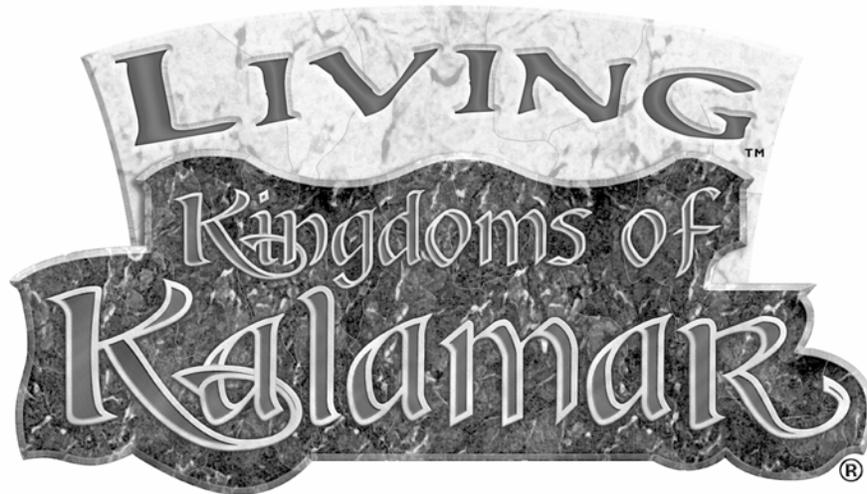




LKC-3



Hurry Up and Wait

A One Round *Living™ Kingdoms of Kalamar* Adventure
for characters of 1st and 2nd level only

A playful scavenger hunt through the halls of Bet Rogala's College of Magic turns into a frantic scramble to help a wizard fix an evocation spell gone awry.

by Daniel S. Donnelly

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Introduction

This is the third scenario in the new Living™ Kingdoms of Kalamar Campaign setting. Characters should be 1st or 2nd level only. This tournament is a continuation of the mini-adventures that the players may already have played. It can easily be adapted to any on-going home campaign. Sample characters are also included at the end of the adventures that are suitable for the adventure and the Living™ Kingdoms of Kalamar campaign.

You, the Dungeon Master® (DM), will need a copy of the Dungeons & Dragons® 3rd Edition Player's Handbook, Dungeon Master's Guide, and Monster Manual for these events. All the adventures take place in the Kingdoms of Kalamar® setting in the Principality of Pecal. Therefore, the DM should also have the Kingdoms of Kalamar Core Sourcebook.

If you are planning on using the adventure as part of an ongoing campaign, note the *Scaling the Adventure* section at the start of the adventure and the special *Rewards* section at the conclusion of the scenario.

Text that appears in shaded boxes is player information, that you may read aloud or paraphrase as appropriate. Each encounter includes abbreviated monster and Non-Player Characters (NPCs) statistics. Specific statistics for key NPCs, as well as monsters and other material are included in an Appendix at the back of the book. Certificates that may be photocopied and Living Kalamar record sheets and character sheets are also included.

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

Background

Some scenarios in the Living Kalamar campaign will be complicated and wrought with danger and political intrigue. This is not one of them. In many of the first scenarios, different aspects of Pecal will be introduced to the players. This is one of those scenarios. This module is designed to introduce the players to the city of Bet Rogala and the College of Magic. It represents the first time that the characters get to see the busy city and most likely it will be their first interaction with the College of Magic.

This event will be role-playing intensive. The characters will be judged by how they interact and perform in front of the many important wizards that they will be speaking to. Flawless performances can lead to great rewards and future missions of importance. Having a patron in the College of Magic is one of the top honors that an adventurer can boast of in the Principality of Pecal.

Adventure Synopsis

This adventure takes place in the City of Bet Rogala. A summary of the major buildings can also be located in the Appendix of this module. The heroes will have a chance to explore the city a little, experience what it is like to live in Bet Rogala. They will also quickly discover the three major hiring locations in the city. These are the Merchant's Guild House, the board at Independence Square and the GateKeeper at the College of Magic.

If the PCs go to each location they will discover that the only location that has a current need is the College of Magic. The only other posting current is for caravan guards. That job will be looking for people in two days at one of the taverns in town.

The GateKeeper at the college is a gnarled old man. He is not very respectful to anyone, including the wizards of the College. However, the wizards all put up with him and he is considered to be part of the heritage of the College. He will direct the PCs to the offices of Sutilla Vuria. Sutilla is one of the wizards in the College of Magic and he specializes in the area of

Chaos. He has also studied the other aspects of magic but his love is the unexpected and the utter power of Chaos. He is currently planning an experiment with Chaos. He plans to attempt to enchant a weapon whose essence channels the power of Chaos. He does not know exactly what this will mean precisely; however the experiment will allow him to further his knowledge of the subject.

It is important to note that Sutilla is one of the instructors at the College of Magic and is well respected by the other wizards. He is not crazy, deranged or mad, he simply is intrigued by area of magic not often studied by other wizards and he takes care to learn more.

IMPORTANT NOTE: It should be understood that attempting to leave the College with any of the magical items that are lent to the PCs is not acceptable. The PCs will be quickly apprehended and deposited directly in jail.

It is important to note that many of the NPC wizards listed in this tournament do not have spellbooks or spell components listed. Since most are within the confines of their offices at the College of Magic they do not currently have their spellbooks available to them. They are assumed to have components necessary for the casting of all remaining spells. Also, they may have limited magical items upon them. This is also due to their relative safety at the College of Magic. They are prepared to assist students and instruct apprentices not battle or explore dangerous creatures or locations.

Introduction:

The event begins at the gates of Bet Rogala. There is a gate fee for all entering the city. This gate fee is based on goods, animals and wagons. It is also used to supplement the city's coffers so that the government does not have to tax the people of the Principality nearly as heavily. The gate guards can give the PCs a great deal of information regarding the city and direct them to a number of locations. If the PCs do not know each other, the guards will keep them together telling them that they should find a place to stay and some work.

Encounter One: Exploring the City

The Heroes will have a chance to explore the city. In particular they will need to locate a place to stay, eat and most likely discover work. A couple of highlights are listed here as well as the locations and details of the Merchant's Guild and Independence Square. The events in Encounter Two occur as the PCs are traveling through the city.

Encounter Two-A: Man selling Maps

A man close to the gates of the city is selling maps to the grand city of Bet Rogala. He sells them drastically less than those for sale by the cartographer, of course they don't have the kind of detail that the other maps contain.

Encounter Two-B: Crime in the Streets

The PCs will have a chance to notice and possibly stop a pickpocket while they are traveling through the city. They will have a short opportunity to interact with the victim and the thief before the city guard arrives. What they may not discover is that the crime is being staged for their benefit. The Gray Legion keeps track of who is new to the city and a group of adventurers are always carefully watched. A member of the Legion is watching to discover how the PCs react to the crime. The thief is also a member of the Gray Legion and will attempt to bribe the PCs to get away. The PCs will not get into any trouble in this encounter. However, being watched by the Gray Legion of Pekal should not give anyone a warm feeling.

Encounter Two-C: The Inside Gate

PCs will need to travel through the interior gates of the city to gain access to the College of Magic. They will discover what is necessary to pass through the gates as well as the charges that can apply.

Encounter Three: At the College of Magic

The description of the magnificent exterior and entrance of the College of Magic is given here. The different styles of buildings and the grandeur that is the College of Magic. They will also get to speak to the GateKeeper. Once he has tested their mettle he will give them directions to Sutilla's offices.

Encounter Four: Meeting Sutilla

The PCs will be given directions to the offices of Sutilla, professor of Chaos Magic. Despite his love of Chaos, his office shows structure and great organization. He will explain in small details what he is attempting to create. The problem is that he requires a magical item to assist him in his experiment. He petitioned to be able to create one, however, the Cathedral of Enchantment felt that magic would be better served to utilize the one that already was created by another member of the College of Magic. Thus begins a series of errands within the college by the PCs.

Encounter Five: The Errands

The PCs travel through this encounter for the first five locations in the College of Magic. They can role-play and meet with a number of instructors and deans of the College. All will require something from the PCs to get what they need for the experiment.

Encounter Six: The Necromancer

The journey of the PCs will lead them to the home of Hugrid, a dwarven necromancer. He is associated with the College of Magic, however he does not instruct students here. He is actually a very accomplished necromancer and he is attempting to learn more about Dwarven undead. He gives the PCs one last task to accomplish. Once they complete his task then he will start the heroes back along their chain to Sutilla.

Encounter Seven: Returning down the Chain

With the completion of their errands in sight, the PCs will find themselves in the middle of a summoning gone wrong. Somehow they end up stuck inside a magical circle while the outsiders are summoned outside the circle with the wizard. Quick thinking may allow the PCs the chance to save a student of the school, and gain his gratitude.

Conclusion:

Finally back to Sutilla with the magical jug, he rewards the heroes and offers to allow them to observe his experiment. He could actually use the help of a warrior type or two. He normally would use an elemental but he would prefer not to mix magics in this experiment.

Scaling the Adventure: The adventure is designed for characters of levels one or two. If you want to play the adventure with characters of higher level then utilize one of the following options.

Encounter Six

- If the majority of your players have 2nd level characters change the skeletons to zombies and decrease the number to 8.

Encounter Seven

- If the majority of your players have 2nd level characters change the outsider from a Lemure to an Osyluth and decrease the number to two.
- If there is at least one 3rd level character in the group use three Osyluths.

Adventure Hooks

This is where the adventurers enter the story. The story begins on the 2nd of Sowing, the second month of the year. The winter months are still upon Tellene however, the unusual bitter cold of the last month has finally waned. Below are several ways to draw the PCs into the plot:

- If playing as part of The Living Kalamar campaign the characters should be on their way to Bet Rogala to make a name for themselves. The capital has much to offer adventurers.
- If the characters have played *The Rounds*, the module ends with the PCs at the docks of Bet Rogala.

Setting the Scene

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

1) Blood on the Hood.

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

2) Calendar and climate.

Tellene has its own calendar (see the Kingdoms of Kalamar Core Sourcebook p233.) This adventure takes place during the Sowing (the 2nd month of Tellene's 13-month calendar). This will mean that the average daily temperature should be 55 +2d6 degrees Fahrenheit, dropping by 15-25 degrees at night. The adventure begins on the 2nd of Sowing, almost 24 hours since the end of the scenario *The Rounds*. The winter has been harsher than most and the people of Pecal are extremely happy to see more normal temperatures.

3) The War.

The city will be a buzz with news of a raid near the Village of Kerenit on the Northeast border. Riders wearing the symbols of Tokis robbed all the villagers as well as a supply caravan heading to the forts in the Eastern District.

Players Introduction

You stand in line with a number of other merchants and adventurers to go through the gates of the City of Bet Rogala, the capital of the Principality of Pecal and home to the College of Magic. The city walls are stone made of almost silver granite. Their sides are smooth and reflect the sunlight shining down upon them. Rising up over the walls are a number of guard towers and the grand spires of the College of Magic. The College must reside in the eastern portion of the city, as its spires tower behind the closer western buildings. To the North, the city gains height, following the contours of the earth. At the highest point in the city, the grand keep of Prince Kafen can be seen over the walls of the city.

The line moves quickly and you realize that each person is paying the gate guards for entrance into the city. When you get up to the front you realize that the others with you might also be new to the city, the same look of wonderment etched on their faces.

Allow the PCs to take time to introduce themselves and describe each other. Once they do, they can continue into the city. The guards at the gate are polite but they also can easily identify new

adventurers. A great number of adventurers come to Pekal to make their fortunes and the guards have seen both the good, the lucky and the soon to be dead.

There is a straightforward fee system for entering the city. There is no fee for exiting the city. The guards will explain the system to the PCs. They will joke about a fee per weapon that the mercenary guild refused to accept since it would cost them the most.

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

If the PCs question the fee, the guards can tell them that the Prince decided to charge entrance into the Principality's two major cities instead of taxing other items in the kingdom. It helps keep the prices in the city down and most merchants do not mind the fees since they are very low.

The guards can inform the PCs of a number of other important pieces of information. They can give any spellcasters the guidelines for spellcasting as dictated by the College of Magic and the Prince, see the College of Magic Code of Conduct in the Appendix. They can recommend a number of places that the PCs could stay in the city. Specifically: The Copper Pheasant (8 sp/night), The Fiend and Fowl (9 sp/night), The Laughing Bed near the Eastern Gate (15 sp/night), The Mystic Quiver (7 sp/night), The Oyster Bed (5 sp/night), The Sorcerer's Swan (1 gp/night), The Dwarf's Beard (8 sp/night), The Ashen Boar (9 sp/night), The Black Quill in the Eastern section of the city (1 gp/night), and the Journeyman Inn (6 sp/night).

They will be able to inform the PCs that there are three major hiring locations for work in the city. The first is the House of Scales. The home of the Merchant's Guild is one of the tallest buildings in the western section of the city. Often lesser merchants or agents for the major houses will post notices or hire agents. The Gatekeeper of the College of Magic knows if any of the faculty of the College is looking for help. He can be found at the southern entrance to the College. If you inform the guards at the Inner Wall that you are going to look for work at the College they will not charge you to pass through. However you should make sure to tell them if you acquire a job, or they will charge you upon your return (2 sp is the Inner Gate charge - each way). The final location is a general help wanted board that is in Independence Square. Regular shopkeepers, craftsmen and anyone else wishing to post notices and news use this board. The city does charge a 1 gp fee to post anything on the General board.

The other location that employers can sometimes be found is in the many taverns of the city. The guards will suggest trying the other three first since the jobs acquired in the taverns are usually more dangerous and are sometimes illegal.

The guards will recommend that the PCs try to stay together, especially if they are all looking for work. As much as they attempt to keep the peace, a city can harbor dangerous and larcenous people. Also, employers like to hire groups not lots of individuals since it saves them time in most cases.

Irolin and Gef, Kalamaran Male, Ftr6: CR 6; Medium Humanoid (5 ft. 8-in tall); HD 6d10+12; hp 52; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (Dex +1, +4 chain shirt); Attack +9/+4 melee (halberd), or +7/+2 ranged (heavy crossbow); AL LG; SV Fort +7, Ref +3, Will +1; Str 14, Dex 13, Con 15, Int 12, Wis 9, Cha 14.

Skills and Feats: Climb +5, Craft +5, Diplomacy +3, Listen +1, Knowledge (Fighting Styles) +3; Knowledge (Military Tactics) +2; Knowledge (Military Training) +4; Profession (guard) +3, Spot +1; Alertness, Blind-Fighting, Cleave, Combat Reflexes, Dodge, Power Attack, Weapon Focus (halberd), Improved Unarmed Combat

Possessions: halberd, chain shirt, 46 gp , 62 sp, 17 cp. (in money box).

Languages Spoken: Dwarven, Gnomish, Kalamaran, Deji and Merchant's Tongue

Sub-Race: Kalamaran

Personality Traits: The majority of guards at this post are very experienced and have fought in the war with Tokis for at least 5 years. They are friendly but very serious about their jobs, they look for Tokis spies in everyone that enters the gates.

NOTE: The two guards are actually much higher level than the normal city guards. This is due to the army presence outside the city. A number of military warriors recently transferred from their military units to the city guard. Prince Kafen approved this movement of personnel, in order to better provide experienced watchmen on the outside gates of the city. There are only 16 army sergeants who transferred to the guard and they take shifts at the city gates and training the more experienced city watchmen.

Once the PCs have spoken to the guards and moved past them into the city you will need to continue with encounter one. If the PCs know where they want to stay, they can go directly to that location. If they want to look for work, that information is contained in Encounter One. A little information regarding each location in the city is contained in the building key to Bet Rogala found in the Appendix. Also in the Appendix is a sample of names and professions of various people in the city. Feel free to use any of these names for anyone that the PCs decide to speak with who are not directly covered in the tournament.

Encounter One Exploring the City

Use the details from the Bet Rogala map and the Building Key found in the Appendix to walk the PCs from the Southwest Gate to their destination. The people of Bet Rogala are extremely hard working but very friendly. They are comfortable with visitors to the city, after all the College of Magic has drawn wizards and their retainers from around Tellene for hundreds of years. Directions are easy to get, assuming the PCs ask for directions.

