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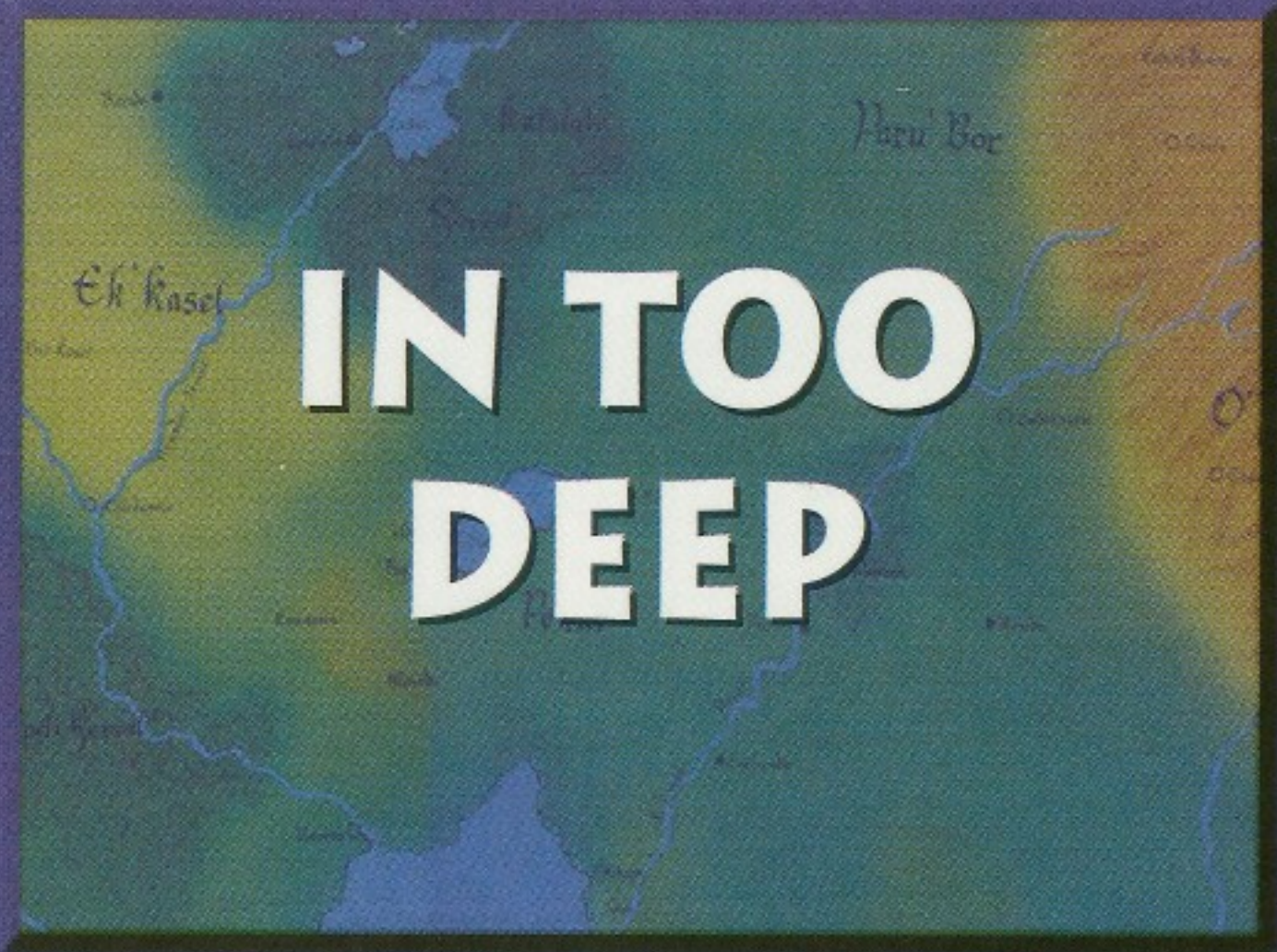
ADVENTURE

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SERIES

Kalamar Quests

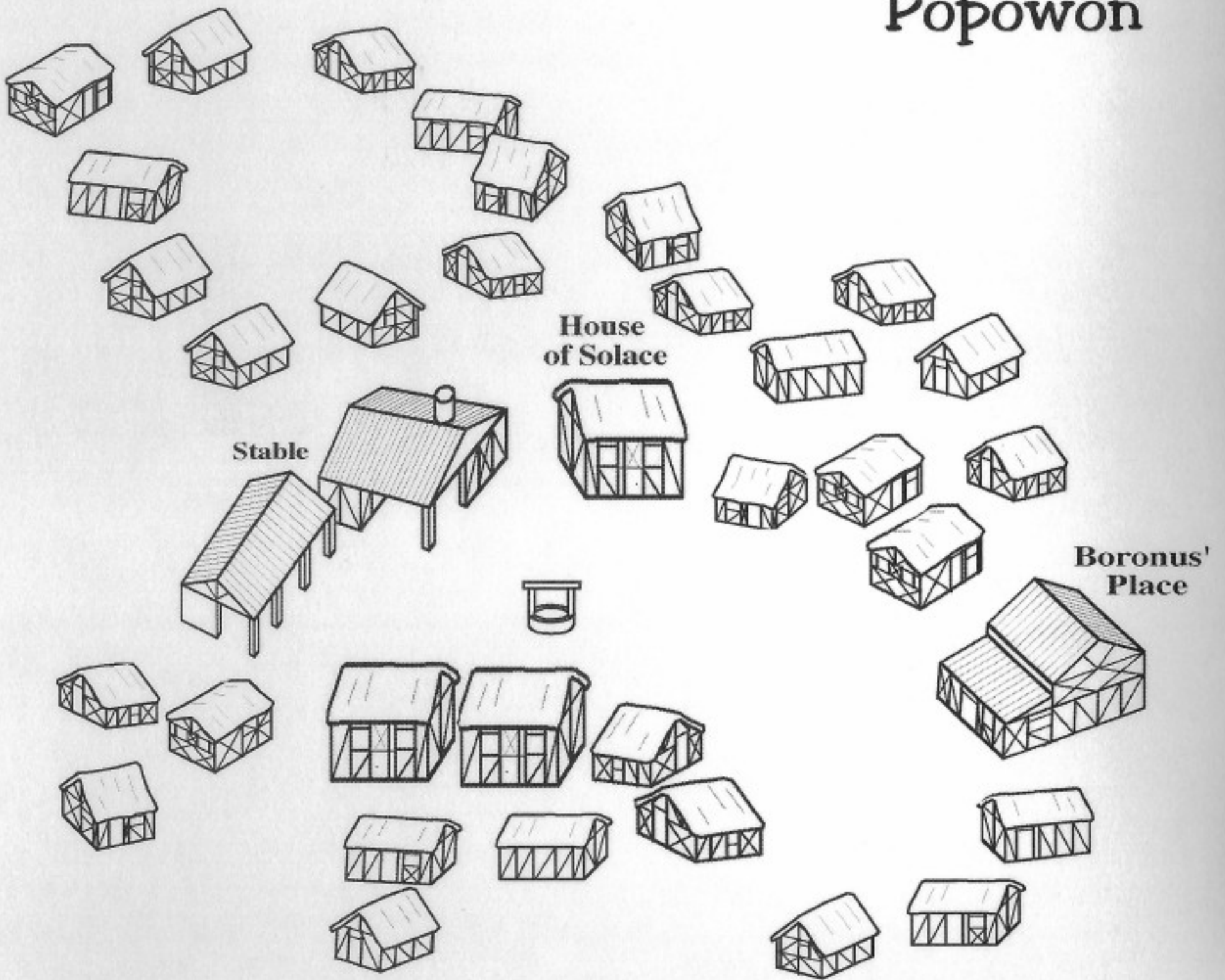
A Summons to Adventure



BY
BRIAN JELKE

**AN ADVENTURE FOR 4 TO 8 PLAYERS
WITH 2ND - 4TH LEVEL CHARACTERS**

Village of Popowon



In Too Deep

By Brian Jelke

PART 1: THE NEFARIOUS NIXIES

This fantasy adventure is recommended for use with four to eight 2nd to 4th level characters but is adaptable for use with more or less experienced PCs by adjusting the strength of the foes described herein. An even mix of the standard character classes would be ideal. The PCs should be of good alignment.

