

**LIVING KINGDOMS OF KALAMAR  
CAMPAIGN BOOK  
563-564 IR**





# Living Kingdoms of Kalamar<sup>®</sup> Campaign Book

563-564 IR (2003-2004)

*An official campaign supplement for the Living Kingdoms of Kalamar*

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Edited by Brian Jelke

This campaign book is an official supplement to the Living Kingdoms of Kalamar campaign. The materials included within supercede any rulings made in previously published adventures for the Living Kingdoms of Kalamar campaign. This is a yearly document and new campaign rulings and clarifications will be included in future editions. The materials in this book are made in cooperation with the *Pekal Gazetteer*, correcting any discrepancies that may have occurred between that book's publishing and official Living Kingdoms of Kalamar adventures.





The Campaign Book is constructed for double-sided printing. This means that some pages may be blank to optimize the use of this book. For those people printing on single-sided pages, blank pages can be moved with selective printing.

Along with the title page, pages i, ii, 3, 4, 5, 6, 7, 150, 169, and 170 are color pages. They are still viewable as grayscale.

Questions regarding the campaign, suggestions for campaign improvement, volunteer offers and suggestion requests to get LKoK started in your area can be sent to [lkquestions@kenzerco.com](mailto:lkquestions@kenzerco.com)

Questions regarding specific roles within the campaign can be directed to the appropriate director. See the FAQ in this book for more information regarding the directors.

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## FORWARD

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Living Kingdoms of Kalamar is officially one year old this month (September 2003). Although our first modules premiered at Origins in 2002, the official campaign launch wasn't until September. A lot has happened in one year. We've nearly quadrupled the number of modules we offer, began adapting printed modules, have taken on five different directors and added five supplemental websites to help us manage and promote Living Kingdoms of Kalamar. But most importantly, we've grown in number of players. The word is spreading on Living Kalamar. We're a campaign that offers realism, accepts player input, and tries our hardest to create the best role playing experience out there today.

Of the current directors, I've been around the longest. As a fan I started the official LKoK Yahoo! Group only a few weeks after Origins. The following months I helped Dan poll the campaign membership to help guide LKoK in the direction it's continued on since that time. And in December of 2002 I came on board as an official director. Even with the tireless hours and the constant worrying that we could be better, it's been an experience I would never trade away. Kalamar players are some of the most enthusiastic, friendly and interesting people I've ever come across in my travels. Every time I think I've seen it all, someone surprises me.

Living Kalamar is a great place to be, which is why I'm so excited that you're reading the forward to this campaign book. Because it's only getting better. We have a solid directorship, a long-term plan, a longer-term goal and the dedication and motivation to make sure it all comes about. The ball is rolling and it's only going to pick up speed. The next few years are going to help establish Living Kingdoms of Kalamar as the premier role playing campaign in the RPGA. And although many of us feel that way already, there's some good faire that we compete against at conventions. And that kind of competition is only good for us as gamers. It means more interesting and exciting adventures, more involving NPCs, more detailed meta-orgs, more accurate editing and the opportunity to take your characters places never seen before. The new campaigns coming into the RPGA are going to offer a whole new experience to its members and I hope LKoK can be one of the campaigns credited for bringing about such a change.

So how did we get here? I wish it were so easy that we could simply point at an aspect of the campaign and take credit for it. But there are so many pieces to this puzzle that all have an important role to play. Chief among those is trust: in the players and the judges and the setting itself. We believe that the richness that is the Kingdoms of Kalamar campaign setting inspires players to rediscover the role playing aspects of the game, and, given enough freedom to do so, players will inherently work for the betterment of the campaign. Such a sense of community calls forth the best judges who feed off the players' enthusiasm and truly brings the setting to life. In essence, what makes Living Kingdoms of Kalamar such a great campaign is that all those different puzzle pieces, the trust, the players, the judges, the richness, the detail and everything else, they've helped us recapture why we play the game in the first place. We get together with friends, sling dice and get transported to another world. Even if it's only for four hours, those are four quality hours. And I'm glad I get to spend them with you, my friends. People I've known, people I'm now meeting and people still to come. Together, we are Living Kalamar. And I wouldn't have it any other way.

Joe Selby  
Campaign Director  
Story and Plots

## INTRODUCTION

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The question we receive most frequently is, “What’s the difference between TUs and DUs?” That’s answered in our Frequently Asked Questions section. The question we receive most frequently after that is, “What is a Living<sup>®</sup> campaign?” That is something far more fitting for our introduction. A Living Campaign is an organized role-playing campaign that is played simultaneously worldwide. Kenzer & Company, in conjunction with the Role-Playing Gamers Association (RPGA), directs the Living Kingdoms of Kalamar campaign. This campaign is played in many locations around the world of Tellene from our home in the Principality of Pekal to the southern jungles of the Vohven and the frigid northern wastes of the Wild Lands. Its plots, while maintained by the creative staff, are mainly the product of the wonderful imagination and hard work of our various authors and players. That’s right, *you* are important to the Living Kingdoms of Kalamar campaign. What you do and whom you talk to makes a difference in its long-term development. As the campaign progresses, more and more of our modules will be written with multiple endings. This means that players need not feel restrained from doing what they feel their character would do and what they feel the module expects them to. If you refuse to submit to the foreign diplomat’s insults in the middle of peace negotiations, then we want you to do what you feel is right. The world is truly Living and you can make the choices you feel appropriate, and experience the repercussions of your actions.

Convention staff and tournament organizers can download scenarios from RPGA Headquarters. Kenzer & Company sanctions these scenarios and only sanctioned scenarios (along with the adventure modules approved for adaptation, found on the Living Kingdoms of Kalamar page) allow a character to gain experience and treasure. So as you’re taking the opportunity to experience our modules to the fullest and influence the evolution of Pekal in an extremely tumultuous time, you can gain fame and fortune in the process, as any good adventurer should.

The difference between a Living campaign and a home campaign is that in a home campaign, it is the responsibility of the Dungeon Master (DM<sup>®</sup>) to create his own items, his own scenarios and award the players according to his established guidelines. In a Living campaign, the creative staff establishes the guidelines and awards, acting as the DM for the entire campaign. The many RPGA and Kenzer Company authors that wish to add to the flavor and adventure of the campaign will write the scenarios for Living Kingdoms of Kalamar. However, these scenarios are edited and adjusted to fit into the overall campaign guidelines. This way not only are we providing a number of exciting adventures each year, but we’re crafting an involving story that will gradually take shape, gaining more and more clarity over the coming years.

Each player creates his or her own character to play in the campaign using the rules contained in the *Pekal Gazetteer* (a sample of those rules is included in this book). Choose from all the different races contained in the D&D core book as well as the Kalamar specific books such as the *Kalamar Player’s Guide*, *Strength and Honor: The Mighty Hobgoblins of Tellene* and *Dangerous Denizens: The Monsters of Tellene*. The player can then play these characters in scenarios (RPGA uses the term modules or tournaments) and the results of these scenarios affect how the campaign progresses. This is important, as there will be many large-scale plots that could be altered or adjusted due to the scenario results. You can have as many characters as you want to create. Just remember each scenario can only be played by one of your characters.

During each scenario, your character may receive rewards and gain experience points as specified in the sanctioned scenario. It should not need to be said, but a Living Kingdoms of Kalamar character may gain the experience and awards from only sanctioned scenarios. Similarly, most modules come with certificates (certs) that show special rewards. There isn’t a cert for every

item in the game, but those special items like your first masterwork dagger or Orc Ghunuk are worth remembering with a cert. These can be traded or sold to other players or used in the game with the various NPCs.

While playing scenarios at home, local game shops and conventions, you meet other players and get to know their characters. The unique benefit of this system is that you get to share an experience with many people and make new friends. To that we end, we try to establish a sense of community. We're all friends here playing our favorite hobby. A Living campaign is based on trust. You are trusted to maintain your character sheet and scenario log accurately. The scenario log is used to record which events you play and how much experience and reward you gain while playing the events. There is no automatic checking of your records. You are trusted to follow the rules and play the game to have fun. Likewise, we trust you to promote the fun of the others at the table and the spirit of the campaign itself. There are many Living campaigns out there and the Kingdoms of Kalamar is just one of them. We, like everyone else, have a very unique flavor and it's only by the actions of our players that we can maintain that special atmosphere.

The Living Kalamar campaign is meant to provide a canvas for the authors and players of the campaign to color and detail. While the staff at Kenzer & Company will maintain the major plots of the campaign, it is the stories and actions of the players that will continue to shape the campaign. LKoK is a campaign of political intrigue, high fantasy and a dark steamy underworld.

That is a Living campaign. That is *our* Living campaign and we hope to become the standard by which other campaigns measure themselves. But we want to be so much more. It's hard for a Living campaign to equal a well-run home campaign. The latter provides an incomparable amount of attention for a specific group of recurring characters where the former must account for thousands of constantly intermingling PCs. This means we need to standardize the rules, streamline the modules and make the campaign available to all players. But we don't want to lose the detail that makes a home campaign so much fun. With that in mind, the directors of Living Kingdoms of Kalamar hope to bridge the gap between Living play and home play. We're doing so with this campaign book. We hope to show the detail, flavor and atmosphere of the campaign with such clarity that judges will have no difficulty understanding life in Pekal outside of what's contained in our modules. Tellene is a large place with countless cultures and the six players at the table all have personal and unique motivations for their characters. It's impossible to plan for everything that may happen during a module. Does this mean that the judge should just force the players back onto the pre-established path of the module? Not at all. This is D&D! The DM, and by extension the table judge, is a master craftsman of the story. With an understanding of the world, the judge may have it react in an appropriate manner to those PCs that think outside the box. Remember that our modules are meant to be fair for everyone. Working outside the module isn't meant to garner more gold, xp or items. It's meant to allow PCs the chance to explore and discover the rich cultures of Tellene and enjoy the opportunity to find new solutions to classic problems.

So with this mission in mind, this campaign book aims to contain as much flavor about Pekal that is not already covered in the printed core books as it does campaign rulings and interpretations. We want to capture the mysticism and special qualities that are inherent in a home campaign and bring those feelings closer to LKoK. This is part of our trust in the players of the campaign. It's a wide world, make it yours. But remember what we're trying to accomplish here and work for the betterment of the campaign. Hopefully our sense of community will allow us all to succeed.

Welcome to Living Kingdoms of Kalamar.

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## LIST OF CURRENT MODULES

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Module	Authors	DU Cost	Release Date or Source
Old Honor (Mini-Module)	Daniel S. Donnelly	2 DUs	Pekal Gazetteer
Steel Guard (Mini-Module)	Daniel S. Donnelly	2 DUs	Pekal Gazetteer
#1 If I Were a Rich Man	Daniel S. Donnelly	7 DUs	Origins 2002
#2 The Rounds	Daniel S. Donnelly	7 DUs	Origins 2002
#3 Hurry Up and Wait	Daniel S. Donnelly	7 DUs	Origins 2002
#4 Making a Name	Daniel S. Donnelly	7 DUs	Origins 2002
#5 With Thine Eyes	Dan Moorere	7 DUs	Dragon*Con 2002
Invasion of Arun'Kid ( <i>Adapted</i> )	Scott Casper	28 DUs	December 2002
#6 Reflections of the Shrouded Past	Dan Moorere & Jason Tant	8 DUs	Winter Fantasy 2003
Aldriv's Revenge ( <i>Adapted</i> )	Kenzer & Co.	30 DUs	February 2003
#7 Burial Mounds	Brian Patterson story by Joseph L. Selby	8 DUs	March 2003
Root of All Evil ( <i>Adapted</i> )	Andy Miller	45 DUs	April 2003
#8 May the Best Man Win	Brian Patterson series plot by Pete D'Amica and Joseph L. Selby	9 DUs	MVC/KublaCon
#9 The Rub	Bob Ehmann	20 DUs	Origins 2003
#10 Domino Effect	Joseph L. Selby	2 DUs	Origins 2003
#11 Vanishing Concerns	Shawn Merwin	8 DUs	GenCon 2003
#12 Baneta: City of the Whale	Phil Thompson	14 DUs	GenCon 2003
Stand and Deliver ( <i>Adapted</i> )	Brian Jelke	42 DUs	September 2003
#13 Otter Side of the Coin	Brian Patterson	14 DUs	ShaunCon XXI
#14 Raising Kine	Shawn Merwin	11 DUs	UNYCon/MACE
#15 A Simple Detail	Michael Maenza	3 DUs	GenCon SoCal 2003
#16 The Beast	Mason Mines & Shawn Merwin; story by Joseph L. Selby	13 DUs	GenCon SoCal 2003
Accountability (Mini-Module)	Joseph L. Selby	1 DUs	Campaign Book 563-564 IR
#17(S)* For Whom the Bell Tolls	Keith Weepie	37 DUs	December 2003
#18 Shining Stones	Joseph L. Selby	10 DUs	Midwest Madness
#19 Barriers of Mentality	Dan Moorere	20 DUs	Winter Fantasy 2004
#20 For a Song	Bob Ehmann	24 DUs	March 2004

\* (S) = Special Module, this module is a two-round event that offers more XP and treasure, as well as the chance to find more permanent magic items and other unique objects.

## LIST OF CURRENT SERIES

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<b>Series (or related Adventure)</b>	<b>Module</b>	<b>Order in Series</b>
<i>After the Love is Gone</i>	Baneta: City of the Whale	Prologue
<i>Coin Trilogy</i>	Root of All Evil (Adapted)	Module 1
A Continuation of “Old Honor”	Burial Mounds	
<i>The Fhokki Incident</i>	The Beast	Part 1
<i>Forbearance Plot</i>	With Thine Eyes	Part 1
	Reflections of the Shrouded Past	Part 2
	Barriers of Mentality	Part 3
<i>Greater of Two Evils Series</i>	The Rub	Part 1
	A Simple Detail	Part 2
<i>Lairds of the Land</i>	For a Song	Part 1
<i>Paved with Good Intentions Saga</i>	May the Best Man Win	Part 1
	Shining Stones	Part 2
<i>Shades of Gray</i>	Vanishing Concerns	Part 1
<i>The Shadow Conspiracy</i>	Domino Effect	Part 1

- A. ROYAL DISTRICT
- B. SCHOLARS DISTRICT
- C. TEMPLE DISTRICT
- D. MERCHANTS DISTRICT
- E. COINS DISTRICT
- F. MUNICIPAL DISTRICT
- G. ARTISANS DISTRICT
- H. DOCK DISTRICT
- I. OLD TOWN





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- B. SCHOLARS DISTRICT**
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## MAP LEGEND OF BET ROGALA

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### Roads

The largest city in the principality, Bet Rogala has an intricate network of roads, lanes and alleys creating a labyrinth across the city. However, a number of roads cut a swath through the entire city. These avenues are regularly renamed when a new monarch takes the throne, which often leads to confusion between the different generations that know the streets by different names. Foreigners that don't speak Merchant's Tongue or Low Kalamaran have an especially difficult time navigating the city's main thoroughfares.

**Army Way:** One of the few streets in Bet Rogala that hasn't had its name changed, Army Way was so named when Fulakar marched the Kalamaran army "to the sea." The devastation to the land during the army's approach due to its sheer size made the path a perfect place to build a road to Lake Eb'Sobet.

**Black Arrow Way:** Not many people know exactly how this street earned its name. Those that live on the Old Town side claim that it has a secret meaning for the thieves guild. Those that live on the Merchants District side say that it was the original location for the Smiths Guild and the concept of a black arrow referred to the soot similar to that found on Warrior Row.

**Cilorealon Way:** Renamed when Kafen took the throne, this street is a pledge to Pekal's admiration for the Elven nation of Cilorealon and the alliance between the two.

**Eleven Veils Way:** Very few in Bet Rogala understand the meaning of this road. Its secret is locked securely in the inner sanctums of a particular church. Similarly, no one knows which church that is.

**Fisherman's Row:** Unlike Wharf Row, this lane is nothing but business. Fish is gutted, packed and shipped while sailors are commissioned and paid all on this narrow lane. From the pre-dawn hours until nightfall, the row is packed. Because of this, it's a favorite place for urchins to attempt their sleight of hand.

**Fulakar's Way:** Although this street had its name officially changed after the fall of the Inakas house, it was promptly returned to its proper name after Kafen was crowned prince.

**Hard Copper Way:** The most destitute major street in the Merchants District, more businesses have begun and failed on this street than in any other. Those businesses that have survived, though, are well established.

**Headmaster's Way:** This street earned its name over the course of a number of decades. Being the main thoroughfare south of the College of Magic, the college's headmasters typically walk the street keeping an eye out for those students who are neglecting their classes for more independent study.

**Kafen's Way:** This lane has been renamed more than any other street in Bet Rogala. Along with the prince and every regional governor for the last three hundred years of the empire (since construction on that part of the city first began) has had that street named after him.

**Majestic Way:** Lined with four finely decorated churches, this road was named for their presence, rather than the proximity of the royal palace. In fact, the way already had its name before construction began on the new palace and some say that it even helped determine the location for the new building.

**Minstrel's Row:** Out of the entire Artisans District, this street more than any lives up to the reputation of the area. Every street corner is home to a bard or dancer or acrobat of some kind. It takes a few coppers to traverse this lane without offending anyone. For a few extra coppers, one can learn a few rumors as well.

**Mystic Place Way:** The main boulevard through the Scholars District, it is not uncommon to find college students practicing their arcane arts in public. The city guard pays little attention to this practice as long as the magic isn't intrusive. This practice dies down when Keyholders of the Riftmaster are present.

**North Merchant Way:** Although the North Merchants Way doesn't lead to any major cities, its location in the Merchants District makes it a one of the most heavily traveled thoroughfare in Bet Rogala.

**Royal Way:** In the last days of the Vast's reign of Pekal, Royal Way was to lead to a grand palace. Frequently used in parades to the emperor on visits (however few they were), the gate in the Inner City Wall was sealed off after the principality's independence.

**South Merchant Way:** Passing by both the Municipal District and the Artisans and leading to Lebolegido, South Merchant Way is constantly packed from daybreak to dusk.



Tailor's Row: Rumored as one of the quietest streets in Bet Rogala, Tailor's Row is aptly named as almost every store facing the cobblestone street is a tailor, quilter or seamstress of some kind. Most pay far more attention to their craft than passers by, so this avenue is devoid of the cat call most merchants make to pedestrians.

Theodorus' Way: Similar to Fulakar's Way, this boulevard had its name immediately turned back with the success of the war for independence before the crown could even issue a proclamation.

Victory Way: Although not as grand as the Reverie Festival that begins at Old Town Square, the celebration for Free Day begins on Victory Way, appropriately. This street takes its name after the currency, though, as mint workers, taxmen and moneylenders frequently walk the street on business.

Warrior Row: Home to the majority of Bet Rogala's weapon and armorsmiths, Warrior Row is one of the few lanes that requires nightly attention by the Street Sweepers. The cobblestones are covered in black soot from the many forges. So much so, that footsteps can be seen of the row's many travelers.

Wharf Row: Sailors are also given a seedy reputation although most in Bet Rogala hold to the same positive, Elven ideals that the rest of Pecal does. Wharf Row is frequented, however, by those people that take such a reputation as an excuse to act profane and unkempt. This is merely an act, though, and rarely results in violence.

## Unaffiliated Landmarks

There are a number of spots in the city that do not conform to the general atmosphere of any particular district, are commonplace throughout the city or actually cover multiple districts. These landmarks are thought of in a totally different mindset by the citizenry. When referring to a particular watch tower, people may refer to the intersecting streets rather than the particular district as the location and the district are subconsciously separated from one another, often causing confusion.

Each city watchtower is manned by three City Guardsmen armed with longswords, light crossbows and chainmail. The top of each tower has an alarm bell that is also used to sound the top of the hour. Similarly, garrisons house the guardsmen that man the various towers about the city round the clock. Thus, a garrison may have twenty to thirty men present at any given time.

