Kalamaran.

Subrace: Kalamaran.

Tuveri is tall, loud-voiced, and intimidating to commoners. He looks older than his 31 years because of his black beard and balding pate. He commonly wears a tabard with the colors of Salanid (green and bronze) upon it, held in place by a sash. He is the consummate soldier, or perhaps would have been with more training.

The Gnome Invasion Force

Barston Barleten, male gnome F2: CR 2; Small Humanoid (3 ft., 9 in. tall); HD 2d10+2; hp 16; Init +0; Spd 20 ft.; AC 17 (+1 size, +6 armor); Atk +5 melee, or +2 ranged; SA Gnome traits, spells; SQ Gnome traits, speak with animals; SV Fort +6, Ref +0, Will +0; AL LN; Str 12, Dex 11, Con 13, Int 11, Wis 11, Cha 11.

Skills and Feats: Hide +4 (-4 armor), Intimidate +2, Listen +3, Move Silently +2 (-4 armor); Great Fortitude, Point Blank Shot, Weapon Focus (short sword).

Special Attack: Gnome traits: +1 to hit (size bonus), low-light vision (x2), +1 to hit kobolds and goblins. Spells: *dancing lights*, *ghost sound* and *prestidigitation* each 1/day as 1st level wizard (30% spell failure).

Special Qualities: Gnome traits: +1 to AC from size, +2 to Listen checks, +4 to Hide checks, +2 to save vs. illusions, +4 to

dodge giants. Speak With Animals: Once per day, with burrowing mammal only.

Possessions: breastplate, small wooden shield (masterwork), short sword, sling, 10 sling bullets.

Languages Spoken: Gnomish, Merchant's Tongue.

Barton has a thin nose that projects out at the bottom. He has almost no eyebrows, and purposely wears his gray beard short so it does not interfere with combat. He secretly has loved this quest, which has allowed him much travel and adventure, but duty is first and foremost on his mind.

Darton Barleten, male gnome Wiz2: CR 2; Small Humanoid (3 ft., 7 in. tall); HD 2d4; hp 5; Init +0; Spd 20 ft.; AC 12 (+1 size, +1 Dex); Atk +1 melee, or +3 ranged; SA Gnome traits, spells; SQ Gnome traits, speak with animals; SV Fort +0, Ref +1, Will +4; AL N; Str 9, Dex 12, Con 11, Int 13, Wis 12, Cha 11.

Skills and Feats: Concentration +5, Diplomacy +1, Hide +5, Intuit Direction +2, Knowledge - Geography +2, Listen +5, Sense Motive +1, Spellcraft +5, Spot +3; Alertness, Scribe Scroll.

Special Attack: Gnome traits: +1 to hit (size bonus), low-light vision (x2), +1 to hit kobolds and goblins. Spells: *dancing lights*, *ghost sound* and *prestidigitation* each 1/day as 1st level wizard.

Special Qualities: Gnome traits: +1 to AC from size, +2 to Listen checks, +4 to Hide checks, +2 to save vs. illusions, +4 to dodge giants. Speak With Animals: Once per day, with burrowing mammal only.

Wizard Spells Prepared (4/3): 0th — *dancing lights*, *daze*, *detect magic*, *ghost sound*; 1st — *change self*, *color spray*, *silent image*.

Spellbook: 0th — *dancing lights*, *daze*, *detect magic*, *flare*, *ghost sound*, *read magic*; 1st — *change self*, *color spray*, *hold portal*, *silent image*.

Possessions: Dagger (masterwork), caltrops, hemp rope (25 ft.), spell component pouch, traveler's outfit, vial of alchemist's fire, smokestick.

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

Darton has a long gray moustache that droops into his silvery beard. He has sleepy-looking eyes and huge, round ears. He wears a green cloak over a red vest and green tunic, with a cap and hose to match the cloak. He expects to be greatly rewarded when he returns to the clan with the treasure.

Karston Barleten, male gnome Rog3: CR 3; Small Humanoid (3 ft., 6 in. tall); HD 3d6+3; hp 17; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 14 (+1 size, +1 Dex, +2 armor); Attack +2 melee, or +3 ranged; SA Gnome traits, spells, rogue special feats; SQ Gnome traits, speak with animals; SV Fort +2, Ref +4, Will +1; AL N; Str 11, Dex 13, Con 12, Int 12, Wis 11, Cha 12.

Skills and Feats: Appraise +2, Balance +3, Bluff +3, Climb +5, Diplomacy +4, Disable Device +4, Escape Artist +6, Gather Information +2, Hide +7, Intuit Direction +2, Jump +3, Listen +6, Move Silently +6, Open Lock +4, Pick Pocket +4, Search +3, Sense Motive +3, Spot +3, Tumble +2; Combat Reflexes, Improved Initiative.

Special Attack: Gnome traits: +1 to hit (size bonus), low-light vision (x2), +1 to hit kobolds and goblins, sneak attack +2d6. Spells: *dancing lights*, *ghost sound* and *prestidigitation* each 1/day as 1st level wizard (10%).

Special Qualities: Gnome traits: +1 to AC from size, +2 to Alchemy & Listen checks, +4 to Hide checks, +2 to save vs. illusions, +4 to dodge giants, sneak attack +2d6, Search for traps, evasion, uncanny dodge. Speak With Animals: Once per day, with burrowing mammal only.

Possessions: Leather armor, sap, short sword, backpack, caltrops, crowbar, hemp rope (30 ft.), thieves' tools, acid (2 flasks), smokestick, tanglefoot bag.

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

Karston has gray-brown skin — in an almost identical shade to the suit of leather armor he wears. His pure white, braided beard hangs down to his stomach. His crooked, bulbous nose looks comical, but his eyes dart shiftily when he talks. Although the quest for the stolen treasure has been tiresomely long, Karston did enjoy their time in the human city of Togeseta, and may return there someday.

Larstin Barleten, female gnome, Rog1/Sort1: CR 2; Small Humanoid (3 ft. tall); HD 1d6+1/1d4+1; hp 8; Init +2 (Dex); Spd 20 ft.; AC 15 (+1 size, +2 Dex, +2 armor); Attack +0 melee, or +3 ranged; SA Gnome traits, spells; SQ Gnome traits, speak with animals; SV Fort +1, Ref +4, Will +3; AL NG; Str 9, Dex 14, Con 13, Int 13, Wis 12, Cha 12.

Skills and Feats: Appraise +4, Balance +5, Bluff +4, Climb +4, Concentration +3, Diplomacy +6, Disable Device +5, Escape Artist +2, Heal +2, Hide +6, Intuit Direction +2, Listen +3, Move Silently +3, Open Lock +4, Pick Pocket +3, Search +2, Sense Motive +2, Spellcraft +2, Spot +2, Tumble +2, Use Rope +2; Dodge.

Special Attack: Gnome traits: +1 to hit (size bonus), low-light vision (x2), +1 to hit kobolds and goblins. Spells: *dancing lights*, *ghost sound* and *prestidigitation* each 1/day as 1st level wizard (10% spell failure), sneak attack +1d6.

Special Qualities: Gnome traits: +1 to AC from size, +2 to Listen checks, +4 to Hide checks, +2 to save vs. illusions, +4 to dodge giants. Speak With Animals: Once per day, with burrowing mammal only.

Sorcerer Spells Prepared (5/4): 0th — *dancing lights* (x2), *detect magic*, *ghost sound*, *flare*; 1st — *silent image* (x2), *ventriloquism* (x2).

Possessions: Leather armor, short sword, hemp rope (30 ft.), spell component pouch, 2 small sacks.

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

Larstin has a bulbous nose, a hairy upper lip, a nub of a chin, and baggy eyes. While hardly pretty, Larstin has a winning disposition and can be quite friendly. She wears a leather skullcap and a brown cloak.

The Hermit's Farm

Dak'Wi, male human Brd3/Drd2: CR 5; Medium Humanoid (5 ft. 5 in. tall); HD 3d6-6/2d8-4; hp 7; Init +1 (Dex); Spd 20 ft.; AC 14 (+1 Dex, +3 armor); Attack +6 melee, or +5 ranged; SA Bardic music, spells; SQ Bardic knowledge, nature sense, animal companion, woodland stride; SV Fort +2, Ref +4, Will +9; AL N; Str 12, Dex 12, Con 7, Int 14, Wis 17, Cha 17.

Skills and Feats: Animal Empathy +7 Appraise +2, Climb +4 (-2 armor), Concentration +6, Craft - Carpentry +3, Escape Artist

+2 (-2 armor), Gather Information +4, Handle Animal +8, Heal +6, Hide +5 (-2 armor), Innuendo +4, Intuit Direction +5, Jump +2 (-2 armor), Knowledge - Geography +3, Knowledge - History +3, Knowledge - Local +3, Knowledge - Nature +5, Listen +5, Move Silently +4 (-2 armor), Perform-storytelling +4, Pick Pocket +4 (-2 armor), Profession - Farmer +7, Ride +2, Sense Motive +4, Spot +5, Wilderness Lore +5; Alertness, Skill Focus (+2 to Handle Animal), Weapon Focus (shortspear).

Special Attacks: Bardic music: inspire courage, countersong, fascinate; spells (30% spell failure).

Possessions: Hide armor (masterwork), shortspear (masterwork), shortbow, quiver of 18 arrows and 2 silver-tipped arrows, holly and mistletoe, wooden Holy symbol of Belanar, potion of sweet water, spell scroll (cure light wounds, entangle), miscellaneous goods in his home.

Bard Spells Prepared (3/2): 0th — *dancing lights, mage hand, open/close*; 1st — *cause fear, grease*.

Druid Spells Prepared (4/3): 0th — *cure minor wounds, guidance, mending, purify food and drink*; 1st — *faerie fire, magic fang, obscuring mist*.

Languages Spoken: Kalamaran, Merchant's Tongue, Dwarven, Orcish.

Sub-race: Kalamaran.

Dak'Wi is a short, round-bellied man in his old age, with deep wrinkles in his dark tan skin. His eyes tend to wander away from people while he talks to them. While his voice is prone to break into a high giggle, at other times it is a deep, strong voice — the voice of a master storyteller.

The Mausoleum

Ver'Kusi, shadow: CR 3; Medium Undead; HD 3d12; hp 15; Init +2 (+2 Dex); Spd 30 ft., fly 40 ft. (good); AC 13 (+2 Dex, +1 deflection); Attack +3 melee; Dmg 1d6 temporary Strength; SA Str damage, create spawn; SQ Undead, incorporeal, turn resistance +2, 60-ft. darkvision; SV Fort +1, Ref +3, Will +4; AL CE; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +8, Intuit Direction +5, Listen +7, Spot +7, Track (special) +6; Dodge.

Special Attacks:

SA — Strength Damage (Su), Shadows: The touch of a shadow deals 1d6 points of temporary Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies.

SA — Create Spawn (Su), Shadows: Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Special Qualities:

SQ — Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

SQ — Incorporeal: Harmed only by other incorporeal creatures, +1 or better weapons, or magic, with a 50% chance to ignore damage from corporeal source (NOTE: Ver'Kusi is always damaged by blows from the sword, Halamten, subject to damage from Holy water, passes through solid objects at will and always moves silently).

The Lord's Forces

Captain Turigath Fobolid, male human Ftr5: CR 5; Medium Humanoid (6 ft. tall); HD 5d10+10; hp 50; Init +5 (+1 Dex, +4

Improved Initiative); Spd 20 ft.; AC 18 (+1 Dex, +7 armor); Attack +10 melee, or +7 ranged; SV Fort +6, Ref +2, Will +2; AL LE; Str 16, Dex 12, Con 15, Int 14, Wis 12, Cha 12.

Skills and Feats: Bluff +5, Climb +4 (-5 armor+shield), Diplomacy +7, Handle Animal +3, Intimidate +4, Intuit Direction +2, Jump +4 (-5 armor+shield), Knowledge - Geography +2.5, Knowledge - Local +3, Knowledge - Nobility and Royalty +3, Ride +9 (-5 armor+shield), Sense Motive +3, Swim +3 (-5 armor+shield); Expertise, Improved Initiative, Mounted Combat, Power Attack, Silver Tongue (+2 Bluff and Diplomacy), Weapon Focus (longsword).

Possessions: Banded mail armor (masterwork), buckler shield (masterwork), heavy lance, shortbow, quiver of 20 arrows (masterwork), longsword +1, defending (DMG page 186), gold and jeweled cloak clasp worth 60 gp.

Languages Spoken: Kalamaran, Merchant's Tongue, Reanaarian, Dwarven.

Sub-race: Kalamaran.

Turigath Fobolid is a battle veteran 35 years of age. His round face is deeply worn and tanned. He has a short, well-groomed, black beard, a long forehead and squinty eyes. His vision is getting so that he is becoming farsighted. He has many scars on his person that he can be goaded into showing off should anyone doubt his combat experience.

The Brigand Camp

Dergog, male goblin Brg1/Wart: CR 1; Small Humanoid (4 ft., 2 in. tall); HD 1d6/1d8; hp 11; Init +1 (+1 Dex), Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 armor); Attack +1 melee, or +2 ranged; SQ darkvision 60 ft.; SV Fort +3 Ref +2, Will +0; AL NE; Str 11, Dex 12, Con 11; Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +4 (-1 armor), Hide +3 (-1 armor), Jump +2 (-1 armor), Listen +2, Move Silently +6 (-1 armor), Search +1, Spot +3; Alertness.