The adventure takes place in the western part of the Principality of Pekal (See *The Kingdoms of Kalamar™, Volume 1, Sourcebook of the Sovereign Lands*, page 30) near the Kamarela mounds. These picturesque little hills are the home of numerous halflings and a few gnomes. Though poor in mineral wealth, the land is most fertile, and the inhabitants are able to lead a very comfortable existence. A small lake lies to the east of the Banader River on the edge of the Kamarela Mounds. The few locals who are familiar with the area refer to it as Tali Lake. The PCs will most likely encounter this sparsely populated area near the Village of Popowon while passing through Pekal. *However, the scenario could easily be used in any of the less densely populated areas of the Kalamaran Empire or even another campaign setting by making some simple name changes.*

Tali lake is home to several small competing clans of nixies. Many of these water sprites delight in capturing humans or other air breathers to use as slaves in their lair. When ten or more nixies are together, they can collectively cast a charm spell on a chosen victim. If the charm works, the victim will enter the water and wish only to serve the nixies thereafter. All nixies in this scenario have the power to daily grant *Water Breathing* and subsequently dispel it (from the recipient of their spell only) for a duration of twenty-four hours.

THE ADVENTURE BEGINS

This adventure will begin in one of two ways at the discretion of the Gamemaster. As the players approach Tali Lake, they will observe about 15 nixies frolicking and playing in the shallows and on the nearby shore. The nixies will appear undaunted by the presence of the PCs and might even wave or otherwise entice the PCs to approach them. Once the PCs are within thirty feet, the nixies will group together and cast their charm spell on one of the PCs. Once completed, successful or not, they will quickly retreat into the water to the safety of their underwater lair. If the charm spell was successful, the nixies will be followed by one of the PCs who will receive a water breathing spell soon after submerging.

As an alternative, the GM may choose to have the PCs witness or hear rumors of the similar abduction of a lone local fisherman. Regardless of who the victim is, if the PCs investigate the lake, they will shortly be approached by a different group of nixies walking along the shoreline. These nixies (numbering at least as many as the PCs) will be friendly towards the PCs since they wish to make amends for the behavior of their neighbors. Several members of this group are able to speak the Merchant's Tongue language albeit in a halting manner. These good-natured nixies will assist the PCs because they deplore the taking of human captives and wish to see an end to the practice which gives their clan a bad name and makes interaction with outsiders difficult. They will propose that the PCs rescue the charmed victim from his or her servitude and will be willing to imbue their water breathing abilities upon the entire party and disclose the approximate location of the offending nixie village in order to help accomplish the mission. Once the PCs find the nefarious nixie village, they will need to find the charmed victim and fend off the nixies and

their guards to make an escape to the surface. The GM should refer to the "Jump Start" underwater adventuring rules in the appendix of this adventure. If any situation is not covered by these rules, use common sense when making a ruling bearing in mind the relative experience of your players.

APPROACHING THE NIXIE VILLAGE

Anyone approaching the lair by swimming in the water above the seaweed will be spotted by a standing patrol of 1-4 nixies who will immediately summon two giant pikes to their aid. The pikes are trained to guard the village.

TWO GIANT PIKES: AR 5, HTK 21, 27, THAC0 17, SZ L, DMG 4-16, Move 36", 4 in 6 chance of surprise, 150 XP each.

If the Gamemaster feels that fighting both giant pikes at once will put the PCs at too much of a disadvantage, he or she can allow only one at a time to heed the summoning of their Nixie masters.

If the PCs approach the village by walking or swimming under the cover of the seaweed and they are quiet and careful not to cause too much of a disturbance, they will be far less likely to be detected. Many harmless fish will be encountered along the trek. The PCs will be 75% likely to become lost unless they periodically surface for a familiar point of reference. Even a brief surfacing will result in a 50% chance of being detected by the nixies while near their lair. Movement through the seaweed bed is half of normal and visibility is only about one foot. The nixies will not bother to pursue those who venture more than several feet into the seaweed because they know they will likely need to surface to find their way out.

Those who get lost in the seaweed and venture too far beyond the nixie village might encounter other potentially dangerous denizens of the lake. These encounters can be used at the discretion of the Gamemaster. If the Gamemaster opts to use these as random encounters instead, check three times per day with a 1 in 12 chance of an encounter.

1) A small colony (15) of weed eels lives in the lake. These creatures are very territorial and will aggressively attack intruders.

15 WEED EELS: AR 8, HTK 1-6, THAC0 20, DMG 1 + poison, move 15", 65 XP each. The lair of the eels consists of a small network of 6 inch diameter tunnels and a center opening containing 10 tiny pearls (5 gc each). The poison of the eels is a mild type causing an additional 1-2 points of damage. A saving throw is required to avoid paralysis with an onset time of 1-10 rounds that lasts for twice the onset time.

2) Seemingly from nowhere, a giant crab suddenly appears and begins to attack you!

GIANT CRAB: AR 3, HTK 12, THAC0 17, DMG 2-8/2-8, Move 9", 4 in 6 chance of surprise, 65 XP.

3) Living in the neighborhood of the nixie village is a giant water spider. The water spider weaves its nest among the seaweed bed such that a significant quantity of air becomes trapped within its confines. If it weren't for the spider, this could be a safe haven for air breathers. Being semi-intelligent, the spider is on friendly terms with the nixies who periodically bring it offerings of food.

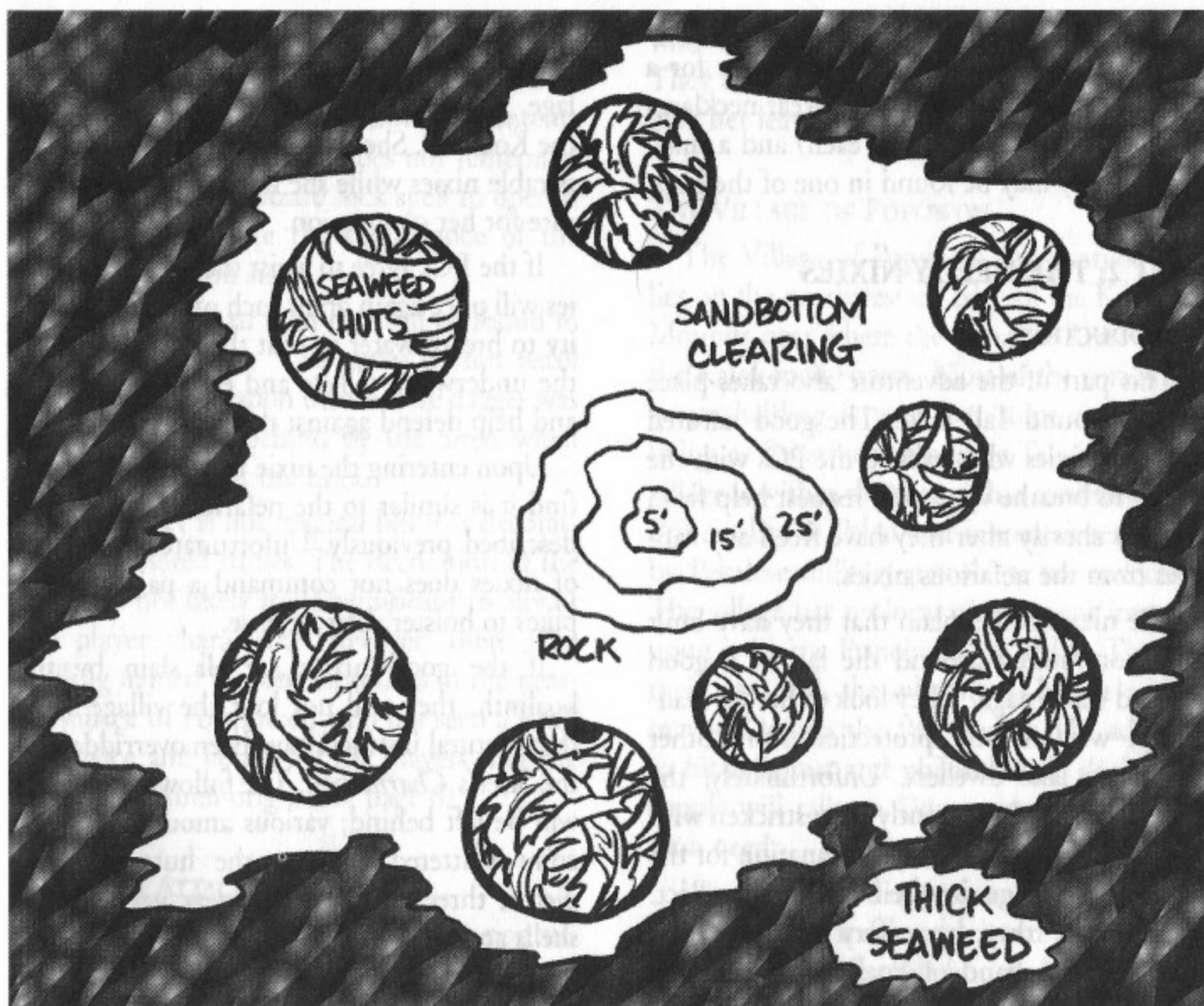
GIANT WATER SPIDER: AR 5, HTK 12, THAC0 17, DMG 1-4 + poison, Move 15", 270 XP. This poison is a weaker type that causes no damage but will cause paralyzation for approximately 1 hour. The onset time is 30 seconds.