- 1: City Watch Tower:** These towers number 26 in total and are located across the whole of the city. Each bears its relevant number above its door and "lucky tower 13" is located just outside the city walls south of the Dock District.
- 2: Independence Square:** From the pre-dawn hours until twilight, Independence Square is the most populated area of Bet Rogala. Lined by a ring of permanent shops, farmers, craftsmen and comen all set up shop in the city's center trying to make a coin with honest or not-so-honest work.
- 3: The Green:** See the *Kingdoms of Kalamar Campaign Sourcebook*, p. 55 for more information on the Green.
- 4: Army Encampment:** To the south of the city, outside the walls, camp the primary legions of the Pekalese infantry. The size of this encampment mandates that it be downwind from the city, and its size is regularly bolstered when the Pekalese cavalry returns to the capital as well.
- 5: City Guard Garrison:** To expedite the changing of the guard and quick response in times of emergency, small, two-story stone buildings dot the city. No more than a barracks and an armory mixed together, these buildings can hold up to 30 soldiers, but rarely stand at capacity.
- 6: Great South Lighthouse:** This five-story lighthouse rests on the south end of Anashy Island. It's tended by an elderly Kalamaran man, Kalaras, and his Half-Elf grandson.
- 7: Great North Lighthouse:** This three-story lighthouse stands on the north end of Anashy Island. Kalaras' son, Selath tends to this great lamp. Unlike its sister lighthouse, this building only rotates 60°, illuminating the docks for night patrol and those ships that need to make port or set sail in an emergency. Although not official, rumors say that the Great North Lighthouse was built to protect from Kalamaran saboteurs infiltrating the city by crossing Lake Eb'Sobet.
- 8: Public Bathhouses:** Spread around the city are many standard public bathhouses. Each of the bathhouses is similar in build, made of a stone foundation and wooden upper floors for private meetings and socializing.

## Royal District

Upon assuming the throne of Pekal, one of the first things Prince Kafen did is offer an embassy to every known nation throughout Tellene as a sign of the principality's independence. As the Royal District is the newest portion of Bet Rogala, the buildings are in good repair and relatively fashionable. At least half of them stand empty throughout the year (or are used without the crown's knowledge but shadier persons), but most of them have been used at least once. The exception to this is the Embassy to the Former Empire of Kalamar (the title, and the sign that rests above its front door, was a not-so-subtle insult coined by Prince Kafen himself). By imperial decree, Emperor Kabori has claimed that the Young Kingdoms are no longer independent from the Empire of Kalamar. The decree comes swiftly, following the knowledge that Tokis has amassed an army on Pekal's southeast border.

According to the Kalamaran decree, the Young Kingdoms are seditious revolutionaries and are ordered to pledge their allegiance to Kalamar. No nation has done this openly. Also, any Kalamaran diplomat found to utilize the embassy in Bet Rogala is considered to have committed treason and shall be punished accordingly.

- A1:** Royal Palace: One of the newest buildings in Bet Rogala, its size is truly majestic, although the materials used to build the palace are representative of Pekal's simple disposition. A combination of wood and stone, painted an ivory white, Prince Kafen ordered the construction the day his father was buried. Its high central tower has only two windows, one facing Cilorealon, and one facing Bet Kalamar. In one window rests a white rose, in the other, a bust of his father, crowned king of Pekal.
- A2:** Duke Larofin Matikis' Mansion: Surrounded by a black iron gate, the duke's mansion would seem intimidating if not for the rather large and colorful garden that filled the front yard of the property. Frequently, passers-by see the duke himself tending the garden, cultivating a rich assortment of flowers (all supposedly local to the different areas of Pekal).
- A3:** Home of Zo'Amas 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.
- A4:** Count Deshabbin Highbow's Mansion: This two-story building exudes Elven pride. The architecture does not conform to the other buildings built around it and although short compared to some of the buildings in the Royal District, the manner in which the mansion catches the sunlight makes it seem taller than any other building in the area.
- A5:** Hall of Twilight's Eye: This two-story hall is 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.
- A6:** Marquis Telaris Galbranen's Mansion: This two-story white building boasts some of the most magnificent gardens in all of Bet Rogala. Reminiscent of the gardens of Cilorealon, Prince Kafen visits his cousin's home regularly for meals and discussion of Pekal's relation with the Elven nation to the north.
- A7:** Royal Bodyguards Personal Apartments: Little more than a two-story barracks, one would not presume that the guards that live in this stone structure have devoted their life to guarding the prince of the land. And although Kafen has repeatedly bestowed rewards of service upon them, all have refused such patronage, insisting that their only concern is his safety.
- A8:** Prince Kafen's Residential Mansion: Nearly as large as the palace itself, this two-story wooden home matches the palace in ivory white paint. In the mansion's gardens stands a two-foot marble headstone in memory of Pekal's only king. Beside it is a bench for meditation and a shrine to the Pure One, the king's patron god.
- A9:** Embassy to the Principality of Paru'Bor: This three-story L-shaped building houses the official diplomats from Paru'Bor. It rarely goes unused and frequently holds small parties for a rotating guest list.
- A10:** Embassy to the Queendom of Tharggy: One of the larger embassies in the Royal District, this three-story building is lavished upon by the crown. Pekal's relationship with Tharggy is important in terms of troops and military training and Prince Kafen intends on maintaining such a relationship with the growing tensions with Tokis.
- A11:** Embassy to the Theocracy of Slen: It was Prince Kafen's intention to invite all nations of Tellene to hold embassy in Bet Rogala, which is why nations like Pel'Brolenon and Slen are given buildings in the Royal District (though buildings for these countries are simple one-story wooden buildings that have no more than two rooms). In the case of the Theocracy of Slen, word was never sent to the theocracy that they had been granted an embassy. It was decided that, for Pekal's safety, Slen should not be willfully included in their dealings. The building is mostly ceremonial, although the Slen may dispatch a diplomat...if he ever learns of the embassy's existence.

- A12:** Embassy to the Kingdom of Thybaj: Although Thybaj has no direct interest in Pecal, it has appointed an emissary to the principality. Dothoki Jolan, a Lightfoot Halfling from the Fyban Forest represents the kingdom from the Wild Lands. Supposedly, the Halfling has developed ties to an underground group, possibly the Bet Rogalan Thieves Guild or perhaps the Gray Legion. No one is certain, but may in the Royal District keep an eye on the small fellow. The constabulary frequently pays district pages to count who comes and goes from the one-story stone building.
- A13:** Embassy to the Confederacy of Ahznomahn: Pecal has a vested interest in its relations with Ahznomahn, which is why the small confederacy was given a four-story stone building as a gift from the crown. The Svimohzish nation's wealth, along its accomplished navy and ship building abilities, has caused Prince Kafen to treat the Ahznomahnii diplomats with an amazing amount of latitude. Zimahni Zamena, the current emissary, has supposedly fathered three illegitimate children, although word of this hasn't even spread past his embassy.
- A14:** Embassy to the Kingdom of Ozhvinmish: Although on peaceful relations with Pecal, Ozhvinmish does not currently have an emissary in Bet Rogala. With Meznamish's refusal to provide representation to the principality—and in an effort to garner favor with the Kalamaran Empire—Ozhvinmish recalled its deligate.
- A15:** Embassy to the Kingdom of Meznamish: Although it's unlikely that Meznamish could occupy its two-story wooden building in the Royal District based on its small size, the nation has openly refused to send an emissary to Pecal because of the principality's favorable relationship with Ahznomahn.
- A16:** Embassy to the Kingdom of Zazahni: This two-story wooden building is the only embassy in the Royal District that the prince has had to officially close. At one point, seven different Zazahni diplomats claimed to be official representatives of the kingdom. Zazahni's political upheaval began to spill over into Bet Rogala and Kafen ordered the embassy closed until a new King was named and a proper diplomat could be appointed.
- A17:** Embassy to the Duchy 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.
- A18:** Embassy to the City of Zoa: The largest of the three embassies devoted to Reanaaria Bay, Zoa's two-story building was filled two short years after Pecal's independence. The city-state trades heavily with the principality and has never removed a diplomat (typically a successful merchant) without first providing a new one.
- A19:** Embassy to the Lands of Skarnna: The Skarnns have little interest in Pecal, their trade consisting almost entirely in the Wild Lands and Reanaaria Bay. Combine this with the fact that there are eight different Skryvalkkers controlling the nation and it explains why the one-story embassy to Skarnna frequently sits empty.
- A20:** Embassy to the Kingdom of Shynabyth: With its poor relations with both its neighbors, Slen and Paru'Bor, this two-story stone embassy was intentionally built a few blocks away from its neighbors in a hope to avoid altercations. The embassy is on constant guard and it is not uncommon to find an inebriated Fhokki diplomat from Paru'Bor howling at its gates.
- A21:** Embassy to the Lands of Torakk: Although Torakk is a relatively exclusionary land, a large number of adventurers from the northlands have made their way to Pecal in recent years. The embassy, although not lead by an official diplomat, is frequently used by such adventurers to moderate disputes or to organize adventuring companies in the traditions of the northern tribes.
- A22:** Embassy to the Free State 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.
- A23:** Embassy to the Militocracy of Korak: This two-story stone building is the source of constant rumor. Captain Feragis, the current diplomat, supposedly received his assignment due to the fact that he has a propensity for fleeing in battle and could no longer be trusted in the regular army. Whether this is true has never been established.
- A24:** Embassy to the City-State of Geanavue: This two-story stone building is currently empty. Although Geanavue wishes to keep all its trading routes, monetary incentive from the Merchant House Vaulait caused the last diplomat to choose to end his tenure in Bet Rogala early.
- A25:** Embassy to the Lands of Tarisato: This one-story embassy has only been used sparingly in the past, most frequently for diplomats passing through on the way to Ek'Kasel, or Korak. Since Kabri's decree, the building has sat empty, similar to all the other Kalamaran satellite embassies.

- A26:** Embassy to the Kingdom of Ek’Kasel: The Kasite emissary, Hamethi Ribasi, is known throughout the Royal District for his gala parties that he uses to recruit aid for Ek’Kasel’s war against Norga-Krangel. Ribasi gained infamy when he invited the last Krangi diplomat, Garrek’Tur, to a party and proceeded to request aid from the Hobgoblin nation for the Kasite war effort. Garrek’Tur challenged him to an honor duel, but was ordered home by the prince until the matter could be settled civilly. Garrek’Tur has sworn satisfaction would be met.
- A27:** Embassy to the Kingdom of Eldor: This one-story wooden building sat empty until recently. Revolted by the sovereign’s mixed-Elven blood, Eldor refused to assign a diplomat to Pekal. This attitude changed recently when the Brandobian kingdom heard that Emperor Kabori had renounced the independence of the Young Kingdoms and recalled all ambassadors. Eldor quickly dispatched an emissary of its own to Bet Rogala.
- A28:** Embassy to the Kingdom of Tokis: After ten years of war, the one-story wooden building that is the embassy to Tokis had finally been filled again. But only a few short months after the diplomats’ arrival, they fled back to Bet Seder in the middle of the night. Shortly thereafter it was discovered that Tokis had amassed an army on the southeaster border of Pekal. The prince has placed sentries on permanent detail at the embassy.
- A29:** Embassy to the Kingdom of Cosdol: Recently reconstructed to include a new, lavish wing, Prince Kafen has made it public that he wishes to solidify a treaty with Cosdol. Tolerant of Elves in contrast to other Brandobian kingdoms, a treaty with the western kingdom would add weight to Pekal’s independence from Kalamar in these hectic days. The embassy has known some controversy as its emissary was attacked traveling to Pekal.
- A30:** Embassy to the Former Empire of Kalamar: This building has never been used by an emissary from Kalamar. In fact, no one of official station has ever used the building. Hearing of the sign above the front door reading “the Former Empire,” Emperor Kabori has decreed that any Kalamaran diplomat using the building would be guilty of treason and executed accordingly. Passers-by have claimed to have seen beings inside, but the guard has found no evidence of this. The crown has ordered all entrances to the building locked.
- A31:** Embassy to the Theocracy of Pel Brolenon: Aside from the embassy to Kalamar, this one-story wooden building is the smallest of all the embassies in the Royal District. The crown has no positive relations with Pel Brolenon and merely included them for a sense of completion. What slavers remain in Pekal frequent the building to negotiate contracts for shipments to leave the Brolenese coast and sail to Baneta.
- A32:** Embassy to the Kingdom of Basir: Like the other kingdoms of the Vast, Basir has recalled its ambassador to Pekal. Unlike other Kalamaran satellite embassies, though, Basir’s one-story stone building stills sees frequent use. A small handful of savvy Basiran Dancers, knowing that no representatives of the Kalamaran Empire are present in the city, have taken up residence in the building, claiming to be relatives of the last emissary.
- A33:** Embassy to the Kingdom of Mendarn: Favoring Pekal’s negative relation with Pel Brolenon and the principality’s explicit resistance to supporting Mendarn’s eastern neighbor, the Brandobian Kingdom has dispatched five diplomats to Bet Rogala. A Brandobian, High Elf, Hill Dwarf, Lightfoot Halfling and Rock Gnome have all been sent to represent their respective races. The guildmaster of the Carat House is a Mendarn Immigrant, arriving with a royal crown for Prince Kafen, a gift from King Aldorn III of Mendarn.
- A34:** Embassy to the City-States of Reanaaria Bay: Aside from Zoa and Geanavue, the rest of Reanaaria Bay has been grouped into one simple three-story building. Few outside of the Bay diplomats themselves visit, however, as the squabbling over quarters and matters of protocol are never-ending. Realistically, the municipality often wishes they could rebuild the building making all rooms of equal length and stature, but none of the diplomats are willing to relocate unless it’s to a private embassy. It’s rumored that a diplomat from Giilia has built a shrine to the Harvester of Souls in his quarters.
- A35:** Embassy to the Kingdoms of Norga-Krangel and Ul-Karg: Perhaps one of the riskiest offerings by the crown, this three-story wooden building acts as embassy for all Hobgoblins on Tellene. This never lead to direct conflict, although the building itself was heavily regimented, segregating the Kargi and Krangi from one another and all other Hobgoblin races from both. With the removal of the Krangi diplomat, the Kargi have taken over soul governance of the building. It’s used most frequently as a host for negotiations with Hobgoblin mercenaries.
- A36:** Embassy to the Lands of Drhokker: Next to Tharggy, this broad wooden building is considered the most important from the Wild Lands by the principality. The use of Drhokkeran Chargers has been a boon for the Pekalese cavalry. And although the Fhokki seem a bit unorthodox, their horses are invaluable.

- A37:** B'Vimamel Merchant House: A two-story, stone 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.
- A38:** Embassy to the Duchy of Doderia
- A39:** The Black Quill: This quality inn is just inside the western Royal District on Mystic Place 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.
- A40:** B'Vimamel Noble House: This small compound of a building is home to the B'Vimamel merchant family. The lord of this household, renowned for his business sense, has come under some scrutiny after remarrying only one month after the death of his first wife.
- A41:** Master Cave: This large domed building rests inside the Royal District on the edge of Potter Way. 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.
- A42:** Hall of the Honorable: This three-story circular building is the meeting place for the Honorable of Pecal. Most meetings are called by Prince Kafen himself, as there is no organized structure or schedule for the Honorable to meet. There aren't even enough seats if all the Honorable were to attend, although this has never happened. Most seating is first-come-first-serve, with the exception of the gentry, who have reserved seating.
- A43:** Royal Cartographer's Guild: There is little space in this one-story building for the public beyond the front room, and even that is overflowing with maps, charts and dusty tomes detailing the geography of Tellene, the Young Kingdoms and Bet Rogala. Maps of the city are available for 2 Victories while 5 purchases a map of the entire Young Kingdoms. Ithiras, the elderly Kalamaran owner, proudly displays his maps of the Vast Empire, the disproportional size of each having a specific relevance to the emperor at the time.
- A44:** Wayside Inn: This three-story wooden building can only be adequately referred to as blue blood. The staff and clientele are exclusively Kalamaran. Grand paintings and tapestries adorn the walls, proclaiming the glory of Kalamaran history and harkening back to the days of the Vast Empire.
- A45:** Baron Fatelus Labeta's Mansion: This three-story mansion is a combination of stone and wood. Although the baron rarely holds events for the other gentry of Pecal, the building itself is well respected among those nobles of Kalamaran decent. The Labeta line stretches far into the days of the Vast Empire and the mansion is one of the oldest buildings in the Royal District.

## Scholars District

The largest portion of the Inner City of Bet Rogala, the Scholars District is also the most uniquely specific to the interests that reside there. Taverns, restaurants and shops all cater to arcane students and practitioners. This district, more than any other, is accustomed to seeing magic practiced openly. At the onset of summer, the Hokalas Faire Magica is held throughout the district. The masses flood through the Inner City Gates and fill the streets to watch various displays of magical ability. The entire area becomes one great magical carnival. For the rest of the year, the atmosphere is more subdued and studious. Few would risk being cast out of the College of Magic and its many towers rise high above the district as a constant reminder of that fact.

- B1:** The Vault: Other than the fact that it belongs to the College of Magic, no one in Bet Rogala knows what the purpose of the Vault is (or what its official name is). This three-story stone building has no windows or doors nor does it have access from the sewers. It is simply a stone cube.
- B2:** The Copper Pheasant: A large inn and boarding house located on Army Way and Mystic Place Way. 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.
- B3:** 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 26-year history in Bet Rogala.

- B4:** The Fiend and Fowl: This inn is another of Bet Rogala's large inns. It has four stories and over sixty rooms. Fifteen rooms are available for lease to students attending the College of Magic.
- B5:** 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.
- B6A:** Temple of Enchantment (Official Archway/Entrance to the temple and the College of Magic): The official entrance to the College of Magic is the Temple of the Enchantment, church 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. The archway is intimidating, large enough to pass an elephant beneath it.
- B6B:** Temple of Enchantment (Cathedral): The actual nave of the Temple of Enchantment rests directly behind the archway. Beginning in a similar arch, the temple curves down with a row of majestic columns into a two-story cathedral.
- B6C:** Temple of Enchantment (Offices, Workshops and Private Shrines): The largest temple in Bet Rogala physically also has the largest following both in clergy and lay worshippers. Beside the Temple of Enchantment, a windowless three-story stone building holds offices, laboratories, private shrines to high-level keyholders and workshops. The basement, with a double-thick ceiling, is used exclusively to develop new spells away from the general population.
- B6D:** Temple of Enchantment (Clerical Quarters): Slightly larger than the office building, this three-story wooden building offers individual rooms for all keyholders within the city, including extra space for visiting clerics.
- B6E:** Temple of Enchantment (Private Quarters of the Holder of the Platinum Key): A simple cottage beside the Temple of Enchantment, this one-story wooden home houses Tomas Palinwayt, the Holder of the Platinum Key, as well as a small memorial to his deceased wife who died during the birth of his first child.
- B7:** The Sorcerer's Swan: This monstrous inn is located on the Army Way east of the College of Magic entrance. One of the most expensive inns in the city it caters to the wealthy, having 50 rooms and 20 suites.
- B8:** Tower of Thrin Chor: Rumors abound regarding this four-story tower in the northwestern 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.
- B9:** Tower of Divination: A four story tower juts out from the College of Magic and is home for the diviners of Bet Rogala. The lower levels of the tower spread out into a more mundane classroom setting.
- B10:** 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.
- B11A:** Library of Bet Rogala: Located in the northeastern corner of the College of Magic campus, this three-story building is jealously guarded by the wizards of the college. It houses a collection of ancient tomes dealing the foundations of the various schools of magic. It is not impossible to be allowed access to the library, but it is extremely well protected.
- B11B:** Library of Bet Rogala: Located at the outskirts of the College of Magic campus, this three-story building is zealously guarded by the wizards of the college. It is impossible to gain access to the library, as it houses a plethora of books dealing with powerful arcane rituals.
- B11C:** Library of Bet Rogala: Located in the southeast corner of the College of Magic campus, this three-story building is mildly guarded by the wizards of the college. The building holds the majority of the college's general texts and constantly expands its catalog with the new publications of college professors. It is quite possible to gain access to the library, but it is more difficult if the person is not at least registered at the college.

- B11D:** Library of Bet Rogala: Located at the southern edge of the College of Magic campus, this three-story building is heavily guarded by the wizards of the college. It is nearly impossible to be given access to the library, but it is extremely well protected. The building holds all the historical records of the college.
- B12:** 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.
- B13:** Hall of Enchantment: 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.
- B14:** Hall of Transmutation: The largest building in the College of Magic this one story building stretches over a city block and contains two wings.
- B15:** Hall of Conjunction: 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.
- B16:** 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.
- B17:** Hall of Illusion: The Hall of Enchantment and Illusion is a long rectangular shaped building just inside the gates of the College. 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.
- B18:** The Professor's Hall: This L-shaped building is home for most of the college's instructors and also contains temporary housing for visiting scholars.
- B19:** Halls of Evocation: The second largest building in the college, this 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.
- B20:** Administration Building: A three-story tower, which holds all administrative offices for the College.
- B21:** Vr Mindrel 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.
- B22:** Standler Pets & Familiars: 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. (25% above PHB/Dangerous Denizens prices)
- B23:** Tower of the Honorable Archmage 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 Archmage and she was granted the status of Honorable just last year by Prince Kafen.
- B24:** The Laughing Bed: One of the more unique inns in Bet Rogala, this three-story wooden tavern resides inside the Inner Wall. It has undergone many changes in ownership, but is best known for one of the beds in the inn. The building was cursed many years ago and each night one of the beds becomes susceptible to being tickled, but no one knows 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.
- B25:** Scribe's Guild: One of the few guilds outside of the Merchants District, the Scribe's Guild is populated mostly by students from the College of Magic. Although guild members can be hired out from the guild itself, most frequently the build small booths on street corners to offer translation and dictation services for a few copper pieces.