Obviously a lot will depend on where the PCs decide to stay in the city. There are many inns and they could stay at any of them. Eventually they should decide to make their way to the various hiring locations within the city. Two of the posting sites are detailed below.

Independence Square:

Independence Square is not the official name of this area of the city, however, it is the name that almost all the residents use to describe the junction of Merchant Way and the Grand Way. The Square is almost always busy with merchants, shoppers and sometimes even government officials making their way through the area. The centerpiece of the square is a large black monolith magically inscribed with the names of the fallen from the war against the Empire.

The city posts a 24 hour guard at the monolith to prevent vandalism. This was instituted after people were discovered "adding" heroes to the names upon the monolith. Many of the newborn children of Bet Rogala are named at the monolith. This naming ceremony has become very popular among the city dwellers and often names of the fallen are given to the children. It is also rumored that the College of Magic is discussing whether to permanently enchant the monolith, protecting it from natural and unnatural damage.

The voices of merchants and shoppers slowly fades as you make your way out of the Merchant District of the city and toward the center of the Western Districts. A large plaza has been built around a dark black stone monolith in the center of the square. It is not difficult to notice that even the rushed passerby offers some type of symbolic offering toward the monolith.

The PCs can question anyone in the area. You should use any of the random named people in Appendix B if the PCs stop someone in the area. The posting board is on the opposite side of the monolith from the PCs location. The monolith was donated by the College of Magic and was inscribed with the names of all known casualties of the war. If the PCs get closer they will see many names inscribed on the monolith.

Currently the hiring board has the following notices upon it:

- Lost Familiar: Retin Ar'Forilar offers 10 gp reward for the recovery of his familiar Jex. Jex is a large black cat with one white paw. Jex does not like mice and will not come to his name. Retin can be found at The Sorcerer's Swan.
- Wanted: Young mares to be bred to military stallions. Payment for healthy foals.

The Merchants Hall

As described in the appendix, the House of Scales towers over the western portion of the city. The three story huge building has a number of towers rising above the main building. It is home to the most powerful merchants in the Principality of Pekal. The influence of the large merchant companies extends well into Tellene. There are a number of private entrances to the House of Scales, however only one double door public entrance is available to the PCs. A single mercenary guard guards all the private entrances. The guard is wearing a tabard with a set of scales. These guards are extremely loyal to the guild but will direct the PCs to the public entrance if the PCs go to one of the private entrances.

Mercenary Guards, Kalamaran Male, War 4 / Exp 2: CR 6; Medium Humanoid (5 ft. 8-in tall); HD 4d8+ 2d6 +12; hp 43; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (Dex +1, +4 chain shirt); Attack +8 melee (halberd), or +6 ranged (heavy crossbow); AL LG; SV Fort +7, Ref +3, Will +1; Str 14, Dex 13, Con 15, Int 10, Wis 9, Cha 11.

Skills and Feats: Appraise +3, Climb +5, Craft +5, Diplomacy +5, Listen +2, Profession (guard) +4, Spot +8; Alertness, Blind-Fighting, Cleave, Combat Reflexes, Dodge, Power Attack, Weapon Focus (halberd), Improved Unarmed Combat

Possessions: halberd, chain shirt.

Languages Spoken: Dwarven, Gnomish, Kalamaran, Deji and Merchant's Tongue

Sub-Race: Kalamaran

Personality Traits: The guards have the highest paying position in Bet Rogala for a warrior and they know it. Their livelihood depends on the merchants not being bothered by any of the citizens of the city, unless the merchants wish to meet with people. They are very aloof and distant. They want to deal with people and then get rid of them as soon as possible.

The House of Scales is a grand stone building whose towers rise high into the sky. A carved stone ring encircles the building. The ring has numerous heraldic devices carved upon it. The doors are made of a dark wood reinforced with metallic bands. As you enter you are immediately struck by the wealth and grandeur of the building. The foyer is three stories high and ends in a guarded marble staircase leading to the upper floors. To the right is an open archway decorated with the carved stone title of "Minister of Hiring".

The guards inside the merchant house will restrict the PCs to the Hiring Office. The inside of the Minister's office is also extremely plush. Three administrators sit behind a large counter working on various pieces of parchment. There are ample chairs for warriors and adventurers to utilize. There is also a weapons rack on the left side.

As the PCs enter they will find they are the only ones here currently and can thus immediately speak to one of the clerks. The clerk that will come to speak to the PCs is found

below. The three clerks are Oakheart (half-elven male), Lomburd Stoneax (dwarven male) and Vulansa (gnomish female). Between them they speak just about every civilized language.

Oakheart, male, half-elf, Brd5: CR 5; Medium Humanoid (5 ft. 7-in tall); HD 5d6; hp 18; Init +3 (+2 Dex); Spd 30 ft.; AC 15 (+3 Dex, leather armor); Attack +6 melee (rapier), or +2 ranged (thrown dagger); AL N; SV Fort +1, Ref +6, Will +4; Str 10, Dex 16, Con 11, Int 16, Wis 10, Cha 17.

Skills and Feats: Profession (Administrator) +8, Escape Artist +10, Hide +10, Move Silently +10, Perform (Instrument, Flute) +10, Perform (Instrument, Lute) +9, Perform (Sing) +10, Use Magical Device +5, Tumble +7, Spellcraft +5; Bardic Knowledge (+8), Countersong, Dodge, Fascinate, Inspire Competence, Inspire Courage, Weapon Finesse.

Possessions: masterwork rapier (stored in closet), 3 daggers/throwing knives, pouch with 16 gp and 6 cp.

Spells Prepared (3/4/2): 0th- *daze, mage hand, prestidigitation*; 1st - *charm person, cure light wounds, expeditious retreat identify*; 2nd - *cat's grace, sound burst, Tasha's hideous laughter*.

Spells Known: 0th - *daze, detect magic, light, mage hand, prestidigitation, read magic*; 1st - *charm person, cure light wounds, expeditious retreat, identify*; 2nd - *cat's grace, sound burst, Tasha's hideous laughter*.

Languages Spoken: Elven, Kalamaran, Brandobian, Ancient Kalamaran and Merchant's Tongue
Sub-Race: Kalamaran/ Wood Elf.

Personality Traits: Oakheart is a little bit effeminate. He does prefer women over men, but he just has that slight frame and speech pattern that leaves a little to doubt.

Oakheart can inform the PCs that the House of Scales currently has no requests for mercenaries or tasks that require outside assistance. However, they can tell the PCs about a merchant who has informed them that he plans on hiring additional caravan guards in three days. He plans on doing the hiring himself but will post the opportunity here in two days.

The PCs could attempt to visit many of the places on the Building Guide to Bet Rogala that is contained in the index. You should attempt to limit the amount of exploring that they do so that they can still play the rest of the adventure. Other events in the coming months will continue to explore the various detailed locations in the city itself.

Once the PCs decide which Inn they will be using and make off to explore the city continue with Encounter Two.

Encounter Two-A Man Selling Maps

You should utilize this portion of encounter two as the PCs leave the city gates, the inn, or the Merchant Guild. Coruren is not attempting to swindle the PCs in any way. Nor does he attempt to steal from them. He knows that the maps that he sells are not professional in any way, however, the professional Mapmaker sells his maps for 100 gp each and that is a lot more than Coruren charges. The only "untruth" he tells is when he uses Coruren as his name. That was not his birth name but he has never used his birth name in the city and will not use it.

As you come to one of the many elaborate street corners of the city, the two and three-story buildings throw perfect shadows across the busy street. A commonly dressed man with dark brown hair walks up to you, "You look new to town. Don't worry, I have been helping newcomers to the city for so long that I can see them a mile away. My name is Coruren and I am a guide. I sell both maps to the city and my own services. Just let me know if you are interested, maps are 1 sp and my services are of course negotiable."

Coruren, male, human, Rog3: CR 3; Medium Humanoid (5 ft. 6-in tall); HD 3d6+3; hp 17; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 armor); Attack +3 melee, or +4 ranged; AL LN; SA +2d6 sneak attack; SQ: Evasion, Uncanny Dodge; SV Fort +2, Ref +5, Will +1; Str 12, Dex 14, Con 13, Int 14, Wis 11, Cha 15.

Skills and Feats: Balance +12, Bluff +6; Climb +12, Diplomacy +5, Disguise +5, Escape Artist +5, Gather Information +4, Hide +7, Intuit Direction +5, Knowledge (Bet Rogala) +5, Listen +6, Move Silently +8, Profession (guide) +5, Search +6, Sense Motive +5, Spot +5, Tumble +5; Cat Burglar, Dragon Blood, Dodge

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

Languages Spoken: Deji, Kalamaran and Merchant's Tongue

Sub-Race: Deji

Deity: Risk

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

The maps that Coruren has are contained in the Appendix. Obviously it is not a very detailed map of the city, however it has many of the highlights and is probably worth 1 sp given the knowledge of the city that is used to create the maps. He may also be able to inform the PCs of the various pieces of information that are included on the Building Key to Bet Rogala. His target to know information is DC 10 (common), DC 15 (uncommon). Prices for his services are listed in the sidebar.

Coruren Guide Prices

Guiding to one particular location in the city:	1 sp
One Hour Tour of the Merchant Quarters or the Artisan District:	1 sp
Two Hour Tour of the Merchant Quarter or the Artisan District:	2 sp
Three-Hour Tour of the City:	1 gp (includes his Inner Gate toll)

Encounter Two-B Crime in the Streets

You should utilize this encounter in the Merchant Quarter of the city either before or after the PCs have gone to their inn, independence Square or the Merchant's Guild. NOTE: as this drama is starting to unfold Coruren will try not to get involved and stay out of sight. You should begin by utilizing one of the Spot rolls that you should have had the characters make at the beginning of the adventure. Ideally at least one character has succeeded in a DC 10 Spot check. All that make the Spot notice the following:

The street is fairly crowded up ahead of you as a cart has spilled a number of melons onto the street. As you move forward to get a better look you notice that a scar-faced man is gently cutting the purse strings of a merchant ahead of him. Looking about quickly you realize that you seem to be the only ones who notice this. DISPLAY IQ ILLUSTRATION # 1



A lot will depend of the actions of the PCs however here is a short list of anticipated actions and the resolution. The statistics for Captain Banilor are given below. If asked his name he will use the cover name of Keradin.

1. **The PCs attack the Cutpurse:** In this case Banilor will weather the first round of blows and attempt to surrender. If the PCs accept his surrender he will

- apologize and offer to pay both the PCs and the merchant 10 gp each.
2. *The PCs grapple or attempt to subdue the Cutpurse:* In this case Banilor will go with the attack and allow himself to be "subdued". He will then attempt to bribe the PCs into letting him go. He offers each of the PCs 10 gp (1 pp each).
 3. *The PCs scream for the guards or make a scene of some type:* Banilor will attempt to get them to become quiet and might possibly attempt to bribe the PCs.
 4. *The PCs hold the Cutpurse until the Watch arrives:* The watch arrives in about five minutes. They will take a statement from the PCs and will not question the PCs about any lies that they might have said at this time.

It will be important to note a couple of things. First, whether the PCs stop the theft. Second, whether they accept the bribe to let the cutpurse go. Third, whether they let the cutpurse go.

Captain Banilor, male, human, Inf 7/Spymaster 2 (Song & Silence): CR 9; Medium Humanoid (5 ft. 8-in tall); HD 7d6+14 / 2d8+4; hp 58; Init +3 (+3 Dex); Spd 40 ft.; AC 15 (+3 Dex, +2 armor); Attack +8 / +3 melee ((sap) 1d4+2 subdual damage); SA Sneak attack +4d6; SQ Uncanny Dodge, Woodland Stride, Trackless Step, Woodcraft, Internal Compass, Undetectable Alignment; AL CG; SV Fort +4, Ref +11, Will +5; Str 14, Dex 17, Con 15, Int 12, Wis 10, Cha 13.

Skills and Feats: Appraise +4, Balance +7, Bluff +15, Climb +7, Decipher Script +8, Disable Device +10, Diplomacy +9, Disguise +12, Escape Artist +8, Forgery +9, Gather Information +12, Hide +10, Innuendo +10, Listen +10, Move Silently +10, Open Locks +7, Pick Pocket +10, Profession (cutpurse) +7, Read Lips +11, Sense Motive +13, Spot +9, Wilderness Lore +9; Skill Focus (Bluff), Unerring Strike, Dodge, Mobility.

Possessions: leather armor, short sword, sap, pouch with 7 pp.

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

Sub-Race: Deji

Deity: Yendaj (The Coddler)

Personality Traits: There are two personalities at play here. The first is that of Keradin. Keradin is oily and many people feel the need to wash after speaking to him. He smiles out the right side of his mouth and always acts the co-conspirator with anyone he is speaking with. A true slimy personality. The second personality is that of Captain Banilor. The Captain is a well respected and wonderfully personable officer in the Gray Legion. He is articulate and direct, almost completely different from Keradin.

Typical City Guards, Kalamaran Male, War1: CR 1; Medium Humanoid; HD 1d8+5; hp 13; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (Dex +1, +4 chain shirt); Attack +4 melee (shortspear), or +2 ranged (light crossbow); AL LG; SV Fort +4, Ref +1, Will +0; Str 14, Dex 13, Con 15, Int 10, Wis 10, Cha 10.

Skills and Feats: Diplomacy +2, Listen +2, Profession (guard) +4, Spot +2; Weapon Focus (shortspear), Toughness

Possessions: halberd, chain shirt.

Languages Spoken: Dwarven, Kalamaran and Merchant's Tongue

Sub-Race: Kalamaran (65%) or other

When the guards arrive they will come in a squad of four guardsmen. They are aware of what is going on but will listen and take copious notes. They will arrest the cutpurse and return the stolen purse to the merchant. One important note: If the PCs utilized magic (visible) in any way to apprehend the cutpurse, the guards will ask to see the caster's registration. If they do not have it one the guards will explain the requirements. The guard will state that the caster appears new to the city, and while they will offer a stern warning the guard will allow the PCs to leave. However, the guard will inform the caster that they should immediately get to the College of Magic and register his or her ability. It does not cost anything but it is against the law not to be registered and utilize magical abilities in the Principality.

Encounter Two-C The Inner Gate

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

There are many, many exceptions for the Inner Gate toll, unfortunately the PCs do not yet qualify for most of these exceptions. However remember that in the introduction, the guards at the gate informed the PCs that there is a 2 sp charge to pass through the Inner Gate of Bet Rogala. The guards also told the PCs that if they tell the guard at the Inner Gate that they are just going to check on a job, that they will be allowed to pass without paying the fee. But, they will owe the fee if they are hired by the College of Magic. This is the only exception that the PCs qualify for currently.

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

If Coruren is escorting the PCs he can tell them about the toll here. If they have the toll they just drop it in the box on the right side. The PCs can also see a number of richly dressed merchants doing just that. Of course, they may have been told about deferring their payment until they know if they have a job at the College of Magic. If they wish to do this (or remember to do this) then they must speak to one of the four guards at the gate.

Jesadur, Ar'Lan, and Wesilav, human male, Exp 4: CR 6; Medium Humanoid (5 ft. 8-in tall); HD 4d10+8; hp 38; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (Dex +1, +4 chain shirt); Attack +6 melee (halberd), or +4 ranged (heavy crossbow); AL LN; SV Fort +2, Ref +2, Will +4; Str 14, Dex 13, Con 15, Int 10, Wis 9, Cha 11.

Skills and Feats: Climb +5, Craft +5, Diplomacy +4, Listen +6, Profession (guard) +6, Spot +6; Alertness, Dodge, Weapon Focus (halberd).

Possessions: halberd, chain shirt.

Languages Spoken: Kalamaran, Brandobian and Merchant's Tongue

Sub-Race: Kalamaran

Batela, human female, Exp 4: CR 4; Medium Humanoid (5 ft. 8-in tall); HD 4d6+8; hp 29; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (Dex +1, +4 chain shirt); Attack +6 melee (halberd), or +5 ranged (heavy crossbow); AL LN; SV Fort +5, Ref +2, Will +1; Str 14, Dex 13, Con 15, Int 10, Wis 9, Cha 11.