4) Seemingly from nowhere, a giant crayfish suddenly appears and begins to attack you!

GIANT CRAYFISH: AR 4, HTK 20, THAC0 17, DMG 2-12/2-12, move 6"/12", XP 200, 50% chance of surprise.

THE NEFARIOUS NIXIE VILLAGE

The nixie village lies about 150 yards from the shoreline at an average depth of 25 feet. It is surrounded by thick seaweed which grows to an average elevation of 15 feet. The village itself consists of a clearing in the seaweed with a sand bottom and eight huts. At the center of



the village is a large conical rock. Its base diameter is roughly 20 feet and its height extends 20 feet above the lake bottom, just five feet from the water surface. The huts are 10 foot tall domes woven from living seaweed. 32 nixies live in the village with this population distributed between the eight buildings.

NIXIES: AR 7, HTK 1-4, THAC0 20, DMG 1-6 (long daggers or javelins), Move 12", 25% magic resistant, fear fire and bright light, 120 XP each.

If the village is alerted to an assault by the PCs, the nixies will take five rounds for ten of them to gather together to use their *charm* ability on the invaders. If the giant pikes fail to deter invaders and their charm abilities prove ineffective, the nixies will quickly disperse. They will cover their escape by summoning hoards of small fish to obscure the vision of their pursuers. They will only return to their homes after the invaders have left.

The abductees will all be found in one of the huts. Which hut is left to the discretion of

the gamemaster. In addition to the PCs associate or the abducted fishermen (see introduction), one other human can be found in captivity. This human is a teenage girl named Isa who used to come to Tali Lake frequently to play. Her parents thought she had drowned after she was missing for days and they found a piece of her clothing washed up on the shore. Distraught, her parents left the area to help forget the painful memory of their lost daughter. If Isa is freed by the PCs and returned to her home near the Village of Popowon, she will find no traces of her family and will look to the PCs for permanent companionship. Isa is a bright yet inexperienced girl who has the abilities and drive to become a successful adventurer if given the proper training.

ISA: 0 level human, S12, I14, W7, D16, C15, Ch14) AR 8, HTK 3, THAC0 20, neutral good. She is skilled in the use of a lasso and knife and has even picked up some rudimentary rogue skills, MS/HS 5%, DN 15%, CL 30%.

As for treasure, various amounts of silver coins may be found in each Nixie hut for a total of 598. Two of the nixies wear necklaces of shells and pearls (100 gc each) and a small gem (50 gc) may be found in one of the huts.

PART 2: THE NEEDY NIXIES

INTRODUCTION

This part of the adventure also takes place in and around Tali Lake. The good natured group of nixies who imbued the PCs with the ability to breathe water will request help from the PCs shortly after they have freed any captives from the nefarious nixies.

The nixies will explain that they have built their community around the lair of a good natured water naga. They look to her for leadership, wisdom and protection from other dangerous lake dwellers. Unfortunately, the once keen naga has recently been stricken with idiocy. The nixies have no explanation for the horrifying change in their leader's intellect. Additionally, they have very recently been attacked by a band of koalinth. With their leader disabled, they beg the players' assistance in fending off the attacks of the koalinth.

The nixies are not cognizant of why the koalinth are attacking and why the naga has become a simpleton. About a week ago, the naga was wandering the depths of Tali Lake when she encountered a siren. The hostile siren attacked the naga but the naga was able to fend her off by striking her blind with a spell. The siren escaped and left the clear waters to return to her surface lair not far from the lake. Unsuspecting of revenge, the naga went about her business and returned to her home among the nixies.

When the siren returned to her own home, she told her mate what had happened. The other wicked siren, upon hearing the news of how her mate had been disabled, swore revenge on the naga. She swam to the naga's lair invisibly and surprised the naga with her crippling touch. The naga was instantly reduced to an idiot by the siren's magical clutch. Following this devastating blow, the vengeful siren returned home, yet her anger remained unsated. After encountering an

unorganized group of koalinth in the lake, she decided to use them to obliterate the nixie village. The Siren used her magic song to charm the Koalinth. She then set them upon the vulnerable nixies while she returned to her lair to care for her companion.

If the PCs agree to assist the nixies, the nixies will once again grant each of them the ability to breathe water so that they may return to the underwater village and examine the naga and help defend against the koalinth.

Upon entering the nixie village the PCs will find it is similar to the nefarious nixie village described previously. Unfortunately, this clan of nixies does not command a pair of giant pikes to bolster their defense.

If the good nixies are all slain by the koalinth, they will not loot the village since their natural instincts have been overridden by the Siren's *Charm* spell. The following treasure will be left behind; various amounts of silver coins scattered between the huts total 71 pieces, three of the nixies wear necklaces of shells and pearls (50 gc each) and a small gem (20 gc) may be found in one of the huts.

The lair of the naga is a simple cavernous rock formation. It is sparsely furnished and this snake-like creature is well suited to maneuver its narrow twisting corridors. Ordinarily the powers of the naga are as follows:

WATER NAGA: AR 5, HTK 36, THAC0 13, DMG 1-4 + poison, move 9"/18", 2000 XP. The poison of the naga is a weaker variety causing an additional 2-12 points of damage unless the victim makes a save versus poison. SA: May use the following mage spells at will once per day - *Blindness, Detect Magic, Dispel Magic, Identify, Light, Sleep, Tongues, Wizard Lock*. However, with the naga's intelligence reduced to the equivalent of 2 in human terms, she is unable to cast spells or even communicate except in the most rudimentary fashion. If attacked, the naga is capable of defending itself with her bite.

One of the few furnishings in the naga's lair is a *Wizard Locked* chest. The chest contains 10 gc, 200 sc, 3 small gems (15 gc each) and a piece of gold jewelry (50 gc). Ironically enough, the chest also contains an *Elixir of*

Health potion which, if consumed by the naga, would return her to her former self. However, the nixies do not know the contents of the chest and the naga does not remember how to bypass her wizard lock spell to open it nor does she realize the significance of the potion in her dim state.

Another unusual item that can be found in the lair is a dagger. The nixies do not recall ever seeing the weapon before. The dagger was inadvertently left behind by the Siren when she came to assault the naga.

The dagger is not magical but it is decorated with colored stones. The decoration of the dagger is not likely to be significant to any of the player characters. However, there is a halfling named Hurona who lives in the nearby Village of Powpowon who has seen a similar device and could tell the players that the design is of siren origin (see page 6).

KOALINTH ATTACK

Shortly after the PCs have had an opportunity to become familiar with the nixie village and investigate the naga's lair if desired, the koalinth band will return to attack.

16 KOALINTH: AR 5, HTK 5 each, THAC0 19, DMG 1-6 (spears), move 9", 40 XP each.

Being somewhat clumsy relative to most other marine life, the koalinth have taken to wearing armor crafted from shells. These previously unorganized koalinth have been charmed and influenced by the siren to continue assaulting this nixie village until it is decimated. They have to date conducted only probing attacks to gauge the level of resistance of the villagers. Now, however, they plan an all out assault to the last warrior. In an effort to surprise the village, the koalinth will slowly approach under cover of the seaweed and quickly spread out to attack each hut in the village. *Note: As aquatic natives the Koalinth will not become lost within the seaweed bed.*

The koalinth speak only their native tongue. However, if any of the koalinth are captured and if the player characters somehow manage to communicate with them, they will describe (in awestruck reverence) the siren

who compelled them to attack the village. They do not know where she resides but have seen her leave the confines of the lake.