- B26:** Klen Smithy & Stables: A large stable on Mystic Place Way caters to visiting professors of the College of Magic. Klen, a huge man of Fhokki ancestry, both sells and cares for horses. He has never been known to smith any weapons or armor, however a large greataxe is displayed over his forge.
- B27:** Home of the Honorable B'Loramel: This large mansion sits on The Grand Circle, a drive built exclusively for the Honorable's manor home.

## Temple District

The Temple District is one of the few projects in the city that garnered the support of all the religious organizations in Bet Rogala. The first expansion of the Inner City, the district was built as homage to the pantheon of Tellene. The buildings, when looked at from a distance (more difficult now, with the completion of the Royal and Scholars districts). The buildings ebb and flow together, rising at equal heights on each block. Many of the holy buildings are topped with majestic bell towers and ornate statues, emulating the abundance of towers in Bet Kalamar.

- C1:** The Fraternal Order of Aptitude (The Mule): This small, one-story building has close ties to the Order of Thought. Not having a full-time Brother in Logic to attend to the shrine, educational classes are typically held at the church to the Eye Opener. When a visiting brother is present, though, the Order of Thought defers its classes on mathematics and science to the Fraternal Order of Aptitude.
- C2:** 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.
- C3:** The Assembly of Light (Eternal Lantern): A large temple rises over the Merchant Road, its two large towers covered in colored glass look out over the entire city.
- C4:** The Parish of Love (The Pure One): This large circular building is on the corner of Cilorealon Way and Eleven Veils 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.
- C5:** Square of the Shrines: This square is in the middle of the Spires Road. It consists of four significant shrines with room in the square for at least one more.
- C5A:** There is a large rectangular building, which holds the shrine to Lord of Silver Linings. The building is brightly painted, the color changing with each cycle of Diadolai.
- C5B:** This shrine to the Raiser, the moon thought to be the home of the gods is a large circular one-story building home to a minor relic. The building is simple but well cared for by clergy and followers.
- C5C:** The third building is the shrine to The Founder. He 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.
- C5D:** The final shrine and the smallest in the square is that of 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 The Landlord.
- C6:** 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.
- C7:** Temple of Armed Conflict (The Old Man): Although technically a shrine, this two-story wooden building holds a relic of the Old Man. Maintained by a retired army general, the building is frequently visited by military personnel and even draws a number of pilgrims from about the Young Kingdoms.
- C8:** The Order of Thought (The Eye Opener): This two-story stone building has a large overhang in front of the main archway. This was added after the temple's completion to protect against inclement weather so that the doors may remain open as often as possible. The Seekers of Sagacity hold daily classes on reading, writing and mathematics. For an appropriate donation to the faith a person or their children may attend.
- C9:** The Inevitable Order of Time (Fate Scribe): One of the largest churches in Bet Rogala (some claim that referring to it as a temple would be more appropriate), the Inevitable Order of Time is tasked with the responsibility of



maintaining time-keeping in the capital. Between five in the morning and midnight, the Prophets ring the massive bronze bells in their four-story tower. This signals the other temples and all the guard towers in the city to ring their bells, marking the passing of an hour in the day.

- C10:** The Hall of Oaths (Speaker of the Word): This shrine is of note more so because of its construction than any cleric or lay worshipper that tends to the building. A simple one-story wooden structure, the roof of the shrine has been plated in gold. Blessed by the Keepers of the Word, the rooftop has remained free of defacement from vandals or thieves. It is generally accepted that when the light of the sun or the three moons touches the roof, the Speaker of the Word himself is present in Bet Rogala.
- C11:** Halls of the Valiant (Knight of the Gods): 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.
- C12:** 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 west of the Grand Courthouse. Stirnog is a Kalamaran 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.
- C13:** Assembly of the Four Corners (Mother of the Elements): Atop the stone roof of this two-story building are fastened four lightning rods, one for each direction. Maintained by a local druid, he claims that the Keepers of the Four Corners conduct religious ceremonies on such a rooftop, and if the Earth Mother is listening, all four poles will be struck simultaneously, leaving the priest unscathed.
- C14:** Grand Courthouse: Surprisingly, this majestic, two-story stone building (constructed out of a combination of limestone pillars and marble floors) is rarely used. The courthouses in the Municipal District see most of the criminal traffic through Bet Rogala. This building, aside from holding important ceremonies for the high priests of The True, is reserved for capital cases, such as treason and espionage. Accusations brought by the College of Magic are often held here. The walls are rumored to have magical wards placed on them to protect against psionic intrusions. Trials against practitioners of mind magic are always held here.
- C15:** The Hidden Guile (Shrine to Raconteur): 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.
- C16:** The Home Foundation (The Holy Mother): The temple to the Holy Mother is a modest triangular shaped building off of Majestic Way. It is made completely of stone with a gray shingled roof.
- C17:** Temple of the Stars (The Traveler): Unlike most of the buildings in the Temples District, the Temple of the Stars has more windows than actual stone surface area. Tended by a Paladin of Shodaf, most of his time is spent cleaning the glass that fills the high reaching windows and glass ceiling.
- C18:** 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.

## Merchant's District

Unlike other districts, especially those in the Inner City, the Merchants District had little forethought put into its construction. Buildings were built based on the need and their utility. This often means a block of two-story buildings dwarfs the neighboring block of one-story buildings, but a single four-story building sits between them. This area of town holds the majority of the city's guilds as well as the majority of the city's visiting merchants. A tavern may have a Svimohzish spice merchant boarded next to a Fhokki horse trader and the two can share a meal with a Stone Dwarf herbalist. This constant state of mercantilism is reflected most in the district's streets. Wheeled-carts appear just before sunrise and remain until sunset, providing travelers with a wealth of offerings, from tin cups to fruit to furs and everything in between. The quality is never guaranteed for such purchases, but the salesmen themselves often make the endeavor worthwhile. A walk in the Merchants District is always an experience, regardless.

- D1:** Chandler's Guild: The northernmost guild in the city, this one-story stone building has particular weight within the House of Scale. Chandlers across the city have an irreplaceable market selling candles to residents, the city (the

lamp lighters have a special contract with the chandlers) and even an advanced group of students within the College of Magic that use special candles for their magic. They rival the Bakers Guild for superior guild power.

- D2:** Andlethorp Printing: This small shop is home to an extended family of gnome printers. They print flyers, ads, postings and even create some signs for a number of shops in the city
- D3:** The Utelut 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.
- D4:** Papermaker's Guild: This one-story wooden building ranks low within the House of Scale in terms of power, but it has very influential patrons in the Temples and Scholars Districts. Supplying unique papers to various temples and the College of Magic keeps this guild in business. Other than annual orders by the crown, there are few other customers. The elderly Golden Halfling guildemaster insists they prefer it that way.
- D5:** 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.
- D6:** Emerald Wave (HQ): A decrepit old building, the only thing that marks this building as the headquarters for the Emerald Wave is the bright green door. The inside is just as battered as the outside. Whether this is from natural aging or from the rigors of the wave itself is only known by the membership.
- D7:** Bookman's Guild: Although most that have not entered assume that this two-story stone building is one giant library, there are in fact very few books within. Leather covers, strong thread and piles and piles of parchment sit ramshackle throughout the building. The guild constantly researches quality inks and papers for the various book makers and especially the College of Magic, who is their largest customer.
- D8:** The Blooded (HQ): Nothing more than an excuse to rebuild 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.
- D9:** Home of the Honorable Jenitir: A fair sized two-story home with a large open courtyard in front of the home, Jenitir has fallen on hard times recently as a number of his caravans have been raided in Pekal's Eastern District.
- D10:** The Edge (HQ): 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.
- D11:** The Black Harper's Forge: Located almost at the western end of Black Arrow Way, this weaponsmithy is owned by Lasorisa B'Tomarin, 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.
- D12:** 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.
- D13:** Apothecary's Guild: Many people voice concern of this two-story stone building's proximity to Old Town. It's even said that the guild has hidden antechambers in secret floors beneath the street.
- D14:** The Robin's Nest: A favorite among adventurers, this three-story wooden inn and tavern is run by a Gnomish matron named Shazimi. The establishment is renowned for its treatment of its guests, allowing them to stay as long as they want in the dining area whether they're eating or not.
- D15:** The Dwarf's Beard: This three-story medium sized inn is on the corner of Flander Road and The North Merchant Way. It is owned and operated by a dwarven family however there are many human as well as demi-human-sized rooms.
- D16:** 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.
- D17:** 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.

- D18:** Tailor's Guild: This two-story building at the head of Tailor's Row makes it a point to be high profile, often employing a crier to herald the newest fashions worn by the prince and the upper crust of society.
- D19:** Cooper's Guild: This two-story building is pretty mundane in comparison to most of the other guilds. Members of this organization care for little more than making barrels and providing for their families. Coopers rarely participate in the business of the House of Scale, but still appoint a representative as part of their mandate.
- D20:** Gaming Pit: With the large number of adventurers coming as a constant renewal of Victories, gambling houses such as the Gaming Pit thrive, providing dog and cock fights, wrestling and dice games.
- D21:** The Crying Angel: One of the two most popular taverns with adventurers in the city, the Crying Angel is recognized by its signature statue above its front door and the man who sits in the corner. This tavern is home to Barabas Whiteshadow, the self-professed most informed man in Bet Rogala (no one has been able to prove him wrong yet). All are welcome, but patrons are required to tell a story on their first mug.
- D22:** 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.
- D23:** 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.
- D24:** Silversmith's Guild: This one-story wooden building is still a bit cramped, even though the guild has been independent from the Goldsmiths Guild for a considerable amount of time (the two used to be partnered in a guild). Whether it was a lack of motivation or a refusal to accept independence, the guild has yet to properly settle in to its new building.
- D25:** Weaponsmith's Guild: Second only to only the blacksmiths within the metalworking community, the weaponsmiths' three-story stone building has been exceptionally busy since word of the Tokite army became public knowledge. Weaponsmiths all over the city have been working overtime on both private and royal orders.
- D26:** Coppersmith's Guild: This two-story building does an equivalent amount of business to the silversmiths and goldsmiths combined. Coppers are the standard currency for the labor class and the coppersmiths never want for business. They have little business other than with the mints, however.
- D27:** Castle of Honor (HQ): Located on the corner of Warrior Row and the North Merchant 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.
- D28:** Bronzsmith's Guild: It was an ingenious idea of a previous guildmaster to craft the roof this two-story building out of bronze to distinguish the building from the other metalworking guilds. The cost bankrupt the guild for a year and the heat during the summer months is nearly intolerable.
- D29:** 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.
- D30:** The Family Honor: Another shop on Warrior Row, this shop specializes in dress plate mail and shields, specifically the embossing and etching of armor and shield with family heraldry or similar designs.
- D31:** 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.
- D32:** 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.
- D33:** Cobbler's Guild: A simple one-story stone building, this guild is cramped and desperate for larger space. They have yet to find a building suitable for their needs for the cost they are willing to spend. So for now, visitors to the guild have difficulty going anywhere but the front office.
- D34:** Carpenter's Guild: This three-story wooden building also doubles as a home for the Thatcher's Guild whose building burned down in an accident earlier this year. The two have been relatively comfortable with one another and have actually discussed keeping the arrangement to defray costs.

- D35:** 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 Cherry Road and Walnut Lane.
- D36:** Adventurer's Guild: Unlike the College of Magic, the Adventurer's Guild does not require adventurers to register or join. Although Pekal enjoys a relatively peaceful countryside (at least in comparison to places like the Wild Lands), the turn-over rate for adventurer membership that senior membership is reserved for a select few adventuring companies. They have private company closets on the top floor of this three-story building to temporarily store equipment, items or other materials.
- D37:** Glass Blower's Guild: With little work outside of the Inner City, the glass blowers enjoy relative obscurity in comparison to other guilds in the House of Scale. This allows them to focus on their business rather the politics within the House, something they're quite thankful of.
- D38:** Guild of the Smiths: Although each type of smithy has its own guild (such as blacksmiths and coppersmiths), they also have a consolidated guild for easier representation in the House of Scale. The smiths' use a relatively small, one-story wooden building for what few office-needs they have.
- D39:** 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 Deji 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.
- D40:** 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 a prime location on Warrior Row.
- D41:** 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.
- D42:** Armorsmith's Guild: Never concerned with the guild politics in the House of Scale, this one-story wooden building is representative of the armorsmiths' concern with such matters. They have the necessary offices to represent themselves in the municipality but little else in the building.
- D43:** Blacksmith's Guild: The largest guild out of all the metalworking guilds, the blacksmiths take great pride in their three-story stone building. Using the finest iron and steel for the simplest of things, even the door hinges are expertly crafted. This guild has represented the smiths as a whole for nearly one hundred years.
- D44:** Goldsmith's Guild: This three-story wooden building's top floor stands empty. Once occupied by the silversmiths of a united guild, the floor has remained empty since the two groups separated.
- D45:** Steel Ribbons (HQ): 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.
- D46:** The Barley Horn: A wondrous one-story restaurant can be found on Royal Way. The restaurant specializes in beers and breads. It's run by a Fhokki Half-Dwarf who loves to exclaim he has beer-making on both sides of his family. The patrons prefer to joke about the fact that his wife is a Chors Half-Elf.
- D47:** Artisan's Guild: Perhaps the smallest guild in the entire House of Scale, the structure of a city guild doesn't lend itself well to the care-free style of bards and dancers. In the past, though, representation by an official guild has come in handy, so a small group of like-minded minstrels maintains the guild's official status.
- D48:** Moneylender's Guild: This two-story wooden building could easily be mistaken for the Cartographer's Guild if it weren't for the exquisite furniture and wall mountings within. The guild has detailed maps of Tellene on all its major walls, constantly keeping updated on the changing borders (and currencies) of the world.
- D49:** 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.
- D50:** Farmer's Guild: Among the largest guilds in the city, it's also one of the most overworked. Understaffed, the guild has the authority to arbitrate land disputes between farmers. Although this wasn't an issue in previous years, the recent raids in the Eastern District of the principality have made things difficult for a large number of farmers and all involved are struggling to bring in their crops safely.

- D51:** Baker's Guild: One of the largest and most powerful guilds in the city, the Baker's Guild has more members than many of the smaller guilds combined. Constantly maneuvering against the Chandler's Guild during city festivals, the bakers have earned the prestige appropriate for their size. This does not explain why the chandlers are still the dominant guild in the House of Scale or how a silversmith got appointed chairman of the House.
- D52:** 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.
- D53:** Furrier's Guild: A smaller, sister gild of the furriers in Baneta (who manage the port city's otter farming), the furriers have a rugged two-story wooden building that doesn't want for furs or antlers.
- D54:** Meat Cutter's Guild: The smell from this one-story wooden building is actually quite enjoyable. The meat cutters find it ironic to cook an assortment of spices in the office. The smell of a butcher's shop is always potent from blocks away, so they enjoy playing on that dichotomy, always perfuming their guild offices.
- D55:** The Vault Merchant House: This merchant house has recently been established by one of the lost daughters of Geanavue's House Vault. 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.
- D56:** Riders of the Lance (HQ): 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.
- D57:** Horseman's Guild: Unlike most guilds, the Horseman's Guild is stifled by a number of city ordinances. In an effort to reduce pollution throughout the city, the guild must maintain all of its product outside of the city or in a centralized area. That means that all the horse traders from the Wild Lands must store their stock at the guild's corral or march them outside the city each night. This has led to the occasional conflict between traders on claims that prize steeds have been wrangled into other packs.
- D58:** The Slaughterhouse: This general store is located on the corner of Army Way and Thedorus' Way. It is a small three-story building with residences on the second and third floors. It is run by Zandi Ramin a halfling from the Kamarela Mounds.
- D59:** Bazaar: The most crowded place in all of Bet Rogala, the Bazaar opens at the fifth bell in the morning and stays open (and crowded) until the day's last light. The largest bazaar in Pekal, almost anything can be found here.

## Coin District

The size of the Coin District is deceiving. The space required by the official buildings in this part of the city (the two royal mints and the House of Scale, primarily) could be accomplished in a much smaller area. The majority of the Coin District is made up of residential homes, townhouses and flats. Although not as saturated as the Merchants District, this part of the city also has an abundance of higher class stores, selling to residents of the Municipal District on their way home from the palace or Independence Square. This has led to a centralization of such businesses as jewelry makers and gem cutters, solidifying the district's distinction as the monetary home of Bet Rogala.

- E1:** 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.
- E2:** 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.
- E3:** "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.
- E4:** 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.

- E5:** The Block and Mortar (Craftsmen's Guild): 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.
- E6:** The Carat House (Jewelers Guild): 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. Unlike most guilds in the city, the Carat House functions as a store. This is sometimes complicated when business is slow for the competing merchants, but the guild has come to a tenuous arrangement with its various members.
- E7:** 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 Coppers for adults.
- E8:** Mint of the Principality: This magically guarded four-story building is located on Thedorus' Way, 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.
- E9:** 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.
- E10:** Royal Mint: This secondary mint is dedicated to the "reenvisioning" of foreign coin. Sovereigns, Arus and any other coin that is taken is by the municipality is melted down and remade into Victories for use in the principality. Utilizing similar magic wards as the primary mint, this building is much smaller.
- E11:** 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.

## Municipal District

Although rulership of Bet Rogala and the rest of the principality ultimately fall to the prince, the city is primarily run through the Municipal District. City offices, officers, leaders, organizations and representatives all have offices here in some capacity or another (even the Navy, whose primary facilities are on the docks have a minor office as a matter of protocol). With the headquarters of the city guard, the constabulary and the army all located within this district, it's understandable that it also has the lowest crime rate in the city. This also makes it a popular place to live, attractive Honorable and wealthy merchants alike. Of course, such prestigious residents also attract the more daring thieves, those crazy enough to risk stealing in the home of the guard. Or those talented enough to accomplish it.

- F1:** Bet Rogala's Chimney Sweepers: It takes a particular type of person to be a chimney sweeper, walking on top of the city, and that style is reflected in this narrow, four-story wooden building. Although little need be done in terms of administration (all contained on the first floor) the building is regularly used for training purposes to weed out those people that can't cope with being off the earth.
- F2:** Bet Rogala's Street Sweepers: Most people assume that the inside of the Street Sweepers' two-story building is immaculate. They're right too. Regardless of which area of the city is being cleaned that night (Warrior's Row and the Royal District are nightly while Old Town is weekly), each evening begins with the building itself.
- F3:** Bet Rogala's Lamp Lighters: Intentionally made of stone, the Lamp Lighters' two-story building holds more oil than they army's primary munitions store. Although the use of magic for every-day living is shunned on by the Temple of Enchantment, the Lamp Lighters' building is lit entirely by *everburning torches*.
- F4A:** Bet Rogala's City Guard: One of three primary garrisons for the City Guard, this particular three-story stone building is dedicated to fast response for altercations in Independence Square. The closest of the three main garrisons, the 100 soldiers in residence here wear chain shirts and carry short swords.
- F4B:** Bet Rogala's City Guard: The smallest of the three primary garrisons, this three-story building only houses 80 soldiers. In addition, the building houses a large quantity of dispatch offices that record which soldiers patrol which specific areas of the city.
- F4C:** Bet Rogala's City Guard: The largest of the three primary garrisons, this three-story, L-shaped building houses 250 soldiers. They're dressed in chainmail and carry halberds and longswords. This detachment serves rotational

duty like all guardsmen, but extra duty is suspended, supplanted by additional training. If Tokis were to invade, this garrison would be set to maintaining order in the capital.