Possessions: Studded leather armor, battleaxe, quiver of 7 javelins, 1d6 cp.

Languages Spoken: Goblin.

Dergog has sharp features, orange skin and tall pointed ears. He has been with Hanari the longest out of the company, and has a long history of guarding prisoners.

Geledari, male human Wiz1: CR 1; Medium Humanoid (5 ft., 7 in. tall); HD 1d4+1; hp 5; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +0 melee, or +1 ranged; SV Fort +1, Ref +1, Will +2; AL CE; Str 9, Dex 12, Con 12, Int 13, Wis 11, Cha 11.

Skills and Feats: Concentration +4, Craft - Carpentry +4, Hide +2, Intuit Direction +1, Knowledge - Architecture and Engineering +3, Knowledge - Geography +2, Listen +1, Spellcraft +4; Combat casting, Scribe Scroll, Skill Focus (Spellcraft).

Wizard Spells Prepared (3/2): 0th — *flare, light, open/close*; 1st — *magic missile, monster summoning I*.

Spellbook: 0th — *detect magic, flare, light, open/close, read magic*; 1st — *magic missile, monster summoning I*.

Possessions: Traveler's outfit, 2 throwing daggers, 1d10 cp.

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

Sub-race: Kalamaran.

At age 39, Geledari is the oldest of the brigands. He has a black, triangular beard that comes halfway down his chest, and wears a conical cap on his head to conceal his baldness. His tunic is long and wide-sleeved, and he wears linen gloves with the

fingers cut off of them. Though Hanari's religious bent rankles him on occasion, Geledari believes in Hanari's leadership.

Hanari Sar'Di, male human Adp1/Brg3: CR 2; Medium Humanoid (5 ft., 9 in. tall); HD 1d8+1/3d6+3; hp 22; Init +2 (+2 Dex); Spd 20 ft.; AC 17 (+2 Dex, +4 armor, +1 Dodge); Attack +5 melee, or +5 ranged; SA divine spells, sneak attack +1d6, evasion; SV Fort +3, Ref +4, Will +4; AL CE; Str 14, Dex 14, Con 12, Int 12, Wis 12, Cha 13.

Skills and Feats: Appraise +1, Balance +4 (-3 armor), Bluff +1, Climb +5 (-3 armor), Concentration +3, Handle Animal +3, Hide +7 (-3 armor), Intimidate +2, Intuit Direction +2, Jump +3 (-3 armor), Listen +2, Move Silently +7 (-3), Ride +3, Search +2, Spellcraft +2, Spot +4, Tumble +3 (-3 armor), Use Rope +3; Armor Proficiency (medium), Dodge, Power Attack.

Spells Prepared (3/2): 0th — *cure minor wounds*, *ghost sound*, *light*; 1st — *command*, *sleep*.

Possessions: Masterwork scale mail, mighty composite short bow (+1 Str bonus), quiver of 20 arrows, long sword +1 (cursed, unreliable, 5% nonmagical), iron Holy symbol of Ranaka.

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

Sub-race: Kalamaran.

Hanari was a petty brigand operating in the Paliba Woods when he received his religious calling less than a year ago. It came to him in a dream to serve the god of strife, and he has not looked back once. Many of his brigands were once honest woodsmen from that area who were either converted by Hanari's subtler persuasions or threats of violence. He and his band traveled south (to find authorities less familiar with his methods), set up camp in a grove of trees, and waited for a sign. That came, he believes, when he learned of the gnomish treasure. He plans to use the wealth to finance a war of terror in the heartland of Kalamar.

Hanari wears his hair and beard close-cropped.

Ranagari, male half-orc Brg3: CR 1 1/2; Medium Humanoid (5 ft., 10 in. tall); HD 3d6+3; hp 14; Init +1, Spd 20 ft.; AC 15 (+1 Dex, +3 armor, +1 Dodge); Attack +3 melee, or +3 ranged; SA sneak attack +1d6 dmg, evasion; SQ darkvision 60 ft.; SV Fort +3, Ref +3, Will +1; AL NE; Str 13, Dex 13, Con 13, Int 11, Wis 10, Cha 9.

Skills and Feats: Climb +4 (-3 armor), Hide +3 (-3 armor), Intimidate +2, Intuit Direction +2, Jump +3 (-3 armor), Listen +2, Move Silently +3 (-3 armor), Ride +1, Search +1, Spot +4; Dodge, Exotic Weapon (bastard sword).

Possessions: Hide armor, bastard sword, dagger (masterwork), shortbow, quiver of 12 arrows.

Languages Spoken: Orcish, Merchant's Tongue.

Ranagari has deeply sunken eyes, a huge upturned nose and high, fuzzy cheekbones. He is a deeply affected convert to Ranaka, and considers himself Hanari's disciple.

Taserusi, male human War1: CR 1/2; Medium Humanoid (5 ft., 10 in.); HD 1d8; hp 6; Init +0; Spd 20 ft.; AC 14 (+4 armor); Attack +3 melee, or +1 ranged; SV Fort +5, Ref +0, Will +0; AL CE; Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +2 (-4 armor), Handle Animal +1, Intimidate +1, Jump +3 (-4 armor), Ride +2, Swim +2 (-4 armor); Great Fortitude, Weapon Focus (battleaxe).

Possessions: Scale mail armor, battleaxe, shortbow, quiver of 18 arrows, 1d8 cp.

Languages Spoken: Kalamaran, Merchant's Tongue.

Taserusi is a thin man with sunken cheeks, thick black eyebrows, a scraggly beard and deeply tanned skin. He came into the bandits working directly for Geledari, but has come to serve equally as one of Hanari's lieutenants.

APPENDIX B: OTHER NPCs AND MONSTERS

The Villagers of Arun'Kid

Commoners, male (50), female (10) human, Com1: CR 1/2; Medium Humanoid (5 ft., 6 in. tall); HD 1d4; hp 3 (x23), 2 (x19), 1 (x18); Init +0; Spd 30 ft.; AC 10; Attack +0 melee, or +0 ranged; SV Fort +0, Ref +0, Will -1; AL N; Str 10, Dex 10, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Craft or Profession +4, Handle Animal +1, Listen +1, Spot +1; Endurance, Skill Focus (Craft or Profession).

Possessions: Peasant's outfit, dagger (or mace, or sickle, or club, or halfspear).

Languages Spoken: Kalamaran, Merchant's Tongue.

Sub-race: Kalamaran.

The Gnome Invasion Force

Warriors, male (9), female (1) gnome, War1: CR 1/2; Small Humanoids (3 ft., 6 in. tall); HD 1d8+1; hp 6 (x3), 5 (x5), 4, 3 (x2); Init +0; Spd 20 ft.; AC 14 (+1 size, +3 armor); Attack +2 melee, or +1 ranged; SA Gnome traits, spells; SQ Gnome traits, speak with animals; SV Fort +3, Ref +0, Will +0; AL N; Str 9, Dex 10, Con 12, Int 11, Wis 11, Cha 11.

Skills and Feats: Hide +4, Listen +4, Spot +2; Weapon Focus (halfspear).

Special Attack: Gnome traits: +1 to hit (size bonus), low-light vision (x2), +1 to hit kobolds and goblins. Spells: *dancing lights*, *ghost sound* and *prestidigitation* each 1/day as 1st level wizard (15% spell failure).

Special Qualities: Gnome traits: +1 to AC from size, +4 to Hide checks, +2 to save vs. illusions, +4 to dodge giants. Speak With Animals: Once per day, with burrowing mammal only.

Possessions: Studded leather armor, halfspear, sling, 10 sling bullets, hemp rope (25'), small sack, 1d4 sp.

Languages Spoken: Gnomish, Merchant's Tongue.

Elite warriors (6), male gnome, War2: CR 1; Small Humanoids (3 ft., 6 in. tall); HD 2d8+2; hp 13 (x2), 12, 10, 9 (x2); Init +0; Spd 15 ft.; AC 16 (+1 size, +5 armor); Attack +4 melee, or +3 ranged; SA Gnome traits, spells; SQ Gnome traits, speak with animals; SV Fort +4, Ref +0, Will +0; AL N; Str 11, Dex 10, Con 12, Int 11, Wis 11, Cha 11.

Skills and Feats: Hide +4, Intimidate +1, Jump +1 (-5 armor + shield), Listen +4, Spot +2; Weapon Focus (short sword).

Special Attack: Gnome traits: +1 to hit (size bonus), low-light vision (x2), +1 to hit kobolds and goblins. Spells: *dancing lights*, *ghost sound* and *prestidigitation* each 1/day as 1st level wizard (30% spell failure).

Special Qualities: Gnome traits: +1 to AC from size, +2 to Listen checks, +4 to Hide checks, +2 to save vs. illusions, +4 to dodge giants. Speak With Animals: Once per day, with burrowing mammal only.

Possessions: Scale mail armor, small wooden shield, short sword, sling, 10 sling bullets, hemp rope (20 ft.), 2 small sacks, 1d8 sp.

Languages Spoken: Gnomish, Merchant's Tongue.

The Hermit's Farm

Ber'Ne, female light war horse: hp 22.

Cats (2): hp 2, 1.

Owl: hp 4.

Dire rats (1-4): hp 5 each. (Monster Manual page 56)

Special Attacks:

SA — Disease (Ex), Dire Rats: Filth fever — bite, Fortitude Save (DC 12), incubation period 1d3 days, damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

Special Qualities:

SQ — Vermin (Ex): Immune to all mind influence effects (charm, compulsions, illusions, and morale spells).

Eagle: hp 10

Grig: hp 2 each

Special Attacks:

SA — Spell Like Abilities: Three times per day Grigs can cast *change self*, *entangle*, *invisibility* (self only) *pyrotechnics* and *ventriloquism*.

Special Qualities:

SQ — Spell Resistance (SR) 17.

The Mausoleum

Monstrous spider, small: hp 3.

Special Attacks:

SA — Poison (Ex), Small Spiders: Any PC bitten by a spider must make a successful Fortitude Save (DC 11) or suffer 1d3 temporary Strength damage.

SA — Web (Ex), Small Spiders: When in its silken web, the spider gets a +8 competence bonus to Hide and Move Silently checks. Web-spinning spiders can create sheets of webbing 10 ft. square that must be Spotted (DC 20, or DC 10 in daylight) or else the webbing will entrap and hold fast its victim. The webbing can be escaped (DC 18) or broken (DC 24) through brute Strength, or burned away with 4 points of fire damage.

(Dog) zombies (6): CR 1/2; Medium Undead; HD 2d12+3; hp 18, 17 (x2), 16, 15 (x2); Init +0; Spd 35 ft.; AC 13 (+3 natural); Attack +2 melee; SQ Undead, partial actions only, dog bodies; SV Fort +0, Ref +0, Will +3; AL N; Str 14, Dex 11, Con -, Int -, Wis 11, Cha 1.

Skills and Feats: Toughness.

Special Qualities:

SQ — Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, critical hits, subdual and ability damage, energy drain, and death from massive damage.

SQ — Partial Actions Only: Cannot move and attack in the same turn unless charging.

SQ — Dog Bodies: These zombies retain some of the natural armor, speed, and Dexterity of the animals they were in life.

The Lord's Forces

Guardsmen, human male (9), female (1) Ftr2: CR 2; Medium Humanoids (5 ft., 9 in. tall); HD 2d10+5; hp 21, 20, 19 (x2), 18 (x3), 17 (x2), 16; Init +0; Spd 20 ft.; AC 16 (+6 armor); Attack +4 melee, or +3 ranged; SV Fort +4, Ref +0, Will +0; AL LN; Str 14, Dex 11, Con 12, Int 9, Wis 10, Cha 11.

Skills and Feats: Climb +3 (-5 armor), Handle Animal +2, Jump +3 (-5 armor), Ride +5; Point Blank Shot, Toughness, Weapon Focus (javelin).

Possessions: Breastplate, small shield, short sword, quiver of 10 javelins.

Languages Spoken: Kalamaran.

Sub-race: Kalamaran.

The Brigand Camp

Brigands, male (7), female (8) human Brg1: CR 1/2; Medium Humanoids (5 ft., 6 in. tall); HD 1d6; hp 5 (x5), 4 (x3), 3 (x4), 2 (x3); Init +0; Spd 30 ft.; AC 12 (+2 armor); Attack +1 melee, or +0 ranged; SV Fort +1, Ref +3, Will +0; AL CN; Str 11, Dex 11, Con 10, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +1, Craft - Woodcutting +1, Hide +2, Intuit Direction +2, Move Silently +3, Jump +1, Search +3, Spot +3, Use Rope +2; Lightning Reflexes, Weapon Focus (handaxe, spear, or dagger).

Possessions: Leather armor, handaxe, shortbow, quiver of 12 arrows, 1d4 cp (x6); leather armor, spear, dagger, 1d4 cp (x4), leather armor, dagger, 4 darts (x5).

Languages Spoken: Kalamaran, Merchant's Tongue.

Sub-race: Kalamaran.

Rogues, male (2) human Rog1: CR 1; Medium Humanoids (5 ft. 6 in.); HD 1d6+1; hp 6, 4; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (+2 Dex, +2 armor); Attack +0 melee, or +2 ranged; SA sneak attack +1d6 dmg; SV Fort +0, Ref +6, Will +0; Str 11, Dex 14, Con 12, Int 12, Wis 11, Cha 9.