Skills and Feats: Climb +3, Jump +5, Craft +5, Diplomacy +1, Listen +8, Profession (guard) +4, Spot +8; Alertness, Combat Reflexes, Weapon Focus (halberd).

Possessions: halberd, chain shirt.

Languages Spoken: Kalamaran, Brandobian, Reanaarian and Merchant's Tongue

Sub-Race: Kalamaran

This encounter is designed to give the PCs the feel for the city and the Inner Wall, plus explain some of the costs of living and working in Bet Rogala. Once they have passed the Inner Gates continue with Encounter Three.

Encounter Three At the College of Magic

The College of Magic

Passing through the Inner Gates of Bet Rogala the dense packed buildings of the Merchant's Quarter are replaced by a greener open city. The Grand Way continues toward the eastern gates of the city. As you come into view of the College of Magic the first distinct characteristic is the colors. Each of the high towers and buildings are made of colored marble or stone with brilliantly colored roofs.

You pass the headquarters buildings for many of the military forces of the Principality as you approached the "gate" of the College. As you get closer you discover that there is no formal gate, however, a large stone arch extends across the wide road. Mystical symbols adorn the archway. A scraggly-appearing man stands firmly under the arch watching your approach. DISPLAY IQ ILLUSTRATIONS #2 & #3



Q'Ranen, Male Half-Elf, Nob3/Wiz 7/Ran3: CR 13; Medium Humanoid (5 ft. 10 in tall); HD 3d8+3, 7d4+7, 3d8+3; hp 68; Init +5 (+1 Dex, Improved initiative); Spd 30 ft.; AC 19 (+1 Dex, +4 *mage armor*, +4 *ring of protection*); Attack +8 / +3 melee, or +9 / +4 ranged; AL LG; SV Fort +7, Ref +5, Will +11; Str 11, Dex 13, Con 12, Int 19, Wis 14, Cha 11.

Skills and Feats: Alchemy +7, Appraise +5, Bluff +8, Concentration +12, Gather Information +8, Handle Animal +4, Knowledge (arcana) +10, Knowledge (history) +10, Knowledge (monsters) +10, Knowledge (nobility) +10, Knowledge (races) +10, Listen +10, Ride +8, Sense Motive +10, Spellcraft +10, Spot +8, Wilderness Lore +12; Track, Improved Initiative, Combat Casting, Expert Timing, Linguist, Sceptic.

Possessions: (at her inn) Shortspear, light crossbow, scroll of *magic missile*, scroll of *shield*, (with her) 5 gp, 16 sp and 6 cp.

Languages Spoken: Elven, Hobgoblin, Brandobian, Kalamaran, Deji, High Elven, High Kalamaran, Svimohzish, Reanaarese and Merchant's Tongue

Wizard Spells Remaining (4/5/4/3/2): 0 - *mage hand*, *spot invisible*, *detect magic*, *detect poison*; 1st - *shield*, *spellscatter*, *comprehend languages*, *sleep*, *message*; 2nd - *glitterdust*, *detect thoughts*, *see invisible*, *chromatic rod*; 3rd - *dispel magic*, *tongues*, *slow*; 4th - *stoneskin*, *fear*.

Sub-Race: Kalamaran / High Elf

Personality Traits: Grumpy, eccentric, protective

The Honorable Q'Ranen is a member of the College of Magic and the Warriors of the Emerald Wave. For many years he was the magical trainer for the Warriors of the Emerald Wave. He is currently 107 years old. Part of Q'Ranen's fame is that he was born in Bet Rogala as the news of its independence was announced to the city. He has served the Principality and the Prince since he was 25 years old when he was a messenger for the Prince's household. Instead of retiring and gaining lands as fitting a member of the Honorable, he took the post as Gatekeeper of the College of Magic. Traditionally the Gatekeeper has been a retired member of the city guard, however Q'Ranen has been holding the post now for sixteen years. He loves the work and the interaction with the citizens of Bet Rogala. Not many in the College or the city itself know of Q'Ranen's background or his position as an Honorable of the Principality and he likes it that way. He is honored that the Prince has recognized his service but he is just not ready to stop serving yet.

Q'Ranen tends to adopt most of the likable adventurers in the city. He is very relaxed and laid back, however, he puts on the airs of being gruff and disagreeable. This is especially true to anyone that has too big of an ego. The rule of thumb is if you are relaxed, laid back and friendly Q'Ranen will like you and be a good friend. Q'Ranen tends to refer to younger adventurers as "buddy" (male) or "honey" (female). There are just a few rules for visiting the College of Magic and he is glad to let the PCs know that unless they are enrolled in a class, they are not allowed to interrupt or explore the various halls of the College. The only "public" building is the administrative building.

Presumably the PCs will ask Q'Ranen if there are any open positions or faculty looking for assistance. When they do you should continue with the following text.

The Gatekeeper looks at each of you kind of sideways, "Well buddy I guess you look like you have a bit of a spine. I definitely have one request and it seemed kind of urgent. Not sure what it pays but I can give you each a token to allow you to enter the Hall of Illusion so to speak to Professor Sutilla Vuria. He is currently looking for some assistance. Now he is a strange one our Sutilla, said he conjures demons and such, you sure you want to go?"

Q'Ranen is just attempting to test the PCs a little and trying to scare them. It is a half-hearted attempt but Q'Ranen also knows that Sutilla is just looking for some people to run some errands for him so he is not testing them that much. Once they agree Q'Ranen will give each of the PCs a small yellow token. He will tell them that this will function for today so that they can get into the Hall of Illusion. Normally all the Halls are magically locked to prevent anyone from accidentally getting hurt by any of the experiments or students.

Encounter Four Meeting Sutilla

The Hall of Enchantment and Illusion is a long rectangular shaped building just inside the gates of the College on the left. It is brightly lit by many different magical phantasms that walk its three-story roof. The entrance of the white marbled building is a high open archway.

It is assumed that each PC kept their token from Q'Ranen, if one of them tries to enter the building without the token they will find that they can not pass through the archway as some invisible force prevents their entry.

Inside the archway is a listing of many names with what appears to be locations listed next to the name. Sutilla's name is listed with the words "Basement West".

Sutilla's office is in the western portion of the basement of the Hall. If the PCs can not figure that out then there will be a number of strangely dressed wizards coming out of the hall in a few minutes. The wizards have just been taking instruction in *change self* and *alter self* spells. It seems a small competition was held to see who could make themselves the most "striking". Any of the students can give the PCs directions to Sutilla's office.

The dark black wooden door was marked with the name Sutilla Vuria, Master of Chaos in silver letters. The hallways in this section of the Hall are all dark and poorly lit.

When the PCs knock on the door, a deep voice will bid them to enter.

The inside of the 40-ft x 40-ft office is lit better than the outside hallway. Bookcases stand against three walls with many tomes and figures gracing the shelves in an orderly and scholarly manner. A husky Reanaarian man stands on the other side of the desk, small

patterns of light dancing randomly in the air behind him. "I am Sutilla Vuria", he growls, "Can I assume that you are here to assist me?" DISPLAY IQ ILLUSTRATION #4



Sutilla Vuria, Male Human, Wiz 11 (Conjurer): CR 11; Medium Humanoid (5 ft. 11 in tall); HD 11d4+11; hp 48; Init +9 (+5 Dex, Improved initiative); Spd 30 ft.; AC 19 (+5 Dex, +4 *mage armor*); Attack +5 melee, or +10 ranged; AL CN; SV Fort +6, Ref +10, Will +11; Str 11, Dex 17 (currently 21 due to *cat's grace*), Con 12, Int 19, Wis 13, Cha 11. *Skills and Feats:* Alchemy +12, Appraise +6, Bluff +5, Concentration +15, Knowledge (arcana) +15, Knowledge (abyss) +10, Knowledge (monsters) +6, Listen +7, Scry +10, Spellcraft +15, Spot +8; Combat Casting, Improved Familiar, Enhance Familiar (speak), Miser with Magic, Scholar, Brew Potion, Spell Mastery.

Possessions: Scroll of *comprehend languages*, *cloak of resistance* +2, 251 pp.

Languages Spoken: Elven, Hobgoblin, Brandobian, Kalamaran, Deji, Reanaarese and Merchant's Tongue

Wizard Spells Remaining (4/5/5/5/4/2/1): 0 - *mage hand*, *mage hand*, *detect magic*, *detect magic*; 1st - *shield*, *hold portal*, *message*, ~~*mage armor*~~, *silent image*; 2nd - *glitterdust*, *summon monster II* x2, *blur*, *mirror image*; 3rd - *dispel magic*, *major image*, *flame arrow*, *hold person*, *summon monster III*; 4th - *stoneskin*, *summon monster IV*, *shadow conjuration*; 5th - *dismissal*, *lesser planar binding*; 6th - *summon monster VI*.

Sub-Race: Reanaarian

Personality Traits: Sutilla is currently grumpy however in general he is a very happy light personality. Only the current working conditions have him down. He is extremely inquisitive and will ask the PCs many questions and loves to talk about his work.

NOTE: Those spells marked through have already been cast today.

Sutilla is not as bad as he sounds. He has not been happy for the last six months since his office was moved down here into the basement. He loves the outdoors and seeing the sun and he spends far too much time in his "cave" now. If there are any wizards in the group he will gladly speak to them in at least a more civilized manner. He does have the following pieces of information to tell / inform the PCs.

- He is currently experimenting with creatures from the abyss.
- The abyss is another plane of existence where evil abominations live and breed.
- He wants to be able to detect and bind these creatures when they are summoned to Tellene.
- They are usually very dangerous and very bloodthirsty.
- Word is that Tokis may soon resort to utilizing these creatures against Pekal.
- He needs to acquire a number of items in order to create his rod of the abyss.
 - He has most of his ingredients. He only needs the PCs to acquire two additional pieces.
 - A package of petals called the Ruby-spined crab from Professor Evle.
 - A magical jug from Altamir Dorguld one of the Masters of Transmutation.
 - He will give them 50 pp for their trouble although they will have to make the purchase of the flower petals and any other expenses from that money.
 - He would like to perform the enchantment ritual tonight if they can get the jug and petals by then and they are welcome to stay during the initial portions of the ritual.
 - He will be giving them a token to allow them access to the necessary Halls of the College.
 - He can tell them that Professor Evle's office is in the Administrative Building.
 - He can tell them that Altamir Dorguld can usually be found either in his office at the Hall of Transformation or at the Vr'Mindrel House.
 - He will be busy preparing for the ritual thus he needed to hire others to accomplish his errands. (Partially true, that and he just dislikes Altamir - Sense Motive DC 15 to determine that he is not being completely truthful.)

If the PCs ask Sutilla about the jug he will tell them that it is used to keep a liquid at a constant temperature. He actually petitioned to create one, but was told at the Cathedral of Enchantment that one such jug in the College was sufficient. He really does not understand the absolute control that the Cathedral has over the creation of magical items, however he knows how valuable the College is to his studies and will not jeopardize that over a stupid magical jug.

As for the lights dancing behind him. This is a form of will-o-wisp that he discovered on the outer planes. They are similar to the material world's will-o-wisp however they are not as evil. Sutilla summoned the creature as his familiar and is very pleased by the looks and questions from his fellow professors. It also has the ability to speak, its colors fluctuating as it speaks.

Anarchic Wisp, CR 4; Small Magical Creature; HD 4d8; hp 24; Init +13 (+9 Dex, +4 Improved Initiative); Spd Fly 50 ft. (perfect); AC 25 (+1 size, +9 Dex, +5 deflection); Atk Shock +8 melee (1d8 damage); SQ Spell immunity, acid, cold, electricity, fire and sonic resistance 5, immune to polymorph and petrification, fast healing 1, natural invisibility; AL CN; SV Fort +2, Ref +11, Will +3; Str --, Dex 28, Con 10, Int 13, Wis 13, Cha 10;
Skills and Feats: Bluff +6, Listen +9, Search +7, Spot +9; Blind-Fight, Improved Initiative

Encounter Five The Errands

There are many sub-encounters within this encounter. The PCs have their choice at the beginning of the encounter whether to acquire the flower petals or the jug first. The flower petals are very simple it is just an excuse to allow the characters entrance into the administrative building where any spellcasters are able to register with the College.

The quest for the jug is a little more difficult. The PCs will be able to locate Altamir fairly easily, he is currently in his office in the Hall of Transmutation. However, there is a slight problem. He will not give up the jug and he is not interested in money for the jug. He does however need to "borrow" a few items from other professors in the College, in particular, a set of enchanted gloves and a hood currently being used by Wherahzni Vezdor in the Hall of Enchantment and Illusion.

The errand goes on like this for a while with each professor requiring something additional. Finally the PCs should be on their way to the necromancer P'Hiloran to acquire bone wands. This is found in Encounter Six. The breakdown of the various errands along the way is found in the sidebar.

Encounter Five-A:	Professor Evle (ruby-spined crab)
Encounter Five-B:	Altamir Dorguld (magic jug)
Encounter Five-C:	Vr'Mindrel House (masterwork copper tubing)
Encounter Five-D:	Wherahzni Vezdor (enchanted hood and gloves)
Encounter Five-E:	Guild Stables (hippogriff egg)
Encounter Five-F:	Chada (incubator)
Encounter Five-G:	Morisato Het'Vex (bone wands)

Encounter Five-A

In the center of the vast College of Magic is the tower that is called the Administration Building. This golden domed building appears to stand at least 80-feet high and has large wide stairs leading up to the entrance. Once inside it becomes clear that the offices of the building are all along the outside walls of the tower with a spiral staircase leading up to

each floor. The core of the building is open and a spectacular view of the inside of the dome can be seen from any of the landings of the tower. The entranceway has both an information office and a registration office.

The two offices are on either side of the entrance. The information office can give information regarding the location of any of the faculty of the College. They also have information regarding class schedules and registering for classes at the school. If asked they will inform the PCs that classes are in mid-session and it will be a moon before the next classes begin. Of course, the College operates using a mystical calendar based on Diadolai so each moon is approximately 80 days apart.

If the PCs ask about Professor Evle, they will be told that the Professor has offices on the third floor north and that she should be currently in. A man named Gurali runs the information office. He seems to have a perfect memory for professors, students, classes and the office hours for each professor.

If the PCs return here later to get more information regarding the location of the various other professors that they will be searching for, Gurali will be able to point them in the right direction.

The registration office may not be what the PCs are expecting. It has nothing to do with registration for classes. It is purely the office where all spellcasters in the Principality of Pekal register their abilities. There are additional offices in Baneta and the major towns of the Principality as well. There is no fee for registering. It is simply an administrative task. The only questions on the form include the character's name, race, gender, magical source (natural, learned or divine caster of magic) and length of time he or she has been aware of his or her skill. Each caster is given a copy of the College of Magic's rules and asked to sign a statement that he or she understands them. The registration office has copies in all the major human and demi-human languages. They are aware however that some casters of magic come upon the skill unintentionally or naturally and may not have had the opportunity to learn to read before coming to the College. In this case the rules will be read to the spellcaster and a notation made upon the statement. There is a certificate for any caster of magic that registers with the College.

Professor Evle's Office:

Professor Evle's office is on the third floor. The door is open and a young woman is seated at a bench with a variety of flowerpots and flowers upon it. She has her back to you, as she is facing the flowers silently working. The northern walls of the city and arena are visible out the clear glass window of her office. "Please come in." she says in a sultry voice. "Just have to get this one in soil and I will be right with you."

There are several chairs in her office but not enough for most parties of adventurers. She only has four chairs but there are other small tables that PCs might elect to sit upon.

Professor Evle will explain that she is working with a rare plant called the Jenhovali Tiger from the lands of the Svimohzish. Professor Anasnosham brought them back after her last trip home. They are very aggressive plants whose roots can take nutrients directly from the roots of other plants. They do however produce pollen that is a potent healing agent.