- F5: 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.
- F6: 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.
- F7: Gray Legion (HQ):** In the middle of Theodorus' Way 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. There are a variety of windows about the building and those brave enough to look inside see that the every exposed room is completely empty. Some rumor that the building is never even used.
- F8: Bet Rogala's Dungeoneers:** Out of all the municipal buildings, the Dungeoneers' two-story stone building is perhaps the most pristine. This is just as ironic as their name, as the Dungeoneers are the sewer workers of the city. And although the outside appearance is one of cleanliness, none inside can escape the rank smell.
- F9: Courts of Justice (The True):** One of the few temples outside of the Temples District, the Courts of Justice resemble less a place of worship and more a municipal building devoted to trying the criminals of Bet Rogala and Pecal.
- F10: The Quarry (Stonemasons Guild):** 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.
- F11: Commission of Taxation and Trade:** This one-story building was intentionally built of stone. In other reaches of the empire, it wasn't unheard of, historically speaking, to see or hear of the commission building being burned to the ground during times of civil unrest. All commission buildings are now built of stone, although such an altercation has ever happened in Pecal, not even during the War of Independence.
- F12: The Verdict (Barristers/Solicitors Guild):** 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.
- F13: Gallows Circle:** Gallows Circle, however, is a reminder of the old days, when the city was still part of the Vast. Five massive stone towers form a pentagon around a large wooden structure, gallows built high enough so that everyone in the area can see the executions. The gallows itself is built in a circular formation so to not deprive any one spectator from the show. It's possible to execute twelve convicts at one time, if the crown deems it necessary. A far more compassionate crime than those prisoners locked in the Five Towers.
- F14: The Five Towers:** The Elven influence on Pekalese sensibilities often makes visitors to the principality feel as if its inhabitants were weak willed or lack conviction when it comes to crime. People are jolly, pleasant and civil to one another, exchanging greetings and niceties frequently. The Five Towers, though, are a reminder that Pecal was once part of the Vast Empire of Kalamar, the nation that dominated half the known world. And through those years of military conquest, its people learned numerous ways to inflict pain and enforce their will.
- The Five Towers of Bet Rogala refers to the five stone towers that encircle Gallows Circle, where the capital holds all its executions. Forming a pentagon, the five towers have no doorway at street level, but all run beneath the city street to a dungeon built below the entire circle. This area comprises the bulk of Bet Rogala's prison system. The dungeons below are lined with a variety of cages and cells, as well as implements for interrogation that the constabulary uses to hold and/or question prisoners that await trial. Such dungeons resemble so many other dungeons that were built across the Vast, as well as in many other nations.
- What is unique about the Five Towers, and why they serve as a deterrent to most would-be thieves, is the towers themselves. They have no windows and only one door that leads to the dungeons below. There are no stairs, but a simple pulley system rigged to the top of the tower that raises and lowers a steel platform. Lining the walls are rows and rows of shackles, both for the wrists and the ankles. The towers house the worst of criminals: murderers, traitors and those that terrorize the city in the name of some dark god or demon. Such prisoners are carried up into the tower and chained to the wall, left to hang.

Very few people survive the towers, and those that do are surely executed at the conclusion of their trial. The towers lack windows so that the screams of the imprisoned don't offend the city residents that live near Gallows Circle. Similarly, the door to the tower is kept closed unless being used. In actuality, though, only newcomers to the tower scream in pain and horror. Those that have survived more than a day or two usually hang lifeless, succumbed to shock or simply having given up hope.

- F15:** Pekalese Army (HQ): 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 kept in readiness with fresh supplies and troops.
- F15A:** Archers: The upstairs floor of this two-story wooden building looks as if it had been attacked by termites. Although training for the army's archers are done with the main contingent in Koreta, this does not preclude the administration's love of the bow. Competitions are frequently held in the upstairs sleeping quarters. The more jovial competitions typically leave the walls a little more worn.
- F15B:** Cavalry: Although most of the different army buildings personify their specialties, this is not the case for the one-story cavalry building. Although the interior is decorated with a number of wooden statues and murals of horses, few cavalrymen spend time at the building except for official purposes.
- F15C:** Collegians: This one-story building is rarely used for more than a storage area for spell components, uniforms and pens for familiars. All Collegians in the service of the Pekalese Army are members of the College of Magic, preferring to remain in the Scholars District except in times of emergency.
- F15D:** Healers: Although Bet Rogala is host to a number of churches; the sad fact is that divine healing isn't always available. The Healers Barracks double as a surgery ward in times of crisis. Typically this is nothing more than two large rooms for amputation and small mats set aside to feebly attempt to stop the bleeding of the wounded. The second floor of this building is a single room of sleeping quarters.
- F15E:** Infantry: This two-story stone building is as physically imposing as those soldiers that call it home. The first floor is a single room that is frequently used for sparring and the walls are lined with racks of weapons and shields. The second floor is a single room of sleeping quarters.
- F15F:** Infiltrators: Unlike the other Army barracks, the Infiltrators Barracks is a complex wooden structure with a multitude of doors and windows. All of these are locked. An infiltrator's skill dictates what facilities within the building he or she can use.
- F15G:** Pikemen: The Pikemen's Barracks is home to every known polearm in human history. Still, for training purposes, most simply use a long spear, halberd or glaive. The second story of this two-story wooden building is a single room of sleeping quarters. Beds are often pulled aside to allow for soldiers to simulate setting against a charge and the occasional wrestling match between soldiers.
- F15H:** Scouts: This two-story building is shrouded in mystery, even with the other military barracks headquarters. Officially, this building operates as the administrative building for army scouts, just like all the other buildings do for their own divisions. Rumors about throughout the Municipal District, though, claiming that the building's second floor houses an office for the principality's infiltrators.
- F16:** City Courthouse: At the southern end of the Municipal District, the courthouse is made of white marble streaked with silver. The marble was a gift of the Elves of Cilorealon. This building holds all trials except for cases of treason, espionage and violent murder. Those are held at the Courts of Justice, church of the True.
- F17A:** City Guardhouse: This three-story building is a mix of stone and wood. The first floor is entirely made of stone and has no windows. This building also holds the only entrance to the Five Towers prison built beneath Gallows Circle. The guardhouse is a mixture of jail cells and holding pens for those criminals who have committed minor offenses and administrative offices.
- F17B:** Bet Rogala's Constabulary: Just beside the City-Guardhouse, a smaller three-story building is home to thirteen head constables and their officers. Each of the Honorable Head Constables has a private office and the building is rarely open to the public. Concerns are typically routed through the City Guardhouse first.



## Artisans District

Perhaps the smallest district in Bet Rogala, tucked away in the southwest corner of the city, the streets of the Artisans District are unlike any other in the city. Where most streets and alleyways are filled with vendors, traveling merchants and panhandlers, the Artisans District bustles with bards, dancers and street performers from every walk of life. A singing bard may have to stand on a box to be seen from behind the juggler who's moved on from daggers to short swords while only losing one finger.

And although most of the performers in the district are just free spirited people called to a life spent in the public eye, the city's impression of the area is that the juggling, singing and dancing are just clever disguises to hide the villainy that takes place in the district at night. The city guard is especially heavy handed in the area, and public disturbances are quickly pacified. The constabulary often questions the various street performers regarding different crimes that might have taken place across the city past the Inner Wall. Their life is one of speculation, rumor and prejudice.

The common perception by those that want it is that any information can be bought in the Artisans District for the right price. Although this wasn't necessarily true, the district is beginning to conform to its stereotype. Many street performers keep their eyes and ears open while they work and make a few Victories on the side selling that information.

- G1:** 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.
- G2:** 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 to hear the sweet and delicate notes emanating from his instruments with his delicate touch..
- G3:** Theatre of the Arts (Raconteur): Second in size only to the World, the Theatre of the Arts is far less popular with the average citizen. Plays performed here always contain a religious theme, often going so far as to incorporate minor rituals into the productions. Residents of the Artisans District are fond of the church and visit frequently (including performers from the World, who attend services on their days off).
- G4:** The Pride: On the corner of Silver Dragon Way and Royal 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 owner's great grandfather who was one of the last casualties in the War for Independence.
- G5:** Count Grunthal Dalifom Fireruby's Mansion: Out of all the gentry that have residences in the city, this Gnomish count's home is perhaps the most bizarre. Only one story tall, the ceiling is only five feet high and he rarely sees non-Gnome guests inside, going so far as to exclude Halflings and Half-Gnomes. Some say the mansion is truly three stories tall, but the other two stories are hidden by a Gnomish illusion.
- G6:** The World Stage: The largest stage in Bet Rogala, the World has entrances on both South Merchant Way and Silver Dragon Way. The building is four stories tall, one of the largest in the city outside the College of Magic and the Royal Palace. Performances are held on a daily basis, costing a Copper for entry and standing room on a dirt floor covered in peanuts. Those more affluent guests pay a Victory to have a booth and a cushioned bench.
- G7:** 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.
- G8:** 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.
- G9:** Home of Ziril: A very plain two-story building near the southern walls of the city, no thief has ever entered Ziril's home—not even by invitation—and returned to tell the tale.
- G10:** The Enlightened note: Taking up the majority of Performance Lane, 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.

## Dock District

Although Baneta is the only major city in Pekal that is not landlocked, the sailors of Bet Rogala's Dock District continue to claim they theirs is the first dock on the sea. Typical travel across Lake Eb'Sobet taking two days, all the time honored tradition of sea travel applies to those ships moored in Bet Rogala. This is still only a friendly rivalry between Baneta and the capital. For such a small nation in such a turbulent time, sailors recognize a brotherhood established by braving the high seas, whether that sea is landlocked or a whale-filled bay.

- H1:** Shrine to the Powermaster: Outside the city's main walls, in between the lakeshore and the docks' northern dividing wall is the shrine to the Powermaster. None understand why it was built there, but the structure was erected before any but the most venerable in the city can remember.
- H2:** Pekalese Navy (regulars only) HQ: One of the few municipal buildings outside of the Municipal District, the headquarters of the Pekalese Navy deals very little with vessels on Lake Eb'Sobet. The office is in the Dock District as a matter of symbolism. The offices frequently dispatch orders to Baneta, where the bulk of the Pekalese navy resides. This two-story wooden building contains offices for the admiralty.
- H3:** The Thunderer's Temple (Storm Lord) for the Departing: This northern shrine along Army Way is used by sailors to ask the Storm Lord for fair weather and calm seas. A blind beggar sits at the base of the shrine with at in pan. For the cost of a copper piece, he'll foresee whether or not it's going to rain while a ship is at sea.
- H4:** Stone's Shipwrights: Out by the lake stands a large warehouse type building dwarfing the other buildings in the Dock District. Stone's has been a staple of Pekalese lake merchants for over 250 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.
- H5:** Harbor Master's Office: Perhaps the most important place in all of Bet Rogala's Dock District, this one-story building is nothing more than an office, a filing room and a small bedroom that Captain Sakethi, the harbor master, calls home. All registered ships and crews are filed here. Although the shipmaster deals with anyone willing to wait in line, a small Elven boy, Ciersis, does the actual filing. He was injured his first time to see and isn't right in the head. He has a knack for remembering ship names, though, and makes a good office clerk.
- H6:** Fishermen's Guild: A large one-story warehouse converted years ago for an ever-expanding guild serves the community in a number of ways. Not only does it arbitrate domain disputes between fishermen, it also provides a message board for companies to hire new sailors and a copy of the city's docket to give business owners a heads up on possible trouble. The guild is run by a Reanaarian and his High Elven wife.
- H7:** The Merman's Trident Inn: An upscale inn with two stories and a flat roof, the Merman's Trident plays host to a number of lake captains and their mates. During the summer months, tables are set on the roof so patrons can enjoy watching ships set sail on Lake Eb'Sobet as well as pedestrians navigating the streets of Bet Rogala.
- H8:** Peer More Locks: The city locksmith goes by the name of Peer (a pun he enjoys as his family has always lived in the Dock District). This young dwarf has recently taken over the business from his uncle who passed away after serving the city for more than 125 years. The locksmith's shop is off the beaten path near Wharf Town Lane and the western city walls.
- H9:** The Oyster Bed: This medium sized inn is on the corner of Lake Way and Wharf Row. It is a very modest but clean inn and is recommended far and wide by merchants for its humble but satisfying service.
- H10:** The Thunderer's Temple (Storm Lord) for the Departing: This southern shrine along Wharf Row is used by sailors to give thanks to the Storm Lord for giving them safe passage across the lake and allowing them to return home. Surprisingly to non-sailors, tribute is also offered at the shrine for those that died at sea, even those that died in a storm.
- H11:** The Drowned Rat: A well weathered two-story building on the south end of the Dock District. The Drowned Rat is a favored tavern for amoral sailors and scrupulous mercenaries.
- H12:** Lake Storehouse for the College of Magic: Nobody but high-ranking college professors and skilled thieves know what rests inside this one-story building in the center of Anashy Island. It has no windows and no doors, simply the seal of the College of Magic. It's rumored that the storehouse is used for negotiations with an aquatic Elven nation living beneath the waters of Lake Eb'Sobet. Supposedly, the only entrance is a narrow cavern that comes up from beneath the island.

## Old Town

Old Town certainly isn't the official name of this area of Bet Rogala. Bet Rogala Proper is the area of the capital bordering the dock district, composing the majority of the western end of the city. When the town was first founded during the expansion of the Vast, it grew just like any other burgeoning metropolis, expanding outward from its primary resource as necessary. At one point, the College of Magic was a separate entity entirely to Bet Rogala and the city simply coalesced around it. Now, Old Town is a shadow of its former glory, comprised mostly of abandoned warehouses, run down homes and squatter settlements made up of the less fortunate population of the city.

One exception to this, though, is the royal mansion. The official home of the prince (and all royalty from the days of the empire) is located in the north area of Old Town. Prince Kafen has never lived there, nor has any other royal family for over two hundred years, but the house is still maintained as a matter of tradition and status.

The derelicts that live in Old Town cling to the royal mansion as an ironic icon of their marginalization from the rest of the city. While the Scholars, Temple and Royal Districts (all east of the Inner Wall) are regularly cleaned, Old Town is falling apart around this one magnificent mansion.

Old Town is the base of operations for the Bet Rogalan Thieves Guild, or so it's rumored, as well as a prime location to buy information and hire less-than-savory mercenaries to do less-than-savory work. For all these negative influences, Old Town is still a relatively safe place to travel in groups of three or more. Homeless are more evident than in other parts of the city, and the buildings themselves show the area's age, but there's a dignity and an independence to the area that defies typical stereotypes. Old Towners are a breed of their own. Only the toughest and the strongest could survive in this district of Bet Rogala.

- I1:** Royal Mansion: This three story manse is the largest building in all of Old Town. With a tower at each end and a dome in the center, the bright white exterior is marred only by the black iron fence that surrounds the property. Regularly patrolled by the city guard, the Royal Mansion is a favorite stop-over for the area's homeless for the short moments before the guard drives them off.
- I2:** 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.
- I3:** Church of Chance (Risk/Master of Stealth): Very few people outside of Old Town know that this shrine even exists. Hidden in the second floor of an abandoned house, the city guard typically assumes the candlelight is from squatters, not priests of the Thieves Guild giving blessings to the night's activities.
- I4:** Old Town Square: Its official name is Fulakar Square, represented by the large bronze statue of the former emperor in the square's center. The outer rim of the square is overflowing with homeless, the stronger preying on the weaker. The inner portion of the square around the statue lies barren most days, although few outsiders understand why.
- I5:** 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.
- I6:** 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.
- I7:** Old Town Hall: At the north end of Old Town Square, the original town hall of Bet Rogala (then Rogalido) is officially abandoned. Residents of Old Town and the city guardsmen who patrol the area know better. Candlelight is frequently seen through the dusty windows. Who may be using the two-story building is not known. Or if it is, it's not spoken of in public.
- I8:** 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.
- I9:** 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 world's 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.

**I10:** The Eel's Spur (Courtesan's Guild): On the corner of Royal Way and the Scarlet Lane, this tavern is also home to the Courtesan's Guild. It is a well maintained three-story wooden building.

## TIME FOR DISTANCES TRAVELED

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Taking into account an average day's capacity on the city streets (usually most crowded along the Merchant Ways near Independence Square), it's approximately a two-hour walk from one end of the city to the other. This time can be decreased to various degrees by hustling (base movement), running, or riding.

Depending on the circumstances of the day, travel may be further hindered by nobility riding through the streets (all others must clear a path), the watch restricting access through the city gates or through the Inner City Gate or the constabulary conducting random searches in an effort to solve a pending crime. These are all legal happenings and interference in such things may land a citizen in jail or the stocks for at least a day (and a non-citizen possibly longer).

Travel at night is equally difficult. Journeymen are permitted to enter and leave the city at night, but the city gates are kept partially closed and all travelers are subject to search whether they are coming or going. Night guard duties and spot searches are conducted by the Watchers of Twilight, all of whom are demi-human. Their heritage sometimes causes further trouble with human travelers who have issue being searched by those they consider to be lesser beings. Such instances are handled with little tolerance and the Watchers are well manned. Searches are still conducted, usually to the delay of those waiting in line.

Characters may hope to shorten the time traveled across the city. Bet Rogala was not built with a long-term plan, though, and its back streets are twisting and confusing. Main thoroughfares are crowded but are still, logistically, the best paths across the city. Using the back streets requires a **Knowledge (Local: Bet Rogala) check** with a DC at the judge's discretion based on the distance being traveled (remember that **Knowledge** checks with DCs of 10 or less can be made as basic **Intelligence** checks).

### Sample Distances

East Gate to the docks: 120 minutes

North Gate to South Gate: 120 minutes

Independence Square to the College of Magic: 45 to 60 minutes

The College of Magic to the Royal Palace: 30 to 40 minutes

Old Town Square to the City Guardhouse: 45 to 75 minutes

The Merman's Trident to Independence Square: 30 to 60 minutes

# CHARACTER CREATION RULES

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## CHARACTER CREATION GUIDE – VER. 1.1

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

More information as well as a character sheet and important updates can be found on the *Living Kingdoms of Kalamar* website at [www.kenzerco.com/rpg/livingkalamar.php](http://www.kenzerco.com/rpg/livingkalamar.php).

To create your *Living Kingdoms of Kalamar* character, simply follow these easy steps. It is recommended that the player first become familiar with the information found in earlier chapters of the *Pekal Gazetteer*.

### Step One:

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

### ABILITY SCORE COST TABLE

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

**TABLE 6-1: ABILITY SCORE COST TABLE**

Cost	Score	Modifier	Cost	Score	Modifier
0	6	-2	5	13	+1
0	7	-2	6	14	+2
0	8	-1	8	15	+2
1	9	-1	10	16	+3
2	10	+0	13	17	+3
3	11	+0	16	18	+4
4	12	+1			

### Step Two:

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

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

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

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

A starting character receives the maximum amount of gold pieces for his or her character class. They are allowed to buy any standard equipment from the *Player's Handbook*, or the *Kingdoms of Kalamar Player's Guide*. Note: No masterwork quality, magical or special equipment may be selected or purchased at character creation.

### Step Three: Hit Points

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

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

## Step Four: Skills, Feats and Spells

Select your skills and feats following the guidelines in the *Player's Handbook*, *Psionics Handbook* and *Kingdoms of Kalamar Player's Guide*. Feats and spells from the supplemental Dungeons and Dragons guidebooks are limited and only those contained on the list on page 35 of the *Pekal Gazetteer* are allowed for use.

## Half-Races, Hobgoblins, Orcs and Uk'Karg

### A Race/Class Frequency Matrix

#### KEY ABBREVIATIONS

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

Race	Bbn	Brd	Brg	Clr	Dan	Drd	Ftr	Gld	Inf	Mnk	Pal	Psi	Psw	Rgr	Rog	Sha	Sor	Spl	Wiz
Half-Dwarf (Hill)	N	J	J	U	J	U	U	U	J	J	U	J	J	N	J	J	J	J	N
Half-Dwarf (Mountain)	J	J	N	J	J	J	R	R	J	J	J	J	J	R	J	J	J	J	R
Half-Dwarf (Stone)	R	J	J	U	J	J	U	R	R	J	J	J	J	R	U	J	R	U	J
Half-Githzerai	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J
Half-Gnome (Deep)	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J
Half-Gnome (Forest)	N	R	J	R	R	U	R	N	R	U	U	J	J	U	U	U	U	J	R
Half-Gnome (Rock)	R	U	R	U	U	R	U	N	R	R	R	J	J	U	U	U	U	J	R
Half-Goblin	R	J	R	R	J	R	R	J	R	J	J	J	J	R	R	R	R	N	J
Half-Gnoll	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J
Half-Satyr	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J
Hobgoblin (Dazlak)	J	J	R	J	N	N	R	R	R	J	N	J	J	R	R	N	R	N	N
Hobgoblin (Kors)	R	N	R	J	J	R	R	J	N	J	J	J	J	J	R	J	J	N	N
Hobgoblin (Rankki)	R	R	J	J	N	J	R	J	J	J	J	J	J	R	J	R	J	N	N
Orc (Black)	J	N	J	N	N	J	J	J	J	J	N	N	N	J	J	N	N	N	N
Orc (Brown)	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J
Orc (Common)	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J
Orc (White)	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J
Orc (Yellow)	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J
Tel-Amhothlan	J	J	J	N	N	N	J	N	N	N	N	N	N	N	N	N	N	N	N
Uk'Karg	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J

## CAMPAIGN RULINGS

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### *Alchemical Mixtures*

Alchemical mixtures detailed on pages 113-115 of the *Kalamar Players Guide* are legal in the Principality of Pekal. Although the College of Magic is able to produce such items, they rarely do for sale. Bet Rogala does have a well established Apothecary's Guild. All items on the list can be bought at regular price or crafted if the appropriate laboratory is available.