THE VILLAGE OF POPOWON

The Village of Popowon (population 180) lies on the northwestern edge of the Kamarela Mounds near where the Banader River enters the Kalokopeli Forest. Most of the community are halfling farmers but some make their living as fishermen at nearby Tali Lake. The village is within the geographic confines of the Principality of Pekal and is sometimes visited by Pekalese military patrols or tax collectors. The village has no local government imposed upon it by the Principality of Pekal. Thus, of their own will, the inhabitants have elected a mayor, Donata the Peacemaker. In addition to his religious and philanthropic duties, the people will rally to Donata in times of common need.

Located a ways distant from the river and its accompanying traffic, the town sees little in the way of outside trade but the locals seem to manage on their own. Although the village is near a disputed border with Ek' Kasel, its non-strategic location makes it a relatively safe place to dwell in terms of political struggles.

Tali Lake on the other hand is a different story. The locals are well aware that people spending too much time near the lake are apt to disappear. This is mostly due to the nixies and sirens who take captives from time to time.

Strangely, the town is home to what most would consider more than its fair share of village idiots. All but one of these poor people have fallen victim to the siren's intellect drain in much the same way as the water naga. They were then left to wander the wilderness until taken in by family members or other caring individuals or for the less fortunate, falling prey to beasts. One of those that houses and cares for the village idiots is Donata the Peacemaker. A halfling priest of P' Rofali the Lord of Tranquillity, god of peace and comfort, Donata would be very grateful for any help he could obtain in caring for the mentally afflicted he houses.

DONATA: 2nd level halfling priest of the Peacemaker, local leader of the House of Solace, S10, I10, W14, D16, C16, Ch15, AR8, THAC0 20, HTK 12, DMG n/a (lasso, net). Possessions: lasso, throwing net, small wood carving of two hands clasped in friendship (holy symbol), robe, wineskin, 15 gc. Spells: *Bless*, *Command*, *Cure Light Wounds* (x2), *Light*, SA: Turn Undead, Soothing Word Languages: Halfling, Gnome, Kalamaran, Brandobian, Elven.

HURONA: Hurona is a skilled halfling leatherworker who specializes in crafting slings and dabbles in other sorts of weapons. If he is shown the dagger that the siren left behind in the naga's underwater lair, he will be able to inform the PCs that the decorations are of siren design. He has seen a weapon decorated in this fashion before and it was carried by adventurers who claim to have battled and taken it from one of the watery vixens.

RAGI: Another villager who might be able to help the PCs is Ragi, an old human (Pekalese of mixed Dejy, Kalamaran and Brandobian heritage) fisherman who frequently fishes the lake and knows the area. Ragi also happens to be deaf which explains why he has never fallen prey to the sirens' charms. But as a younger man, he did spend a considerable amount of time under the beguilement of the nixies. Although it might be difficult to communicate with him, Ragi knows the location of the sirens' lair and can lead the player characters directly to it.

BORONUS' PLACE

The closest thing the village has to an inn or bar is a home and general store owned by Boronus. Because of his stone foundation and large fireplace, the locals often congregate there for drinks and gossip. Although he does not normally rely on renting out rooms for a living, he does have some extra space that he rents out to travelers as the need arises. He charges each person 4 cc for those needing accommodations.

Boronus is a veteran of the ten year war between his homeland of Pekal and their neighbors to the east, the Kingdom of Tokis.

With the battles reduced to skirmishes in the past two years, he was released from service and decided to retire in the west, as far away from the bloodshed and politics as he could go while still remaining in his homeland.

When Boronus was a younger man he was passionate about fighting for his country and had a deep belief in his duty to help keep his people free from Imperial oppression. Over the years he has seen many friends die for what seemed [to him] like no reason so he has become jaded over the fighting.

In spite of his disdain for warfare, Boronus is trying to convince other villagers to help him in building a wall around the settlement. Although the village has never had to worry about a foreign invasion, he believes it makes sense to be prepared for one. Boronus owns a suit of chainmail but has not worn it since his discharge.

BORONUS: 3rd level Pekalese Fighter, S16, I10, W12, D14, C13, Ch11, AR9, THAC0 20, HTK 22, DMG 1-6 (hand ax).

The only alternative to staying at Boronus' Place is to rent some space at the stables (anyone staying there is simply paying to have a roof over their head) or camping outside of town. Terano is the stable master and he charges those interested in such housing one cc/night.

ROGIN: One unusual inhabitant of the village is Rogin the Scribe. Rogin has an intense interest in stargazing. He is very knowledgeable about all the constellations and other celestial bodies of Tellene. His home is filled with star maps, sketches and calculation notes all related to his observance of the sky. Rogin's specialty has nothing to do with the opportunities for adventure around the village of Popowon detailed herein, however, the PCs might wish to acquaint themselves with Rogin should they ever wish to consult him in the future.

Other Activities in and around Popowon

THE SHIPWRECK

If the PCs meet a local fisherman named

Dowaron, he can tell them the tale of an old elf who used to sail in Tali Lake. His small two-man boat was expertly crafted and beautifully decorated with ornate wood carvings. Although he was a very friendly elf, Dowaron considered him an odd fellow. He felt so because the elf seemed to sail his boat simply for enjoyment instead of using it for more practical matters such as fishing as Dowaron does. Many years ago, the boat mysteriously sank and its captain disappeared. To this day no one knows the cause of the apparent accident.

Since the lake waters are quite clear on calm days, Dowaron believes he has spotted the wreckage of the unusual boat but has found no trace of his elven acquaintance. He knows the approximate location and could easily guide the PCs there if they are interested in trying to view the wreckage.

The reason he might approach and discuss this with the PCs is if he hears news of their adventures with the Nixies in the lake. Dowaron has a friend, Piriselana, who worships Liganali, the god of beauty. She is interested in collecting finely crafted works of art such as those that might be found on the sunken sail boat and has often requested Dowaron to come up with a way to salvage the wreck for her. He would be happy to do so if he simply had the means, if only to further obtain her favor.

The boat lies in relatively shallow water near the lake bottom. The depth increases, however, before one approaches the gentle slope of the shore. Additionally, the boat has become the home of a giant snapping turtle. This creature easily blends in with its muddy surroundings while waiting in its shell for food to swim near. It remains motionless until ready to strike, shooting out its long neck to grab its prey.

GIANT SNAPPING TURTLE: AR 0 (shell) / 5 (head and limbs) / 2 (head and limbs when withdrawn into shell), THAC0 11, HTK 30, DMG 6-24 (bite), 2000 XP.

It is up to the game master to decide what magical or normal ingenuity is necessary to raise the entire boat or portions thereof. A plain gold necklace with a miniature sailboat

can be found among the wreckage. It is worth 100 gc. In addition, there are 10 salvageable items that can possibly be dislodged from the sunken craft. The carvings are reasonably well preserved and would fetch a better price in a major city. Piriselana can only afford to pay up to 5 gold coins per piece retrieved. She could offer other services such as lodging while the PCs are in town or serving as guide if they wish to travel to the nearby Kalokopeli forest. She can, of course, also trade them some of her pottery or build a piece to suit their needs.

DOWARON: Human (Kalamaran) fisherman. He lives in a simple one story hut on the side of town nearest the lake.

PIRISELANA: Half elf follower of Liganali, god of beauty. Piriselana is not a native to the village. She comes from an elven settlement in the Kalokopeli forest. She moved to the village several years ago in order to get more in touch with her human side. She has a modest collection of well crafted ceramics and relies on firing such items herself for a living. Piriselana currently lives alone but several of the young men in the village consider themselves her suitors. She lives in a simple hut near Dowaron. Her home is cluttered with instruments used to craft pottery and features a small kiln that she uses to fire her work.

THE RIDDLE OF THE BARROW MOUND

If the PCs inquire among the locals about anything unusual in the village they may learn about the existence of the Riddle on an ancient barrow mound. Near the outside of town is an old cemetery that contains remains known to date back about 150 years. A more questionable structure in the lot is an ancient crypt of unknown origin. A riddle is inscribed on the stone exterior written in the ancient Kalamaran tongue. Dirt and overgrowth must be cleared away to reveal the entire inscription. None of the locals can read the riddle and they generally steer clear of the place since those who have been foolhardy enough to investigate have disappeared. Furthermore, they consider it taboo to disturb the dead.