Skills and Feats: Appraise +2, Balance +3, Bluff +0, Climb +4, Disable Device +2, Escape Artist +3, Gather Information +1, Hide +4, Innuendo +2, Intimidate +0, Intuit Direction +1, Jump +1, Listen +2, Move Silently +4, Open Lock +3, Pick Pocket +4, Search +4, Sense Motive +2, Spot +4, Tumble +4, Use Rope +4; Improved Initiative, Lightning Reflexes.

Possessions: Leather armor, short sword, thieves' tools, 1d4 sp.

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

Sub-race: Kalamaran.

Elite brigands, male (3) human Brg2: CR 1; Medium Humanoids (5 ft., 8 in. tall); HD 2d6; hp 9, 8, 7; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (+1 Dex, +3 armor); Attack +2 melee, or +3 ranged; SA sneak attack +1d6 dmg; SV Fort +2, Ref +2, Will +0; Str 12, Dex 12, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +2, Craft - Woodcutting +2, Handle Animal +2, Hide +3 (-1 armor), Intuit Direction +3, Move Silently +4 (-1 armor), Jump +2 (-1 armor), Search +3, Spot +3, Use Rope +2; Improved Initiative, Weapon Focus (shortbow).

Possessions: Studded leather armor, short sword, dagger, shortbow, quiver of 15 arrows, 1d6 cp.

Languages Spoken: Kalamaran, Merchant's Tongue.

Sub-race: Kalamaran.

Goblins, male (3), female (1): Brg1; hp 6 (x2), 4 (x2); leather armor, light mace, quiver of 7 javelins.

APPENDIX C: NEW MAGIC ITEMS AND SPELLS

Potion of Sweet Water

This potion, when mixed with any other liquid, changes that liquid into pure, drinkable water. Poisons will be neutralized, and even magic potions will be ruined. A huge volume of liquid can be so transmuted — up to 100,000 cubic feet of polluted, salt, or alkaline water, or up to 1,000 cubic feet of pure acid! The transformation is permanent, though the water is only immune to contamination for 5-20 rounds afterwards. If the potion is drunk, there is no benefit other than a refreshing drink.

Caster Level: 3rd; **Prerequisites:** Brew Potion, create water, neutralize poison; **Market Price:** 250 gp.

Divine Stasis

Transmutation

Level: Clr/Dr 9, Time 9

Components: V, S, M

Casting time: 1 action

Range: Touch

Target: Creature or object touched

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

This spell allows the caster to make a melee touch attack on an object or creature. Success indicates the subject is placed into a state of suspended animation. Time ceases to flow for the subject and its condition becomes fixed. The subject does not grow older. Its body functions virtually cease and no force of effect can harm it. This state persists until the magic is removed by a successful *dispel magic* spell.

If a living creature or object is to be affected by the spell, it may be no more than 2 size categories larger than the caster. If an inanimate object is to be affected by the spell, its volume may not exceed 10 cubic feet. In either case, the recipient of the spell must have some religious significance to the faith of the caster.

Material Component: A powder composed of diamond, emerald, ruby and sapphire dust with a total value of at least 5,000 gp.

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+1	+0	
2nd	+1	+2	+1	+0	Sneak attack +1d6
3rd	+2	+2	+2	+1	Evasion
4th	+3	+3	+2	+1	Uncanny dodge*
5th	+4	+3	+2	+1	Sneak attack +2d6
6th	+5	+4	+3	+2	
7th	+6/+1	+4	+3	+2	Sneak attack +3d6
8th	+7/+2	+5	+3	+2	Uncanny dodge*
9th	+8/+3	+5	+4	+3	Sneak attack +4d6
10th	+9/+4	+6	+4	+3	
11th	+10/+5	+6	+4	+3	Bonus feat
12th	+11/+6/+1	+7	+5	+4	Uncanny dodge*
13th	+12/+7/+2	+7	+5	+4	Sneak attack +5d6
14th	+13/+8/+3	+8	+5	+4	Bonus feat
15th	+14/+9/+4	+9	+6	+4	Sneak attack +6d6
16th	+15/+10/+5	+10	+6	+4	Uncanny dodge*
17th	+16/+11/+6/+1	+10	+6	+4	Bonus feat
18th	+17/+12/+7/+2	+11	+8	+4	Sneak attack +7d6
19th	+18/+13/+8/+3	+11	+8	+4	Uncanny dodge*
20th	+19/+14/+9/+4	+12	+8	+4	Sneak attack +8d6

* Uncanny Dodge progresses with additional levels as follows: First level— Dex bonus to AC; 2nd level— Cannot be flanked; 3rd level— +1 against traps; 4th level— +2 against traps, 5th level— +3 against traps

Class Skills

The brigand's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Intuit Direction (Wis), Move Silently (Dex), Jump (Str), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), and Use Rope (Dex). See Chapter 4: See Skills in the Player's Handbook for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 3 + Int modifier

Class Features

All of the following are class features of the brigand.

Weapon and Armor Proficiency: Brigands can employ any size of simple weapons, and any small and medium-sized martial weapons. They may wear any light armor or hide, and use small shields. Note that armor check penalties for armor heavier than leather apply to the skills Climb, Hide, Jump, and Move Silently, and that carrying heavy gear imposes a check penalty on Swim checks.

Sneak Attack, Evasion, Uncanny Dodge: As per the rogue PC class, in Chapter 3: Skills in the Player's Handbook.

Starting Gear: 4d4 x 10 gp worth of equipment.

APPENDIX F: NEW NPC CLASS

Brigand

Brigands are much like warriors, only the threat of law enforcement has forced them to rely on stealth as well as brute force. Thus, brigands share some elements in common with both fighters and rogues, without being as good as either, and being less versatile than a bard. Brigands are typically human, but any members of a humanoid race (gnomes, elves, goblin, orc, etc.) may be brigands.

Hit Die: d6.

Encounter	Kalamar Plains
Abandoned equipment	1-15
Abandoned farmhouse	16-22
Abandoned hut	23-37
Ancient ruins	38-53
Ankheg	54-60
Ant, Giant	61-75
Badger	76-99
Badger, Dire	100-104
Basilisk	105-109
Bat	110-130
Bear, Black	131-154
Bear, Brown	155-166
Bee, Giant	167-173
Beetle, Giant Stag	174-189
Berry Bushes	190-279
Birds, Common	280-700
Birds, Game	701-850
Bison	851-868
Blink Dog	869-879
Boar	880-981
Boar, Dire	982-1000
Briars	1001-1070
Bugbear	1071-1093
Bulette	1094-1106
Campsite	1107-1163
Cat	1164-1224
Cattle	1225-1424
Centaur	1425-1455
Chimera	1456-1458
Cockatrice	1459-1461
Coniferous Trees	1462-1521
Creek	1522-1556
Deciduous Trees	1557-2200
Deer	2201-2350
Devil, Imp	2351
Displacer Beast	2352
Dog	2353-2395
Dog, Wild	2396-2423
Donkey	2424-2472
Doppleganger	2473-2476
Dragon, Brass	2477-2482
Dragon, Gold	2483-2484
Dragon, Green	2485
Dwarf, Hill	2486-2532
Dwarf, Mountain	2533-2592
Eagle	2593-2602
Eagle, Giant	2603-2605
Elephant, War	2606-2610
Elf, Grey	2611-2639
Elf, High	2640-2674
Elk	2675-2749
Flowers, Wild	2750-3042
Fox	3043-3112
Fruit Trees	3113-3441
Gargoyle	3442-3444
Ghast	3445-3447
Ghost	3448-3461
Ghoul	3461-3472
Giant, Hill	3473-3482
Giant, Stone	3483-3485
Gnoll	3486-3522
Gnome, Forest	3523-3548
Gnome, Rock	3549-3592
Goat	3593-3669
Goblin	3670-3728
Gorgon	3729

Encounter	Kalamar Plains
Half-Elf	3730-3757
Half-Hobgoblin	3758-3760
Half-Orc	3761-3787
Halfling, Deep	3788
Halfling, Lightfoot	3789-3825
Halfling, Tallfellow	3826-3832
Harpy	3833
Hawk	3834-3871
Hippogriff	3872-3882
Hobgoblin	3883-3913
Horse, Heavy	3914-3968
Horse, Heavy War	3969-4000
Horse, Light	4001-4075
Horse, Light War	4076-4091
Hydra	4092
Jackal	4093-4106
Lamia	4107
Lammasu	4108-4109
Leopard	4110-4115
Lion	4116-4128
Lizard, Common	4129-4160
Lizard, Giant	4161-4166
Medusa	4167
Men, Adventurers	4168-4181
Men, Bandits	4182-4255
Men, Brigands	4256-4400
Men, Berserkers	4401-4420
Men, Farmers	4421-5825
Men, Herders	5826-6200
Men, Hunters	6201-6325
Men, Laborers	6326-6430
Men, Merchants	6431-6580
Men, Miners	6581-6610
Men, Nomads	6611-6625
Men, Patrol, Heavy Cavalry	6626-6700
Men, Patrol, Heavy Infantry	6701-6800
Men, Patrol, Light Cavalry	6811-6950
Men, Patrol, Light Infantry	6951-7150
Men, Pilgrims	7151-7250
Men, Raiders, Light Cavalry	7251-7270
Men, Tradesmen	7271-7650
Minotaur	7651-7652
Naga, Spirit	7653
Naga, Guardian	7654
Nymph	7655
Ogre	7656-7670
Orc	7671-7700
Owl	7701-7735
Owl, Giant	7736-7748
Ox	7749-7808
Pegasus	7809
Phase Spider	7810-7812
Pony	7813-7834
Pony, War	7835-7841
Porcupine	7842-7881
Praying Mantis, Giant	7882-7885
Rabbits/Hares	7886-8107
Rat	8108-8257
Rat, Dire	8258-8278
Raven	8279-8363
Satyr	8364
Shadow	8365-8370
Shambling Mound	8371
Sheep	8372-8766
Skeleton	8767-8774
Snake, Viper	8775-8804

Encounter	Kalamar Plains
Spectre	8805-8806
Sphinx, Crio-	8807
Sphinx, Gyno-	8808
Sphinx, Hieraco-	8809-8810
Spider Eater	8811-8812
Spooky Carcass	8813-8818
Sprite	8819-8821
Squirrel	8822-8892
Stirge	8893-8902
Stork	8903-8935
Stream	8936-8960
Tiger	8961-8965
Turkey, Wild	8966-8996
Troll	8997-9006
Vampire	9007-9008
Vampire Spawn	9009-9011
Vermin, Common	9012-9511
Wasp, Giant	9512-9524
Weasel	9525-9589
Weasel, Dire	9590-9591
Werebear	9592
Wereboar	9593
Wererat	9594-9608
Weretiger	9609-9611
Werewolf	9612-9615
Wight	9616-9617
Wolf	9618-9677
Wolf, Dire	9678-9688
Wolf, Sturm	9689-9713
Wolverine	9714-9814
Wolverine, Dire	9815-9860
Worg	9861-9869
Wraith	9870-9880
Xill	9881-9889
Xorn, Minor	9890-9893
Xorn, Average	9894-9895
Xorn, Elder	9896
Yak	9897-9880
Yeth Hound	9881-9882
Zombie	9883-10,000

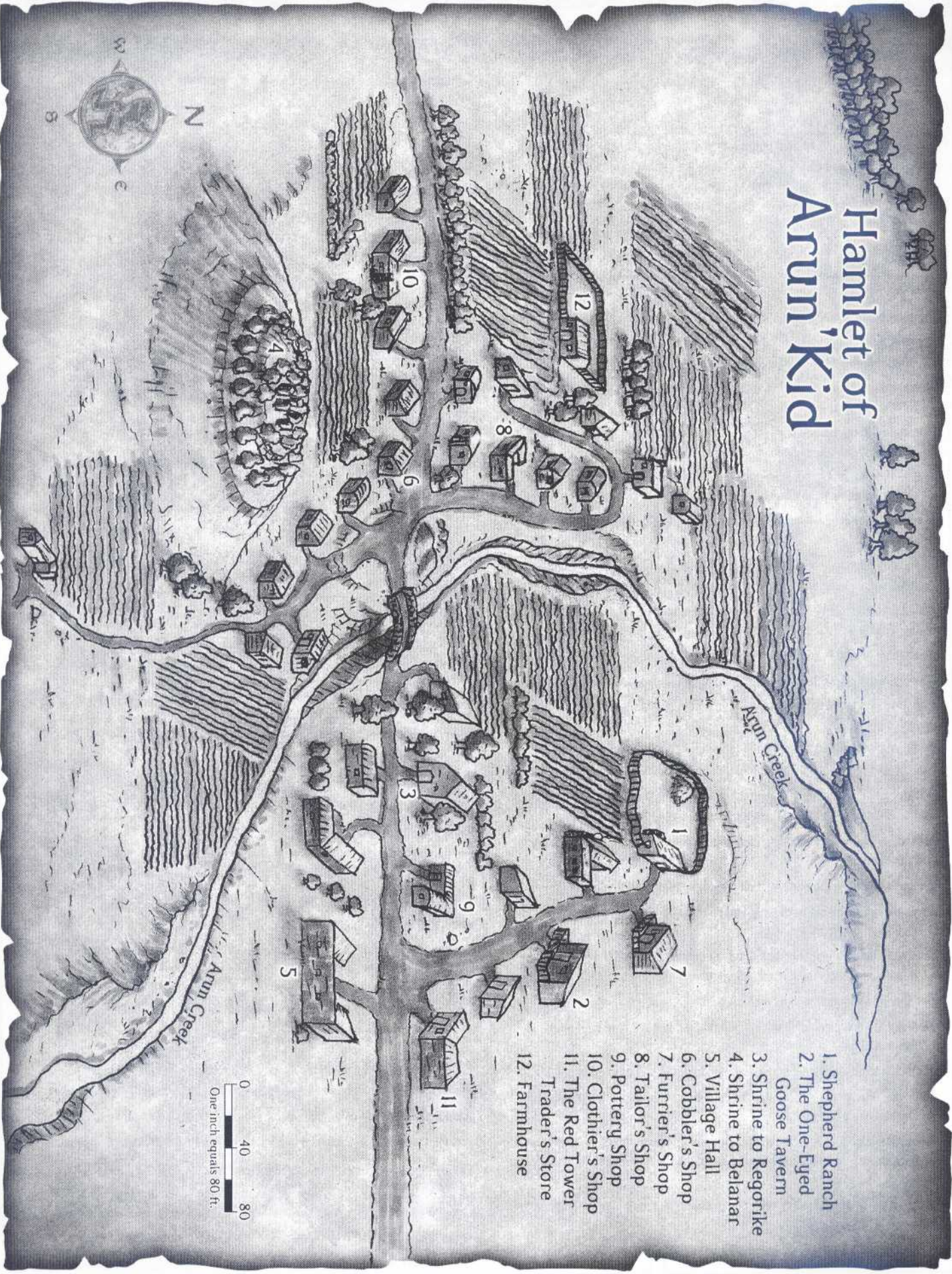
APPENDIX G: RANDOM ENCOUNTERS

Using the **table on page 32**, check for random encounters three times per day. There is a 1 in 6 chance of an encounter. To roll on the chart, roll a 10-sided die 4 times (the first roll being the 1,000s digit, the second the 100s digit, and so on).