### *Attacking NPCs*

Adventuring often distorts the perceptions of adventurers. Often, when strong words or posturing may be ample methods to intimidate an opponent, adventurers reach for weapons. In a lifestyle where mortality is always present, adventurers easily fall into a routine of slaying whatever opposes them. Although simple and convenient, such actions carry heavy moral and legal repercussions. Often an adventurer may suspect that a particular NPC is evil; however, this simple suspicion does not warrant a vigilante death. Similarly, paladins that detect evil may be in for a rude awakening when he or she is imprisoned for murder. Lethal force must be legally justified, when slaying a civilized race (any PC race listed in the *Kalamar Players Guide*) and morally justified (this definition is at the judge's discretion).

### *Attacking Other Player-Characters*

Attacking player-characters, regardless of the circumstances, is not allowed in Living Kingdoms of Kalamar. You may feel certain situations justify this course of action, but the act itself cannot take place (characters that have been charmed or dominated are, ultimately, NPCs for use at the judge's discretion. The judge may arbitrate such situations as he or she feels appropriate). If you feel that your character has reached a point where no other course of action is acceptable, inform the judge of your intention. It is up to the judge to determine whether or not the circumstances are relevant and appropriate.

Based on this situation, a judge may decide that you are not able to attack and must continue on with the module. Or, one of the two characters may leave the adventure (either driven off by the attack or leaving to find the appropriate authorities). Based on the situation, the judge should determine why the table has reached inter-party conflict and remove that player-character that he considers the source of such turmoil. If the module can continue without removing anyone, this is strongly recommended.

### *Average Table Level (ATL)*

LKoK uses ATL rather than APL in an effort to offer challenging modules without massacring smaller or imbalanced tables. What this means is that, to factor the ATL for a table, the levels of all the player-characters are added together. That number is divided by **six** regardless of how many player-characters there actually are. This number constitutes the party's ATL (rounded to the closest integer). If that number is not offered in the module, the players may choose if they play up (a higher ATL) or down (a lower ATL). It is against the spirit of the campaign to deny a player an open spot at a table in an effort to maximize the treasure for the other players at the table. Twelve players equals 2 tables of 6 not 3 tables of 4.

### *Bless Water*

Unlike most items, crafting Holy Water does not require a laboratory and readily available materials. Holy Water may be made by simply expending the cost to purchase the necessary silver and then casting the spell. Crafting Holy Water does not require permission from the College of Magic or any specific church nor does it cost DUs.

### *Cert Recall*

For the first four months of 2003, including Winter Fantasy, the RPGA was distributing the wrong version of LKoK #6: Reflections of the Shrouded Past. This draft version included certs like masterwork battleaxe, masterwork handaxe and masterwork armor. These certs are void. If you have any of these certs, please contact Joe ([joe@kenzerco.com](mailto:joe@kenzerco.com)) for your replacement certs. We apologize for the inconvenience.

### *Changing Adapted and Special Modules*

When the structure of modules was originally developed for LKoK, we had yet to adapt any of Kenzer & Co.'s published modules. It was decided that a sliding scale of XP would exist ranging from lowest to highest in the following order: mini-module, core module, adapted module, special module.

That meant if a core module offered 300 xp, an adapted would offer 600 and a special 900. Similarly, core modules are scheduled for 4 hour slots, so adapted should be 8 and specials 12. Now that we've adapted four modules, we've learned that 8 hours isn't enough for the adapted modules if we hope to allow for the flexibility and focus on role playing that we like to encourage in the campaign. Also, special modules are original works, and a three round event is difficult for both the writer and the editor, much less the cons that hope to offer them having to schedule three slots for one module.

With that in mind, we've swapped adapted and specials so the latter is now considered to be a 2 round event rather than three. Special modules will still take you to far off places (Reanaaria Bay, the Wild Lands, the heart of the Kalamaran Empire) and possibly offer access to permanent magic items, etc, but they'll be more manageable in both time and scope. The adapted modules *Invasion of Arun'Kid*, *Aldrin's Revenge* and *Root of All Evil* remain at 8 hours for the purposes of judge's reward for eating a module. Their adaptation sheets and xp/treasure rewards will not be modified. This is a matter of fairness for those groups that have already played them. All future adapted modules, beginning with *Stand and Deliver*, will conform to this new 12-hour format.

### *Channeling Positive/Negative Energy Feat*

Although the feat's requirements allow it to be taken at first level, the benefits of the feat specifically come from training by the cleric's particular church (not faith). All churches in LKoK are meta-orgs and are not guaranteed to be offered in Pekal (Bet Rogala has many temples and surrounding towns and cities have others). Although the feat may be taken at any appropriate time, the cleric does not gain the benefits of the feat until joining the appropriate meta-org (his church).

### *Common Sense*

If you are asking for a clarification or attempting to do something within the rules, but you have that nagging feeling like it's not allowed, that's your common sense telling you that most likely it isn't. As a campaign, we don't want to extend any further than we need to beyond the core rules. So the common sense rule is thrown in as a catch all. We expect everyone to use common sense when dealing with any other rules presented through the campaign or in the core rules. This includes the "It doesn't say I can't..." line of reasoning.

### *Conversion Rate for Foreign Currency*

Bet Rogala, although not a major player in world politics, still sees a large amount of merchant traffic pass through its cities. There is a mint in Bet Rogala established specifically for converting foreign coin into Victories. Moneylenders can change coin to or from victories at an exchange rate of 5%/10%. They can convert any coin from foreign lands to Victories (Seefarths, Coppers, etc) for a 5% service fee. And they can change Victories into any foreign coin for a 10% service fee. They may require a few days to provide more obscure coin.

### *"Core" Feats and Prestige Classes*

All skills, feats, spells and prestige classes listed in the *Players Handbook* revised and the *Kalamar Players Guide* as well as those listed on page 35 of the *Pekal Gazetteer* are considered core. You can take these without campaign documentation. The *Dungeon Masters Guide* revised is not core, however, and prestige classes listed in that document are approved on a case-by-case basis. The following prestige classes from the DMG are considered core: Arcane Archer, Arcane Trickster, Duelist, Dwarven Defender, Horizon Walker, and Shadow Dancer.

### *Coup de Grace on a Helpless Opponent*

A helpless opponent is an opponent that cannot defend himself (this may be caused by a multitude of reasons, such as sleeping, unconsciousness, a *bold person* spell or simply surrendering). A helpless person in most situations has been bested and no longer needs slaying. Because of this, in most situations slaying a helpless person is an evil act (forcing an alignment change and the eventual loss of a character). This is not an absolute rule as there are always circumstances that may dictate slaying an opponent. A cleric of a non-good god would rarely hold back from finishing off the evil cleric of his rival church. Similarly, when combat is not complete and, even without the NPC's involvement, the outcome is uncertain, this may be a factor that a seasoned adventurer does not want to risk.

Please **NOTE** that it is against a good alignment to slay a helpless opponent regardless of the situation. Also, gamers tend to rationalize the situation based on the habit of fighting to the death. Although this is a regular occurrence in the life of an adventurer, it does not necessarily make it morally right (and thus good). Questions that should be asked: Will not killing the helpless opponent put the party in a reasonable danger? Can the helpless opponent be bound or shackled and remanded to the authorities? Can the helpless opponent be left alive and allowed to flee when he is able? If



a player cannot maturely and reasonably answer these questions, then a coup de grace against a helpless opponent is considered evil and the judge should handle the situation accordingly.

### *Crafting Items*

A PC with the correct skills and/or feats may craft any item that he or she is capable of using the crafting rules as detailed in the *Players Handbook* revised. The DU cost is dictated by the crafting check made by the player after a module (for consistency and ease of implementation, a player may only take 10 on his crafting roll).

**NOTE:** Although a PC is permitted to craft any item he chooses, this does not necessarily mean that item is legal. Also, crafting requires a forge, laboratory or workshop. These are not openly available to the PC and must be gained through the appropriate meta-organization. The College of Magic supplies rooms for registered members to craft scrolls or potions, which is the only exception to this circumstance. Wands, weapons, armor, horseshoes, poison, all require the necessary tools and working environment which is only provided through a meta-org.

**ALSO NOTE,** before magic items may be crafted, they require approval by the College of Magic. The cost for such items is listed below

Potions	1 DU	Minor Wondrous	14 DUs	Major Wondrous	28 DUs
Scrolls	1 DU	Moderate Wondrous	21 DUs	Rings	28 DUs
Arms/Armor	7 DUs	Rods	21 DUs	Wands	28 DUs
Wands	7 DUs				

### *Decreasing DUs by using a mount*

Unless a module specifically offers PCs mounts, it's assumed that the party is walking to their destination. The DU cost of the module is calculated using the walking speeds listed in the DMG. If the party is mounted (and this hasn't been taken into account in the module by offering them mounts), the DU decreases appropriately. Multiply the number of DUs by the amount of time it takes to walk (listed in the DMG revised), then divide that number by the time it takes to ride. If this is not a whole number, round to the nearest integer. (We're trying to add this to modules as well.)

### *Dejy and Hobgoblin Languages*

Each Dejy tribe and Hobgoblin race has its own language. Characters or NPCs speaking to another person with a different version of their racial language may, at best, pick up a word or two. These are individual languages and not just dialects. A Kydo does not share the same language as a Defohy nor does a Kargi share the same language as a Rankki. The Kors language of Tikor is a derivative of Krangi; however, and the two races can communicate with one another, although with difficulty. In the case of Hobgoblins, there is a Hobgoblin Battle Tongue that was designed (not evolved) and thus is the same regardless of the Hobgoblin race that is using it.

### *DU cost of Year 0 (2002) mini-modules and modules*

The two mini-mods from the *Pekal Gazetteer* as well as the first five LKoK modules that were released in 2002 were all written with the use of TUs rather than DUs. These TU costs have been converted to a set number, regardless of the actual amount of time taken up in the module. When the five core modules are revised for 3.5 and re-released, their DU cost will follow the standard as set by our other modules. If you see a DU cost rather than a TU cost in any of the first five modules, it takes precedence over this ruling. Until that time, use the following conversion.

*Mini-Modules ("Old Honor" and "Steel Guard"): 2 DUs each*

*Modules (LKoK #1-5): 7 DUs each*

**NOTE** that any reference in any LKoK product to TUs automatically converts to 7 DUs = 1 TU.

### *Herbal Concoctions*

Similar to alchemical mixtures, most herbal concoctions are legal in Bet Rogala, but rarely available outside of the Apothecary's Guild. Some concoctions, though, are considered illegal. Of those listed on pages 116-117 in the *Kalamar Players Guide*, any concoctions that inflict damage of some kind (such as Adrupan or Hag's Curse) are considered illegal for any citizens not employed by the crown (the army, constabulary, city guard or municipal workers). Although this law isn't strictly enforced in the sense of searching a person for contraband, the use of an illegal herbal concoction in a crime causes the punishment to increase for Possession of Illegal Goods (defined on page 31 of the *Pekal Gazetteer*).

### *Heroism/Anti-Heroism*

In the sense of Pekal, as the principality currently stands and all the different things that may happen to it in the future, heroes are exactly what it needs. We're typically averse to telling players that they have to be heroes, as we feel

that limits the scope of role playing. However, in the circumstances that Pekal is currently finding itself, heroes are what will prosper most

The campaign will have a heroic/anti-hero slant. You don't *have* to be either of these things, but the people of Pekal *need* heroes right now. As up-and-coming adventurers, they're going to look to you to be those heroes.

There will be times when you will be asked to do your duty (like by the prince or by Duke Matikis) where haggling for money may be a poor idea. There will be times when villagers need your aid and offer you what money they have, so haggling is a waste of your time. And then there are those times when people simply want mercenaries and haggling is a good idea. It'll be up to the players to decide when is an appropriate time to look for gold and when is the appropriate time to be a hero. But in the coming years, Pekal will most certainly need heroes.

### *Hiring NPCs to Craft/Help Craft Items*

This process follows the guidelines set down in the *Dungeon Masters Guide* revised. Specifics and clarifications on this subject may be released at a later time. At this time, no NPCs are willing to hire their services to craft magical items.

### *Increasing XP Rewards*

More than anything else, the amount of XP offered in the Living Kalamar campaign is the most scrutinized aspect of the work that we do. Some people love it, other people hate it, but everyone has an opinion one way or another. Why we offer only 300 xp per module is one of the most frequently asked questions we receive. The answer is because Kalamar is a colorful world that offers players a wealth of opportunity to play new and interesting characters, providing new races, classes, feats and skills. With our "change what you want until second level" policy, it was important that we give players enough time to try the new things and see what they like and what they don't.

September marks our official 1 year birthday as a Living campaign and in that year, we've introduced hundreds of new players to the Kingdoms of Kalamar. With that in mind, we feel that we should pay equal attention to those established characters, not just people trying out the setting for the first time. Although our "change anything until second level" rule will remain in effect indefinitely, as players advance in levels, 300 xp makes the time to one's next level longer and longer. And although this is in some ways a good thing (savor your character, he's special!), the class/xp system is created to offer a goal, provide a sense of accomplishment and allow you to kick some ass.

So on our 1 year anniversary, the directors have revised the xp policy for Living Kingdoms of Kalamar. All modules premiering in September 2003 or later will offer 400 xp maximum rather than 300 (this change does NOT apply retroactively to modules that premiered before this date). September 2004 the maximum xp increases to 500 xp. To those people who are used to getting three times that much xp, the change may seem insignificant. But we're still a slow advancement campaign and if you'll do the math, you'll see that the accelerated pace will provide a good median between advancing in levels and campaign balance.

This revised xp scale also applies to all our future adapted and special modules (see *Changing Adapted and Special Modules* regarding this topic for more information). This means that maximum xp in our adapted modules (beginning with *Stand and Deliver*) will be 1200 xp and special modules will be 800 xp. Obviously if your first module is *Stand and Deliver...and you live ;)* you can achieve second level. Similarly, mini-modules, beginning with "Accountability" in this book, offer a maximum 200 xp.

Again, none of these changes apply retroactively to previous modules. Appendix 1 and 2 of our modules tell you how much treasure and xp is offered in the adventure. These numbers are not changing due to this announcement.

### *Items/Feats/Spells from Supplemental Books*

Items and feats not contained in the *Players Handbook* revised, *Psionics Handbook*, *Pekal Gazetteer* or *Kalamar Players Guide* are restricted. Campaign documentation is required before a player can obtain items from builder books. Documentation can be gained through joining the appropriate meta-org or fulfilling certain conditions as defined in specific modules.

### *Kingdoms of Kalamar Player's Guide Feat Appendix*

The feats listed in the appendix of the *Kalamar Player's Guide* are listed as summaries only. Specific requirements and benefits of those feats are not listed. Because of this, feats from the appendix are not permitted in the campaign. Many of the feats are taken from *Oriental Adventures* and the *Forgotten Realms Campaign Sourcebook* and are not appropriate for the Kalamar setting.

### *Knowing other Characters*

We recognize the fact that there are far more adventuring opportunities than those we place into modules. If players wish to have their characters know other characters from experiences that happen outside of modules, this is

perfectly acceptable. This may aid in the beginning of modules to explain why all the party members are in the same place. Likewise, players are not required to know each other just for the ease of flow of the module.

### *Legend of the Green Regent Player Reward Cards and RPGA GenCon Buttons*

To avoid confusion between campaigns, Living Kingdoms of Kalamar has adopted identical rules to Living Greyhawk for the use of Legend of the Green Regent Player Reward Cards and the RPGA Buttons handed out at GenCon 2002. These rules are as follows:

- A player may use only RPGA GenCon 2002 Button per adventure scenario. This button must be shown to the judge before play begins and the use of that button must be announced before the pertinent roll is made.
- The following Legend of the Green Regent Player Reward Cards are currently allowed with the following errata. All card effects must be used before the roll is made unless otherwise stated. Cards not listed are not permitted for use in the Living Kalamar campaign at this time. Only 1 card per 4 character levels (rounded up) may be used per adventure scenario. Players are free to loan their cards to players *before* the beginning of the adventure.
  - Wink and a Smile: set 1, card 8 of 10; no errata.
  - I Have That!: set 1, card 9 of 10; any item gained through the use of the card must be paid for at the end of the event. In addition, this card cannot be used to gain a vial of alchemical sleep gas, a vial of disappearing ink, or a scent breaker bag.
  - Hero's Strike: set 1, card 10 of 10; no errata.
  - Arcane Influx: set 2, card 5 of 10; no errata.
  - Holy Flood: set 2, card 6 of 10; no errata.
  - Twist the Blade: set 2, card 7 of 10; no errata.
  - Let's Try That Again: set 2, card 8 of 10; no errata.

### *Masterwork Items*

Yes you can, but they're not all available in the same places. The bazaar of Bet Rogala (or one of the many weapon and armorsmiths in the Merchants District) offers masterwork light and medium armor as well as masterwork simple weapons and martial melee weapons. It does not offer martial ranged weapons or exotic weapons. Items such as tanglefoot bags and alchemist's fire are also available in the bazaar, although don't sell as well and generally go for a substantial increase in cost.

Please **NOTE** that masterwork armor is finely crafted and, although not as extensively fit as full plate, is usually not available at the beginning of a module. MW armor and full plate should take a particular amount of time for an armorsmith to fit to the PC and can generally be made available at the end of a module.

The presence of the Leboleghido Tactical Academy (what used to be a gladiatorial school) makes that town a great place to find masterwork exotic weapons. Unless a PC is passing through Leboleghido during a module, however, he or she must spend 4 DUs to travel to and from the city to pick up the particular item.

A large contingent of Elven archers from Cilorealon now call Koreta home. Because of this, the city is the ideal place to find strength bows and masterwork bows of all kind. Similar to Leboleghido, if a PC is not passing through Koreta, he or she must spend 5 DUs to travel to and from the city to pick up the particular item.

### *Merchant's Tongue*

Merchant's Tongue is not a Common language as it is used in other D&D settings. Merchant's Tongue is a highly developed pidgin language that is used by merchants and diplomats to forego the hurdle of differing regional languages. Merchant's Tongue is not another name for Common, though, and not all NPCs or PCs will speak it, nor are they required to. Urbanized areas and heavy trading centers, such as Reanaaria Bay, frequently employ Merchant's Tongue. In Pekal, cities such as Bet Rogala, Koreta and Baneta are likely to have a large number of citizens who speak Merchant's Tongue. Leaving the larger cities, moving into towns and rural areas, the percentage of the populace that speaks Merchant's Tongue decreases. Similarly, since Pekal was once part of the Vast empire, its regional dialect of Low Kalamaran is spoken both rurally and in larger metropolitan centers. NPCs are never guaranteed to speak either of these languages, but they will be the most frequently encountered languages in Pekal.

### *Playing Over the Maximum Player-Character Level Limit*

Modules are designed for characters levels 1 through X. Characters above this upper limit may still play the module, but their presence automatically raises the ATL by 1. The ATL is increased by 1 for each character over the limit. So if an ATL 2 table in a module for characters levels 1 through 5 had two 6<sup>th</sup>-level characters, the ATL would increase two ATL increments (thus if the module offered ATLs 1, 2, 3, and 5, they would play at ATL 5).

### *Poison in Pecal*

Poison is illegal in Pecal except for municipal workers (groups such as the Army, Gray Legion, City Guard, and less obviously the Street Sweepers and Lamp Lighters). Poison is not sold in any Pekalese markets and civilians caught using or possessing poison are found arrested for Possession of Illegal Goods, as described on page 31 of the *Pecal Gazetteer*. Poison may be crafted with the correct components and laboratory or found as a certified item in a module.

### *Psionics are different than Magic*

Psionics use the “Psionics are different than Magic” variant rule from the *Psionics Handbook*. The suggestions made in that section are considered rulings for the campaign. In terms of mechanics, though, powers that are replications of magic spells (ability score increasers, etc) should mirror the changes made in the 3.5 revisions, even though the PsiHB isn’t being revised until next year. If there are questions on appropriate changes, the table judge makes the final decision.