This tomb was constructed 522 years ago by Suvinus of the silver cloth. Suvinus was a

priest of Deb'fo, the Knight of the Gods whose spheres of influence include chivalry and valor. Prior to his death, Suvinus made arrangements to have himself buried among his heroic compatriots inside this tomb. Suvinus and those he is buried beside were key figures during the hobgoblin civil war that took place to the west of this place 530 years ago. Suvinus and his companions fought alongside elves, dwarves and halflings until the retreat of the hobgoblins into what is now modern Norga-Krangrel.

One of the magic items they possessed was known as the Mask of Races (detailed in the Appendix under "New Magic Item"). They used it to help unite the different races of the area to ultimately achieve victory.

When Fulakar the Conqueror swept through the region and seized control, Suvinus feared the mask would fall into the wrong hands. Thus, he ensured it remained a secret. When his comrades in arms eventually died, he had them all buried here with the mask. Not wanting humanity to lose the power of the mask for an eternity, he crafted the riddle on the outside of the crypt in the hopes that someone abundant of intellect and pure of heart would find it and use it for the benefit of all the races. Prior to his own death, he made arrangements to be quietly buried alongside his compatriots.

As PCs approach the barrow, read the following:

This low mound is mostly covered with thick vegetation. It covers an area of approximately 400 square feet. A short set of cracked and weathered stone steps descends several feet to a landing that leads to the entrance. The stone door stands ajar and skeletal remains can be seen lying in the dark doorway. A riddle written in an ancient tongue is inscribed on the stone exterior. An earthy smell hangs in the air.

For those able to decipher the writing, the riddle reads,

*For those of sound mind, this writing will find.
One worthy to bear the Mask of Races. Beware if
you dare, for one's intentions are magnified to*

such degree that you use it for pureness be my only decree. Truly reply to the query, "Who keeps the fish?" according to the clues that follow and you will be on the path of destiny. You will never see the same way again so bear it well.

There are five homes built with five different materials.

In each house lives a person with a different nationality.

These five owners drink a certain beverage, keep a certain pet and each was born on a different day of the week.

No owners have the same pet, drink the same drink or have the same birthday and none were born on Godday or Veshday.

The Fhokki keeps dogs as pets.

The Brandobian lives in the earthen house.

The Kalamaran drinks tea.

The thatch house owner drinks wine.

The thatch house is on the left of the stone house.

The owner of the wood house was born on Pelsday.

The person born on Diaday fancies birds.

The Reanaarian lives in the first house.

The man living in the house right in the center drinks milk.

The man who was born on Katarday lives next to the one who keeps cats.

The man who keeps horses lives next to the man who was born on Pelsday.

The owner who was born on Fireday drinks beer.

Homeday is the birthday of the Dejj man.

The Reanaarian lives next to the home made of animal hides.

The man who was born on Katarday has a neighbor who drinks water.

[The answer to the Barrow Riddle is *Dejj*]

If the PCs open the door to look at the skeleton read the following:

With strenuous effort, the stone door grudgingly opens. The skeletal figure who lies on the floor in the doorway appears to be the victim of an arrow shot from inside the tomb. Inside the dark crypt is a room approximately

20'x20' in size with a vaulted ceiling. Two square stone blocks with an area of about 4 square feet are built into each wall. These stone blocks each depict a frightening visage of a face and each also includes writing carved in a style similar to that found on the outside of the barrow.

The skeleton has no possessions other than rotting clothes. The stone blocks each seal a burial chamber that houses a member of the following races: Kalamaran, Brandobian, Fhokki, Dejy, Reanaarian. One who is familiar with the distinctive facial features of the different races can identify (with some effort) that the person depicted on each slab belongs to the above races. Each body is interred in the tomb corresponding to its slab carving. The writing is in the Ancient Kalamaran tongue. If deciphered, each slab reads as follows:

Kalamaran

"Here lies Suvinus of the Silver Cloth."

Brandobian

"Here lies Erolan of the Lendelwood."

Fhokki

"Here lies Dhokkar the Bold."

Reanaarian

"Here lies Waamoan the Far."

Dejy

"Here lies Chief Hynen, Man of Men."

The stones require a combined strength total of 27 points to move. Each crypt is secured with the following TRAPS that are activated if the stone slab is touched or moved.

KALAMARAN: This trap releases a cloud of poison gas that engulfs all those within a 10 foot hemisphere of the slab. It causes choking and suffocation in those who fail their save such that the victims will die within 20 minutes unless healing measures can be taken. Those exposed to the cloud who save versus poison find breathing strenuous for about 20 minutes but take no damage.

BRANDOBIAN: This trap releases a foul rotting disease that rapidly progresses to advanced stages. The victim will die within one week unless cured and permanently loses 2 points of

charisma per day afflicted. The disease is contagious to the extent that others touched by the victim risk a base 30% chance of contracting the affliction. This chance is reduced by 1% for each point of constitution the character possesses.

FHOKKI: A swinging ax blade springs forth. The blade has a THACO of 10 to hit up to two people within six feet of the stone. This sharp blade does 2-24 points of damage to those hit by it.

REANAARIAN: *Glyph of Teleportation.* This magical glyph instantly teleports anyone or anything touching it to a far away spot in the Obakasek jungle. Items held by the victim are similarly transported. The Glyph will remain until its magic has been evoked 10 times.

DEJY: This trap splashes a strong acid in the face of the victim (assuming the victim is approximately average human height). A save versus paralyzation is necessary to prevent blindness. Regardless of the saving throw, the victim of the acid will take 1-12 points of damage plus an additional point per round of exposure.

Within each crypt lies an ancient skeletal corpse. In addition to the human remains, the following items may be found.

KALAMARAN: This burial chamber contains the remains of a man who clutches a cloth woven of fine silver strands, a silver box and a scroll tube. A bastard sword lies across the length of his body. The silver box contains a slightly fragrant powder (snuff). The silver cloth is colored with a blue and white diamond pattern and depicts a golden eye in the center. It is worth 100 gc. The box is worth 45 gc. The scroll tube contains the spells *Faith Shield* and *Mordak's Battle Ward* (see appendix for details on these new spells).

BRANDOBIAN: This chamber contains a finely crafted longbow that is missing the string. Its expert workmanship allows it a range twice that of a normal longbow and +2 to damage applied to targets hit at less than or equal to medium range. The corpse also wears a jeweled necklace worth 900 gc.

FHOKKI: This chamber contains an ornate yet sturdy *Battle Ax +1*.

DEJY: The corpse in this chamber wears a mask that appears to be made of a strange cloth similar to stretched skin. The mask is no bigger than the face of the corpse and remains in excellent condition. This mask is the *Mask of Races* referred to in the riddle on the outside of the barrow (see appendix for details on this item).

REANAARIAN: This corpse clutches a long wooden walking cane with an eagle's head carved on the top. It is worth 5 gc.

HOBGOBLINS COME TO TOWN

After the PCs have been in town for a day, the village will be full of whispers about the new visitors who have arrived in town. A group of three hobgoblin merchants has entered town seeking to trade their wares. They deal in all sorts of items including hobgoblin foodstuffs, crafts, weapons and armor.

The hobgoblins are peaceful and truly want nothing more than to obtain items to trade. They are particularly interested in acquiring wine from non-hobgoblin controlled countries, especially Shyta-na-dobyo. They have a total of 10 gc, 21, ec, 33, sc, 101 cc, a tent, a cart pulled by a mule, and other common items of hobgoblin origin (choose mundane equipment as necessary).

One special type of foodstuff they will attempt to trade is a pickled vegetable concoction with a strong garlic flavor that remains with one who has eaten it for a long time. It is somewhat of an acquired taste.

Although, they do not seek conflict, they are capable of defending themselves. They all speak their native language, Merchant's Tongue and one of them (Alatan) speaks Kalamaran.

If the PCs are friendly toward the hobgoblins, they would be willing to travel with the PCs to other towns populated by humans as they recognize the benefits of safety in numbers and association with humans while outside their native lands of Norgra Krangrel. They would also be willing to guide the PCs into their homeland after they have spent a

sufficient time seeking non-hobgoblin goods to trade back in Norgra Krangrel.