When Professor Evle is finished explaining she will turn and shake hands with the PCs. Her hands are completely covered in dirt and fertilizer (natural) but she does not seem to notice. If she is asked about the Ruby-Spined Crab petals she will smile saying it is an amazing coincidence. She just collected some last night. A bundle of the flower petals costs 50 gp (5 pp). It is possible that the PCs might attempt to barter with her. Have whichever PC is attempting to barter make a Profession (merchant) or simple Charisma check against Evle's Charisma check. For every point higher that the PC's result is over that of Evle she will reduce the price by 1 gp.

Professor Evle Toreldon, Female Human, Wiz 4 / Drd 4: CR 8; Medium Humanoid (5 ft. 3 in tall); HD 4d4+12 + 4d8+12; hp 57; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 *mage armor*); Attack +5 melee, or +6 ranged; AL CN; SV Fort +5, Ref +2, Will +8; Str 11, Dex 13, Con 17, Int 18, Wis 15, Cha 17.

Skills and feats: Alchemy +8, Animal empathy +6, Craft (pottery) +8, Handle animal +8, Hide +3, Intuit direction +8, Knowledge (arcana) +11, Knowledge (nature) +11, Listen +3, Move silently +3, Profession (herbalist) +15, Scry +9, Spellcraft +9, Spot +5, Wilderness Lore +10; Blind-fight, Brew potion, [Scribe scroll], Silent spell, Track.

Possessions: . *potion of darkvision*, 45 gp.

Languages Spoken: Brandobian, Elven, Draconic, Sylvan, Kalamaran, and Merchant's Tongue

Druid Spells Remaining (5/4/3): 0th -- *create water, detect magic, mending*; 1st -- *entangle, goodberry, obscuring mist, pass without trace*; 2nd -- *soften earth and stone, speak with animals, tree shape*.

Wizard Spells Remaining (4/4/2): 0th -- *arcane mark, detect magic, mage hand, mending*. 1st -- *mage armor* x 2 (one remaining), *magic missile* x2. 2nd -- *alter self, mirror image* x2.

Sub-Race: Brandobian

Personality Traits: Evle is very motherly and loves her plants. She is untidy in her appearance however her greenhouse and office are immaculate.

Professor Evle being both a wizard and druid has concentrated on the natural properties of plants and their uses in magical creations and potions. She sometimes teaches at the College but more often is brought into a class to explain a plant by another professor. She was given the office in the Administration building because so many of the professors utilize her knowledge and buy ingredients from her.

Ruby-Spined Crab: This flower grows along the shores of Lake Eb'Sobet in the Principality of Pecal. The flower blooms only in the dark of night and retreats from even torch or lantern light making it very difficult to properly harvest. When in bloom the flower extends two pincher-like petals, which absorb water from the air around the lake. The flower petals are often used to make Calaboran (DC 25 Market Price 75 gp). Calaboran must be used very soon after creation and is used as a dye in magical circles and inscriptions. The use of Calaboran increases the potency of the circle or inscription by +1 (DC).

Jenhovali Tiger: This flowering plant grows wild in the remote areas of the Vohven Jungle. The plant is extremely aggressive attacking other plants in the area. The J-Tiger however produces a valuable golden yellow pollen that herbalists are able to utilize to create Tiger powder (DC 30 Market Price 120 gp). This powder when inhaled provides maximum healing from the next 1d3 clerical/druidical/shamantic healing spells.

Encounter Five-B (EL 2)

The largest building by far in the College of Magic is that of the Hall of Transmutation. More aptly described as a large collection of smaller buildings that somehow connect to each other, the Hall is a mixture of different architectural styles and designs. The only similar fact is that all the different levels, towers and wings of the building are all constructed out of a gray marble stone.

The Hall of Transmutation is on the right side of the entrance gate and is at least three times larger than the Hall of Enchantment and Illusion. There is one major entranceway on the front face of the building although other entrances are probably not visible. As you enter the building the vastness of the outside seems dwarfed by the vastness of the entrance. Large marble archways lead off to the right and left every thirty or forty feet down the entrance hall. As you take in the hall, you notice that it is lined with paintings of some of the more famous transformation students. Suddenly the first

painting on the left blinks! "Oh sorry, feel asleep again." It says yawning within its frame. "Anything I can help you with. You obviously have the appropriate token for today?"

The painting is that of Retillian Bojardi a halfling wizard. The young halfling spent too much time talking to others in Altamir's class and too little time listening to the grandmaster. He was turned into a painting for the duration of the current class schedule and instructed to pay attention to everyone entering the building and give passerbys whatever assistance they might request.

The young halfling did not realize this but this is a common punishment among the first year students of Altamir. There is a student at each of the entrances to the Hall of Transformation. If the PCs ask Retillian where they might find Altamir he will look quite exasperated and will give the PCs the following information.

The halfling in the painting crosses his eyes. "The old windbag is probably in his office. I know he has not left yet today because he has not walked past me ignoring my every word. How come I have to listen to him but he won't listen to me. Just not fair! Take the first passage on the right and go to the very end of that corridor and go left. His worship's office is around there. Be careful he is powerful and has been known to turn at least one student into a painting."

The PCs can explore other areas of the Hall of Transformation although it is not suggested. A number of doors will not open to them and the doors that do open contain ongoing classes, laboratories and sometimes summoning circles. Retillian has made a mistake in giving his direction and has lead the PCs into a trap. When they arrive at the end of the corridor you can have each one make a Spot DC 18 check. A successful check can determine that the corridor leading to the right is very ornate and something very bright can be seen at the end of the corridor. If the PCs follow Retillian's directions they will run into a trap set down the hallway to prevent access to Altamir's private laboratory.

The trap consists of two iron gates that fall from the ceiling. The gate leading further into the hallway is also trapped, although the gate to return may be lifted normally. The gates fall 15 feet apart. The trigger for the trap is in the central square. Anyone in the square behind the trigger may make a Reflex save (DC 15) to end up outside the bars. Failure indicates that they too are between the two bars.

Hallway Trap: CR 1; no attack roll required; Search (DC 20); Disable Device (DC 20).

Blade Trap: CR 2; +8 melee (1d8 x3 crit); Search (DC 21); Disable Device (DC 25). Again this trap is on the bars furthest down the hallway.

Portculus, Iron: 1 in thick. Hardness 8; Hit Points 30; DC to Lift 25.

If the PCs are trapped and unable to get out from between the bars, a guard will come around in 2d10 minutes to free them. He will then escort them to Altamir's office.

When the PCs finally get down the corridor to Altamir's office you may continue with the following.

The long corridor to Altamir's office is at least 200 feet long. The gray marble walls glistening as if freshly cut from the quarry. A reddish colored wooden door can be located at the end of the hallway. "Altamir Dorguld, Grandmaster of Transmutation" is painted on the door. Amazingly, the script seems to alter itself as you approach until it can be read in your native language.

We give the PCs a chance to catch their breath and perhaps prepare for their encounter. Knocking on the door is best, however, if one of the PCs simply attempts to open the door he or she will find it open as well.

The inside of the huge 60-foot square office is definitely masculine in design. Deep dark wooden bookcases line both sidewalls and the blue marble desktop highlights the huge dark desk in the center of the room. Two pedestals stand behind the desk, both with blue silk covers over their features. Many leather-covered books grace the bookshelves and one of the largest sits upon a bookstand on the desk.

Behind the desk is a small man no more than 4-ft 9-in. tall. He is short and slender but seems to command the room none the less. "Good day, may I ask your business? I presume one of you wishes to get into my class, or do you need a book signed? Come on, spit it out. I don't have all day you know."

Altamir Dorguld, Male Human, Wiz 17 (Transmuter): CR 17; Medium Humanoid (4 ft. 9 in tall); HD 17d4+34; hp 86; Init +5 (+1 Dex, Improved initiative); Spd 30 ft.; AC 15 (+1 Dex, +4 bracers of armor); Attack 9/+4 melee, or +9/+4 ranged; AL LN; SV Fort +7, Ref +6, Will +11; Str 11, Dex 13, Con 15, Int 21, Wis 13, Cha 11.

Skills and Feats: Alchemy +25, Concentration +20, Knowledge (arcana) +25, Knowledge (nature) +10, Knowledge (religion) +10, Listen +7, Profession (author) +10; Scry +21, Spellcraft +25, Spot +8; Spell Focus (Transmutation), Miser with Magic, Scholar, Brew Potion, Spell Mastery, Craft Wondrous Item, Empower Spell, Forge Ring, Quicken Spell, Scribe Scroll, Maximize Spell, Craft Arms and Armor

Possessions: Scroll of *Speak with Animals*, *cloak of resistance* +2, 251 gp.

Languages Spoken: Draconic, Abyssal, Auran, Celestial, Drow, Elven, Gnome, Goblin, Halfling, Hobgoblin, Brandobian, Kalamaran, Deji, Terran, Reanaarese and Merchant's Tongue

Wizard Spells Remaining (4/6/5/5/5/5/4/3/2/1): 0th -- *daze*, *detect magic*, *detect poison*, *mage hand*. 1st -- *magic missile* x4, *protection from chaos*, *shield*. 2nd -- *blur*, *invisibility*, *knock*, *locate object* x2. 3rd -- *dispel magic*, *fly*, *haste*, *lightning bolt* x2. 4th -- *dimension door*, *fire trap*, *polymorph other*, *polymorph self*, *scrying*. 5th -- *cone of cold*, *dismissal*, *dominate person*, *fabricate*, *teleport*. 6th -- *analyze dweomer* x3, *true seeing*. 7th - *sequester*, *painting* (similar to statue but creates paintings), *teleport without error*. 8th - *polymorph any object*, *mind blank*. 9th - *time stop*

Sub-Race: Brandobian

Personality Traits: Snobbish, Arrogant, Conceited and any other equivalent traits. He speaks with his nose almost up in the air and he considers very few in Tellene his equal.

One of the most famous wizards in all of Tellene, the good-looking Brandobian is cursed with his personality. He usually annoys people within a few minutes of meeting them and within days is hated by most people he encounters. He has authored over half the books on his shelves and he has no compulsion against mentioning that he is the most published author of all the College's professors, including the Archmage Zenith. Luckily for him he has met very few of the many people that have read his books. He will offer to sell a copy of his latest book entitled "*A Picture in Time: A Study of Motion*" each book is 50 gp. You should try to get him to sell at least one copy of the book before he stops talking enough to let the PCs ask him about the magical jug.

- He does indeed have the magical jug that Sutilla requires but he is very hurt that Sutilla did not come and retrieve the jug himself. Of course, it could be that the conjurer is simply in awe of the skills and the power of Altamir.
- He was considering using the jug for an experiment in the coming week (false, Sense Motive DC 15 will indicate this), however he might be convinced to perform a different experiment instead.
- He will be willing to lend Sutilla the magical jug if the PCs will acquire two items for him. First, he needs six feet of masterwork copper tubing from the Alchemists of the Vr'Mindrel House. And secondly, he needs Professor Vezdor's enchanted hood and gloves.
- Professor Wherahzni Vezdor is an enchanter in the Hall of Enchantment and Illusion.
- If the PCs tell him of the boy in the painting and the bad directions they were given, he will look a bit confused for a moment or two. Finally he will say, "***Which painting was this that gave you the directions? I will see too it that they are properly demoted, perhaps another session on the wall.***"

If the PCs gather the two ingredients for Altamir he will lend Sutilla the magical jug.

Encounter Five-C

This encounter details the outside of the Vr'Mindrel House, the home for Alchemical studies within the Principality of Pekal.

On the far western edge of the College of Magic squats a short square two-story building made of what appears to be dark marble. Upon closer inspection the gray marble is simply darkened with dirt and soot. What appears to be a huge pipe extends out of the flat roof of the building and enters the ground near the rear of the building. The only visible entrance is on the front under an archway inscribed with the words, "Meilor Teilor Binidora".

The words on the archway are in an ancient tongue of Kalamaran. They read "Purity, Quantity and Methodology". Inside the archway the characters will immediately be hit by the smell of the alchemist's laboratory. Many foul smelly ingredients are being combined to make the various compounds sold at the shop. A small shop is open during the day to sell those extra goods that the alchemists have at hand. A dwarven woman runs the shop. Her name is Fewaxa Goldbeard.

The inside of the Vr'Mindrel House is a calliope of smells, most of them horrid and repulsive. The entrance foyer is small with two doors exiting the foyer and a small opening in the right wall. A dwarven woman sits behind the opening reading some type of transcript. "ello. Don't have much today but you are welcome to it."

Available Alchemical Compounds

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

The table lists today's price for various compounds as well as the amount of the compound that is available. A different "menu" of items is usually available each week. Each tournament that has enough time built in for the heroes to visit the Vr'Mindrel House will have that week's list of compounds.

The PCs may also acquire the masterwork copper tubing for Altamir. The tubing will cost them 310 gp (31 pp). There is no haggling over this price as it is a set price for any member of the community or the College of Magic.

Encounter Five-D

In this encounter the heroes go back into the Hall of Enchantment and Illusion looking for Wherahzni Vezdor. The posting inside the door says that Professor Vezdor's office is on 2nd floor central.

As you enter the Hall of Enchantment and Illusion for the second time this day you notice that the interior roof of the building has changed from the last time you were here. Instead of the multitude of lights dancing along its surface, now a vast moving ocean of water plies a path along the ceiling.

You are able to make your way up the central staircase to the second floor. It takes you a few minutes but you are able to find the simple door whose plaque reads "Wherahzni Vezdor, Professor of Enchantment".

Again it is more polite to knock than just to enter. However, the door is again unlocked and the wizard will not seem to mind either way.

You enter a very colorful office. Paintings and statues upon pedestals decorate the office and only a few books decorate a small bookcase behind the small desk. A silver-robed, dark-skinned man sits behind the desk peering through a huge piece of glass at a small figure in his hands. "May Ehnovam grant you knowledge. I am Wherahzni."

Professor Wherahzni Vezdor, Male Human, Clr 4 / Sor 7: CR 11; Medium Humanoid (5 ft. 11 in tall); HD 4d8-4 + 7d4-7; hp 28; Init -3 (-3 Dex); Spd 30 ft.; AC 7 (-3 Dex); Attack +7/+2 melee, or +3 / -2 ranged; AL NG; SV Fort +5, Ref +0, Will +12; Str 13, Dex 5, Con 8, Int 18, Wis 16, Cha 14.

Skills and feats: Alchemy +7, Concentration +8, Craft (glass) +8, Diplomacy +6, Hide -3, Knowledge (arcana) +8, Knowledge (religion) +7, Listen +5, Move silently -3, Profession (glassmaker) +9, Scry +10, Search +4, Spellcraft +6, Spot +5; Extra-Turning, Scribe Scroll, Enlarge Spell, Spell Focus (enchantment), Dodge, [Expert Timing]

Possessions: Scroll of fly, pearl of power (2nd level spells), 18 gp.

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

Cleric Domains: Knowledge, Timing

Cleric Spells Remaining (5/4+1/3+1): 0 - create water, detect magic, detect poison, guidance x2. 1st - bless, comprehend languages, sanctuary, shield of faith, expeditious retreat. 2nd - augury, endurance, speak with animals, slow.

Sorcerer Spells Known (6/7/7/4): 0th -- Dancing Lights, Detect Magic, Mage Hand, Mending, Ray of Frost, Read Magic. 1st -- Charm Person, Hypnotism, Message, Shield, , Sleep. 2nd -- Invisibility, Mirror Image, Summon Monster II. 3rd -- Dispel Magic, Hold Person

Sub-Race: Svimohzish

Personality Traits: Studious and Introspective. Wherahzni almost always strokes his chin while listening to others speak and will "digest" their words before speaking his mind.

The professor is a man of very few words, he tends to listen more and talk less. He has been teaching here for many years and although he is not a wizard he is able to easily create an atmosphere of learning among his students. He has suffered badly from a number of diseases and his health, while currently stable, is not good.

He does have the hood and gloves that Altamir is looking to borrow. He does not hate Altamir but believes the wizard should listen more and talk less, of course, he believes that of many of the professors at the College.