### *Psionics in Pecal*

Psionics in the Principality of Pecal, as in the rest of Tellene, is a crime punishable by death. The open use of “mind magic” is a panic-inducing crime persecuted harshly by the College of Magic. Although numerous psions exist, living their lives in secret, those who openly flaunt their powers are quickly executed in Gallows Circle. The College of Magic has a royal mandate to enforce a registry of all magic uses (regardless of whether the magic itself is arcane or divine). Avrynnner, the first powerful psion, was tried by the college and executed for not properly registering as a magic user (see Chapter 8 of the *Kingdoms of Kalamar Campaign Sourcebook* for more details).

Although PCs are not permitted to attack psionic characters in their party, they are allowed and encouraged to report psions to the College of Magic. Falsely accusing someone of practicing mind magic is a crime in itself, although not strongly punished (as the college doesn’t want to discourage the populace from policing itself). An accused psion typically only has a few hours to flee the principality before the college sends an elite force trained to hunt psions to apprehend the suspect. A trial of a psion never takes more than a week (the college and Temple of Enchantment never refrain from using a variety of divination spells to force an honest confession from the accused) and if convicted, regardless of the psion’s ability, the verdict is always death.

Any accusations made with out-of-character knowledge are invalid. PCs may not use meta-knowledge to immediately deduce a psion’s abilities. Many psionic powers mirror magical spells. Only through repeated exposure to arcane and divine magic and psionic powers can a non-psion recognize powers for what they are. PCs are not required to report psions. They are able to make their own decision based on the merits of the psionic character. Although keeping the identity of a psion secret is considered Treason Against the Crown.

### *Raise dead spell*

The *raise dead* spell, along with most other divine spells, is sold through various temples. However, unlike most other spells, temples that offer *raise dead* only sell the spell to worshippers of their particular god. This means that the Temple of Enchantment will only raise those worshippers of the Riftmaster. The one exception to this rule is the Church of Life’s Fire, the temple to the Raiser. This temple offers the spell to anyone who can afford the fee. See page 66 or the cost of spells and possible discounts/increases a player can apply to those costs.

### *Rewards for eating modules*

A judge eats (or burns) a module when he runs it without having played it first. This disqualifies him from playing the module later and earning the xp, gp and certs. We do have a reward program in place for those judges that eat modules. For those modules released before September 2003, a judge earns 50 xp and 50 gp for each hour of the module (Please **NOTE** that the time it takes to complete the module does not define the number of hours that module is worth. Mini-modules are considered to be 2 hours. Core modules are 4 hours. See *Changing Adapted and Special Modules* in the campaign rulings to explain these two). Core modules from this period are easiest identified by their xp reward of 300 xp.

Modules released between September 2003 and September 2004 offer judges who eat them 75 xp and 50 gp. Core modules from this period are easiest identified by their xp reward of 400 xp. Modules released September 2004 and later offer judges who eat them 100 xp and 50 gp. Core modules from this period are easiest identified by their xp reward of 500 xp. See *Increasing XP Rewards* for more information on this matter.

### *Selling Items*

Items may be bought and sold from other players at will. The terms of this sale and the final cost are completely up to the individual players. The only exception to this is certs listed as non-tradable. The cert specifies on the circumstances where the item can be sold (if at all), but it may not be traded.

LKoK uses what we call a “Living Economy.” Items that regularly turn up for sale (such as leather armor or mundane weapons) rarely fetch 50% of their value. The supply is much higher than the demand. Similarly, items that aren’t regularly sold (such as magic potions or other magical items) usually sell for more than 50% of their worth. Mundane items do not necessarily have to be sold in the module they are acquired, but cannot be sold again until that item appears again the treasure summary of a module (extenuating circumstances aside, such as player death—this is arbitrated at the judge’s discretion). The item can be sold for whatever price is listed in that particular module. If certs are not sold during a module, they can be sold for the price appearing in a later module or at any other time for the sale price listed on the actual cert (50%, usually less than what the original sale price was).

### *Slavery*

Although accepted in varying degrees, slavery is legal across all of Tellene. This includes the Principality of Pekal. However, where slavery is a major source of income for kingdoms like Pel Brolenon, the principality shuns the practice and few in high society would admit to owning slaves.

Slavery and its implications to alignment is a debate that has taken place in role-playing circles for years and will continue to do so. The Living Kingdoms of Kalamar has the following stance. The institution of slavery as a whole is legal in every corner of Tellene. This includes the Principality of Pekal, where Elven morality has caused the practice to become shunned and unfashionable. Owning slaves is not illegal, though, and participating in the action does not infringe upon a lawfully aligned character.

However, slavery is morally wrong. Whether or not slavery is accepted, condoned or even promoted by a local or national government, the practice of slavery is still inherently evil. Owning slaves is most certainly an infringement against a good aligned character. Neutral characters may more frequently own slaves, but rarely practice in the selling or trading of such people. The institution is propagated and supported by the evil of the Overlord and those that have been corrupted by his will.

Owning slaves will **never** be an option for PCs in the Living Kingdoms of Kalamar. To attempt to do so not only results in failure but begins to move the PC’s alignment one step closer to evil (this is especially true for good aligned characters).

### *Sleight of Hand*

It’s a given that a daring rogue will attempt to cut a purse or two from unsuspecting citizenry across Bet Rogala and perhaps beyond. Laws are already in place for those people caught attempting to steal from others (as defined in the *Pekal Gazetteer*). If a rogue is successful, though, he should certainly reap his rewards. Sleight of hand follows the core rules on pages 81-82 in the *Player’s Handbook* revised.

If a rogue is successful at his sleight of hand to pick a purse, roll a d20 to determine the coin: 1-12 = CP, 13-18 = SP and 19+ = GP. Add the following circumstance modifiers. -8 for destitute parts of town (such as Old Town), -6 for poor parts of town (such as the Dock District), -2 for common parts of town (Artisans and Municipal Districts), +0 for the Merchants District and +4 for a wealthy district (any district within the Inner City Wall and the Coins District). Any negative result means the target has no coin. If the target is carrying coin, roll a d20 to see how much. A judge should remember that no one actually carries hundreds of gold pieces on his person without an armed escort. Multiple attempts at sleight of hand begin to garner circumstance penalties against the thief and a less cautious rogue soon finds himself in the stocks, if not worse!

### *Special Requirements for Prestige Classes*

Requirements for prestige classes that are listed as “special” (such as surviving a cave in or traveling across a desert) can only be satisfied in-game. The circumstance *cannot* be fulfilled out-of-game or in a character’s background. Modules will specify when a certain condition for a prestige class has been satisfied. If a condition seems to have been met, but the module does not specify, the table judge can make a ruling. If there’s a question about whether the requirement has been satisfied, then the judge should say no for the time being and consult with the campaign staff. Fulfilling this requirement does not make a restricted prestige class available, but simply satisfies one of the conditions for taking it.

### *Stealing From Other Players*

As a general rule, this is strictly forbidden. There are always circumstances that may arise, such as a particular PC accidentally picking up a cursed amulet or something and the rest of the party attempting to steal it to save the affected PC's soul. But this does not include simply taking another character's gold, items or other personal property. This is a cooperative game and we're here to play together.

### *Swimming and Pack Animals*

Horses and riding dogs, as they are bred as pack animals, may make a Swim check at a +0 bonus for both them and their rider, ignoring usual weight modifiers.

If the mount begins to drown, the rider may slip off as a free action and begin to swim for herself. The mount then gains its Strength bonus to swim, ignoring any weight it may be carrying (such as a saddle).

### *Trading Money*

It's your money. Do with it what you want. Just be honest about it.

### *Use of Fury in the Wastelands: The Orcs of Tellene*

All feats and spells from this book are considered core for Orc and Half-Orc PCs (and thus do not require campaign documentation). The feat Physically Intimidating is core for both Orc and non-Orc PCs. Weapons and armor must be crafted or found in a module, they are not for sale from any regular markets in Pecal. Orc and Half-Orc PCs may craft these items if they have the available workshop or forge. All prestige classes in this book are restricted, requiring documentation from a meta-org or module.

### *Use of Strength and Honor: The Mighty Hobgoblins of Tellene*

All feats and spells from this book are considered core for Hobgoblin and Half-Hobgoblin PCs (and thus do not require campaign documentation). Weapons and armor must be crafted or found in a module, they are not for sale from any regular markets in Pecal. Hobgoblin and Half-Hobgoblin PCs may craft these items if they have the available workshop or forge. All prestige classes in this book are restricted, requiring documentation from a meta-org or module. Please note that the poisons listed in this book are treated like any other poisons in Pecal. They're illegal and not for sale. They can only be crafted with a laboratory or found in a module.

### *Using a Character of Higher Level than Permitted by the Module*

If a module states that it is written for characters levels 1 through 5, it is unlikely that the module is prepared to handle characters of higher level. If a higher-level character wishes to play such an event, the ATL of the adventure automatically increases by one. The ATL increases by one for each character that exceeds the max level for that adventure. If the +1 increase produces an ATL not offered by that module (it raises the module from 3 to 4, but the next offered ATL is 5), then the table must play the next available ATL (thus playing 5 rather than having the option of rounding up or down).

## CONVERSION TO D&D 3.5

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All characters must convert to *Dungeons and Dragons 3.5* as of September 5<sup>th</sup>, 2003. The rules for character conversion are as follows:

**A player, regardless of level, keeps his gold, xp and certs. Anything and everything else may be modified or exchanged (for equivalent value of those items allowed to be purchased described in this campaign book). This includes class, race, ability scores, equipment and mundane possessions. If an item is not certified and not listed in the PHB—such as a silver short sword—the character must keep that item as well. If a player wishes to buy a new item described in this campaign book (such as a mighty bow from Koreta), he must still pay the appropriate DUs to acquire the item.**

Conversion is taking place mid-year, so the DUs spent by the character are still part of 563 IR. The total does not reset until January 1<sup>st</sup>, 2004 as normal.

CHARACTER \_\_\_\_\_ RPGA NUMBER \_\_\_\_\_ PLAYER \_\_\_\_\_

CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_ ALIGNMENT \_\_\_\_\_

RACE \_\_\_\_\_ SUB-RACE \_\_\_\_\_ SIZE \_\_\_\_\_ DEITY \_\_\_\_\_



CHARACTER RECORD SHEET

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temp. Score, and Temp. Modifier. Rows include STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), and CHA (Charisma).

HP (Hit Points) table with columns for Total, Current HP/Wounds, and Nonlethal Damage.

AC (Armor Class) table with categories Flat-footed and Touch.

AC (Armor Class) table showing calculation: AC = 10 + Armor Bonus + Shield Bonus + DEX Modifier + Size Modifier + Natural Armor Modifier + Misc. Modifier.

SPEED table with categories Base, Armored, Run (3x), and Run (4x).

BASE ATTACK BONUS table.

INITIATIVE table showing calculation: Initiative = DEX Modifier + Misc. Modifier.

GRAPPLE (Attack Bonus) table showing calculation: Grapple = Base Attack Bonus + STR Modifier + Size Modifier + Misc. Modifier + Temp. Modifier.

RANGED (Attack Bonus) table showing calculation: Ranged = Base Attack Bonus + DEX Modifier + Size Modifier + Misc. Modifier + Temp. Modifier.

SAVING THROWS table with rows for Fortitude (Constitution), Reflex (Dexterity), and Will (Wisdom), each with a calculation: Save = Base Save + Ability Modifier + Magic Modifier + Misc. Modifier + Temp. Modifier.

WEAPON table with columns for Range, Total Attack Bonus, Damage, Critical, and Special Properties. Includes sub-tables for Weight, Type, and Size.

WEAPON table with columns for Range, Total Attack Bonus, Damage, Critical, and Special Properties. Includes sub-tables for Weight, Type, and Size.

WEAPON table with columns for Range, Total Attack Bonus, Damage, Critical, and Special Properties. Includes sub-tables for Weight, Type, and Size.

ARMOR/PROTECTIVE ITEM table with columns for Type, Armor Bonus, Max Dex Bonus, Speed, and Weight. Includes sub-tables for Check Penalty and Spell Failure.

SHIELD/PROTECTIVE ITEM table with columns for Armor Bonus, Weight, Check Penalty, and Spell Failure. Includes a section for Special Properties.

AMMUNITION table with columns for Ammunition types and counts.

CROSS-CLASS SKILLS Max. # Ranks /

SKILLS (UNTRAINED/TRAINED)\* table with columns for Skill Name, Key Ability, Ability Modifier, Ranks, Misc. Modifier, and Skill Modifier. Lists skills like Appraise, Balance, Bluff, Climb, Concentration, Craft, Diplomacy, Disguise, Escape Artist, Forgery, Gather Information, Heal, Hide, Intimidate, Jump, Listen, Move Silently, Pantomime, Perform, Remote View, Ride, Search, Sense Motive, Spot, Survival, Swim, and Use Rope.

SKILLS (TRAINED ONLY) table with columns for Skill Name, Key Ability, Ability Modifier, Ranks, Misc. Modifier, and Skill Modifier.

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

### GEAR/ITEMS CARRIED OR STOWED

ITEM	WEIGHT	ITEM	WEIGHT

TOTAL WEIGHT WORN/WIELDED: \_\_\_\_\_ TOTAL WEIGHT CARRIED: \_\_\_\_\_

### SPECIAL ABILITIES/FEATS


### ENCUMBRANCE

LIGHT LOAD: \_\_\_\_\_ MEDIUM LOAD: \_\_\_\_\_ HEAVY LOAD: \_\_\_\_\_

LIFT OVER HEAD: \_\_\_\_\_ LIFT OFF GROUND: \_\_\_\_\_ PUSH OR DRAG: \_\_\_\_\_

EQUALS MAX LOAD                                  2X MAX LOAD                                  5X MAX LOAD

### DESCRIPTION

AGE: \_\_\_\_\_ GENDER: \_\_\_\_\_

HEIGHT: \_\_\_\_\_ WEIGHT: \_\_\_\_\_

EYE COLOR: \_\_\_\_\_ HAIR COLOR: \_\_\_\_\_

GENERAL DESCRIPTION: \_\_\_\_\_

PLACE OF ORIGIN: \_\_\_\_\_

NOTES: \_\_\_\_\_

### LANGUAGES

INITIAL LANGUAGES = RACE/PRIMARY LANG. + REGION/SECONDARY LANG. + INT BONUS



### SPELLS

NUMBER OF SPELLS KNOWN	0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH

### TREASURE

	COINAGE	CP	SP	GP	PP

### EXPERIENCE POINTS

NEXT LEVEL \_\_\_\_\_

### PSIONICS

PSIONIC COMBAT: 1D20 + DC MODIFIER + KEY ABILITY MODIFIER

POWER SAVE 1D20+ \_\_\_\_\_ FREE MANIFESTATIONS \_\_\_\_\_

KEY ABILITY MODIFIER                                  0 - LEVEL

POWER POINTS	POWERS

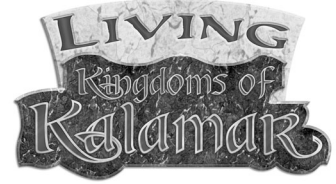
NUMBER OF POWERS KNOWN

0 \_\_\_\_\_ 1ST \_\_\_\_\_ 2ND \_\_\_\_\_ 3RD \_\_\_\_\_ 4TH \_\_\_\_\_

5TH \_\_\_\_\_ 6TH \_\_\_\_\_ 7TH \_\_\_\_\_ 8TH \_\_\_\_\_ 9TH \_\_\_\_\_



# LIVING KINGDOMS OF KALAMAR EVENT SHEET

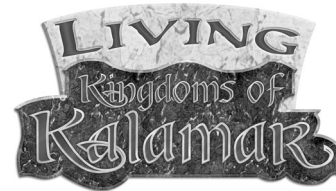


Player's Name	RPGA#	Character Name
Starting XP	Starting GP	Starting DU

Event	Convention	Date	GP Gain	GP Total	DU Spent	DU Remaining	XP Gained	XP Total	Judge RPGA #	
Intrigue in the Mountains	DanCon X	1/1/02	<-50>	2	25	500	-	2500	147587	
Noteworthy Events: obtained a potion of cure light wounds										

# LIVING KINGDOMS OF KALAMAR

## MAGIC LOG SHEET



Player's Name

RPGA#

Character Name

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

## FREQUENTLY ASKED QUESTIONS (FAQ)

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### *Can I begin play as a member of a meta-organization (meta-org)?*

Although you can join a meta-org as soon as you meet the requirements, your character must play at least one module before joining any org.

Please **NOTE** that making a character and then changing it to gain a restricted feat using the “before 2<sup>nd</sup> level” rule does not circumvent this rule. The character must play at least one module before joining a meta-org.

### *Can I begin play with a religious Canon?*

Yes you can (Canons are detailed in the *Kalamar Players Guide*); however, the book requires at least one day of intense study a month to gain the bonus to Knowledge (Religion). To gain this bonus, a character must spend 13 DUs per year reading the book.

### *Can I buy Masterwork weapons and/or armor?*

Yes you can, but they’re not all available in the same places. The bazaar of Bet Rogala (or one of the many weapon and armorsmiths in the Merchants District) offers masterwork light and medium armor as well as masterwork simple weapons and martial melee weapons. It does not offer martial ranged weapons or exotic weapons. Items such as tanglefoot bags and alchemist’s fire are also available in the bazaar, although don’t sell as well and generally go for a substantial increase in cost.

Please **NOTE** that masterwork armor is finely crafted and, although not as extensively fit as full plate, is usually not available at the beginning of a module. MW armor and full plate should take a particular amount of time for an armorsmith to fit to the PC and can generally be made available at the end of a module.

The presence of the Leboleghido Tactical Academy (what used to be a gladiatorial school) makes that town a great place to find masterwork exotic weapons. Unless a PC is passing through Leboleghido during a module, however, he or she must spend 5 DUs to travel to and from the city to pick up the particular item.

A large contingent of Elven archers from Ciloreal now call Koreta home. Because of this, the city is the ideal place to find strength bows and masterwork bows of all kind. Similar to Leboleghido, if a PC is not passing through Koreta, he or she must spend 11 DUs to travel to and from the city to pick up the particular item.

### *Can I change things about my character?*

The “before 2<sup>nd</sup> level” rule allows you to change everything about your character except xp, GP, certs and special items that you purchased in a module that aren’t listed in the core books (such as silver mugs or jewelry). This allows you to try out various classes and PC races before finalizing your character. The character that actually achieves 2<sup>nd</sup> level is your final choice of character. Non-certed items owned such as armor or weapons can be exchanged for full book value, but any DUs spent to purchase those items are not retrieved. Similarly, when changing items, a player may not choose to select items that he is not qualified to obtain by making a new character (special, masterwork or magical items/weapons for example).

### *Can I give money to a charity of your choice to receive a special cert?*

Although we provide special “judge only” certs for conventions to raise money for local charities, they are also meant to increase attendance, supporting your local cons. Charity certs are only available at conventions. We encourage you to donate to charity regardless of whether a “judge only” cert is involved.

### *Can I make an MS Excel<sup>®</sup> spreadsheet of the race/class matrix to distribute to new players or use as a judge’s tool?*

Information listed in any of the Kingdoms of Kalamar books is closed content and copyright of Kenzer & Co. Material from any of those products may not be recreated or distributed without express permission of Kenzer & Co.

### *Can I play a cleric that does not have a specific patron deity?*

No, a cleric must choose a patron deity and may choose domains as defined for the god in the *Kalamar Players Guide*.

### *Can I play a half-race from Dangerous Denizens: The Monsters of Tellene?*

A race/class frequency matrix is included in this campaign book for all the half-races from *Dangerous Denizens*.

*Can I play anything I want?*

Well, not *anything* you want. But you have a wide variety of choices of both races and classes. Page 9 of the *Pekal Gazetteer* has a race/class frequency matrix describing what classes can be taken by which races.

*Can I play with a character from another Living campaign?*

No, characters are unique to their individual campaigns. What might be appropriate for a particular character in Living Greyhawk or Living Arcanis may not be appropriate for LKoK.

*Can I play with my home character?*

No, characters may only gain experience through official LKoK modules. Similarly, our character creation rules, gold and magic item frequency, and xp advancement may be slower than your home campaign.

DMs that are adapting LKoK modules to their home campaign in Kalamar, though, may choose to adapt any of our work as they feel appropriate. However, the characters that play in this manner are not eligible to play in official LKoK modules.

*Can I purchase weapons/ammunition made of special materials such as adamantine, mithral, silver or cold iron?*

The shops around Bet Rogala occasionally have alchemical silver and cold iron daggers available. More frequently, the bazaar in Koreta has arrows and bolts made of the same substances. If a character is able to procure the particular metal, there are a number of smiths in both cities that would take pleasure in crafting an item for him or her. But larger weapons such as longswords, etc. are not readily available. Adamantine, dragonhide and mithral are not seen in the cities except on rare occasions. Such occasions will most certainly be detailed in the appropriate module.