3 HOBGOBLINS: (Alatan, Dugarsh, and Heroki) AR 7, HTK 8, 6, 6, THAC0 19, DMG 1-8 (longsword), Move 12", XP 35 each.

BAR ROOM BRAWL

If the PCs stay in town for more than a few days and they go to Boronus' Place for some eating or drinking, they will eventually become involved in a brawl through no fault of their own. Their opponent will be Sorongi, a local farmer.

Sorongi has a jealous nature and is not terribly bright. Before the altercation ensues, he will be seated nearby with his wife. Once he reaches a sufficient state of intoxication, he will become convinced that one or more of the PCs are exchanging flirtatious looks with his wife. It will be nearly impossible to convince him otherwise and he will eventually attack those by whom he feels threatened.

Sorongi by himself is not much of a threat, although his strength and tolerance for pain are increased due to his inebriated state. However, he has several friends in town who will back him up in a fight. Two such patrons will happen to witness the outbreak of violence and quickly come to his aid if he becomes outnumbered.

The locals involved in the fight carry no weapons, although Boronus keeps a hand ax under the counter and displays a small wooden shield on the wall. If the seriousness of the brawl is elevated by the wielding of anything more dangerous than a table leg, the locals will quickly retreat and Boronus will intervene with demands for order.

If the PCs severely wound one of the locals without making amends, they will be shunned by the townsfolk as bullies. This reaction is in spite of their potential innocence. If the PCs are thrashed by Sorongi and his pals, the locals will favor them out of sympathy since they know how difficult Sorongi can be to deal with at times.

3 DRUNK LOCALS: (Sorongi, Tedir, and Dag)-HTK 9, 6, 7, AR10, THAC0 20, DMG 1-4 (punching and wrestling moves), 15 XP each.

SIREN'S LAIR

The sirens live in a large hut set in a small vale close to the lake shore. They are a wicked pair and use their charms and other powers to retain servants who wait on them hand and foot. Those who currently serve the sirens include the following people: Vereti - a Pekalese merchant, Goobnor - a gnome, Mirilo - a halfling woman, Frempton - a halfling man and Pugas - an ogre. A smaller hut houses all of servants save Pugas. Greatly feared by the others, Pugas is housed by himself in a tent near the Sirens' house.

If the characters manage to search the hut of the sirens, they will find normal living items such as clothes, furniture and utensils. The sirens each own a short sword, a couple of daggers and a sling. They have a chest containing 8 ec, 16 gc and 11 pc.

If the PCs approach the hut, it is likely that they will see one or more of the charmed servants going about their daily chores. The sirens will be inside the larger hut relaxing. Upon being alerted to the presence of intruders, they will immediately sing their charm song.

If the PCs approach the hut read the following:

In a small vale you see a large hut beside a smaller hut. Both appear to be inhabited. In fact, as you watch, a halfling can be seen leaving the smaller hut to go tend to a nearby garden. A tent is pitched next to the larger hut.

TWO SIRENS: AR3, HTK 26, 18, THAC0 15/17, DMG 2-7 (short sword), move 12"/24", 5000 XP each. The stronger of the pair is the one who has been blinded by the naga. As such, she suffers a -4 on all to hit rolls (the listed THAC0 is with normal sight). Thus her modified THAC0 is 19. Special Abilities: Intelligence reducing (INT=2) touch (save versus poison negates), Immune to gas, *Infravision*, *Ultravision*, *Water Breathing* (at will). Once per day at will - *Charm* song (30 yards), *Polymorph Self*, *Fog Cloud*, *Improved Invisibility*. Languages: Kalamaran, Siren

PUGAS THE OGRE: AR 5, HTK 33, THAC0 17, DMG 1-10, Move 9", 175 XP. In addition to his native language, Pugas has a rudimentary understanding of Merchant's Tongue.

If the PCs attack and kill the sirens then the idiocy affecting the naga and the villagers may only be removed by a dispel magic spell or similar dweomer. However, the charm affecting the captives at the Siren home will immediately be broken. The villagers will be very grateful to the PCs for granting them their freedom.

If Pugas is still alive when the charm is broken, he will be very confused. He is likely to continue attacking any assailants out of sheer habit. However, if the PCs disengage melee with him and try to explain what has happened, he may agree to a truce and allow them to go on their way, especially if he is outnumbered and wounded.

If the PCs choose to parley with the sirens, they will grudgingly agree to remove the idiocy from the water naga if they learn that the naga can in turn remove the blindness. If this is not known by any of the negotiating parties, the sirens will insist that the blindness be removed prior to their restoring the naga's wits.

As part of the deal, the sirens will also insist upon payment equal to 200 gc for their suffering. If the PCs request that the idiot villagers be restored to full capacity, the sirens will require a similar sum per person for the effect to be reversed. (Note that one of the villagers is naturally in a dim state and cannot be cured by the sirens but this will remain unknown until the sirens try to cure him.)

They will not want to release their current servants insisting that they all wish to stay. This is true since they are all charmed. However, if given 300 gc for each, they would be willing to part with them secretly knowing that more servants can easily be obtained later.

If the sirens become insulted or fear assault, they will have Pugas attack while they quickly flee using their improved invisibility, fog cloud or polymorph powers. They will then stalk the PCs until each one of them becomes charmed or is stricken dumb by a siren's touch.

EPILOGUE

If the PCs help the nixies fend off the attacks of the koalinth, the nixies will be free to once again live in peace although they will be greatly saddened by the loss of their leader the naga. If the PCs manage to convince the sirens to restore the intellect of the naga or otherwise do so themselves, both the nixies and the naga will be in their debt. The naga will offer any of his spell services to the PCs whenever they are needed and some or all of the naga/nixie treasure will be offered in thanks as well.

If the PCs are able to convince the sirens to restore the wits to the mentally afflicted villagers, the village will also consider the PCs heroes and offer what little they can in the way of hospitality and services.

If the PCs are resourceful enough to enter the barrow mound outside of Popowon and recover the *Mask of Races*, they may have a powerful magic item at their disposal. If news spreads of the properties of the mask, historians and thieves will begin to seek out the bearer of the mask to take it for themselves.

APPENDIX

JUMP START RULES FOR UNDERWATER ADVENTURING

MOVEMENT

Swimming while wearing any type of non-magical metal armor or carrying over 20 pounds of equipment is impossible. Swimming in magic, leather or padded armor is possible but movement rate is limited to 3". Movement (swimming or walking) is at half the character's normal rate.

VISION

Assuming no obstructions, vision in calm fresh lake water is 40' up to a depth of 10'. Reduce this distance by one foot for every further 1 foot of depth. Violent movement along the lake bottom will obscure vision to about one foot (three feet for a sand bottom) for as long as it lasts and 10 minutes thereafter.

COMBAT

Only thrusting weapons will be wholly

effective. Aquatic creatures will always gain initiative unless their opponent is using a significantly longer weapon or is trained to fight underwater. Missile weapons are ineffective except for specially constructed underwater crossbows. Creatures trapped in nets can attempt to escape but this could require up to several minutes assuming they are unhindered.

COMMUNICATION

Verbal communication using air based speech will be impossible.

SPELL CASTING

Spells with verbal components could be at risk of failure at a percent chance determined by the gamemaster. For example, the gamemaster might rule that verbal spells are 50% likely to fail. This can be adjusted depending on how difficult he or she wishes to make the adventure. Also, certain material components might be adversely affected to be determined on a case by case basis. For example, incense could not be lit, powered components would likely dissolve if exposed to the water, etc. Fire based spells will not function underwater. Electrical spells will be conducted to the surrounding area.

NEW SPELLS

Faith Shield (Illusion/Phantasm)

Explanation/Description: The recipient of a Faith Shield spell gains the benefit of -4 to AR due to a strong feeling of invulnerability, effectively creating an imaginary shield with which he can repel blows. However, once the shield bearer takes damage, the shield is dispelled. Level: 1, Components: Verbal, Somatic, Material (holy symbol) Range: Touch, Casting Time: 1 segment, Duration: Special, Saving Throw: None, Area of Effect: One person.

Mordak's Battle Ward (Abjuration)

Explanation/Description: This spell creates an anti-magic aura around combat between two or more opponents. No magic will affect any combatant unless he or she disengages the fight for 1 full round. This includes both spells cast during the melee and magic items

employed during the melee. Once the battle is stopped or the spell duration expires, the spell ends. Level: 1, Components: V, S, Range: 2 yards per level, Casting Time: 1 segment, Duration: 2 rounds per level, Saving Throw: negates, Area of Effect: 10x10'.