Professor Vezdor appears to be quietly thinking about your request for a second, "I do have the items you request and you may borrow them in Professor Altamir's name. I would ask a favor of you though. You may not have noticed but I am no longer in top health. The stablemaster has informed me that an item that I have been waiting for has recently arrived. If you could retrieve it for me I would be greatly appreciative. You may need to acquire a special container for it, the stablemaster would know."

It should not surprise the PCs that there are more tasks left to accomplish. Important Note: When the PCs return, Professor Vezdor will not only give them the hood and gloves for Altamir but he will also reward them each with an *Amulet of Resistance*. The amulet will provide a +1 to any saving throw, however it only functions once.

Amulet of Resistance: This amulet consists of a slender silver chain which holds a small dark black stone. The amulet grants a +1 resistance to the wearers next save. After the amulet has functioned the stone dulls becoming gray in appearance. *Caster Level:* 3rd; *Pre-requisites:* Create Wondrous Item, *resistance*; *Market Value:* 150 gp.

Encounter Five-E

The guild stables are back behind the Hall of Conjunction and Evocation. They are fairly small considering the number of faculty, but they cater more to the exotic than to the normal modes of transportation.

You have to ask directions a few times but you find yourselves outside a drab solid stone building. A large iron-bound "barn door" and a regular sized iron-bound door seem to be the only entrances to this structure. Upon entering you notice a great number of regal carriages but very few horses, in fact you only see one small team of four. A scraggly-haired man seems to be working on one of the stalls hammering additional boards to the back wall of the stall.

This is the stablemaster. He is a very particular man and does not allow anyone else to work in the stables unsupervised. He also makes all repairs himself making sure that they are just the way he wants them.

Kerik, male human Exp8/Rgr4: CR 11; Size M (5 ft., 10 in. tall); HD 9d6+18 + 3d10+6; hp 76; Init +7 (+3 Dex, +4 Improved initiative); Spd 30 ft.; AC 13 (+3 Dex); Attack +10/+5 melee, or +12/+7 ranged; SV Fort +8, Ref +7, Will +8; AL LN; Str 13, Dex 16, Con 14, Int 13, Wis 12, Cha 8.

Languages Spoken: Merchant's Tongue, Giant, Deji, Kalamaran, Sylvan, Draconic, Orc, Goblin.
Skills and feats: Animal Empathy +10, Balance +5, Climb +10, Handle Animal +14, Hide +8, Innuendo +10, Listen +10, Move silently +10, Knowledge (monsters) +10, Spot +13, Swim +7, Wilderness lore +13; Improved initiative, Power attack, Run, Animal Control, Animal Defiance, Exotic Steed, [Track].

Possessions: ring of animal friendship, club +2 of stunning.

Ranger Spells Per Day: 1st - Speak with Animals.

Personality Traits: Kerik is a bit strange always talking to the animals as if they could talk to him about people around him. It is not strange to have a conversation with Kerik with him "relaying" information by speaking to one of his horses or animals in his barn.

Kerik is a strange man, not only is he a perfectionist in the maintenance of his stable. He actually travels on occasion and does business with a number of giant clans. These giants know what type of creatures that Kerik is looking to have captured and they capture the creatures that Kerik then brings back to the College of Magic. Only the Archmage Zenith is aware of how Kerik gains the creatures he supplies to the College and so far no one else has looked into the matter. While not officially illegal, it would certainly be frowned upon by many in the city and in the government.

Kerik does have the creature that Professor Vezdor is looking for, and it will need a special container in order to be transported. Luckily Kerik knows that the witch Chada of the Hall of Conjunction and Evocation has a container and she has lent it to Professor Vezdor many times. If the PCs ask Kerik what it is that they are transporting he can tell them that it is a hippogriff egg that is almost ready to hatch. Kerik has a stall that is enchanted to act as an incubator for eggs, however, Professor Vezdor needs the egg ready to hatch and that will require a mobile incubator.

Encounter Five-F

In this encounter the PCs will get to experience the Hall of Conjunction and Evocation which is very close to the Guild Stables. They are once again going to be sent elsewhere in order to complete their task. However before they leave they will get a chance to meet with the Deji Wisewoman Chada.

Coming back into the main portion of the College of Magic from the stables you easily find the Hall of Conjuration and Evocation, the second largest building in the college. The pristine white marble structure is rectangular and two stories in height. A few small towers rise over its roof. The entrance is on the south edge of the building and consists of a single story entranceway into an annex to the main building. There is a desk in the entrance foyer behind which sits a beautiful scantily clad woman. "Well hello. Please tell me that there are at least five of you. I need to help five more people before I can leave."

The woman is a Djinni and she was released from imprisonment under the condition that she act as secretary to the Hall of Conjuration until she had helped 1001 people. She is currently at 996 as only a few people come to the hall that require assistance. Her hope is that each of the PCs asks for her help. Even if they all come with the same request that would be sufficient to cause her release. If she is asked she will tell the PCs that her service here is not bad, she just misses her home and her friends on the Elemental Plane of Air and is looking forward to returning. Of course she is able to tell the PCs where they can find Chada. NOTE: There is also a board similar to the one in the Hall of Enchantment and Illusion that lists Dean Chada, second floor east.

It will be important to note whether or not the PCs all request the assistance from Yuthalena (the Djinni). If they have at least five members at the table and all request assistance then Yuthalena is released and their encounter with Dean Chada will be slightly different.

Yuthalena, female Djinni: CR 5; Large Outsider (Air, Chaotic Good); HD 7d8+14; hp 45; Init +8 (+4 Dex, +4 Improved Initiative); Spd 20 ft., fly 60 ft. (perfect); AC 16 (-1 size, +4 Dex, +3 natural); Atk Slam +10 /+5 melee (Damage 1d8+6); Face/Reach 5 ft. by 5 ft. / 10 ft.; SA Spell-like abilities, air mastery, whirlwind; SQ Plane Shift, telepathy, acid immunity; SV Fort +7, Ref +9, Will +7; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 15.

Skills and Feats: Appraise +9, Concentration +9, Craft (Gemcutting) +11, Escape Artist +11, Move Silently +9, Sense Motive +9, Spellcraft +9, Spot +9; Combat Casting, Combat Reflexes, Dodge, Improved Initiative.

Appearance: A beautiful 6 ft. 6 in. tall woman with blond hair and a very nice tan.

Spell-like Abilities: She is only allowed to utilize her spell-like abilities to escape attack or at the leave of the Dean of the Hall.

Personality Traits: The djinni is fairly naïve about the ways of the world. She has only known two masters and the first was a foul cruel dark elf. Then she was taken during a battle by a small woman who has her working here. She is intelligent but has yet to learn much of this world.

It becomes apparent quickly that the conjurer that Kerik refers to as the witch is actually the Dean of the Hall of Conjuration and Evocation. Her office is at the end of the eastern hall on the second floor. Many noises come from the various laboratories and summoning chambers as you make your way to her office. Suddenly the hallway is sprinkled with glass as one of the doors explodes, a bestial head appears for a second before disappearing in a cloud of black smoke. An older wizard with a young apprentice come out of the door. "Is everyone alright?" the older wizard asks as the younger man begins to clean up the shattered glass.

The master's name is Torinow and if asked he can inform the PCs that the creature they witnessed was a barbazu that his apprentice was attempting to summon and control. The creature escaped his control and shattered the glass before Torinow returned it to its own plane.

It does not take a wizard to understand that the door at the end of the hallway is protected magically, the multitude of symbols on the door glow with a steady light. As you approach, the door swings open as if by its own accord. The office is plain although very large, at least half the room has piles of pillows and animal hides while the other half contains more civilized desks and shelves. A rack of scrolls fills the far wall.

Sitting among the furs and pillows is an older Deji woman, her once dark-hair is streaked repeatedly with gray. The lines around her eyes narrow as you enter the room.

IF THE PC's HAVE RELEASED THE DJINNI: "You have allowed her to go because you felt sorry for her. Do you realize what is bound to happen? Someone who has visited here in the past will realize that she is free and summon her once more. Hopefully they will treat her as well as she was treated here. So why are you here?"

IF THE PC's DID NOT RELEASE THE DJINNI: "Such wisdom in so young a body. I will see to her safety, do not fear. She will know her home while still being protected. Why have you come to see Chada?"

Chada, Female Human, Wiz 13 (Conjurer): CR 13; Size M (5 ft., 7 in. tall); HD 13d4+26; hp 62; Init +0; Spd 30 ft.; AC 10; Attack +5/+0 melee, or +6/+1 ranged; SV Fort +6, Ref +4, Will +9; AL LN; Str 9, Dex 10, Con 14, Int 18, Wis 12, Cha 13.

Languages Spoken: Aquan, Merchant's Tongue, Infernal, Celestial, Deji, and Orc.

Skills and feats: Concentration +17, Craft +6, Hide +1, Knowledge (arcane) +10, Knowledge (abyss) +5, Knowledge (plane of air) +8, Knowledge (nature) +19, Knowledge (religion) +16, Listen +2, Ride +6, Scry +10, Spellcraft +19, Spot +5; Combat casting, Craft magic arms and armor, Craft rod, Craft wondrous item, Spell Focus (Conjuration), Forge ring, Run, [Scribe scroll], Silent spell.

Possessions: robe of scintillating colors, potion of alter self, potion of detect thoughts, scroll with shocking grasp, lightning bolt, levitate, wand of magic missiles (15 charges 5d4 per charge), wand of charm person (10 charges - DC 14).

Wizard Spells Known (4/5/5/5/5/3/2/1): 0th -- arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, prestidigitation, ray of frost, read magic, resistance. 1st -- cause fear, change self, charm person, identify, mage armor, magic missile, shield, silent image, sleep, ventriloquism. 2nd -- blur, darkvision, ghoul touch, invisibility, mirror image, web. 3rd -- flame arrow, invisibility sphere, lightning bolt, phantom steed, summon monster III. 4th -- alaki's black tentacles, charm monster, fire trap, improved invisibility, summon monster IV, wall of ice. 5th -- cloudkill, dorama's faithful hound, faotissun's secret chest, hold monster, permanency, summon monster V, wall of iron. 6th -- antimagic field, contingency, planar binding, summon monster VI. 7th -- delayed blast Fireball, hurra's instant summons, power word, stun, summon monster VII.

Sub-Race: Deji

Personality Traits: Chada has always tried to live her life as a tribeswoman would. Thus she prefers to be in furs and pelts and acts the role of a wise woman of a tribe of nomads might. She likes to make skin contact with those she speaks to. She tends to stare into ones eyes as she speaks with them, holding their hands in her palms.

Chada does have a slight gift of precognition. The gift manifests itself in her daily preparations. She always seems to have the best spells selected for that day. Thus, you may select any of her known spells that she would want to cast. They are actually memorized but as a DM you can react to the players actions and Chada's needs regarding her spells as if she had actually known what she would be facing that day.

Chada will listen to the PCs and will grimace slightly when they ask for the incubator. She does not currently have it in her possession. She lent it to another evoker in the Hall named Morisato Het'Vex. Morisato is in basement one west. She will write a message to Morisato for the PCs to give him.

Encounter Five-G

The PCs are almost at the end. It is important now to take a look at how much time is left in the round. If the round is running long you should be prepared to skip the summoning gone wrong and send the PCs back along the chain after they encounter the necromancer in the next encounter.

Strangely you are getting used to the mapping of the College of Magic, although the buildings are all different sizes, they tend to address each office and room in somewhat a similar manner. The door to Professor Het'vex's office is small and fairly plain. Entering you see the small office is crowded with many books all stacked high onto a plain desk.

Again it does not matter if the PCs knock first. Morisato is dozing behind the stacks of books on his desk. He is trying to learn as much as he can. The only problem is that he is a bit absent minded. In fact when the PCs give him Chada's note and ask for the incubator, he won't even remember why he borrowed it. He never used it though, so that is not a problem.

If there is still time left in the round Morisato will get to talk with the PCs. He wants to know what they have been doing and will find it amazing that they are able to get from one place to another in the College of Magic with such ease. He always gets lost and can never even find his way back to his office. He will ask the PCs if they would be willing to run a quick errand for him. He needs a couple of bone wands and he has been told that there is a crafter of them here at the College. He can rummage through the piles of papers on his desk and find the address and name of the crafter. He is willing to give each of the PCs a small gem worth 15 gp each and he can give the party an old magic item that he has no use for anymore (a *ring of swimming* if they ask).

Morisato Het'Vex, male human Wiz8 (evoker): CR 8; Size M (5 ft., 8 in. tall); HD 8d4+16; hp 38; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 *ring of protection*); Attack +4 melee, or +6 ranged; SV Fort +4, Ref +4, Will +8; AL LG; Str 11, Dex 14, Con 15, Int 17, Wis 14, Cha 11.

Languages Spoken: Common, Elven, Kalamaran, and Halfling.

Skills and feats: Alchemy +14, Bluff +3.5, Concentration +13, Craft +5, Hide +2, Knowledge +14, Knowledge (nature) +13, Listen +2, Move silently +2, Perform +3.5, Spot +2, Swim +1, Tumble +4; Brew potion, Empower spell, Heighten spell, [Scribe scroll], Spell focus (evocation), Still spell.

Possessions: *ring of protection* +2.

Wizard Spells Known (4/5/4/4/2): 0th -- *arcane mark, detect magic, detect poison, disrupt undead, flare, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance.*

1st -- *burning hands, chill touch, lerasonul's floating disk, identify, mage armor, magic missile, message, protection from evil, shield.* 2nd -- *alter self, darkness, daylight, flaming sphere, ghoul touch, knock, locate object, see invisibility.* 3rd -- *freball, fly, gust of wind, lightning bolt, stinking cloud.* 4th -- *fire shield, ice storm, remove curse, shout, wall of fire.*

Sub-Race: Kalamaran

Personality Traits: Morisato is a friendly man. He nods a great deal although it is usually just a habit as he tries to remember something he has forgotten. He is not a great conversationalist as he always seems a bit distracted.

Encounter Six The Necromancer (EL 4)



The directions given to you by Morisato lead you to the outskirts of the College of Magic. Not officially on the grounds of the College a number of private homes ring the official College grounds. The note said that the bone wands could be gathered from Hugrid who lived on 13 Lerasonul Way. At that address is a small cottage just inside the walls of a small cemetery. As you approach the home you hear a bit of a commotion from in back of the building. DISPLAY IQ ILLUSTRATION #6

The PCs will most likely investigate the sounds of commotion. You should utilize the map found in the appendix of the adventure and have each of the PCs roll for initiative. Around the back of

the building a dwarf can be found taking a hammer to a smoking ceramic bottle. From inside the graveyard a number of creatures can be seen emerging from their graves.

What has happened is that Hugrid has recently moved into the building. During his last couple of weeks he has cleaned up a great deal and discovered a few mystical items. One of these items is the smoking bottle. A necromancer that lived in the house previously left the bottle. Hugrid was attempting to determine its effects when the curse on the bottle activated, summoning undead to slay the opener. The PCs have come at a very opportune time.

Skeletons (10), CR 1/3; Medium Undead; HD 1d12; hp 12; Init +5 (+1 Dex, Improved Initiative); Spd 30 ft.; AC 13 (+2 natural, +1 Dex); Atk 2 claws +0 melee (Claw 1d4); SQ Undead, immunities.; AL N; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11
Skills and Feats: Improved Initiative

It will be up to the PCs to defeat the undead. Hugrid will be attempting to clean the smoke off his hands. The residue of the curse has rendered his magical skills nullified until he is able to clean the residue from him. He will attempt to yell encouragement to the PCs and will give them hints on how to battle skeletons. In other words he will tell the PCs that they should NOT use cold against the skeletons, nor should they use piercing or slashing weapons which do half damage. Remember that swinging with the flat of the blade incurs a -4 penalty to strike. Another possible option for the PCs is to try to escape with Hugrid to the safety of one of the nearby buildings, such as the Halls of Conjunction and Evocation.

Once the PCs have defeated the skeletons, Hugrid will thank them greatly and listen to what they have to say. Obviously he will be glad to offer them a pair of bone wands for Morisato.