APPENDIX H: GLOSSARY

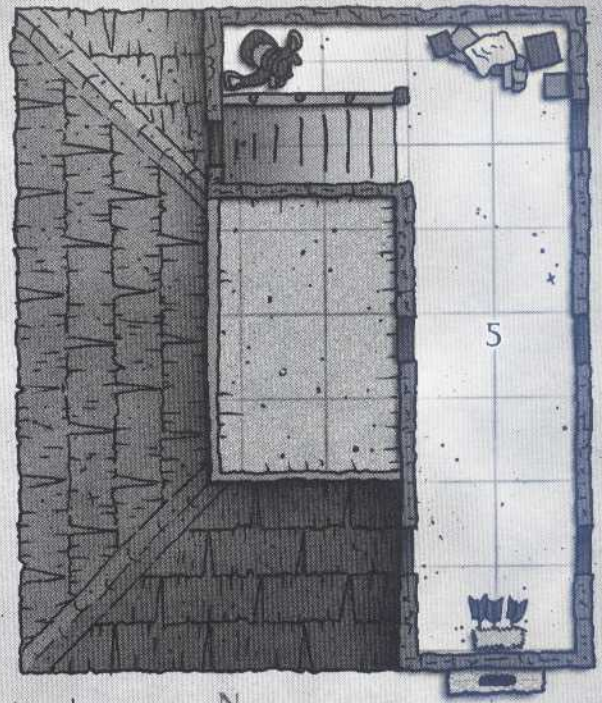
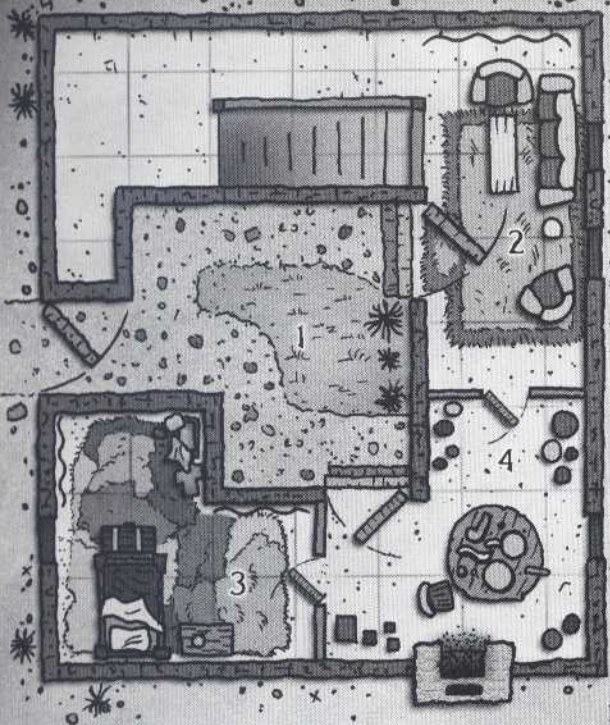
- Am'Vili** – a male human goat-herder in Arun'Kid, p9.
- Arun Stream** – body of water that flows through Arun'Kid.
- Arun'Kid** – large hamlet in the southeast corner of Kalamar's central plains.
- Barleten** – a large, free clan of reclusive, aggressive gnomes in the P'Sapas Hills.
- Barleten, Barston** – lead fighter in the gnomish invasion of Arun'Kid, p14.
- Barleten, Darton** – egocentric wizard officially in charge of the gnomish invasion of Arun'Kid, p15.
- Barleten, Karston** – rogue, and most likely the “spokes-gnome” after the invasion of Arun'Kid, p15.
- Barleten, Larstin** – sorcerer/rogue going along with the gnomish invasion of Arun'Kid, p15.
- Belanar** – the god of nature (Kalamaran name), see KINGDOMS OF KALAMAR p207.
- Ber'Ne** – Dak'Wi's horse, p26.
- Bet Kalamar** – capital city of the Kingdom of Kalamar, the largest and most opulent city on the continent, see KINGDOMS OF KALAMAR p38.
- Boru** – a farmhand working for the Toris'Ki farm in Arun'Kid, p42.
- Dak'Wi** – an old, half-mad hermit who was once a bard and a druid, and now tends a farm outside Arun'Kid, p26.
- Davodi** – human male carpenter from Wegov'Gid, p53.
- Dergog** – male goblin brigand/warrior working for the brigand band near Arun'Kid, p52.
- Deruni, Gal'Di** – current lord of Salanid, p42.
- Emeriki** – a wandering male human druid of Belanar who can often be found in Arun'Kid, p11.
- Fadire Road** – major thoroughfare, a great arc of road that runs from Bet Kalamar in the south to Segeleta in the central plains.
- Far'De** – tailor's wife in Arun'Kid, p13.
- Fesedore** – a female human working in the trader's shop in Arun'Kid, p14.
- Field Mother** – a common name for Regorike, see Regorike.
- Fobolid, Turigath** – the Captain of the Guard for Baron Gal'Di Deruni of Salanid, p20.
- Gamirile Road** – lesser road, a winding route from the city of Salireta in the south of Kalamar to the city of Lidereta in the north of Kalamar.
- Celedari** – human male wizard working with the brigands near Arun'Kid, p44.
- Guluna** – small village in the province of Salanid, p4.
- Halamten** – magical sword in Ver'Kusi's possession, belonging to the Barleten clan, p37.
- Keviri** – a cursed male human rogue who is now the village idiot in Arun'Kid, p10.
- Kur'Roli** – male human adept of Regorike who mans the chapel in Arun'Kid, p11.
- Nimuli** – human male carpenter from Wegov'Gid, p53.
- One-Eyed Goose Tavern** – Arun'Kid's sole tavern, p9.
- Ovini** – a male human rogue who stole the treasure of the Barleten gnome clan 41 years ago, changed his name to Ver'Kusi, and founded Arun'Kid, p2.
- P'Sapas Hills** – foothills of the Ka'Asa Mountains in eastern Kalamar, see KINGDOMS OF KALAMAR p71.
- Paliba Woods** – large forest in central Kalamar, see KINGDOMS OF KALAMAR p68.
- Pem'Ge** – female human tavern maid at the One-Eyed Goose Tavern in Arun'Kid, p10.
- Piquinton** – a gnomish card game, like a cross between poker and Tarot cards, p23.
- Ranagari** – male half-orc brigand, lieutenant/sub-chief in the band near Arun'Kid, p50.
- Ranaka** – the god of strife and disharmony (Kalamaran name), see KINGDOMS OF KALAMAR p223.
- Red Tower Trader's Store** – “general store” in Arun'Kid, p13.
- Regorike** – the goddess of harvest, life, fertility and agriculture (Kalamaran name), see KINGDOMS OF KALAMAR p194.
- Revare** – female human tailor in Arun'Kid, p13.
- Ri'Ave** – human farmer's wife in Arun'Kid, p12.
- Salanid** – both the name of the Barony in which Arun'Kid is located and the name of the large village along the Fadire Road that is the seat of power for the province.
- Sar'Di, Hanari** – human male adept/brigand who leads the band of brigands near Arun'Kid and seeks the gnomish treasure, p51.
- Seredi** – small village in the province of Salanid, p4.
- Seventh Legion** – the seventh of Kalamar's seven legions, stationed in Tokis, see KINGDOMS OF KALAMAR p246.
- Tadali** – male human, runs an old clothes shop in Arun'Kid, p13.
- Taradan** – small village in the province of Salanid, p4.
- Taserusi** – male human warrior working for the brigands near Arun'Kid, p44.
- Togeseta** – small city on the Badato River, in Kalamar, see KINGDOMS OF KALAMAR p241.
- Torin** – small village in the province of Salanid, p4.
- Toris'Ki, Mer'Te** – human farmer's wife in Arun'Kid, p53.
- Toris'Ki, Redone** – human farmer's daughter in Arun'Kid, p53.
- Toris'Ki, Relatini** – well-to-do human male farmer in Arun'Kid, p53.
- Tuveri** – male human head of the local militia in Arun'Kid, p12.
- Ver'Kusi** – formerly the rogue named Ovini, former founder and ruler of Arun'Kid, now an undead shadow, p38.
- Vori** – a farmhand working for the Toris'Ki farm in Arun'Kid, p42.
- Wegov'Gid** – small village along the Gamirile Road; friendly neighbors to Arun'Kid.

Hamlet of Arun'Kid



- 1. Shepherd Ranch
- 2. The One-Eyed Goose Tavern
- 3. Shrine to Regorike
- 4. Shrine to Belanar
- 5. Village Hall
- 6. Cobbler's Shop
- 7. Furrier's Shop
- 8. Tailor's Shop
- 9. Pottery Shop
- 10. Clothier's Shop
- 11. The Red Tower Trader's Store
- 12. Farmhouse

0 40 80
One inch equals 80 ft.