NEW MAGIC ITEM

The Mask of Races

When worn by a person, the Mask imbues the bearer with several magical powers: True Sight - The wearer will be able to see things as they truly are. Illusions will be revealed as such and if the wearer's eyes were damaged by the acid trap on the stone slab, the Mask will allow normal sight while it is worn. Furthermore, the Mask may be used to alter the facial features of the wearer to match those of any race. A different face can be created with a mere thought within seconds. It will not be apparent that the one using this power is wearing a mask to accomplish the feat. However, while the owner sleeps or is unconscious, the Mask will revert to its normal form. While the mask is being used to mimic the features of a particular race, the wearer also gains 1-4 temporary points of charisma towards members of that race. Using the Mask can shift the alignment of the person using it over time. Those who are lawful or chaotic will drift to a neutral bent with respect to law and chaos. The person's demeanor with respect to good or evil will remain, however.

ABBREVIATIONS

AR: Armor
 C: Constitution
 cc: Copper Coin
 CH: Charisma
 CL: Climb
 D: Dexterity
 DMG: Damage
 DN: Detect Noise
 ec: electrum coin
 gc: gold coin
 HS: Hide in shadows
 HTK: Hits to kill
 I: Intelligence

MS: Move silently
 PC: Player character
 S: Strength
 sc: Silver coin
 THAC0: To hit armor class zero
 W: Wisdom
 XP: Experience points

RANDOM ENCOUNTER TABLE

The following table delineates the probability that a random encounter in the vicinity of Popowon will take place with a specified creature. It is left to the GameMaster's discretion to scale the encounter to a difficulty appropriate to the players' experience level.

To use the table, generate a number between 1 and 10,000 by using four ten-sided dice.

Ankheg	0001 - 0015
Ant, Giant	0016 - 0035
Badger, Giant	0036 - 0135
Bat, Azmyth, flying	0136 - 0138
Bat, Azmyth, not flying	0139 - 0141
Bat, Common, flying	0142 - 0207
Bat, Common, not flying	0208 - 0231
Bat, Huge, flying	0232 - 0234
Bat, Huge, not flying	0235 - 0237
Bat, Large, flying	0238 - 0255
Bat, Large, not flying	0256 - 0261
Bat, Night Hunter, flying	0262 - 0279
Bat, Night Hunter, not flying	0280 - 0285
Bear, Black	0286 - 0385
Bear, Brown	0386 - 0485
Bear, Cave	0486 - 0585
Bee, Soldier	0586 - 0605
Bee, Worker	0606 - 0625
Beetle, Giant, Bombardier	0626 - 0650
Boar, Warthog	0651 - 0750
Boar, Wild	0751 - 1050
Boar, Wild, Giant	1051 - 1090
Brownie	1091 - 1096
Bumblebee	1097 - 1116
Cattle	1117 - 1276
Centipede, Giant	1277 - 1306
Centipede, Huge	1307 - 1326
Centipede, Megalo	1327 - 1336
Chimera, flying	1337 - 1339
Chimera, on ground	1340 - 1340
Condor, flying	1341 - 1364

Condor, not flying	1365 - 1370	Men, Tribesmen	8127 - 8416
Dog, Wild	1371 - 1630	Ogre	8417 - 8436
Dragon, Green, flying	1631 - 1632	Orc	8437 - 8456
Dragon, Red, flying	1633 - 1640	Owl, Giant, flying	8457 - 8504
Dragon, Red, on ground	1641 - 1642	Owl, Giant, not flying	8505 - 8516
Dragonfly, giant, flying	1643 - 1667	Owlbear	8517 - 8518
Dragonfly, larva	1668 - 1692	Rat, Giant	8519 - 8618
Dragonne, flying	1693 - 1700	Raven, Huge, flying	8619 - 8666
Dragonne, on ground	1701 - 1702	Raven, Huge, not flying	8667 - 8678
Dwarves, Hill	1703 - 1838	Sheep	8679 - 9078
Eagle, Giant, flying	1839 - 1910	Skunk, Giant	9079 - 9178
Eagle, Giant, not flying	1911 - 1928	Snake, Amphisbaena	9179 - 9180
Elves, Half	1929 - 1962	Snake, Constrictor	9181 - 9197
Elves, High	1963 - 1996	Snake, Constrictor, Giant	9198 - 9205
Flightless bird, on ground	1997 - 2026	Snake, Poison	9206 - 9223
Fly, Horsefly, flying	2027 - 2046	Snake, Poison, Giant	9224 - 9228
Frog, Giant	2047 - 2051	Sphinx, Andro-	9229 - 9229
Frog, Killer	2052 - 2056	Spider, Hairy	9230 - 9269
Frog, Poisonous	2057 - 2061	Spider, Huge	9270 - 9319
Giant, Cyclops	2062 - 2062	Spider, Large	9320 - 9369
Giant, Cyclopskin	2063 - 2064	Spider, Sword	9370 - 9409
Giant, Hill	2065 - 2069	Sprite, Nixie	9410 - 9415
Gnoll	2070 - 2089	Stag	9416 - 9495
Gnomes, Rock	2090 - 2599	Stag, Giant	9496 - 9515
Gnomes, Spriggan	2600 - 2633	Stirge, flying	9516 - 9575
Gnomes, Tinker	2634 - 2905	Stirge, not flying	9576 - 9593
Goat, Giant	2906 - 2945	Tick, Giant	9594 - 9643
Goblin	2946 - 2965	Toad, Giant	9644 - 9663
Griffon, flying	2966 - 2973	Toad, Poisonous	9664 - 9678
Griffon, on ground	2974 - 2975	Troglodyte	9679 - 9690
Grimlock	2976 - 2979	Troll	9691 - 9694
Halfings, Hairfoot	2980 - 3659	Vulture, flying	9695 - 9754
Halfings, Stout	3660 - 4679	Vulture, Giant, flying	9755 - 9778
Halfings, Tallfellow	4680 - 5359	Vulture, Giant, not flying	9779 - 9784
Hippogriff, flying	5360 - 5367	Vulture, not flying	9785 - 9796
Hippogriff, on ground	5368 - 5369	Wasp, Giant	9797 - 9806
Hobgoblin	5370 - 5417	Werebat	9807 - 9844
Hobgoblin, Patrol, Heavy Infantry	5418 - 5425	Wereboar	9845 - 9901
Hobgoblin, Tribesmen	5426 - 5465	Werefox	9902 - 9939
Hornet, Giant, flying	5466 - 5475	Wererat	9940 - 9977
Kobold	5476 - 5495	Wereraven	9978 - 9996
Lammasu	5496 - 5510	Wyvern, flying	9997 - 9999
Manticore	5511 - 5516	Wyvern, on ground	0000 - 0000
Men, Bandits	5517 - 5574		
Men, Brigands	5575 - 5632		
Men, Merchants	5633 - 6357		
Men, Nomads	6358 - 6647		
Men, Patrol, Heavy Cavalry	6648 - 6792		
Men, Patrol, Light Cavalry	6793 - 7691		
Men, Patrol, Light Infantry - archer	7692 - 7981		
Men, Pilgrims	7982 - 8097		
Men, Raiders, Light Cavalry	8098 - 8126		

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Ring Around the Rosie

BY BRIAN JELKE

AS YOU WALK ALONG THE SHORE OF AN OTHERWISE *QUIET LAKE*, YOU SEE A GROUP OF CUTE, *CHILD-LIKE WATER SPRITES* PLAYING AND SPLASHING IN THE GENTLE WAVES BECKONING YOU TO JOIN THEM.



SMELLS LIKE A FRICKIN' SET UP TO ME.

WHY THE HELL ARE THEY SO SHEEP DOG-EAGER TO HAVE US "JOIN THEM"?

IS THIS ANOTHER ONE OF THOSE SO CALLED "RANDOM" ENCOUNTERS YOU'VE STAGED FOR US??



LAST TIME I CHARGED SUCH A WUSS-SOUNDING ENCOUNTER B. A. THREW A *RABID HEDGEHOG* WITH *VORPAL CLAWS* AT ME. I HAD TO PAY *BIG BUCKS* TO GET MY *LEGS* RE-ATTACHED TO MY BODY.