*Can I spend more than 364 DUs in a given year?*

You may not willfully spend more DUs than you have available in a given year. However, circumstances may arise that force you to expend DUs that you do not have. Being sold into slavery, going to jail or incapacitation (defined specifically through the module) are examples of situations where you may spend more DUs than you have. Use the remainder of your DUs. The difference is immediately subtracted from your total DUs at the beginning of the following year.

If you are not able to meet the DU cost of a meta-org, you are not eligible to join. The entire cost of the org must be paid up front.

*Can I take a feat from the appendix of the Kalamar Player's Guide?*

At this time, no you cannot. The feats listed in the appendix of the KPG are given vague descriptions at best, which means that players and judges would be responsible for owning these books, many of which come from other campaign settings or magazines. If we offer access to a particular feat from those settings, it will most likely be certified and come from a meta-organization or a module.

*Can I use any material from Fury in the Wastelands: The Orcs of Tellene?*

Playing an Orc from *Fury in the Wastelands* requires a "judge only" cert (see the race/class frequency matrix for Hobgoblins, Orcs and Uk'Karg in this book). All the feats listed in that sourcebook are considered core for Orc and Half-Orc characters and the Physically Intimidating feat is considered core for all players in the campaign. All prestige classes from this book require campaign documentation.

*Can I use any material from Strength and Honor: The Mighty Hobgoblins of Tellene?*

Both Kargi and Krangi subraces of Hobgoblins adhere to the race/class frequency matrix as described in the *Pekal Gazetteer*. The Dazlak, Kors and Rankki as well as the Uk'Karg have their own matrix in this book. Regardless of Hobgoblin subrace, Half-Hobgoblins always use the matrix listing in the *Pekal Gazetteer*.

*Can I use Mind's Eye or any other supplements for my psionic character?*

The only official sourcebook for psionics in LKoK is the *Psionics Handbook*. If Kenzer & Co. produces its own psionics book or if WotC revises the PsiHB, these will be reviewed for use by the campaign. Until then, only the PsiHB is permitted.

*Can I use the Villain Design Handbook for my PC?*

The *Villain Design Handbook* is available for writers to use for the villains of their modules. The book, although appealing to further develop a character, is meant for your adversaries and is thus not allowed for use by PCs.

*Can judges increase or decrease an item's cost?*

Under certain circumstances, yes they can. Merchants in Pekal accept the custom of native languages. If a merchant speaks to a customer in that customer's native language first, it is expected that the price will be increased. If the customer speaks to the merchant in the merchant's native language first, it is expected that the price will be lowered. Although there are not any specific rules on the increasing and decreasing of prices, it is generally accepted that merchants will raise prices as much as 10% of book-price and discount as much as 5%.

Please **NOTE** that this rule is to add depth to the setting. Players and judges are being trusted not to abuse such a rule and any egregious abuse of this concept will not be tolerated.

*Can my character be of Noble Blood?*

Even if you include some kind of separation or disowning in your character's background, including noble blood comes with too many circumstances and requires too much personal attention to be fair to other players. There is a limited number of nobility in Pekal and because of that, family members (even the unofficial ones) are closely watched. It may become possible for your character to become landed in the future, but a player may not choose to be of noble blood as part of his character background. This precludes a player from taking the Noble Bearing or Royal Bearing feats.

*Do I have to register with the College of Magic?*

Regardless of whether you're a divine or arcane caster, residents of Pekal are required to register with the College of Magic. A character may willfully refuse to register with the college, but if that character is later involved in another crime and his refusal to register comes to light, it may make circumstances far more difficult for that character. Remember that Avrynnner, the father of psionics, was executed because he did not register with the College of Magic. Law enforcement is always suspicious of someone who does not register with the college. See *How Do I Register* below.

*Do I have to report mini-modules and/or adapted modules to the RPGA?*

No, minis and adapted are modules offered outside of the RPGA as supplemental adventures to the campaign. They cannot be ordered or reported to the RPGA. Simply download the adaptation sheet from the Living Kalamar website (for adapted only) and have fun!

*Do I really have to have a one-page, type-written background to play a "rare" race/class character?*

Yes you do. Although new players at a convention are given some leniency as they just created their character, those players that repeatedly appear at tables to play without their background will be asked to play another character until they are able to fulfill their obligation.

*Do judges get rewarded for running a module without having played it first?*

A judge eats (or burns) a module when he runs it without having played it first. This disqualifies him from playing the module later and earning the xp, gp and certs. See *Rewards for eating modules* in the Campaign Rulings.

*Do race/class restrictions apply to multi-classing?*

Yes they do. The frequency in which these race/class combinations show up in Pekal does not change just because the character also has a class in something else. A race that has two "rare" classes must make a background for each of them, although it may be possible to combine the two if it's appropriate. Similarly, taking a class later does not allow a player to ignore a "judge only" or "never" listing.

*Do Rangers and/or Paladins have to register with the College of Magic?*

Yes they do, but only when they are actually capable of casting spells.

*Does being a role-playing campaign mean there won't be any combat?*

Most modules may only feature one or two combats and those that feature more may be listed as "combat intensive" in the module blurb. However, the low number of encounters is not reflective of the difficulty or danger of those encounters that are present within a module. NPCs are given the same 32 point-buy that PCs are. This shows the

rice of PCs from the mundane life of Pekalese commoners to fame and glory as adventurers. And no adventurer becomes accomplished if he doesn't face a little danger first.

#### *Does my character have to be from Pecal?*

No, your PC can be from anywhere in Tellen. It is assumed, though, that once you begin play, your character has moved to Bet Rogala (where every module begins). A handful of meta-orgs may allow your PC to live in other cities in Pecal, but this is described on a case-by-case basis.

#### *How do I get a special cert for my convention?*

Well, to begin with, you need to email the campaign staff and tell them you're interested in offering a special cert. That email should explain what your charity is, how much you expect to raise for that charity in its entirety and how much of an impact offering a special LKoK cert would make. After that, you should detail how many LKoK events are being offered, as this is generally reflective of how many players will actually attend. Please note that we don't endorse or support charities that only donate percentages of the money they raise for a particular charity.

#### *How do I get an LKoK director at my local convention?*

As directors, there are only three conventions that we are sent to each year as official Kenzer & Co. representatives: Origins, GenCon and Dragon\*Con. Every other convention we attend (including Winter Fantasy) comes out of our own pocket. Although we're gamers and we travel to other conventions, this is dictated by our finances and our time. We all have regular jobs and families, sacrificing time with them to do this.

However, we want to see LKoK succeed outside of the Midwest (where we all live) and attempt to travel when we can. Joe has the least familial obligations and has made an open invitation to attend any con that is willing to fly him out there and provide floor space for his sleeping bag (or even a bed!). There are times when all three directors may be able to attend a convention, but this requires significant notice to coordinate all our schedules.

#### *How do I get LKoK at my local convention?*

Well, Phil is here to help you with that. Email him at [phil@kenzerco.com](mailto:phil@kenzerco.com) if you need help organizing Kalamar at your local convention. But we rely mostly on the cons and regional volunteers to spread the good word of LKoK. Advertising on the yahoo group and local gaming stores is a good way to entice people to come, as well as offering a good selection of new modules and having them run by competent judges. The campaign is still new, still growing and still in need of passionate volunteers that want to see it succeed as much as we do.

#### *How do I get to play a "judge only" race/class character?*

There are three ways to accomplish this. The first, and least frequent, is to have the cert offered in a module. This has taken place once already, but we can't guarantee when it will happen again. The second is to win the cert in a charity auction at a convention. The third, and our preferred method, is for you to earn it. A player who volunteers his or her time above and beyond the call of a campaign volunteer is rewarded the choice of a race/class cert. The first person to earn this reward is writing a 6-module series and has judged for us at five major conventions (GenCon, Origins, etc.).

#### *How do I join a meta-organization?*

Once you meet the qualifications of a meta-organization you are eligible to join. Email Mark Middleton ([mark.middleton@kenzerco.com](mailto:mark.middleton@kenzerco.com)) or the appropriate meta-org guru (if contact information has been made available). He will send you the appropriate cert and organization information. He will need your character's name, class, level, the stats that fulfilled the requirements, as well as your name, contact information and RPGA number. The appropriate DUs and gold should be marked on an individual line of your event log and the guru will supply his RPGA number when he sends your cert.

#### *How do I play a special race like an Orc or an Uk'Karg?*

Both these races require a "judge only" cert. There are a variety of ways to get such a cert (which are explained two entries above).

#### *How do I order a Living Kingdoms of Kalamar module?*

LKoK is an official campaign within the RPGA (<http://www.wizards.com/rpga>). To order an official module, you must be an RPGA member (it's free to join in 2003). Once you've joined the RPGA, the Herald Level DM's Test is an on-line test ensuring that potential judges are familiar with the rules and will provide a positive role playing experience

for other players. Once you've passed the Herald Test, simply log into your member account, order the appropriate game day, home game or convention (based on the size of the event you're holding) and order the LKoK modules that you desire to play. Tables must consist of a Herald judge and four to six RPGA players.

Please **NOTE** that the growth of the campaign is directly related to the number of players we have. That number is calculated by the amount of players who order and report the results of their games. Please be sure to turn in the relevant information (described in the email sent to you with your modules) so that the RPGA can see just how large LKoK truly is. Without player support, we are not eligible to increase the number of modules we offer per year, which is essential to our growth.

#### *How do I register with the College of Magic?*

Go to the College of Magic and say, "I'd like to register please." Please is the important part. There is no gp cost but it does require 1 DU for standing in line to register (and the line is pretty long, so even if you're already at the College of Magic during a module, it's best to come back when you have more free time). They ask for proof of magical ability, name and place of residence.

#### *How do I submit a meta-organization proposal?*

Email Mark ([mark.middleton@kenzerco.com](mailto:mark.middleton@kenzerco.com)) and say, "I've got a really good idea for a meta-org, Mark!" Typically he'll ask you to extrapolate on your idea, but the two of you can discuss the merits and flaws of your idea. If it is approved, you'll be added to our LKoK Meta-Org Yahoo! Group to develop the concept further.

#### *How do I submit a module proposal?*

Email Joe ([joe@kenzerco.com](mailto:joe@kenzerco.com)) and say, "I've got a really good idea for a module, Joe!" Typically he'll ask you to extrapolate on your idea, but the two of you can discuss the merits and flaws of your idea. If it is approved, you'll be added to our LKoK Writers Yahoo! Group to develop the concept further.

#### *How do I volunteer to judge?*

Email Phil ([phil@kenzerco.com](mailto:phil@kenzerco.com)) and say, "I'd like to volunteer to judge, Phil!" Typically he'll ask you to tell him where you are and how far you can travel, but the two of you can discuss the extent at which you'd like to volunteer for the campaign. Once you've been approved, you'll be added to our LKoK Judges Yahoo! Group and listed in your particular state.

#### *How many DUs are there in a year and when do they reset?*

There are 364 days in the Tellenian year (13 months of 28 days each) and thus there are 364 DUs per year of game time. This total resets every January 1<sup>st</sup>.

#### *How many evil acts does it take to change a character's alignment?*

There are a number of reasons why we don't give an actual quantity to a question like this. The most obvious reason is that some players will then meta-game such acts, using the number as a type of line not to be crossed. Deplorable acts are discouraged in general, regardless of the number of times you've committed them. One grotesquely evil act may be enough to send a character spiraling down into the darkness or a number of smaller, sinister acts may eventually corrupt his soul.

As a general policy, players are warned that their actions may change their character's alignment and cause him to be removed from the campaign before an action is committed. However, once the judge has made the decision that a character's alignment has shifted, this is final for the rest of the module (if a player feels that the decision was unjust, he may appeal the decision to the appeals judge or directors, but until that time, the judge's ruling is official).

#### *How many hours is a module considered to be for purposes of the judge's reward for eating the module?*

Please **NOTE** that the time it takes to complete the module does not define the number of hours that module is worth. Mini-modules are considered to be 2 hours. Core modules are 4 hours. See *Changing Adapted and Special Modules* in the Campaign Rulings.

#### *How many moons does Tellene have and how does that affect lycanthropy?*

Tellene has three moons, as described in Appendix I (page 230) of the *KoK Campaign Sourcebook*. Whenever someone is infected with lycanthropy, that character attunes itself to the next full moon. This is almost always Veshemo, which has the shortest cycle. However, occasionally it will be Pelselond—but never Diadolai, although no one knows why. The next full moon is typically alluded to in the "Calendar and Climate" section at the beginning of each module.

Bill Clark has put together an MS Excel spreadsheet that shows the Tellenian calendar and the different phases of the moon (these calendars have the year listed for Reanaaria Bay YND (Year of New Discovery) rather than Imperial Record (IR)—this can be converted using the chronological record on pages 234-235 of the CS). Please **NOTE** that this group requires that you join it to be able to view the file.

<http://groups.yahoo.com/group/kingdomsofkalamar/files/calendar.xls>

*How much xp can I receive in one module?*

As of the release of this document, all core modules premiering September 2003 and after allow a maximum of 400 xp. Unless a specific campaign announcement is made correcting an error, the Experience Summary Appendix in the module itself is the authority on just how much xp that module offers. All other types of modules work off of this basis. See the Campaign Rulings for more information on this subject.

*I sometimes see abbreviations such as PsiHB, CS, PGaz, and KPG. What do those mean?*

CS = *Kingdoms of Kalamar Campaign Sourcebook*

KPG = *Kalamar Players Guide*

PGaz = *Pekal Gazetteer*

PsiHB = *Psionics Handbook*

All of these books are core books of the campaign along with the *Players Handbook*.

*In the Pekal Gazetteer, it says that a player may not begin as a Stone Dwarf, but the race/class frequency matrix details the Stone Dwarf other than "judge only." Which one is it?*

Originally, the Stone Dwarf—along with the Deep Gnome and Dark Elf—was meant to be a restricted race. However, after finding that typo, the campaign director opened the race up to any players that wished to play it, using the appropriate classes described in the race/class matrix.

*Is it really important to report to the RPGA the results of the modules I order?*

Yes it is very important. The RPGA allots a specific amount of modules to Living Kingdoms of Kalamar each year. The number of modules we are allowed to produce is based on the number of people who play in our campaign. That number is generated directly from the results submitted to the RPGA. It is very important to us that we show the RPGA just how many players we have.

*Is there a cap on how much gold or treasure I can make in one module?*

Yes and no. There is no metaphysical cap that causes gold to mysteriously vanish if you make more than that amount. However, we only put so much treasure in a particular module (2000 gp total). However, if something should happen that allows you to earn treasure above this cap, then you've bested the writer and the campaign staff. Appreciate your just rewards.

*There are certs missing from a particular module I'm playing/played/judging/judged. How do I get replacements?*

This is a problem that has plagued most of our 2002 modules. We're not sure exactly what happened, but we're aware that certs are missing from the first 3 modules. With the release of 3.5, we'll be revising the beginning modules, fixing errors in the module itself and supplying the missing certs. These certs will be available on the LKoK website (<http://www.kenzerco.com/rpg/kalamar/livingkalamar/>). We're trusting you to download only the certs you've earned.

*There are clerical domains I don't recognize in a module. Where do I find these at?*

Usually domains that you don't recognize that appear in a module are followed by a page number. That page number refers to the domain's listing in the *Kalamar Player's Guide*. A number of domains in addition to those described in the *Players Handbook* revised are listed in the KPG. Clerics draw from that list as defined by their deity.

*What books do I need to play?*

To be quite honest, once you've confirmed that you're race/class combination is valid for LKoK, the only book you need to have is the *Players Handbook* revised. The Living Kingdoms of Kalamar campaign plays using the 3.5 D&D rules and as such, only the PHB is required. However, books such as the *Pekal Gazetteer* explain the different rules of the campaign. The *Kalamar Players Guide* offers a wide variety of mechanics including variant uses for skills, new feats, prestige classes and spells. And if you plan on judging, books like the *Kingdoms of Kalamar Campaign Sourcebook* and the



*Dungeon Masters Guide* revised are invaluable assets to your collection, providing amazing depth to the setting of Tellene and providing specific rulings on the different features of D&D 3.5.

### *What books do I need to write a module?*

Technically you only need the PHB, although below is a list of books that will improve your capabilities as a writer.

1. *D&D Player's Handbook 3.5*
2. *Kingdoms of Kalamar Campaign Sourcebook*
3. *D&D Dungeon Master's Guide 3.5*
4. *Pekal Gazetteer*
5. *Campaign Book 563-564 IR*
6. Previous LKoK Modules
7. *Kalamar Player's Guide*
8. *Dangerous Denizens: The Monsters of Tellene*
9. *Monster Manual 3.5*
10. *Villain Design Handbook 3.5*

### *What does it mean when something is called "core?"*

Any material that is considered "core" means that it can be taken without documentation. Feats and (non-evil) prestige classes from the *Kalamar Players Guide* (chapters 3 and 5, not the appendix) are considered core. We also refer to our standard modules as core, as they lay the foundation of the LKoK campaign in terms of story and plot development.

### *What feats, spells and prestige classes are considered core?*

Any material taken from the *Players Handbook revised*, the *Kalamar Players Guide* (chapters 3 and 5, not the appendix), the *Psionics Handbook* or the *Pekal Gazetteer* are considered core. With the revision to the *Dungeon Masters Guide*, the prestige classes in that book are not considered core as a whole. See the campaign rulings in this book for a list of which prestige classes are core from the DMG revised.

### *What if the 3.5 changes make my character unplayable?*

Our conversion policy is very simple: keep your gp, xp and certs. Change everything else. Because of this extreme flexibility, we don't foresee anyone claiming that the campaign has made a particular character unplayable. If changes to a particular class makes you feel that it is no longer playable, that is not something that the campaign can rectify. As an RPGA campaign, we are required to use D&D revised and do so willingly. We'd like to think that the wealth of options present within the campaign allow any player to find a race and class to his liking.

### *What is a judge?*

A judge is the closest thing to a Dungeon Master® present at a table of Living Kingdoms of Kalamar. He takes the party through the module, has the final say at the table in terms of rules decisions, and arbitrates any situations not defined within the module itself. The reason why we use the term Judge instead of DM is because a judge's ruling may be overruled (although only in extreme circumstances), by the campaign staff. Similarly, the staff dictates the course of individual modules and the campaign as a whole. As a unified body, the staff represents the DM of the campaign while the judges actually perform the role at the table. They should be treated with the same amount of respect a DM would and please appreciate that he or she is volunteering his time to help you have fun.

### *What is a meta-organization?*

A meta-organization (meta-org) is a feature of the campaign that allows us to control the flow of items, feats, spells and prestige classes while providing opportunities to PCs to add a rich depth to their character. Organizations such as the Pekalese Army, Temple of Enchantment, Smiths Guild and Gray Legion are all professions that have some type of structure that allows PCs to join, learn new abilities and participate in the Principality of Pekal outside of modules. Membership in such organizations also offers new influence within the principality and whole new objectives to participate in adventures. Although a character can flourish without ever joining a meta-organization, the detail and role playing background such organizations provide are invaluable.

### *What is a Special module?*

Once a year we provide a "Special" module that takes the PCs out of Pekal to some distant, foreign land. It is three times the length of a Regular module with three times the opportunity for adventure, treasure and experience. Also, the story presented in a Special may be more complex or filled with more options and opportunities than a Regular module because of the length of time the module is written for. Special modules are written with the expectation that it will take 12 hours to complete.

### *What is a Victory?*

A Victory is the name of a gold piece in Pekal. It is rare that residents of Pekal will refer to a gold piece simply as a “gold piece,” but at least one notation is usually included in a module when the term Victory is first used.

### *What is an Adapted module?*

Kenzer & Co. produces a number of modules that have been bound, printed and sold in stores. These modules are adapted to the LKoK campaign and official for campaign play. Three modules are adapted a year and the adaptation sheet is available on the LKoK website (<http://www.kenzerco.com/rpg/kalamar/livingkalamar/>). These modules do not need to be ordered from the RPGA or reported to them after the module is done.

### *What is eating (burning) a module?*

A judge eats (or burns) a module when he runs it without having played it first. This disqualifies him from playing the module later and earning the xp, gp and certs. See *Rewards for eating modules* in the Campaign Rulings.

### *What websites are there to add to my LKoK experience?*

The first and most important website is the Official Living Kingdoms of Kalamar website. This site holds all the necessary forms you need to play (character sheet, event log, etc) as well as errata, contact information, campaign rulings and clarifications and adaptation sheets for the most recent adapted published module. If you have needs or questions, this is the place to go!