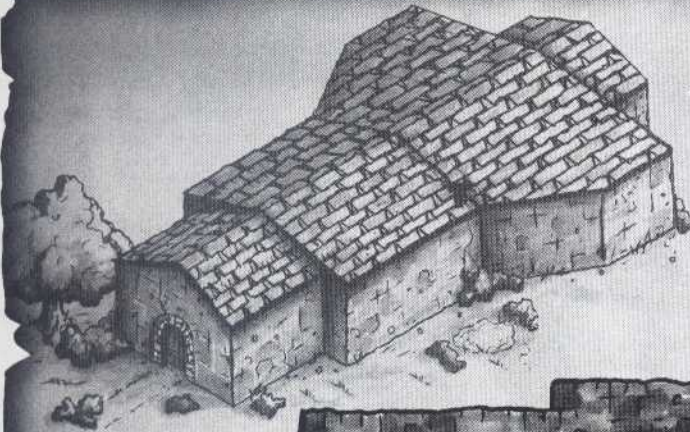


Dak'Wi's Farmhouse

1. Courtyard
2. Sitting Room
3. Kitchen
4. Bedroom
5. Attic

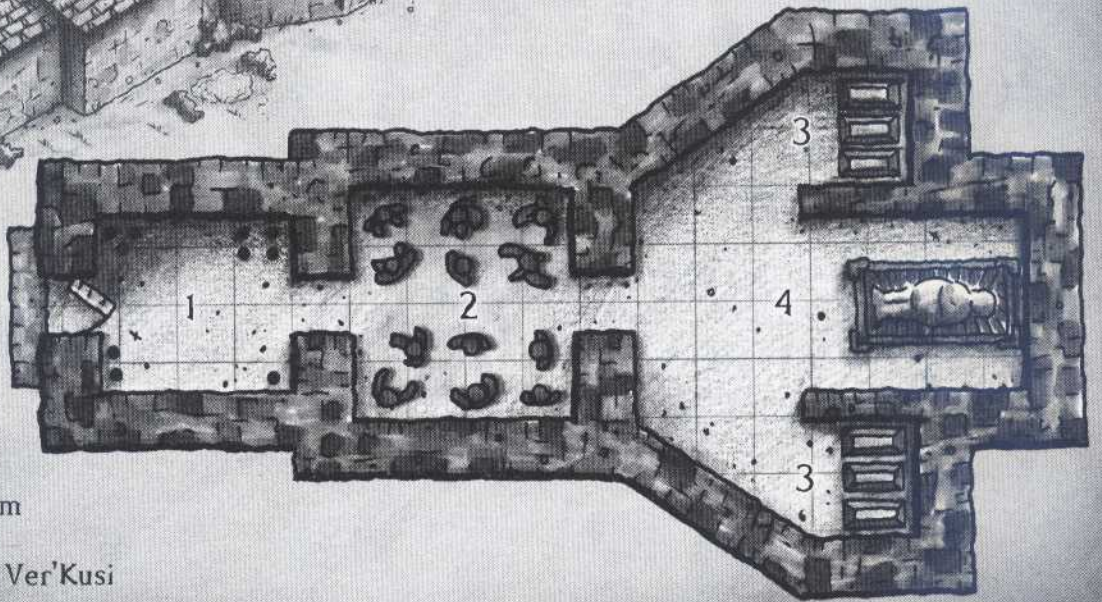


1 Square = 5 ft.



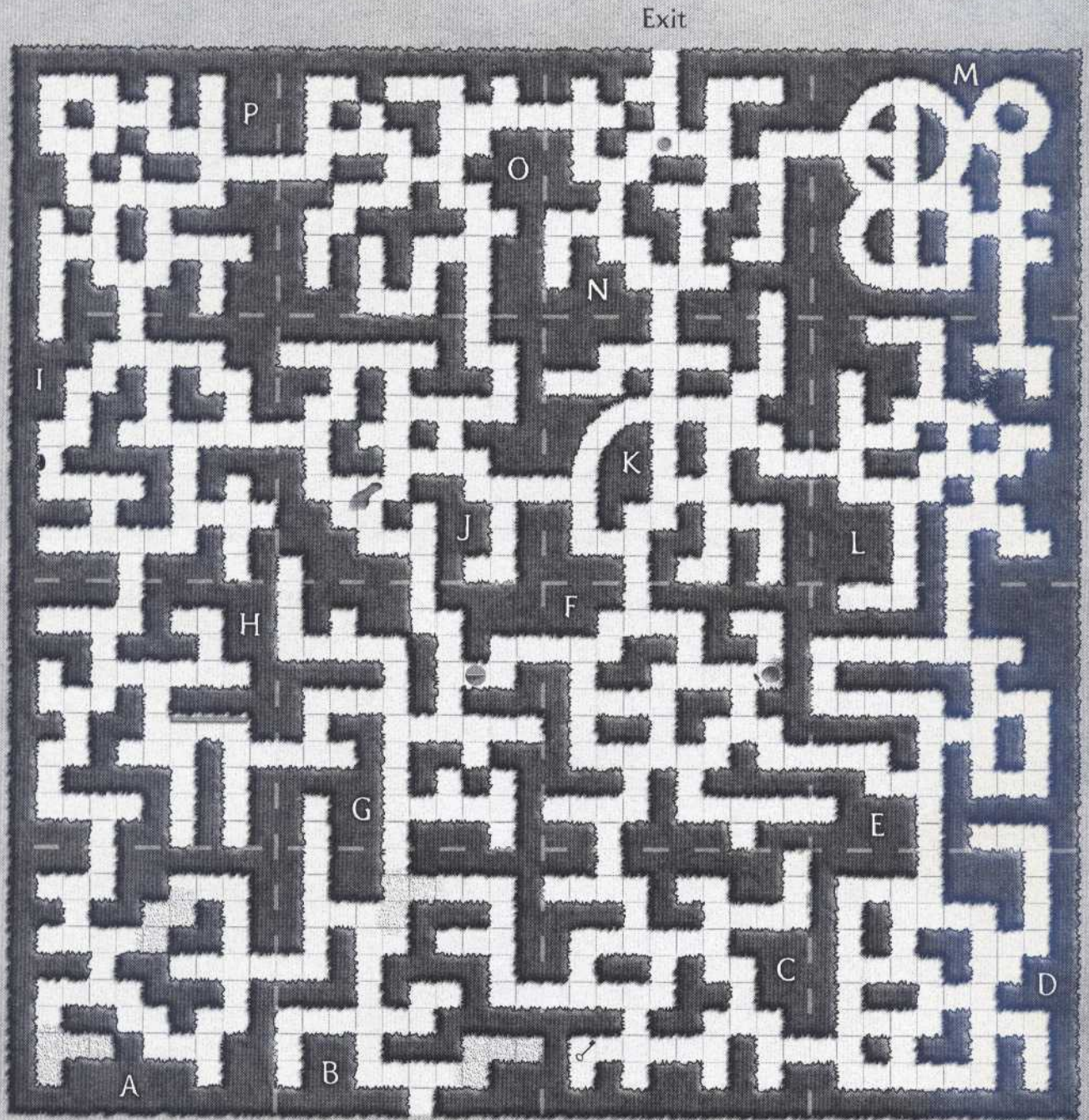
Mausoleum of Ver'Kusi

1 Square = 5 ft.



1. Entrance
2. Figurine Room
3. Alcoves
4. Sanctuary of Ver'Kusi

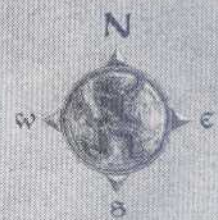
The Hedge Maze



Entrance

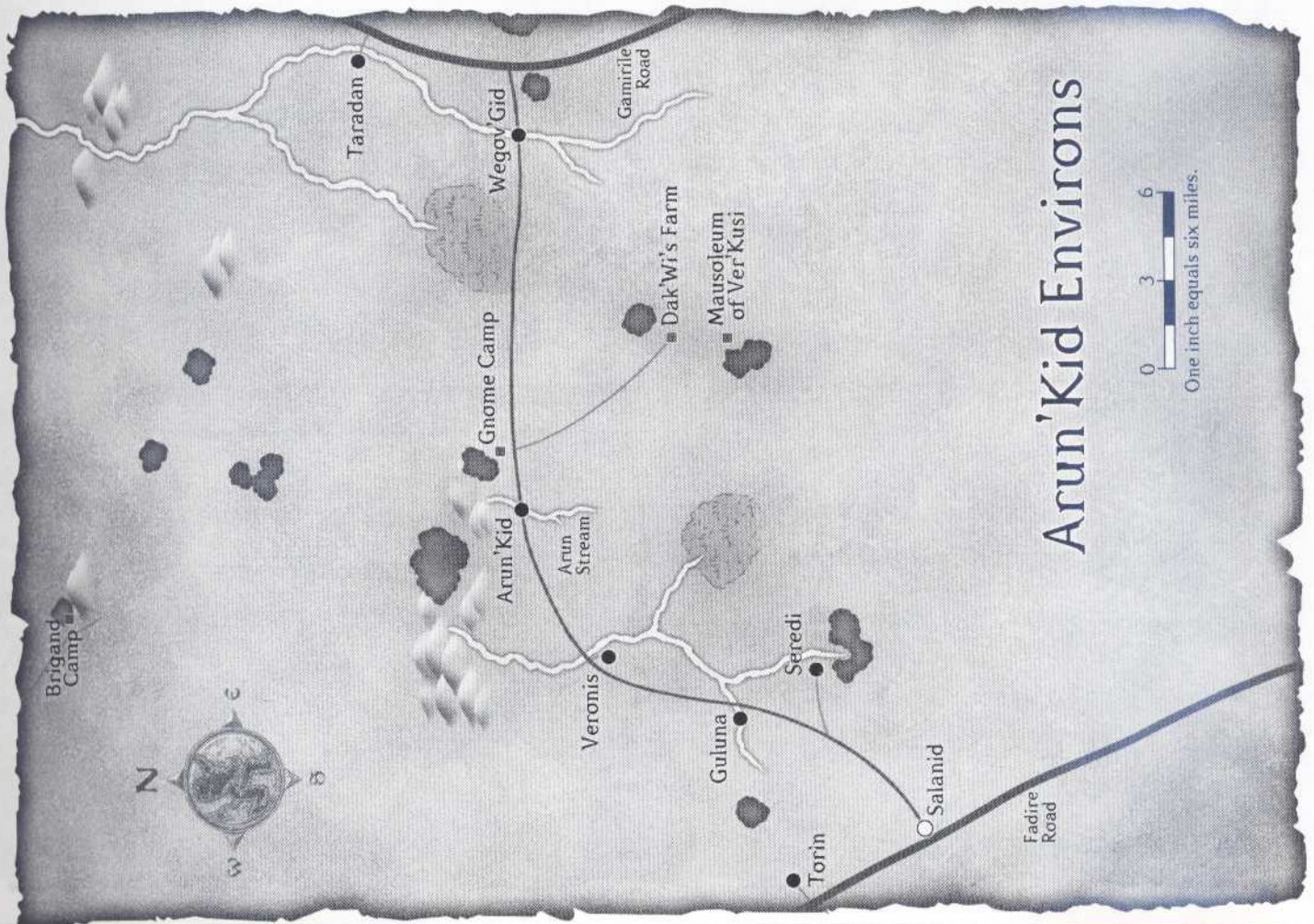
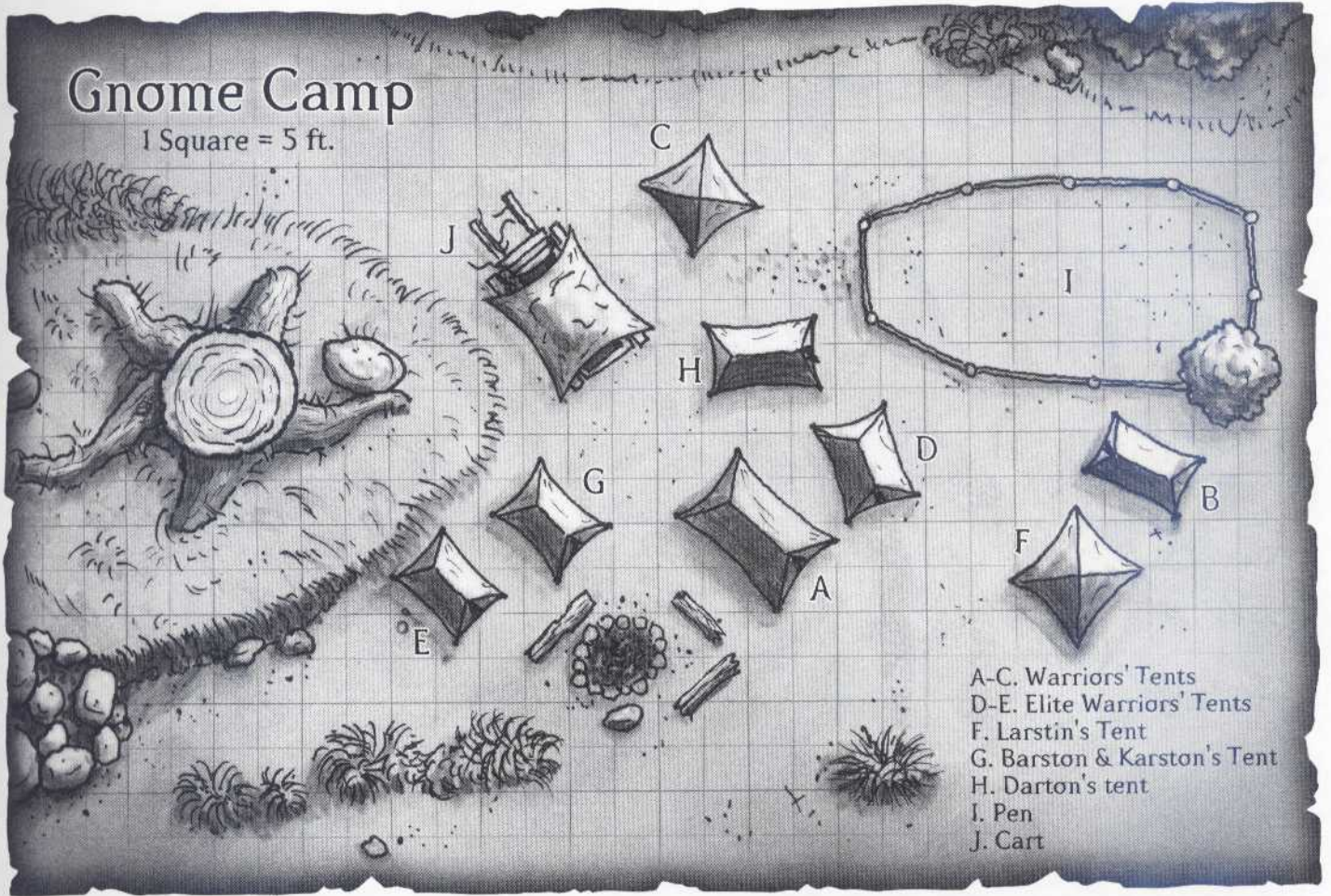
Exit