YEAH! NOBODY SAW THAT ONE COMING.

I SAY WE SEE WHAT THEY WANT. IT COULD BE A CLUE TO FANTASTIC TREASURE.



AH, THEY SEEM HARMLESS ENOUGH BUT YOU JUST CAN'T BE TOO CAREFUL WITH B. A.. THESE THINGS COULD BE A HOARD OF *SUCCUBI* CLOAKED IN ILLUSION, WAITING TO TEAR OUR HEARTS OUT.



WELL THEY'RE NOT *SUCCUBI* BRIAN. THEY APPEAR TO BE *FROLICKING* WATER FAIRIES BENT ON NOTHING BUT *FUN*. IN FACT, THEY JOIN HANDS AND BEGIN TO MOVE IN A CIRCLE, *SINGING* A SONG THAT SOUNDS LIKE *RING AROUND THE ROSY*.

I'LL TRY TO GREET THEM IN ALL THE LANGUAGES I KNOW. DO THEY RESPOND?

FROLICKING, EH? LOOKS LIKE IT'S TIME FOR *EL RAVAGER* TO SHOW THESE *BABES* SOME OF HIS *MOVES*. I'M GOING TO *JOIN* THEM.

HEY, I USED TO LOVE THAT NURSERY RHYME.

CAREFUL, DAVE!



OH, THEY **RESPOND** ALRIGHT SARA BUT NOT WITH WORDS. YOUR **MULTI-LINGUAL GREETINGS** PROVOKES HIGH PITCHED LAUGHTER AND GIGGLES.

THEY CONTINUE THEIR SON; "HMM HMM HM HM HM HM POCKET FULL OF POSIES, LA LA LA LA."

ROLL A TWENTY SIDER BOB.



ME ROLL???

CRIPES!!

OKAY, HERE GOES.



OK. "ASHES, ASHES WE ALL FALL DOWN" **HOODY HOO!** I GOT A 17. WHAT AM I ROLLING FOR ANYWAY?

HEY, CAN I ROLL TOO? I BET THIS SONG IS SONG KIND OF **BENEFICIAL SPELL** WHICH INCREASES MORALE OR SOMETHING.

THEY LAUGHED AT ME?

YOU'LL SEE!



OK, BOB HAPPILY **JOINS** THE DANCE AND CHORUS. THEN BEFORE YOU KNOW IT, THE ENTIRE GROUP DUCKS INTO THE WATER AND **DARTS AWAY** TAKING BOB **WILLINGLY** WITH THEM. YOU CAN MAKE A SAVE IF YOU WANT TO **DAVE** BUT THEY APPEAR TO HAVE ALREADY GOTTEN WHAT THEY CAME FOR.

I **KNEW IT!** **SUCCUBI!** WE BETTER STOCK UP ON SOME **HOLY WATER** BEFORE WE GO IN TO **RESCUE BOB.**

GAA! BUT I ROLLED A 17!

WHOA! I COVER MY EARS AND RUN. I CAN'T HEAR YOU. **LA LA LA LA.**

I SPEAK 9 DIFFERENT LANGUAGES INCLUDING 2 RARE DIALECTS AND THEY LAUGHED AT ME? I CAN'T BELIEVE THEY PICKED BOB OVER ME.



DAMMIT! THAT'S TOTALLY UNFAIR. HEY, CAN I KEEP SINGING UNDER THE WATER? I TRY SINGING THAT NUSERY RHYME **BACKWARDS** TO SEE IF IT **BREAKS** THE SPELL.

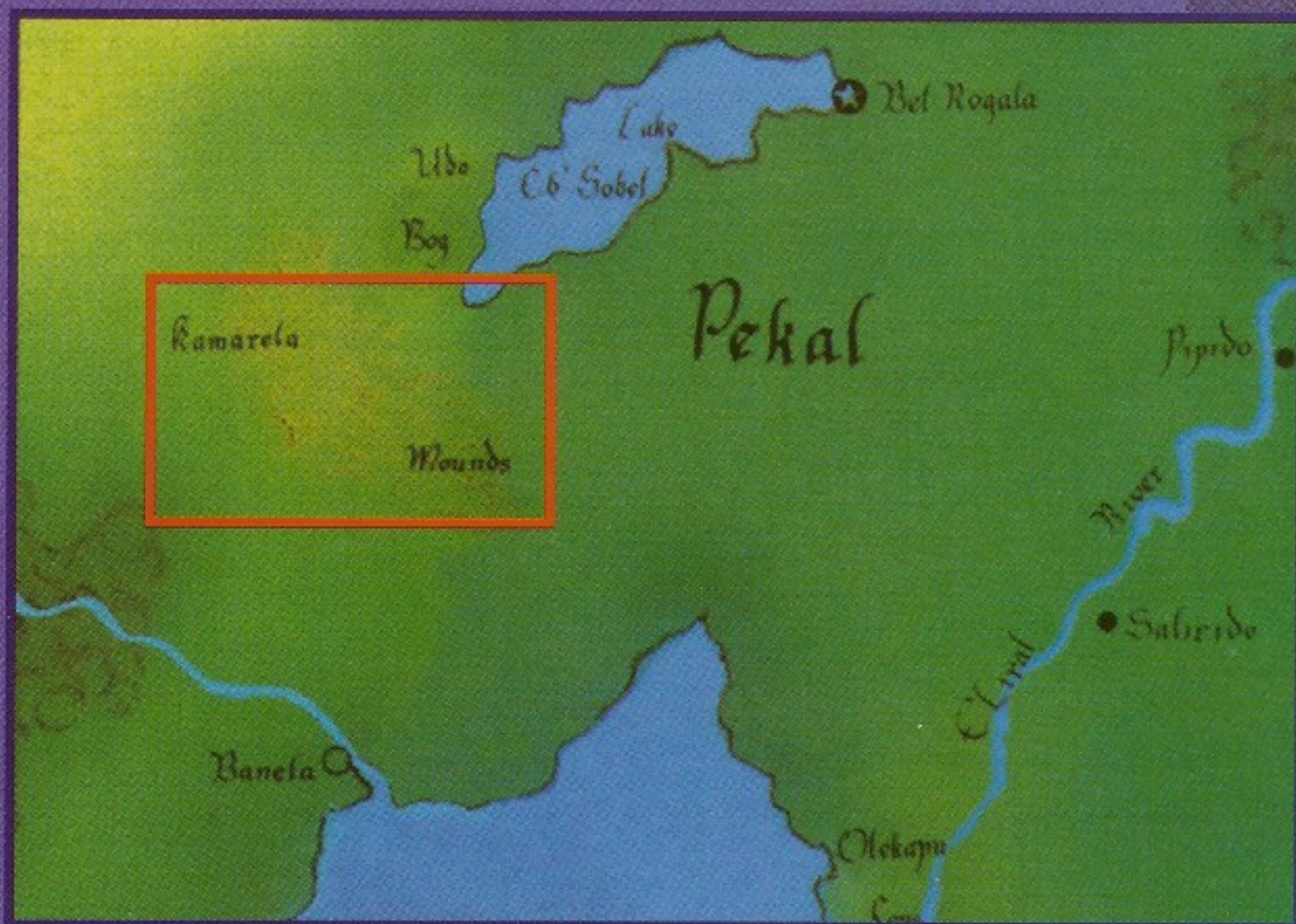
I'M SORRY BOB BUT ITS INTEGRAL TO THE ADVENTURE THAT **ONE OF YOU** GETS CAPTURED. MY RULING STANDS.

LA LA LA
I CAN'T HEAR YOU.
LA LA LA

YOU KNOW I **DID** GREET THEM IN BOTH **HIGH AND LOW FAERIKIN!** THAT SHOULD AT LEAST HAVE IMPRESSED THEM.



From little Tali Lake to the mysterious Burial Crypt, adventure surrounds the tiny Pekalese village of Popowon. The sparsely populated area holds long hidden treasures and unusual new worlds of danger. Any adventurer wise enough to solve the 500 year old Riddle of the Barrow Mounds will claim the greatest reward of all.



The **In Too Deep Kalamar Quest™** adventure and supplement is designed to provide both a challenging adventure and useful supplementary campaign material. The material within is set in the popular **Kingdoms of Kalamar™** fantasy campaign setting but can easily be used with any fantasy role-playing game setting.

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