The last of the skeletons shatters into dust as the dwarf continues to clean a gray slime from his hands. Finally the last of the slime is cleansed and he gathers up the pieces of bottle and deposits them in a large can next to the back door of the house. "Got to thank you. No proper introduction, I am Hugrid and I curse the name of the idiot who left cursed items around for anyone to find. It is terrible crime but one which luckily no one hurt too badly. What call you?" DISPLAY IQ ILLUSTRATION #5

Hugrid will tell the PCs, if they ask, that he has come to the College of Magic to study dwarven undead. Sometimes the clans have problems with evil dwarves and he wants to become the expert in the subject.



Garic "Hugrid" Oresmelter, male dwarf (hill) Wiz6: CR 6; Size M (4 ft., 4 in. tall); HD 6d4+18; hp 31; Init -1 (-1 Dex); Spd 20 ft.; AC 9 (-1 Dex); Attack +2 melee, or +3 ranged; SV Fort +5, Ref +1, Will +5; AL N; Str 9, Dex 9, Con 16, Int 17, Wis 10, Cha 7.

Languages Spoken: Merchant's Tongue, Dwarven, Giant, Goblin, Terran.

Skills and feats: Appraise +5, Craft (bonecarving) +5, Hide +2.5, Jump +0, Knowledge (undead) +5, Knowledge (arcana) +12, Knowledge (dwarven undead) +11, Listen +0, Move silently -1, Profession (mortician) +9, Scry +10, Spot +0, Tumble +1.5; Combat casting, Enlarge spell, Heighten spell, Maximize spell, [Scribe scroll].

Possessions: *potion of intelligence, potion of invisibility, light crossbow +1.*

Wizard Spells Remaining (4/4/4/3): 0th -- *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance.* 1st -- *animate rope, burning Hands, color spray, magic missile, shocking grasp, silent image, sleep.* 2nd -- *mirror image, see invisibility, spectral hand, summon monster II, web, whispering wind.* 3rd -- *fly, haste, secret page, tongues.*

Sub-Race: Hill Dwarf

Deity: Lugad (The Riftmaster)

Personality Traits: Hugrid hated his given name of Garic and has left many places once it becomes known. He is a grumbler and this effects the way he speaks. He has a good eye for detail and generally does what is right. His obsession with the dwarven undead has root in why he has "left" the name Garic behind, although he will refuse to speak on his reasons no matter what the argument.

Once the PCs have rescued Hugrid and recovered the bone wands they can retrace their steps back to Sutilla in the Hall of Enchantment and Illusion. Allow the PCs to return to Morisato with the bone wands, take the incubator from Morisato and bring it to Kerik in the stables. They should then gather the hippogriff egg and return it to Professor Vezdor. However, if there is still at least 40 minutes left in the round something else happens before they can return to Altimar. If there is not 40 minutes remaining you should continue to Altimar and to the conclusion with Sutilla.

Encounter Seven Returning Down the Chain (EL 2)



Returning up the chain of errands is much simpler than working to find and acquire all the pieces needed. You have been able to satisfy Professor Vezdor's request and have received a few items as thanks from him and have brought Morisato the items he has requested. You are almost to the office of Altimar Dorguld when a swirling purple mist begins to encircle you. Without warning you feel pulled out from the world and deposited in a damp dark room.

The room has a few torches along the wall as well as a few candles

positioned around the floor. The young student from the Hall of Conjuraton and Evocation is looking at you from the other side of the room. "Hey I was not summoning you! I could not have misread that scroll, it said in no uncertain terms that it would summon an outsider."

The anger and confusion is evident on the face of the young wizard and it might be humorous if not for the evil looking creatures approaching from behind the wizard.
DISPLAY IQ ILLUSTRATION #7

A couple of important notes, unless the wizard breaks the magical circle, the PCs will be unable to exit the magical circle. To make sure that he has a chance to accomplish this the first round of the battle is scripted. You should see the map that is included in the appendix for the placement of the creatures and the wizard.

Faysal, male human Wiz5: CR 5; Size M (6 ft., 4 in. tall); HD 5d4+10; hp 24 (currently 34); Init +5 (+1 Dex, Improved Initiative); Spd 30 ft.; AC 15 (+1 Dex, +4 *mage armor*); Attack +4 melee, or +3 ranged; SV Fort +5, Ref +2, Will +3; AL CG; Str 16, Dex 13, Con 15 (currently 18 due to *endurance*), Int 13, Wis 8, Cha 10.

Languages Spoken: Auran, Merchant's Tongue, Kalamaran, Fhokki.

Skills and feats: Alchemy +7, Disguise +1, Forgery +5, Hide +1, Knowledge (arcana) +4, Listen -1, Move silently +1, Scry +7, Spellcraft +8, Spot -1; Improved Initiative, Great fortitude, Maximize spell, [Scribe scroll], Spell Focus (conjuraton).

Possessions: scroll of daylight, knife +1

Wizard Spells Remaining (4/4/2/1): 0th -- dancing lights, daze, disrupt undead, mage hand. 1st -- ~~mage armor~~, shield, shocking grasp x2. 2nd -- blur, ~~endurance~~. 3rd -- dispel magic.

Sub-Race: Fhokki

Personality Traits: The young man is trying very hard to learn the skills of the summoner. He actually is a straight wizard with no specialization although he wants to specialize in at least one of the schools. He has a number of rich relatives who noticed his skills and have paid for his education at the College. Note: He gets frustrated very quickly and is not used to the non-physical lifestyle of most non-Fhokki.

Lemure (Baatezu) (3): CR 1; Medium-Sized Outsider (Evil, Lawful); HD 2d8; hp 9; Init +0; Spd 20 ft.; AC 13 (+3 natural); Atk 2 claw +2 melee (Damage Claw 1d3); SQ Damage Reduction 5/silver, SR 5, baatezu qualities, mindless; AL LE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 10, Con 10, Int –, Wis 11, Cha 5

Baatezu Qualities: Immune to fire and poison. Cold and acid resistance 20.

Mindless: Immune to all mind-affecting spells.

Assume the lemure have already gone during round one in which they are summoned. It is thus the PCs portion of the initiative. Have each roll separately to determine order. Once the PCs have all gone, it will be Faysal's action then the lemure's.

It will require a DC 10 Spellcraft or Knowledge (arcana) roll to realize that they are stuck within the circle and to know what Faysal needs to do. Note: It may take a couple of PCs actions before they realize this in-character and can communicate that information to Faysal.

If the PCs do nothing about the circle the lemure will battle Faysal and depart after 7 rounds. If necessary, Faysal will do his best to defend himself with *blur*, *shield* and *shocking grasp*.

Once the battle is complete Faysal will look distraught, he is not getting the hang of the summoning types of magics and he just does not know what he is going to do. He wants to stay with the study of conjuration but he just does not seem to be good at it. The PCs can offer him whatever advice they might want to offer. If one of them comes up with a really unique or interesting plan please include it on the event summary sheet and mention the plan and the PC and player that suggested it. He will reward the PCs with his only remaining scroll for saving his life if the PCs assisted in the defeat of the lemure.

Conclusion A **If they stay for the Experiment**

Sutilla is pleased when you present the magical jug to him along with the flower petals. He crushes the flower petals and places them into the jug. "I must thank you for your assistance, I assume there was sufficient change left from the platinum that I gave you earlier. My experiment is almost complete. I was just wondering if I could get a couple of the stronger of you to help with one last item?"

Continue if the PCs agree to assist further.

Sutilla brings forth a large iron pot. "Please hang onto this pot, if the experiment is successful, the liquid I pour into the container will boil violently, please try to keep the pot steady as I will need to add additional ingredients."

As you steady the heavy iron pot, Sutilla carefully brings forth two vials of liquid. He removes the seals as he inches them closer to the pot. With his head half turned he dumps the contents into the pot and reaches for the crushed flower petals. Surprisingly, the liquids mix in the iron pot without any effect at all. Sutilla looks annoyed. "Damn, that was not the way it was supposed to happen. It certainly is difficult to get quality ingredients in this city. Well I thank you. Sorry for the big build up and the failed experiment but that is why they call it experimentation."

Conclusion B

If they leave immediately

Sutilla is pleased when you present the magical jug to him along with the flower petals. He crushes the flower petals and places them into the jug. "I must thank you for your assistance, I assume there was sufficient change left from the platinum that I gave you earlier. My experiment is almost complete. I was just wondering if I could get a couple of the stronger of you to help with one last item?"

Continue if the PCs decline to assist further.

Sutilla does not look disappointed, "I understand, busy day and all. Well be safe and I will be sure to look for you if I have any other small errands that need to be accomplished."

This Ends Hurry Up and Wait



Experience Point Summary:

Player's Introduction:

- 10 xp for gathering information regarding the city from the guards at the city gates.

Encounter Two-B:

- 20 xp - for dealing with the cutpurse, the merchant, the bribe and the watch.

Encounter Two-C:

- 10 xp – for either paying the Inner Gate fee or remembering later to pay the fee.

Encounter Four:

- 10 xp for speaking with Sutilla regarding his experiment and his knowledge of the abyss

Encounter Five-A:

- 10 xp – for asking Evle about the different herbs and plants she is working with.

Encounter Five-B:

- 10 xp – for recognizing Altamir's ego and playing up to it.

Encounter Five-D:

- 10 xp – for agreeing to assist Professor Vezdor.

Encounter Five-F:

- 20 xp – for agreeing to release Yuthalena the Djinni from her service.
- OR 40 xp - for speaking to Dean Chada before releasing Yuthalena.

Encounter Five-G:

- 10 xp – for agreeing to assist Morisato.

Encounter Six:

- 100 xp for defeating the skeletons in the graveyard.

Encounter Seven:

- 10 xp for recognizing the circle and instructing Faysal to break the circle.
- 60 xp for defeating the lemure.

OR

- 10 xp for remaining inside the circle until the lemure have departed.

Experience Point Maximum: 300 xp

Treasure Summary: possible treasure only

- 10 gp each from Captain Banilor (if they accepted his bribe) - comes with certificate from the Gray Legion
- Up to a total of 150 gp from the change of Sutilla's 500 gp.
- *Amulet of Resistance* - one for each PC.
- 15 gp gem each from Morisato Het'Vex.
- *Ring of Swimming* from Morisato Het'Vex.
- *Scroll of Daylight* from Faysal if he survives - otherwise it is taken by the College.

- REGISTRATION CERTIFICATE for Spellcasters from the College of Magic

If you are playing in the Living Kalamar campaign this adventure is worth a maximum of 300 xp to your character.

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

Appendix A:

Building Key to City of Bet Rogala

- 1. The Royal Compound:** This complex of four buildings house the offices and home of Prince Kafen and his family. One of the buildings houses the royal guard, one is the Prince's personal offices, the coach house and the impressive four story royal manor complete the complex. The complex is surrounded by a stout iron fence.
- 2. City Watch Towers:** These towers number 13 in total and are located across the whole of the city. They are numbered and "lucky tower 13" is located just outside the city walls in the Harbor District.
- 3. Master Cave:** This large domed building rests just inside the Royal district on the edge of Potter Way and the Merchant District. Home to some of the nastiest looking bashing weapons and equally nasty tasting beers, this brewery/weapon shop is run by Juk a half-orc who has lived and worked in Bet Rogala for the last ten years. The odors and decorations are enough to turn the staunchest elven stomach, however, Juk is well respected and his equipment is valued by the mercenary contingent in Bet Rogala.
- 4. Square of the Shrines:** This square is at the end of Eleven Veils Way. It consists of four significant shrines with room in the square for at least one more. There is a large rectangular building, which holds the shrine to Selanadi, the Lord of Silver Linings. The building is brightly painted, the color changing with each cycle of Diadolai, the moon thought to be the home of the Gods. A large circular one-story building is home to Regorike's shrine. The building is simple but well cared for by clergy and followers. The third building is the shrine to the Founder. Sobati has many followers in Bet Rogala, however they have not been able to come to terms with the city government as to allow them to build a full temple. The final shrine and the smallest in the square is that of Golidirin, The Landlord. The outside of this three story square building is weather beaten, however, once inside a bright gem encrusted altar and shrine await those having business with Golidirin.
- 5. House of Scales:** Taking up more than a city block, the merchant guild towers above the three story shops and residences around it. One of the tallest buildings in the city, the guild rises more than six stories into the sky. It does however only have four floors inside the structure all of which boast tall arched ceilings.
- 6. The Copper Pheasant:** A large inn and boarding house located on Flander Way and the Merchant Road. The inn is run by Saketi a good looking man of Kalamaran ancestry. He was recently widowed last summer when his wife died of The Wrack while visiting family near Ar'taban. Saketi keeps at least a dozen of his three dozen rooms aside for students of the College of Magic.
- 7. Inn of the Reluctant Hero:** This "inn" is located in the southwest corner of the city next to the city wall. Originally it was one of the fourteen city guard towers in the city but was given to a minstrel as reward for services done during the revolution. The minstrel was Jare, an elf from the Kingdom of Kalamar. He decided to open adapt the tower into a small inn. He only has eight rooms for lease in the inn, but he does do a good business during the evenings. The artisan's district has grown from his inn to now encompass five blocks of streets.
- 8. The Assembly of Light:** A large temple rises over the Merchant Road, its two large towers covered in colored glass look out over the entire city.
- 9. The Parish of Love:** This large circular building is off the beaten path between The Way of the Silver Dragon and Mystic Place Way. However, as the clergy of Lelani are oft to say, Love must be discovered. The white stone building houses a number of clergy as well as a small social area. Often romantic dinners or dances are held in the social center.

- 10. Abbey of Unholy Wealth:** This well constructed two-story building is the home of a generic order of monks in the city. They have not announced any formal affiliation in their twenty-six year history in Bet Rogala.
- 11. The Slaughterhouse:** This general store is located on Mystic Place Way and is a small three-story building with residences on the second and third floors. It is run by Zandi Ramin a halfling from the Kamerala Mounds.
- 12. Thulhok Moneylender:** The large building is home to a number of moneylenders. They are all working for Thulhok whom none of the lenders will be able to describe at all. They all receive their information and instructions from Koron, a half-hobgoblin who stands guard in the three story warehouse style building.
- 13. Seb'Raten Merchant House:** One of the most beautiful buildings in the city it is made out of dark wood carved with house, family and foreign symbols and depictions. The house is at the northern end of the District of Coins and is home to the vast merchant trading company founded over 150 years ago by the Seb'Raten family.
- 14. The Beggar's Horn:** A notable shop in the center of a large row of shops, the Beggar's Horn sells and creates bardic instruments of all types. Simoth Krullarg runs the shop. He is a half-orc from the Young Kingdoms. If it is surprising to see a half-orc selling instruments it is more surprising the sweet and delicate notes that can be created by his much sot-after instruments.
- 15. The Block and Mortar:** The craftsman of Bet Rogala created their own guild not long after the revolution. It stands across the street from the Seb'Raten Merchant House and contains the administrative and guiding arms of the craftsmen of Bet Rogala.
- 16. The Steel Elf:** This is a narrow two-story building on the back side of the Block and Mortar. When the door is entered a elf in sparkling shiny armor will rise from a bench near the door and proclaim loudly - "Welcome to The Steel Elf. What can I show you today?" The elf is an illusion, the actual armorer and proprietor of the establishment is Sil Gozer a gnome from Randolen in the Kingdom of Eldor.
- 17. The Griffon Claw:** This is an armor shop as well specializing in shields and leather armor. The partners that run the shop are Fargad Talak, a male dwarf and Vashel a woman of Dejj ancestry. Vashel specializes in the creation of occasional enchantment of exotic leathers. She is most famous for the dragon hide leather armor that she constructed for Prince Kafen.
- 18. The Fiend and Fowl:** This inn is another of Bet Rogala's large inns. It has four stories and over sixty rooms. Again, 15 rooms are dedicated to student leases for those students attending the College of Magic.
- 19. HQ The Gray Legion:** On the corner of Fulakar Way, in the eastern Royal District is a non-descript building that houses the Gray Legion. The building is two-stories and is rumored to have at least two underground levels as well.
- 20. HQ Pekalese Army:** Standing just off the road is the huge stone fortress that is the army headquarters. Built after the revolution this building was designed to be used to safeguard the officers and the royal family should the empire attack. The size of a medium country keep it is constantly keep in readiness with fresh supplies and troops.
- 21. Pekalese Courthouse:** At the corner of The Grand Way, the courthouse is made of white marble streaked with silver. The marble was a gift of the elves of Cilorealon.
- 22. Hall of Transmutation:** The largest building in the College of Magic this one story building stretches over a city block and contains two wings.
- 23. Tower of Divination:** A four story tower juts out from the College of Magic and is home for the diviners of Bet Rogala.
- 24. Halls of Enchantment and Illusion:** This long three-story building is home to a number of offices and classrooms. It is the southern most building of the College and is often the target of various illusions or enchantments to change its appearance.
- 25. Hall of Abjuration:** A simple no nonsense building in the center of the College of Magic its two-stories are flanked by the towers of the Professor's Hall and the Vi'Mindrel House.