1 Square = 5 ft.



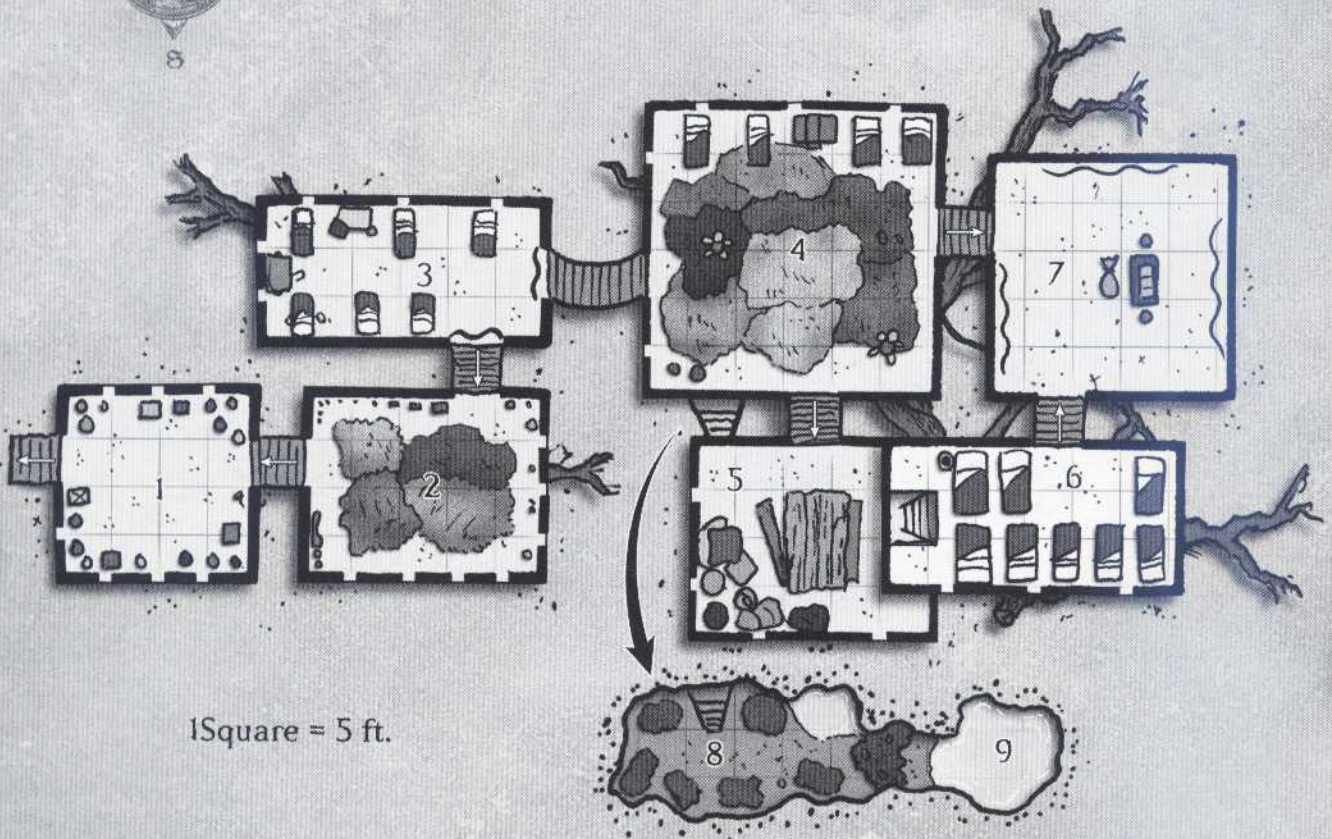
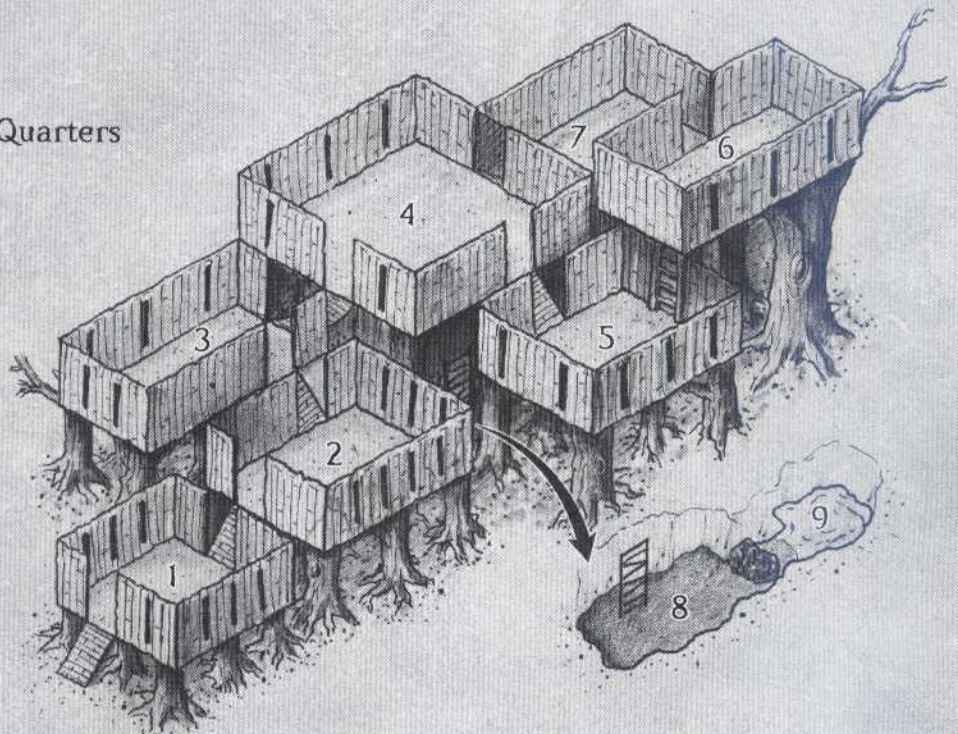
Gnome Camp

1 Square = 5 ft.



Brigand Camp

1. Entrance Platform
2. Armory
3. Womens' Sleeping Quarters
4. Nursery
5. Larder
6. Leaders' Barracks
7. Shrine to Ranaka
8. Goblin Barracks
9. Prison Cell

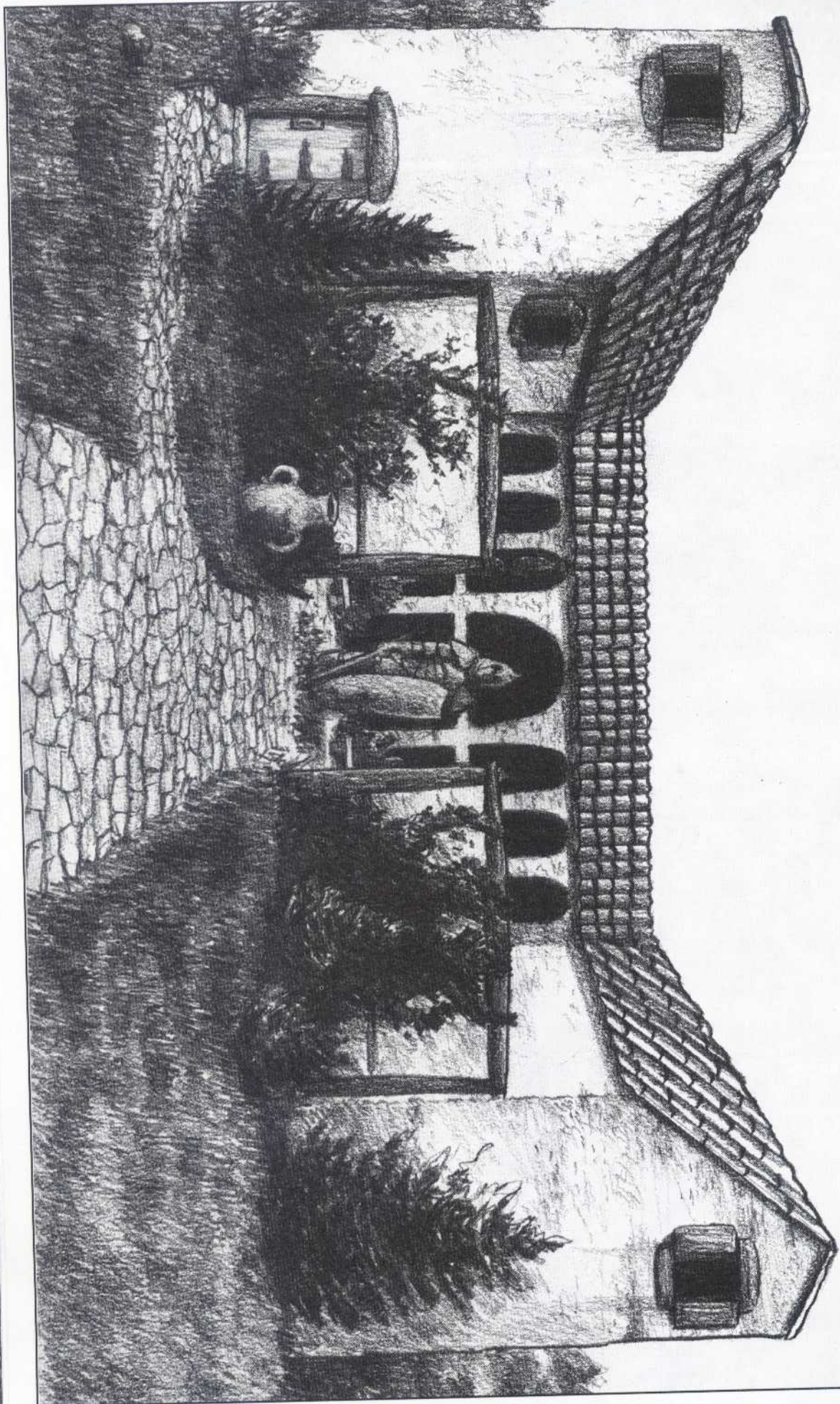


1 Square = 5 ft.

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 booklet so that only one image is visible when showing the players. The maps at the end of the section are for DM use ONLY, unless labeled "Player Aid." We recommend each Player Aid be photocopied and given to the players as circumstances dictate.