- 26. The Professor's Hall:** This L-shaped building is home for most of the College's instructors and also contains temporary housing for visiting wizards.
- 27. Tower of Thrin Chor:** Rumors abound regarding this four-story tower in the northern section of the College. The most common rumor is that there are four levels below the surface to correspond to the four above the surface and that the study of the lower planar creatures occurs below while the upper planes are studied above the surface.
- 28. Halls of Conjunction and Evocation:** Needless to say that safety might have been the reason that this combination hall is located farthest from the center of the College. It has housed the most accidents in the history of the College and given the schools of magic studied there is no doubt that it will continue its "glorious" history. The building is fairly new being the fourth hall. It is made of a black stone and contains two stories and a small annex in the front of the building.
- 29. The Temple of Enchantment:** The official entrance to the College of Magic is the Temple of the Riftmaster. It stands alone with only the College behind it and its own gardens on the side and in front of the three-story white stone building.
- 30. Administration Building:** A three-story tower, which holds all administrative offices for the College.
- 31. The Midnight Sage:** This two-story residence is located next to the College administrative building. It is the only residential building within the limits of the College and is notable as such. However, the owner of the building and keeper of the shop held within, is Sorva D'Lortal, a shadow elf. It is unknown how or why Sorva is permitted to run her business from here, however she often is consulted by students and instructors alike, even if she is only open during the evening hours.
- 32. ViMindrel House:** A small two-story building on the western edge of the College is home to the ViMindrel society. A large yard to the west of the building holds raw materials (sand, wood, clay tablets) for the alchemical work done within the building.
- 33. Hall of Twilight's Eye:** This two-story hall is way out of the way in the northeast corner of the city. It is a wooden hall and is the headquarters and training grounds for the Watchers of Twilight.
- 34. HQ Castle of Honor:** Located on the corner of Black Arrow Way and the Silver Sword Way, this triangular building is surrounded by the homes of no less than four honorable. Although there is a limited staff that works full time in the building, the building is used mainly for infrequent meetings or organizational assemblies.
- 35. HQ Riders of the Lance:** Across the street from the HQ of the Castle of Honor, another triangular building is home to the Riders of the Lance. A large stables take up the backside of the two-story building.
- 36. HQ Steel Ribbons:** Another triangular building, this three-story building houses many of the formal suits of armor worn by the Steel Ribbons. It has a permanent staff and is always guarded.
- 37. Army Encampment:** To the south of the city, outside the walls, encamps the Pekalese Army.
- 38. The Laughing Bed:** One of the more unique inns in Bet Rogala, this three-story inn resides just inside the East Gate. It has undergone many changes in ownership, but is best known for one of the beds in the inn. You see the building was cursed many years ago and each night one of the beds becomes susceptible to being tickled. What is not known is which bed. When someone sleeping in the bed rolls over or moves slightly the bed laughs and giggles. It is considered very good luck to spend the night in the Laughing Bed so people constantly fill the twenty guest rooms of the inn.
- 39. The Black Harper's Forge:** Located almost at the western end of Black Arrow Way, this weaponsmithy is owned by Lasorisa B'Tomorin, an above average looking Kalamaran woman. Lasorisa spent a number of years in the military and then guarding caravans before she earned and saved enough money to buy this one-story building and attached residence. She specializes in the finesse weapons.

- 40. HQ The Blooded:** Nothing more than an excuse to build an arena in Bet Rogala the headquarters of The Blooded is a gladiatorial arena. There are some professional gladiators here and citizens are welcome to come watch the practice. Adventurers are sometimes asked to participate in the practice although betting is strongly discouraged.
- 41. The Mystic Quiver:** The premiere bowyer in the city frequents and stays at this inn and tavern in the Artisans District. The small inn boasts 16 rooms and a long alley which is often used for archery contests.
- 42. The Enlightened Note:** Taking up the majority of Performance Way the Bard's Guild of Bet Rogala takes up less than a quarter of this two-story building. The remainder of the building is devoted to residential space with some space set aside for master level bards that happen to visit the city.
- 43. The Witches Broom:** A medium sized tavern in the Artisans District, it contains two-stories with the owners residence on the upper floor. It is most known for the broomstick attached over the fireplace that is rumored to have been taken from an evil hag.
- 44. The Blue Eyed Blacksmith:** A well known establishment run by two Fhokki sisters Gytha and Rothla. They specialize in medium armor along with spears and polearms. It is located in the prime location of Mystic Place Way and the Grand Way.
- 45. Mapmaker:** Next to the blacksmithy is the home and shop of the city's mapmaker. Elorat is almost 90 years old and his son Corimar is 72 years of age. Still Elorat is not ready to turn the business over and has many old long forgotten maps along with the new maps his son and family create.
- 46. Halls of the Valiant:** This grand temple is decorated with columns of marbled carved to appear as a stack of lances. It contains living quarters for its clergy and a large open temple for worship.
- 47. HQ The Edge:** This is the rowdiest bar in the city and is often the source of many complaints and city watch arrests. It is two-stories the lower story being stone.
- 48. "The Wooden Palace":** Nestled up under the eaves of the Craftsman's Guild is the Wooden Palace. This shop is the home of Cougar, a Fhokki man who settled in Bet Rogala about five years ago. He makes the most wonderful wooden toys, many with movable arms and legs.
- 49. The Carat House:** This is the beautiful home of the Jeweler's Guild of Bet Rogala. It is three-stories in height and its windows are all of stained glass.
- 50. The Oyster Bed:** This medium sized inn is on the corner of Lake Way and Eleven Veils Way. It is a very modest but clean inn and is recommended far and wide by merchants for its humble but satisfying service.
- 51. The Home Foundation:** The temple to Taladari is a modest triangular shaped building at the junction of Eleven Veils Way and the Merchant Road. It is made completely of stone with a gray shingled roof.
- 52. Museum of History:** This large building stands on one corner of Independence Square and houses many of the banners and historical artifacts of the Principality. It is usually guarded and there is no admission fee for children, and only 2 copper pieces for adults.
- 53. The Hidden Guile:** This is a large three-story building with the lower floor devoted to a high end tavern. The Guile as most natives describe it sells the most delicate and foreign drinks in the city. It is also the home of the shrine to Raconteur on the second floor.
- 54. Shrine to the Powermaster:** Outside near the Lake shore is the shrine to the Powermaster and the grounds where the annual competitions and faires are held.
- 55. Crystal Dreams:** Part of a large building containing minor merchant houses, Tib'rel operates a very well known glassblowing business. Often the glass of choice by the College of Magic, Tib'rel has secreted formulas for creating glass of strange and beautiful colors.
- 56. Wanifur Merchant House:** This narrow building is home to one of the major merchant houses in Bet Rogala. Not near the level of Seb'Ratan they still operate four to eight caravans at any given time.

- 57. Beniva's:** Another small shop in a three-story complex of shops and residences, Beniva is a dressmaker whose original pieces are sought after by many of the wealthy ladies of Bet Rogala.
- 58. The Singing Moon:** This two-story tavern is located smack dab in the middle of the merchant row. It is often frequented by the workers and merchants of the street when they conclude their business for the day.
- 59. Robes by Dilomar:** The Dilomar family owns this whole building although other merchants and craftsmen occupy portions of the building. The three-story building is one of the oldest in the city having been built decades before the College and the city walls. Surprisingly it is a wooden structure and although many neighboring buildings have been lost to fire, it has continued to survive. Dilomar is the exclusive retailer of robes for the various schools of the College of Magic.
- 60. The U'Telut House:** This merchant house is small but many believe it has a lot of potential. They have made a niche for themselves by being able to trade with the various hobgoblins and giants of the Elos Desert.
- 61. Standler Pets & Familars:** This medium-sized building also contains stables and contained runs in the rear of the building. The prices for various pets are higher than in other cities however Standler does have the only shop in the city for the exotic animals. (125% of PH prices)
- 62. The Ribcage:** Following the Pekalese trend for making the most out of what they are given this small building houses the largest butcher in the city. After dark a portion of the building is opened as a tavern mainly for those that work in the area, however sometimes adventurers just love to visit every tavern in a city.
- 63. Jeseral Cartographer:** This small one-story home also serves as the shop for Jeseral, a retired sea captain. He makes a living by charging a nominal fee to see his charts of the worlds seas. He will not allow the charts out of his sight but for an additional fee will allow portions to be copied by one of the mapmakers in the city.
- 64. Commission of Public Works:** At the north end of the Merchant District is the administrative building for the city public works commission. The public works commission is responsible for the sewers, walls, buildings, streets and parks of the city.
- 65. Hovilu Construction:** Next to the Public Works building is a construction company that builds homes and repairs building in the city. Hovilu is dwarven but his crews are a true mixture of races and subraces from all around the world.
- 66. Arcanum Hall:** The headquarters for the Knights of the Arcanum is also their residence. Each knight is allocated rooms within the large two-story stone building located on the campus of the College of Magic.
- 67. Library of Bet Rogala:** Located in the College of Magic campus this three-story building is jealously guarded by the wizards of the College. It is not impossible to be allowed access to the library, but it is extremely well protected.
- 68. The Sorcerer's Swan:** This monstrous inn is located on the Grand Way outside the southern entrance to the College of Magic. One of the most expensive inns in the city it caters to the wealthy, having 50 rooms and 20 suites.
- 69. Messenger and Criers Guild:** No fancy name or title for this triangular two-story wooden building. While home for many small craftsmen and sages, it is also the home of the guild for the messengers and criers of Bet Rogala.
- 70. The Verdict:** While officially known as the Guild of Legalists, the name of The Verdict has stuck due to the popularity of the name. Built outside the walls of the army headquarters and across the street from the courthouse this three-story building holds many of the offices of the barristers of Bet Rogala.
- 71. Commission of Taxation and Trade:** Official Principality offices for all taxation and trade officials. It is located outside of the army headquarters and is a duty location for army personnel in the area.

- 72. Mint of the Principality:** This magically guarded four-story building is located on the Way of the Silver Dragon, in the district of coins. Here the coins of the realm are minted and the gold and silver bars of the Principality treasury are stored.
- 73. Andlethorp Printing:** This small shop is home to an extended family of gnome printers. They print flyers, ads, posting and even create some signs for a number of shops in the city.
- 74. The Brewer's Guild:** Another small two-story wooden building in the District of Coins. The brewers of the city are very guarded about their recipes and utilize the guild to control the quality of the brews but also the recipes utilized.
- 75. The Vaulait Merchant House:** This merchant house has recently been established by one of the lost daughters of Geanavue's House Vaulait. She has no intention of returning to Geanavue or Zoa where her intended and his family reside. The ship she was on was captured by pirates and she was able to ransom her freedom and eventually passage to Baneta.
- 76. Embassy of Paru'Bor:** This three-story L-shaped building houses the official diplomats from Paru'Bor.
- 77. The Barley Horn:** A wondrous one-story restaurant can be found on Flander Way. The restaurant specializes in beers and breads.
- 78. The Dwarf's Beard:** This three-story medium sized inn is on the corner of Flander Way and The Merchant Road. It is owned and operated by a dwarven family however there are many human as well as demi-human sized rooms.
- 79. Embassy of O'Par:** This three-story building houses the official diplomats from O'Par and a number of other residences that O'Par leases out room in their building.
- 80. The Ashen Boar:** This quiet two-story inn only has twelve large bedrooms. It has a wonderful restaurant, which remains a favorite place of the clergy of the Pure One.
- 81. Baker's Bride:** This huge bakery is one of the city's favorites. Set across the street from the Cathedral of the Pure One, it was a gift to one of Seb'Raten's daughters who met and fell in love with a common baker. Although initially against the relationship, the fact that Pane is a wondrous baker and was bound to be successful finally changed Felima's parents.
- 82. Tarelon's Tannery:** A very small leather tannery set into a row of shops. Famous for the quality of the studded leather that he produces there is usually a two-month delay for masterwork leather or studded leather armor.
- 83. The Eel's Spur:** On the Scarlet Way, this tavern is also home to the Courtesan's Guild. It is a well maintained three-story wooden building.
- 84. The Black Quill:** This quality inn is just inside the eastern Royal District on The Grand Way. It is a lovely three-story building with black shingles and white painted walls. The proprietor is a handsome elven bard that has been known to trade a nights stay for a new and exciting (but true) story of adventure.
- 85. The Quarry:** The stonemasons of Bet Rogala are one of the strongest guilds in the city. They have influence in all new building in the city and are one of the main reasons that the Temple of The Founder has not yet been approved. The Quarry is a stout two-story stone structure with a flat rooftop. The stone is carved with the symbols of many of the noble and honorable family manors built by the stonemasons of Bet Rogala.
- 86. Stone's Shipwrights:** Out by the lake stands a large warehouse type building dwarfing the other buildings in the Wharf District. Stone's has been a staple of Pekalese Lake merchants for over 50 years. An unlikely partnership of a dwarf and an elf has worked and can take credit for over 50% of the vessels that trade along the Lake.
- 87. Home of Ziril:** A very plain two-story building near the southern walls of the city.
- 88. P'Dilago Antiques:** A two-story warehouse and shop with a rear staircase leading up to a residence above. Many strange and foreign artifacts and goods can be discovered for sale in this dusty shop.
- 89. Home of the Honorable Jenitir:** A fair sized two-story home with a large open courtyard in front of the home.

- 90. Home of the Honorable B'Loramel:** A large manor home directly on The Grand Way across from the Sorcerer's Swan.
- 91. Home of Zo'mas the Lame:** A humble L-shaped two-story wooden building just off the street. Surrounded by other buildings access is only gained by squeezing through the narrow alleys between the surrounding buildings.
- 92. Klen Smithy & Stables:** A large stable on The Grand Way outside of the College of Magic. Klen, a huge man of Fhokki ancestry cares for the horses as well as sells horses. He has never been known to smith any weapons or armor, however a large greataxe is displayed over his forged.
- 93. Stirnog's:** The only people that find this out of the way shop are those that have been told about it. It is in the back of a residential building north of The Courthouse. Stirnog is a half-hobgoblin that apprenticed with both a druid and a shaman and found he lacked the calling of magic. He did however love the herbs and plants and has learned more than any hobgoblin ever did regarding the art of herbalism.
- 94. Home of the Honorable Casel Worifim:** Judge Worifim is almost 85 years old and although retired from duty at the courthouse he still lives in a well tended manor house behind the courthouse. He will often be found in court watching the proceeding intently before returning to the three-story manor house given to him by Prince Kafen after 50 years of service to the Principality.
- 95. Embassy of Ek'Gakel:** This two-story building is surrounded by a stout iron fence. The diplomats from Ek'Gakel reside here year-round. Currently in residence is the daughter of Elmin Ragarela who is being proposed as a suitable bride to one of Prince Kafen's sons.
- 96. The Haunted Manor:** This large four-story building is reputed to be haunted by the ghosts of the many people who died or were executed when it was utilized as a jail by the Empirical Governors. After the revolution, the cells were removed and it was renovated to serve as a manor house. However the family that first moved into the house disappeared one night and no one has taken ownership since.
- 97. Tower of the Honorable Archmagi Sanano:** Sanano is fairly young looking. Her Svimohzish ancestry mixing with barely obvious elven relatives. It is unknown what her current powers rank. The College of Magic however deems her an Archmagi and she was granted the status of Honorable just last year by Prince Kafen.
- 98. Horivar's Helms:** As part of Warrior Row, Horivar is a tiny man who specializes in fabulously grand helms. Winged helms, griffon helms, lion helms if someone can describe the visage he can create the helm.
- 99. Ar'Luren's Blades:** Another shop on Warrior Row, Ar'Luren is a half-elf who creates and fashions the dress blades that are carried by many of the city's warriors. He makes both functional as well as show blades and can decorate either with gems, engravings or designed hilts.
- 100. The Family Honor:** Another shop on Warrior Row, this shop specializes in dress plate mail and shields. The embossing and etching of armor and shield with family heraldry or similar designs.
- 101. B'Vimamel Noble House:** This small compound of building is home to the B'Vimamel noble family.
- 102. B'Vimamel Merchant House:** A two-story L-shaped building stands next to the family compound and is where the merchant business takes place. B'Vimamel is well known for the long caravans he sends into the Young Kingdoms bringing back iron and weapons.
- 103. Ka'lefu Noble House:** One of the oldest noble houses in the city this grand manor is surrounded by rose gardens to the right and left.
- 104. The Pride:** On the corner of Potter Way and Freedom Way stands an elegant three-story inn called The Pride. Although there is one stuffed lion head in the building, the inn was named for the owners great grandfather who was one of the last casualties in the war for independence.