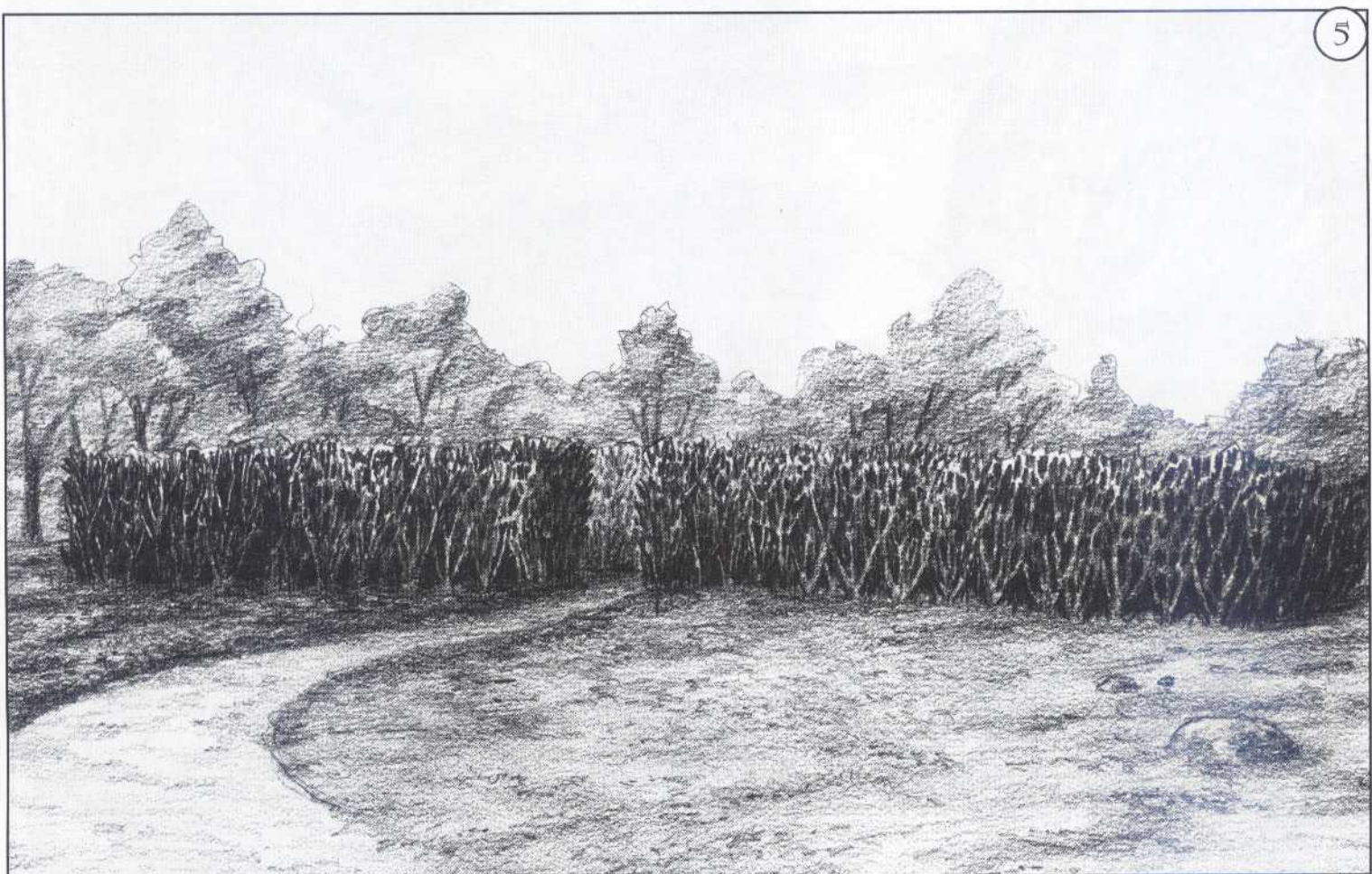
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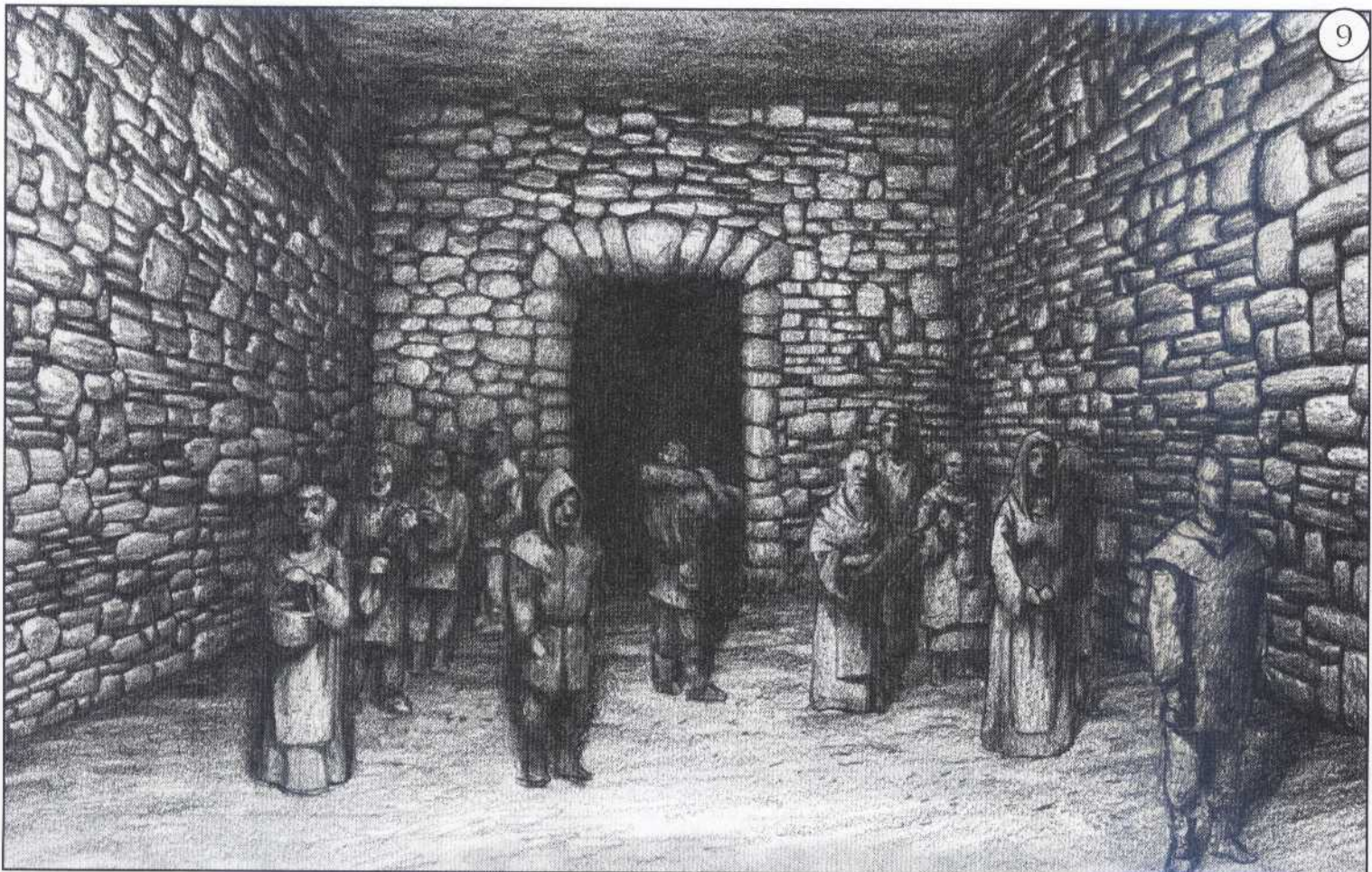
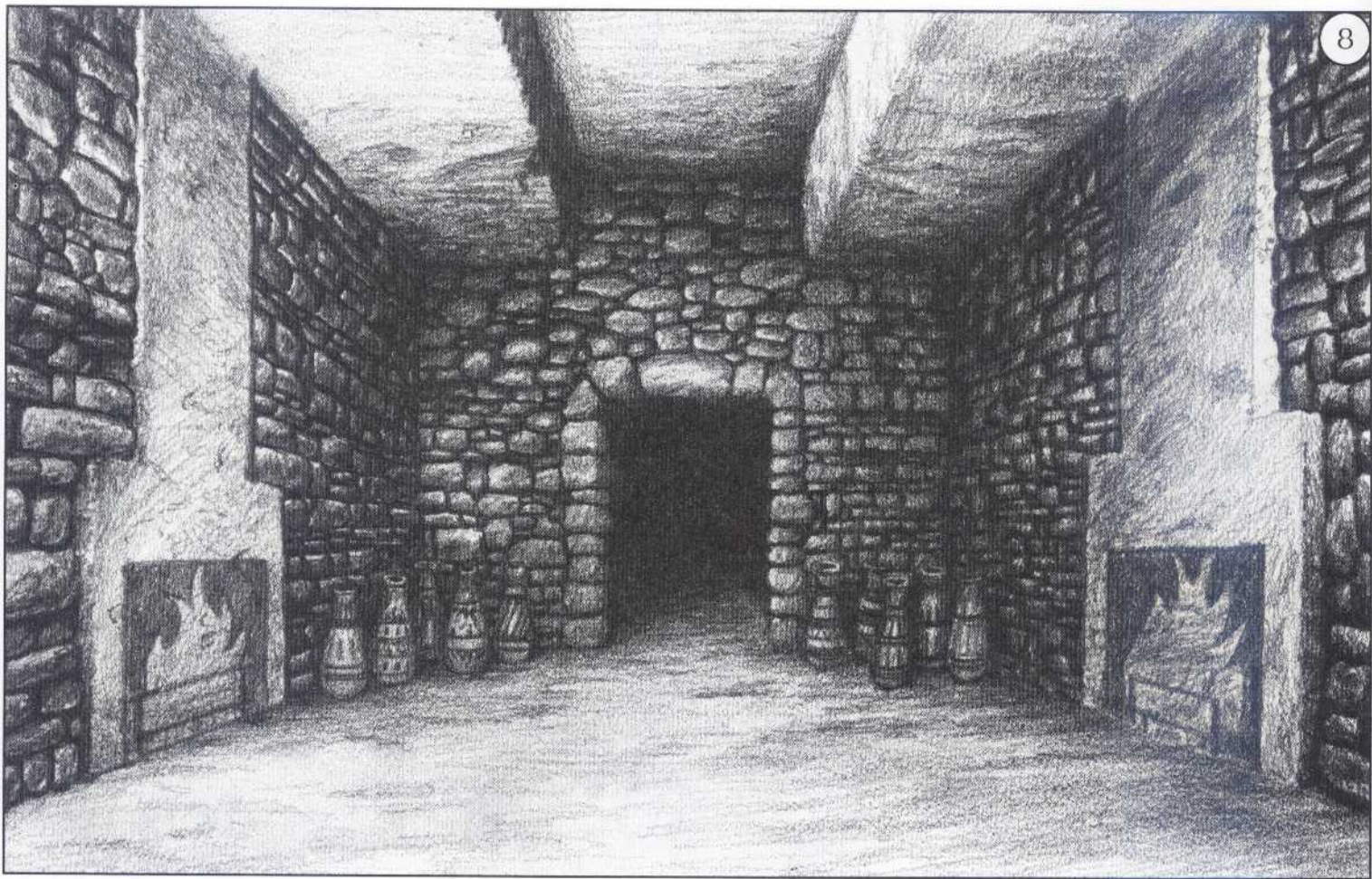




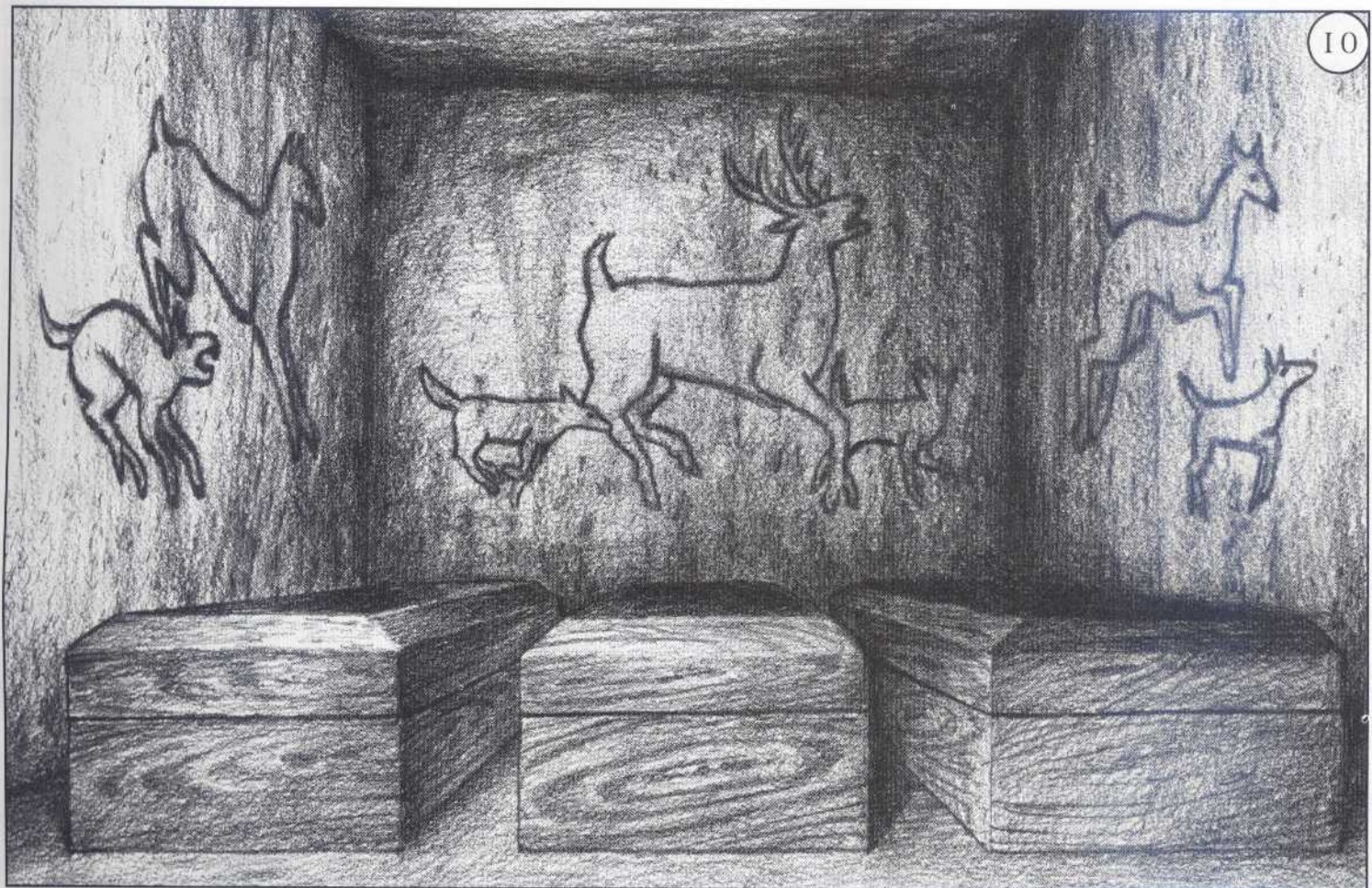
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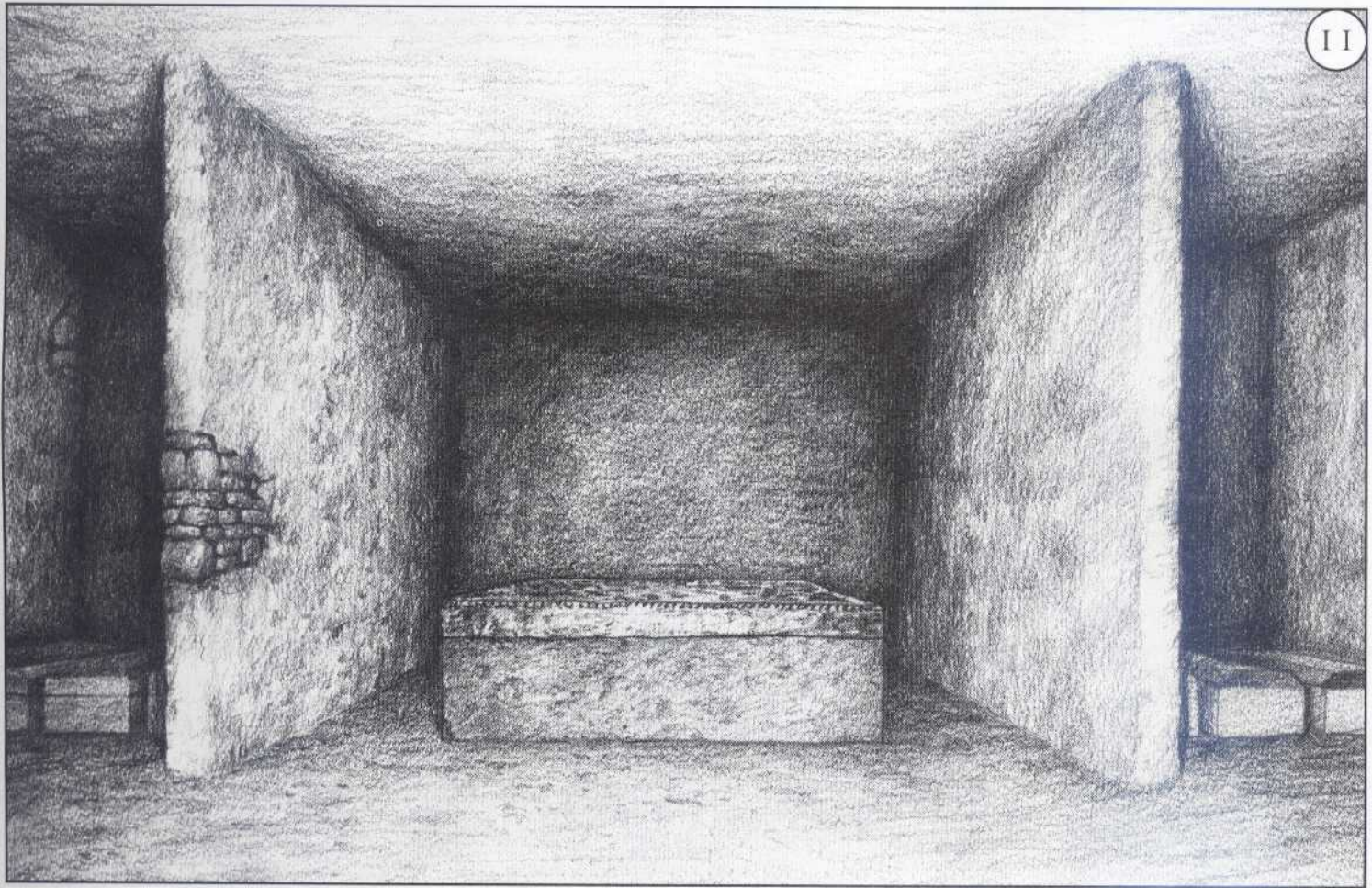