- 105. Heaven's Hearth:** A cozy restaurant located in the Merchant District on The Merchant Road. It is run by a family of elves who specialize in the cultural foods from around the world. It is rumored that they have books of dwarven recipes.
- 106. The Dark Maiden Brewery:** One of the best known beers of the city is the Dark Maiden. A very dark beer it has a slight bitter aftertaste but is rich and full of flavor. The brewery is located just before Shrine Square and is a large warehouse style building.
- 107. Peer More Locks:** The city locksmith goes by the name of Peer. This young dwarf has recently taken over the business from his uncle who passed away after serving the city for more than 85 years. The locksmith is off the beaten path near Wharf Town Way and the western city walls.
- 108. Public Bathhouses:** Spread around the city are many standard public bathhouses. Each of the bathhouses are similar in build being made of a stone foundation and wooden upper floors.
- 109. Embassy of Kalamar:** Strange as it might seem, the Empire of Kalamar has its own embassy here in town. Prince Kafen limits the number of diplomats that can be here and each is carefully watched. The one-story building has a nice courtyard and fresh water fountain in the center of the courtyard.
- 110. The Drowned Rat:** A well weathered two-story building on the outside of the city walls just outside the Harbor Gate. The Drowned Rat is a favored tavern for the sailors and mercenaries that guard caravans.
- 111. Journeyman Inn:** A medium sized three-story inn with 58 rooms. 18 of the rooms are reserved for students at the College of Magic, while six of the rooms are permanently assigned to Prince Kafen. These rooms are utilized by the Gray Legion to keep track of the happenings at the Embassy of Kalamar.
- 112. Lenthorian Lamps:** A well spoken merchant from Ahznomahn sells lamps and other devices designed to shed light into buildings. The shop is part of a series of household good shops on the corner of Merchant Road and the Way of the Silver Dragon.

Appendix B

Names of Merchants and People of Bet Rogala

Brandobian People:

Drelcrin Benguld - Wine Merchant
Stroben Minbles - Lamp Oil Merchant
Olbsen Dorbrov - Horse Trader
Crinplon Vrellel - Apprentice Wizard
Ranselita Fortron - Tavern Server
Olita Fortron - Tavern Server
Ilthan Fortron - Tavern Owner
Ichil Dolcrindel - Messenger

Dejy People:

Areknyr - Traveling Caravan Scout
Saryfko - Construction Foreman / Mason
Shary - Tavern Server
Jenjyk - Fortune Teller
Thena the Wise - Sage
Roshjani - Fence - semi-legal
Thekesh - Shaman - not registered
Khocho - Druid - registered
Kylsha - Sorcerer

Fhokki People:

Falayl - Fishing Captain
Gorrdhadd - Merchant Guard Captain
Stoknorr - Caravan Guard
Fonrynor a - Tavern Owner
Natkyntak - Blacksmith
Vryjheka - Herbalist

Kalamaran People:

Dil'viku P'Meltak - Minister of the Merchant's Guild
Kananivik Darisek - City Watch Commander
Sip'golas B'Serapar - City Watch Sergeant
Pinarog Farel - Owner General Store
Sulat Vitisar - Town Crier
Sular Vitisar - Minister of Information
Letasegel B'Nifukar - Member of the Gray Legion - Poses as beggar
Ki'Isa Ragosip - Tavern Server
Vanamir Mokira - Owner - carriage service

Reanaarese People:

Liataal Peasee - Caravan Master
Reegoo - Courtesan
Raizlaar Riazausia - Accomplished Wizard
Keiroo Geonearum - Fence (Illegal)
Taofoor Peer - Fishing Boat Maker
Lenaiz Huuraew - Tavern Owner

Svimohzish People:

Suvar Shaphezno Vezshal - Caravan Master
Nomishim - Wizardess
Monaehmaz Neshnaresh - City Watch Sergeant
Izvan Zarnim Zalvish - Wizard

Dwarven People:

Ironheart of Clan Talek - Caravan Guard Captain
Cesium Goldfinder of Clan Kerak - Moneylender
Zomed Rocksplitter of Clan Gramdel - Dwarven Bard
Fargad the Smith
Urgrum Nosebiter - Construction Foreman Stonemason's Guild

Elven People:

Telemar Whiteoak - Ranger and Caravan Scout (High Elf)
Wevimar Silverstand - Alchemist (Wood Elf)
Shirell Wildrun - Animal Handler (High Elf)
Mehaneaia Skyblossem - Half-Elf Courtesan
Celmerasiveliad - Wizard (Gray Elf)

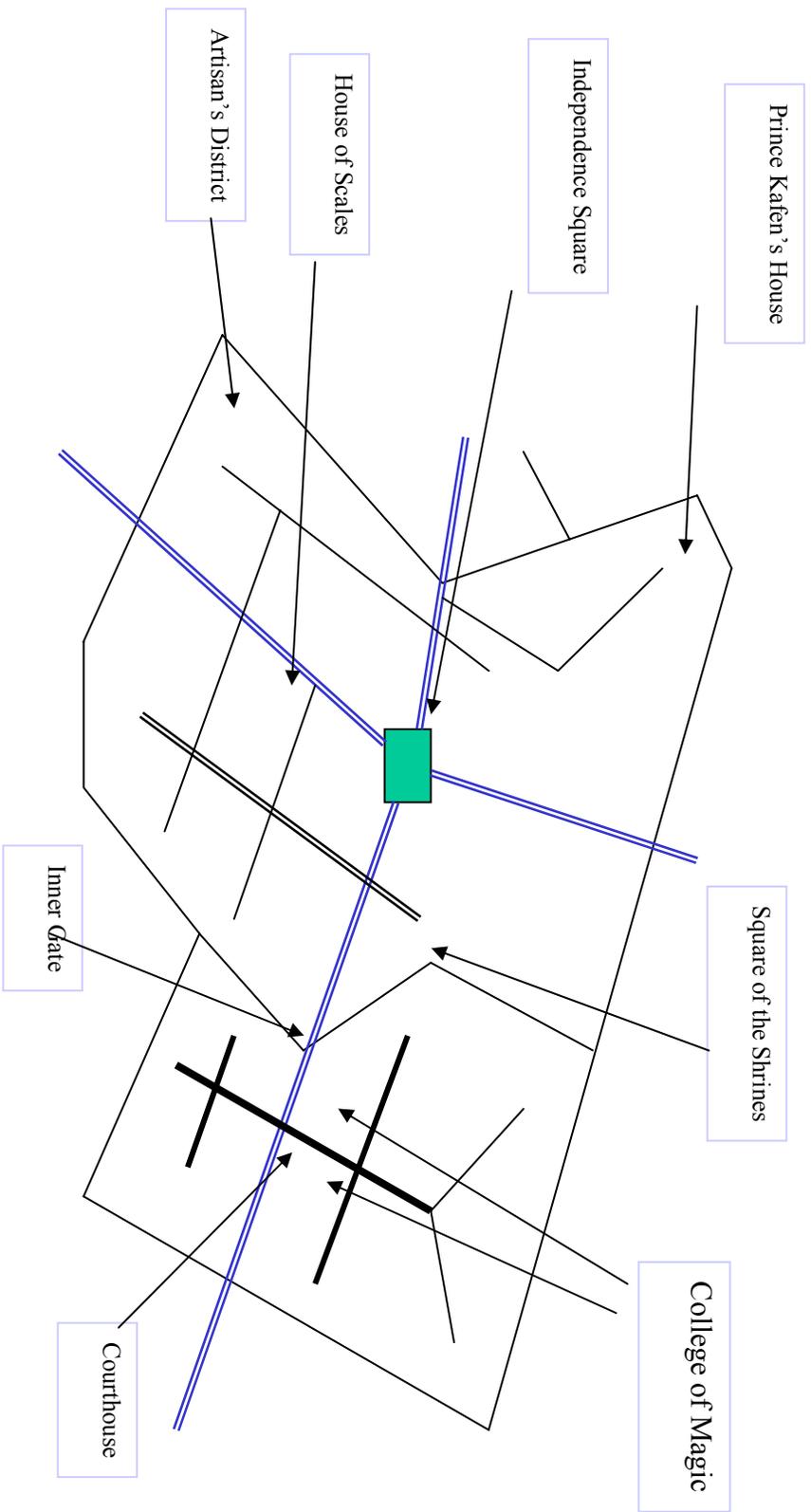
Gnomish People:

Piulgazi the Miller
Dalayt the Wheelwright
Hreborn the Baker

Halfling People:

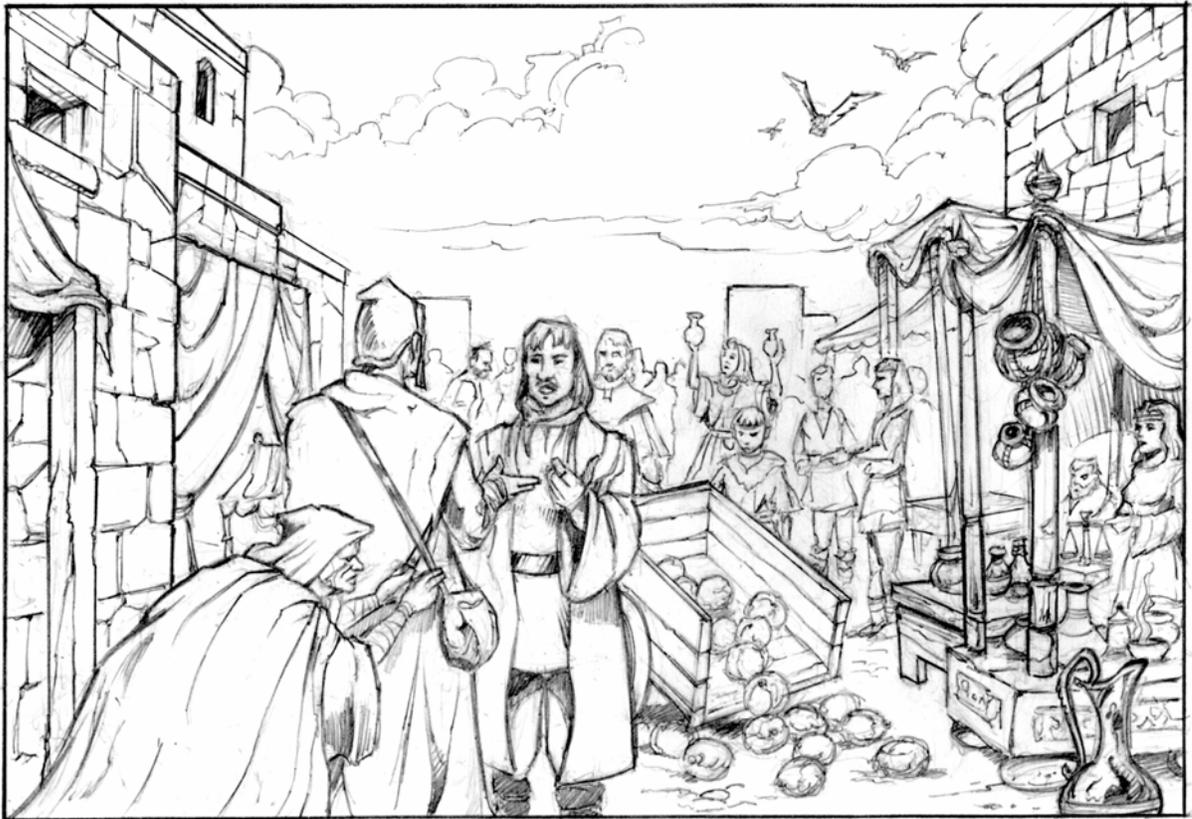
Lavleta Stoutbarrel - Beer Maker
Kajardi Padek - Fruit Seller
Areni Padek - Fruit Seller
Theartan Mudtean - Potter

Coruren's Map of Bet Rogala

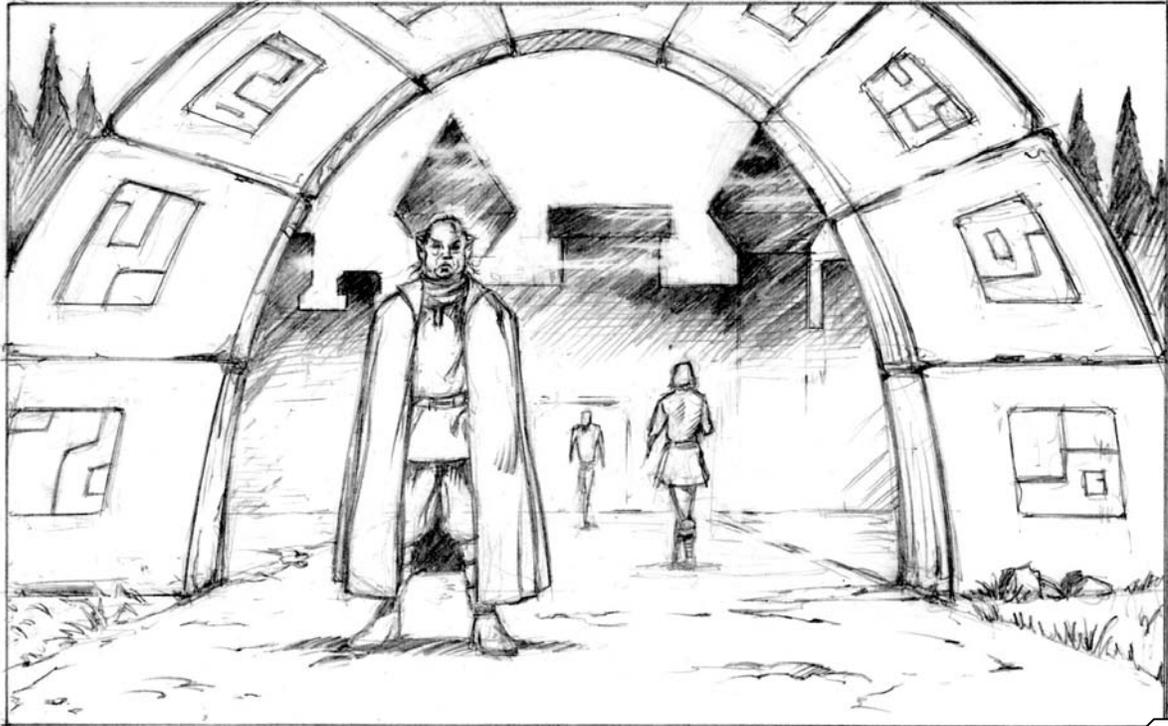




The ImageQuest™ Adventure Illustrator is designed for use by the DM during play. The DM should display the appropriate graphic to the players as they reach each encounter. The adventure text prompts the DM as to the precise time that each picture should be displayed. The DM's thumb should cover the picture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



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