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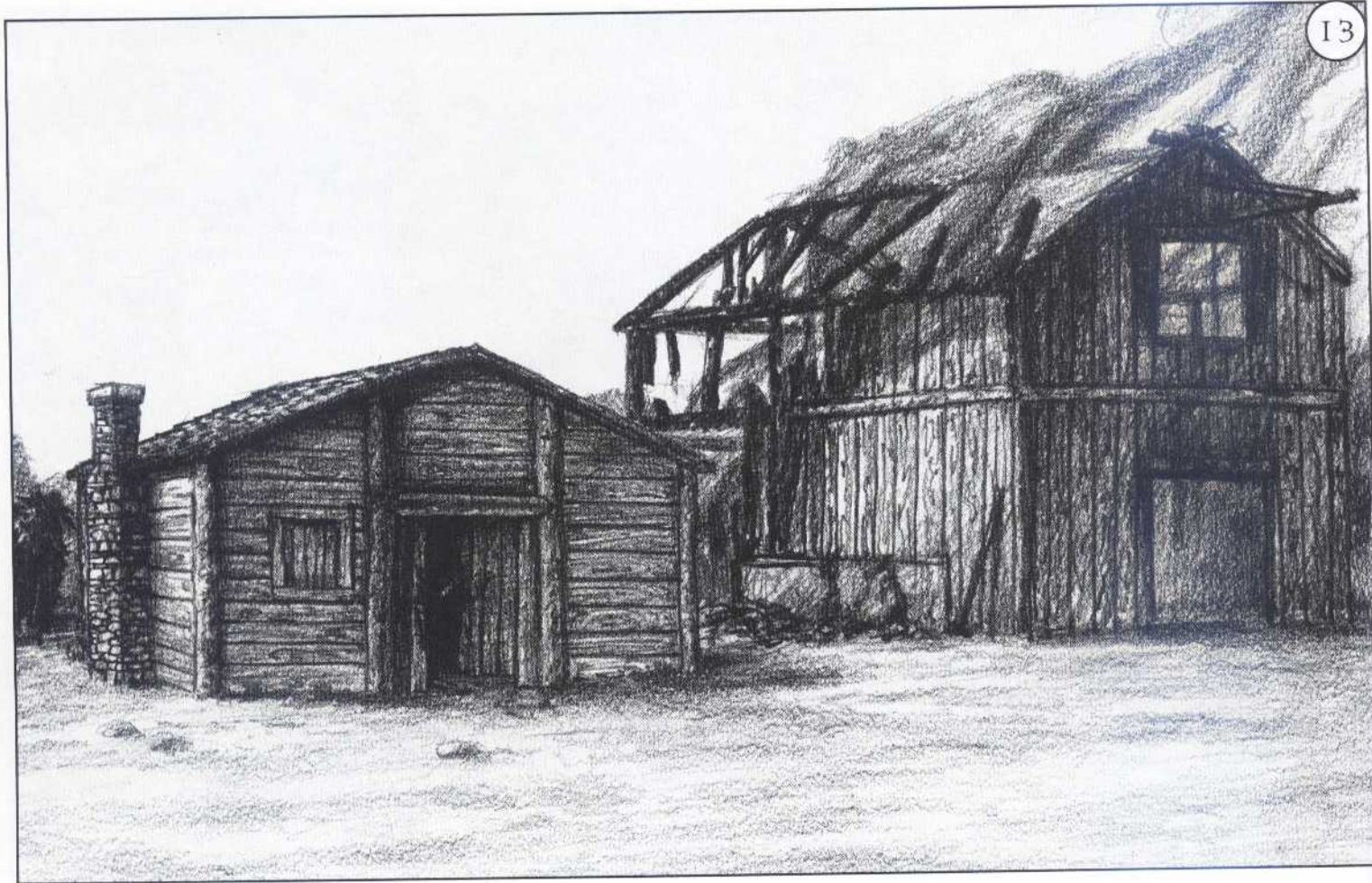
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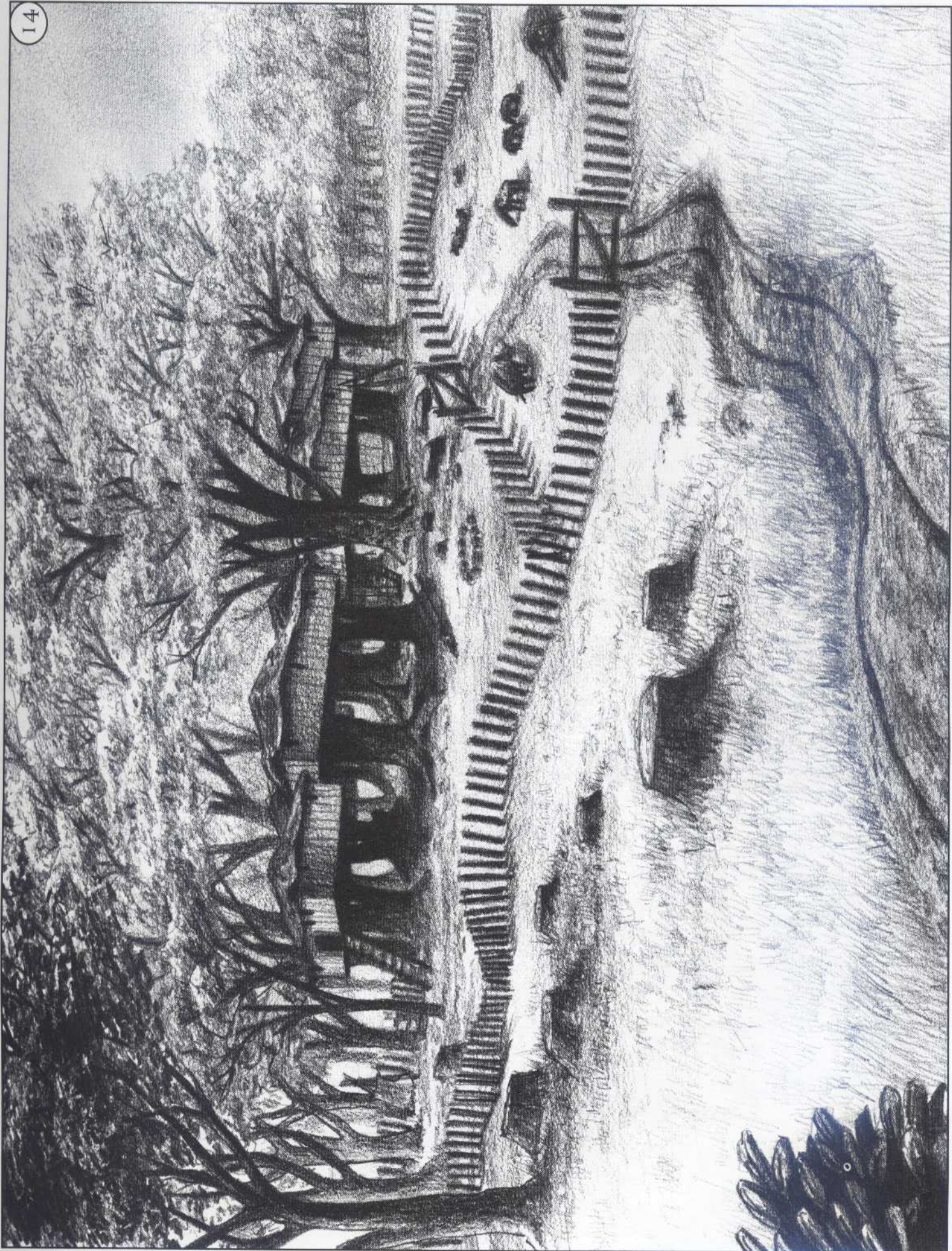


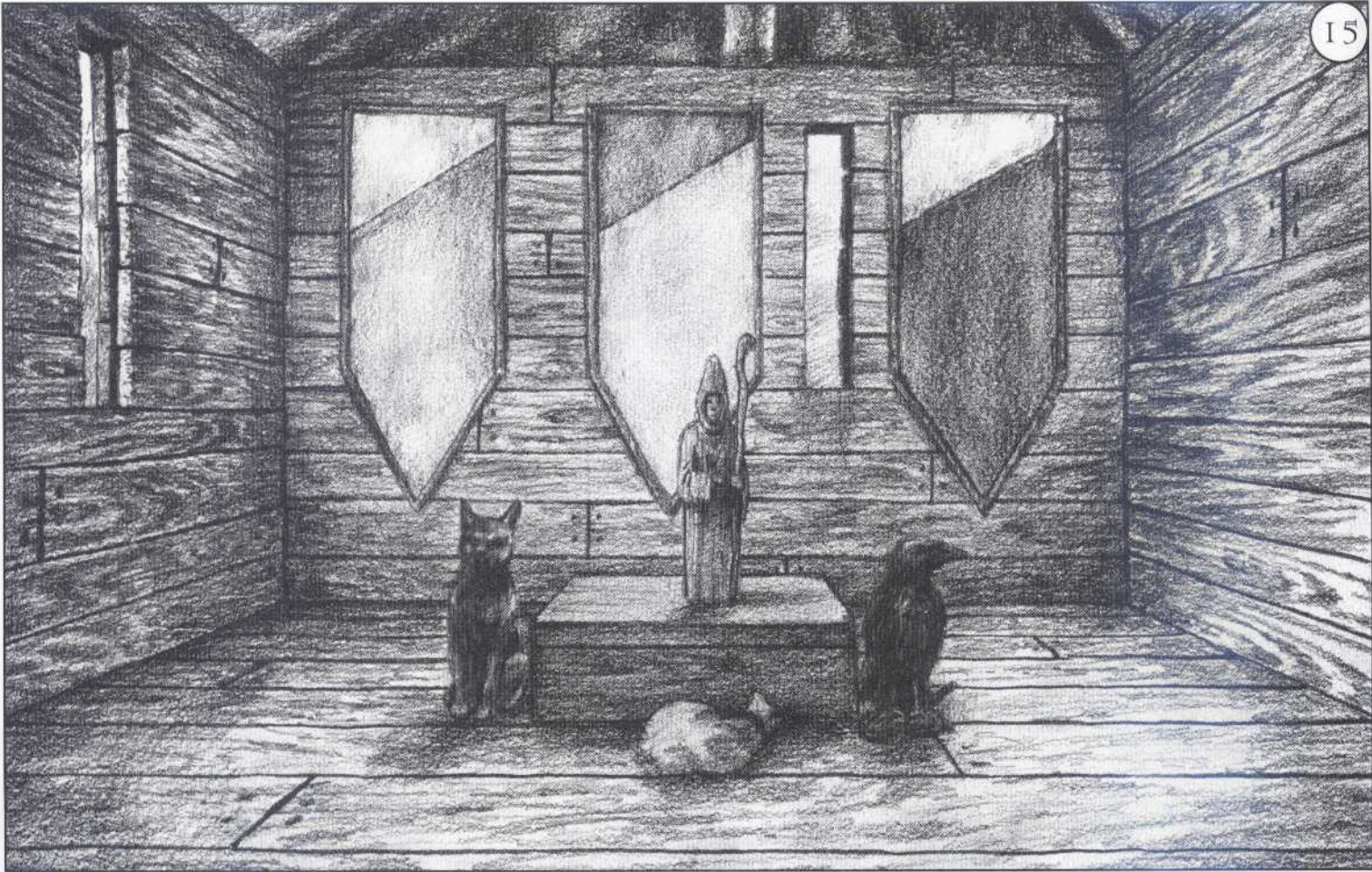
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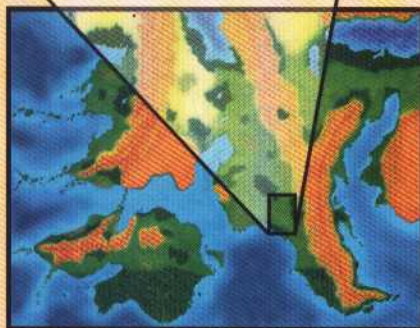




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