<http://www.kenzerco.com/rpg/kalamar/livingkalamar/>

There is also the Living Kingdoms of Kalamar forums on the KenzerCo discussion forums. There are numerous veteran posters that know the Kalamar setting extremely well. If you're new to KoK, this is definitely a good place to get a feel for Tellene and understand the motivations and atmosphere of the setting.

<http://www.kenzerco.com/forums/postlist.php?Cat=&Board=livingkalamar>

The primary list-serve for the campaign is the LKoK Yahoo! Group. This sends direct emails to an account of your choosing. All three directors are on this list and are available to answer any questions or make campaign rulings. This is also a good place to find people in your area to game with.

[http://groups.yahoo.com/group/Living\\_Kalamar/](http://groups.yahoo.com/group/Living_Kalamar/)

There is also a Yahoo! Group dedicated specifically to In-Character discussion. Although you're not allowed to post spoilers (information from a particular module that other posters may not have played yet), there are a number of people you may meet at the table. The list occasionally features an NPC that may appear in a future module. Although this will never be required to complete a mission, you have the opportunity to say you know an NPC, adding to the dynamic in any role playing situation.

[http://groups.yahoo.com/group/LKoK\\_CryingAngel/](http://groups.yahoo.com/group/LKoK_CryingAngel/)

We have a list specifically for the posting of information to accommodate local players and conventions in finding judges. This is all voluntary information provided by the particular judge; but if you're interested in supporting the campaign in any capacity, stop by.

<http://groups.yahoo.com/group/LivingKingdomsofKalamarJudgeSearch/>

Often we have information to disseminate to those talented souls that write for us. The writers list allows us to provide campaign information without spoiling possible forthcoming events for other players as well as allow authors to bounce ideas off of one another to help improve their collective abilities.

[http://groups.yahoo.com/group/LKoK\\_Writers/](http://groups.yahoo.com/group/LKoK_Writers/)

For those people who volunteer to be “gurus” and help us develop and manage our meta-organizations, we have a specific list to discuss meta-org involvement in modules, evolution and perfection of the orgs themselves and discuss future campaign policy that involves this integral part of LKoK.

[http://groups.yahoo.com/group/LKoK\\_Meta-Org\\_Gurus/](http://groups.yahoo.com/group/LKoK_Meta-Org_Gurus/)

Not able to find a local game? This list is a collection of people that regularly host on-line games using an instant messenger service of one type or another. Although we support table top gaming, this is a good solution for those players that just can't find a game or fit one into their busy schedules.

<http://groups.yahoo.com/group/KalamarOnline/>

### *What year is it in game time?*

2003 AD/CE corresponds to 563 IR. Imperial Record is the year as listed in the Kalamaran calendar. There are corresponding years in the Brandobian (1044 YK), Svimohzish (374 CM), Reanaarian (744 YND) and Fhokki (419 FC) calendars. The difference between these calendars is described on pages 234-235 of the *Kingdoms of Kalamar Campaign Sourcebook*.

### *What's the difference between DUs and TUs?*

DU stands for Day Units. TU stands for Time Units. Time Units represent adventuring opportunities, although usually correspond to the number of weeks in the year. Year 0 of the LKoK campaign (2002) used TUs to keep track of time in the campaign. As of January 1<sup>st</sup>, 2003, the campaign officially converted to DUs. Day Units specifically correspond to days. Thus, there are 364 Day Units in the year (13 months of 28 days).

If something requires an amount of time to pass (such as crafting items) the number of days spent is converted directly to DUs.

### *What's up with all the doppelgangers?*

You noticed that, eh? It's rumored that the Bet Rogalan Thieves Guild employs doppelgangers as assassins. Although this has never been confirmed, it may explain why they keep appearing in modules.

### *When can we use the Iconic?*

The Iconic, Gentle Kotos Arani, is a first level Cleric mercenary that hires his services to parties comprised of 4 or 5 first level characters. He's not a combatant, but knows a good deal about Pekal and is a superior healer. Although he remains in the rear, he may make the difference between life and death for some parties. The Iconic is an intelligent NPC, though, not an automaton for the party. He does not willfully walk into situations that place him at unnecessary risk (such as setting off a trap that has not been disabled or attempting to distract a dragon while the rest of the party steals some of its hoard).

### *When does the campaign convert to 3.5?*

Conversion begins September 1<sup>st</sup>, 2003 and ends on December 31<sup>st</sup>, 2003. All characters must be converted to 3.5 by January 1<sup>st</sup>, 2004 to continue playing in LKoK. During this conversion time, all characters, regardless of level, are treated as first level PCs in regard to changing different features of their character. See *Can I change things about my character?* above for specifics on how this works.

### *Where can I buy Magic weapons?*

You can't purchase magical weapons directly. You must craft them yourself, hire someone (a willing PC or a certified NPC that offers) to craft them for you or find them in a module.

### *Where can I find a group to play with?*

Well, there are different ways you can do that. Stop by your local gaming store and see if they have games there on the weekends, or if anyone's posted on a "gamers wanted" board. You could also attend a local convention, or post on one of the many LKoK email lists or discussion forums (a list is included above).

### *Where can I find the race/class frequency matrix I keep reading about?*

It's on page 9 of the *Pekal Gazetteer*.

### *Where do I find a list of meta-organizations?*

Well, the fastest way to look is simply skip ahead in this book. A list is also kept on the LKoK website and in the files section of the LKoK Yahoo! Group. Although not all the meta-orgs are finished, they will be made available as soon as they are ready.

### *Who has to register with the College of Magic?*

Regardless of whether you're an arcane or divine spellcaster, if you have the ability to cast spells and reside within Pekal, you are required to register with the College of Magic. Rangers and Paladins are required to register once they gain actual spellcasting abilities. Multi-classed characters need only register once, although it may make things easier in the future for arcane and divine spellcasters to inform the college that he or she has the ability to cast both.

### *Who is the campaign staff and what does that person do?*

Joe Selby is the director of Story and Plot Development. He's also the owner of the LKoK Yahoo! Group. He determines the direction of the campaign, recruits writers and edits modules. He's also the point of contact for the campaign, so if you can't figure out whom your question should be directed to, send it to him.

Phil Thompson is the director of Administration and Convention Development. Phil is the guy who gets us to conventions all over the world. He also organizes our Judge's Yahoo! group. If you have a question about campaign policy or promoting LKoK at your local convention, he's the guy to talk to.

Mark Middleton is the director of Meta-Gaming. Not only is he fleshing out the 100+ meta-organizations we have, but he comes up with other ideas to allow out-of-module concepts add depth and excitement to characters and the campaign alike. He also runs the Living Greyhawk Yahoo! Group, but we won't hold that against him. ...much. ☺

Brian Jelke isn't actually a director, but he is the Vice President of Kenzer & Co., so that makes him kind of important. He's Joe, Phil and Mark's boss and reads the lists regularly (always remember that big brother is watching!). He's the point of contact for the directors with Kenzer & Co.

In terms of campaign rulings, all three directors discuss the particular matter in private and then disseminate that decision to the rest of the campaign. There are intentionally three directors to ensure that any situation can be handled by a simple majority vote.

*Why can't I be evil? I'm a mature player.*

Unfortunately, there is no discernable way for the campaign staff to measure the maturity of individual players to determine whether or not they should be allowed to play evil characters. Too many people use "I'm evil" to wreck scenarios and campaigns and it's a dynamic that we don't want to encourage in our campaign. Playing an evil character can be both fun and challenging for a mature, experienced role player; however, the rules of the campaign are designed to apply to all players and not all players can handle playing evil characters. Because of this, and to promote the hero/anti-hero direction of the campaign, only non-evil alignments are allowed. Taking an evil alignment is not something available through special reward certs either.

*Why can't I play any race/class combination I want? What's up with the matrix?*

Although it is very likely that any given race will eventually have any given class somewhere in the world, the frequency matrix describes what race/class combinations are likely to appear in Pekal, where the campaign is set. Those classes that are listed as "judge only" or "never" may still exist, but there's no immediate reason why they would travel to Pekal. There is no spoon.

*Does Phil realize that his module is nearly 80 pages long?*

Yes he does. And aside from satisfying his sadistic humor, Phil's module is a watershed for Living campaigns and Kalamar specifically. As the campaign's plotline moves forward, PCs will be presented with situations that have a multitude of different options. Often, those choices have an equal merit. Rather than having an author simply provide "motivation" to choose the particular path that he's written for the module, LKoK modules will feature multiple endings attempting to take into account the most likely choices PCs may make. So rather than simply having to bite your tongue to finish the module, you can tell the Kalamaran diplomat that you think he's a pompous ass. It may start a war, but you couldn't live with yourself if you didn't say it.

Basically, with this module we take the next step toward true role playing. Our Living modules will allow players to make choices honest to their characters. This doesn't mean there won't be repercussions to such choices, just not necessarily punishment (loss of xp for example).

*Is Joe a real person or just an automated email answering service?*

Joe is certainly not a machine. ...Although he's not quite a person either. Joe was grown in a test tube, along with his three brothers (also named Joe). Kenzer & Co. was able to arrange the purchase of the Joes a few months after the launch of LKoK. Now, Joe#1 sits in front of a computer all day, waiting for emails. Joe#2 edits modules, assigns writing duties and plans the general direction of the campaign. Joe#3 actually attends conventions, judging as many rounds of LKoK as possible. Joe#4 works as a book editor to pay for the Joes' outrageous electric bills. They don't need food or sleep, but are stored in a closet "recharging" on UV rays for 6 hours a night. This has proven rather costly.

*Was Mark really a green beret?*

Yes he was, and this is one of the reasons we were excited when he became a director. Too often Special Forces from other Living campaigns attempt to infiltrate LKoK. With Mark's presence, we've been able to establish a defensible perimeter and even undergo combat training. Phil and Joe, with Mark in the lead, plan on launching a counter-offensive in the near future. Specifics cannot be related, but we expect our new training to allow us to expand the player-base of LKoK nearly twofold. (Of course, we'd love to tell you more, but then we'd have to kill you.)

## TIPS FOR PLAYERS

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The RPGA has actual rules of ethical play that members should read and understand. We're not interested in expanding these rules so much as providing helpful tips so that everyone involved with Living Kingdoms of Kalamar can enjoy the experience together. Remember, we're here to have fun together, which requires cooperation and enthusiasm.

1. Remember that the purpose of the campaign is for a group of role players to have fun. The two important words in that statement are "group" and "fun." If you're not having fun playing, then the circumstances in which you play need to change. Perhaps it's your life at the time or perhaps it's the campaign. If it's us, please don't hesitate to speak up. Although we love positive adulations, constructive criticism is what truly improves the campaign. But also remember that you're part of a group. What you perceive as fun may not be shared by the other six people at the table. Cooperation and patience are important to bring to every table you play at. Be part of the group, regardless of whether you play together every week or if this is the first time you're meeting the other players, and everyone involved will have fun.
2. Shower. Especially if you're at a convention. Gamers always try to cram in as much gaming as we can at a convention because we have only a few short days to have as much fun before we go back to the world of the mundane. However, if you forego showering for four days, it doesn't matter if you're having fun because the rest of the table is choking back bile. Showers are important. ☺
3. If you're playing a psionic character, list something else in the "class" section of your character sheet. Inform the judge in private or away from the table that you're playing a psionic character. Whatever you pretend to be in-character you should do so out-of-character as well. Not all players are willing or able to separate IC and OOC knowledge, and when the life of your character is at stake, this simple precaution can save you a lot of trouble.
4. The judge is the final decision maker at the table. It's possible to have an inexperienced judge or merely someone who interprets the rules differently. Politely voice your opinion when the time is right, but do not become belligerent. Con coordinators and the campaign staff can arbitrate any situation that cannot be resolved at the table, but until then, the judge is the final decision at any table without exception. If the judge's decision is not going to bring about grievous harm to your character or another player's character, wait until the module is finished and then voice your concerns to the judge.
5. Gamers can be superstitious. Don't presume that it's all right to borrow their pencils, use their dice or look at their character sheets without asking permission first. Although this may seem silly to you, it may be important to someone else. A simple question shows respect for the other player and avoids what could be a highly volatile situation. Similarly, it is not acceptable to hit someone for rolling your dice without permission.
6. This is a role playing game, which covers a wide array of emotions and intensity. Speaking in-character is both accepted and encouraged, but it is *never* acceptable to touch (without permission) or harm another person at the table. Even when speaking in-character, understand that the other people at the table might not be able to tell or understand your motivations. Know where the line is and don't cross it.
7. Shower. We can't say it enough. A little soap and water will make you a new man or woman. And more people will enjoy gaming with you. Hotels provide free shampoo and soap. Only you can prevent gamer funk.
8. Know the rules for your character. If you're a spellcaster, look at the material components, casting time, duration, area of effect, target and specific results of your spells. If you're an archer, understand what constitutes a melee or threatened square and the different AC bonuses caused by cover.
9. Know your race. Many humanoid races give a multitude of bonuses. Although some of these come into play frequently and are well known, others are more obscure because they aren't relevant to most situations. Be sure to understand the race you're playing and the benefits that provides.
10. There is very little record-keeping in LKoK and we like it that way. Your character sheet is your own concern and we trust you to keep it correctly and honestly. Please reward our trust by playing honestly and fairly.

## TIPS FOR JUDGES

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The RPGA has actual rules of ethical play that members should read and understand. We're not interested in expanding these rules so much as providing helpful tips so that everyone involved with Living Kingdoms of Kalamar can enjoy the experience together. Remember, we're here to have fun together, which requires cooperation and enthusiasm. (Is it just me or does this sound familiar?)

1. Read the module! There are times where going into a gaming session without having prepared a module is unavoidable (this most frequently happens at conventions); however, it's nothing we want to encourage or support. If you are given the time to prepare a module, be sure to read through it at least once. Although modules are written to be as judge-friendly as possible, there are nuances and actions that may be missed during a hurried reading during game-play. Remember that important facts of NPC motivations or influences to the actions within the module may be stated in one paragraph. If you haven't taken the time to read the module first, it may cause the module to play out in a totally different fashion (perhaps leading to PC death).
2. Shower. Especially if you're at a convention. Gamers always try to cram in as much gaming as we can at a convention because we have only a few short days to have as much fun before we go back to the world of the mundane. However, if you forego showering for four days, it doesn't matter if you're having fun because the rest of the table is choking back bile. Showers are important. ☺
3. Read through the spells presented in a module to refresh your memory. A spellcaster's tactics are based largely around his spell selection and knowing what is required to cast a spell and the resulting effect will help the module maintain its pacing.
4. Be willing to accept player criticisms and work to always improve. Remember that D&D is a complex game and none of us know it perfectly. If there's something you're unsure about, be willing to consider suggestions from the table. It doesn't make you look less competent, but more secure in your abilities as a judge.
5. Criticisms have their time and place. Emotions can run high during a gaming session and players may forget that you are the judge. If you have made a ruling and a player is refusing to accept it or is becoming belligerent because of this ruling, remind him that you are the arbiter at the table and your ruling stands. If the problem continues, seek the assistance of a convention coordinator or ask the player to leave the table.
6. Be willing to admit your mistakes. If you made a ruling and later realize you were incorrect, don't be ashamed to make amends. Find the fairest method to fix your mistake and continue on with the module. We all make mistakes, but its important not to put the players at a disadvantage based on our own errors.
7. Shower. We can't say it enough. A little soap and water will make you a new man or woman. And more people will enjoy gaming with you. Hotels provide free shampoo and soap. Only you can prevent gamer funk.
8. Use proper table etiquette. A module isn't the time to answer the phone, smoke a cigarette, or work on other materials. Your attention should be on the module and your players.
9. If you have the time, pre-draw the necessary maps for the adventure. The pacing of the module will continue uninterrupted and it shows the players that you're a competent and prepared judge, adding to your authority at the table and their enjoyment overall.
10. Villains and monsters are put into the appendices of all LKoK modules. Each ATL has its own appendix as well. Review the different monsters/NPCs that the players will encounter during your module. Skills, feats and abilities may make an enemy far more complex than simply charging forward and attacking. Feinting, invisibility, grappling and a number of other things may give an opponent a significant advantage in combat and those advantages are factored in when the module is written. If these are simply tossed aside for a slugfest (a race to 0 hit points), then the encounter becomes much weaker than was originally intended. Although we're not out to kill players, the risk and challenge of combat give a sense of accomplishment and pride to those characters that overcome situations that appeared dire.

CHARACTER \_\_\_\_\_ RPGA NUMBER \_\_\_\_\_ PLAYER \_\_\_\_\_

CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_ ALIGNMENT \_\_\_\_\_

RACE \_\_\_\_\_ SUB-RACE \_\_\_\_\_ SIZE \_\_\_\_\_ DEITY \_\_\_\_\_



CHARACTER RECORD SHEET

Table with 5 columns: Ability Name, Ability Score, Ability Modifier, Temp. Score, Temp. Modifier. Rows include STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), and CHA (Charisma).

HP Hit Points form with a large empty box for the total value.

AC Flat-footed and Touch form with empty boxes for values.

AC Armor Class form showing the calculation: AC = 10 + Armor Bonus + Shield Bonus + DEX Modifier + Size Modifier + Natural Armor + Misc. Modifier.

SPEED Base, Armored, Run (3x), and Run (4x) form with empty boxes for values.

BASE ATTACK Bonus form with an empty box for the total value.

INITIATIVE form showing the calculation: Initiative = DEX Modifier + Misc. Modifier.

GRAPPLE Attack Bonus form showing the calculation: Grapple = Base Attack Bonus + STR Modifier + Size Modifier + Misc. Modifier + Temp. Modifier.

RANGED Attack Bonus form showing the calculation: Ranged = Base Attack Bonus + DEX Modifier + Size Modifier + Misc. Modifier + Temp. Modifier.

SAVING THROWS section including FORTITUDE (Constitution), REFLEX (Dexterity), and WILL (Wisdom) with calculation boxes.

WEAPON form with fields for Range, Attack Bonus, Damage, Critical, Weight, Type, and Size.

WEAPON form with fields for Range, Attack Bonus, Damage, Critical, Weight, Type, and Size.

WEAPON form with fields for Range, Attack Bonus, Damage, Critical, Weight, Type, and Size.

ARMOR/PROTECTIVE ITEM form with fields for Type, Armor Bonus, Max Dex Bonus, Speed, Weight, Check Penalty, and Spell Failure.

SHIELD/PROTECTIVE ITEM form with fields for Armor Bonus, Weight, Check Penalty, Spell Failure, and Special Properties.

AMMUNITION form with a grid of boxes for tracking different types of ammunition.

CROSS-CLASS SKILLS Max. # Ranks /

Table listing skills (Appraise, Balance, Bluff, Climb, Concentration, Craft, Diplomacy, Disguise, Escape Artist, Forgery, Gather Information, Heal, Hide, Intimidate, Jump, Listen, Move Silently, Pantomime, Perform, Remote View, Ride, Search, Sense Motive, Spot, Survival, Swim, Use Rope) with columns for Key Ability, Ability Modifier, Ranks, Misc. Modifier, and Skill Modifier.

SKILLS (TRAINED ONLY) section with a grid for tracking trained skills.

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





## CUSTOMS OF PEKAL

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### *Burial*

A custom that varies from region to region across Tellene, Pekal's own burial practices are perhaps the most traditional. With its strong agricultural roots, corpses are buried in wooden boxes typically near fields or orchards. Cemeteries are constructed as a place of remembrance, but rarely are there physical bodies buried beneath the headstones and markers. The exception to this is the wealthy class. Powerful merchant families and nobility have never actually participated in the custom, instead building private grave sites on their ancestral homes. Along with cemeteries for foreigners (Pekalese law allows a person to be buried—or cremated—according to his home nation's customs), these places mark the most common sites for the undead to rise.

### *Dueling*

Dueling in Pekal, like most cultural institutions there, is a holdover from the time when Kalamar controlled the principality. With independence, Pekal attempted to separate itself from the Vast Empire more than just politically. With this in mind, Prince Kafen outlawed duels to the death in Pekal soon after he was crowned. However, dueling was too valuable a tool for the settling of disagreements, especially between members of the landed and ruling classes. Therefore, presently in the principality, the noble and landed classes alone practice dueling. Lesser citizens of the principality are discouraged from undertaking duels, as there are no formal guidelines for the practice. However, any of the upper-class families know—and teach their children—the unwritten rules of dueling in Pekal. In essence, dueling is a sort of “shadow justice and honor system” reserved solely for the elite and those who travel in elite circles. Duelists who specialize in acting as proxies for those less hardy nobles can earn a good living plying their trade in Pekal and other nations that were or still are dominated by Kalamar.

#### Rules:

- An aggrieved party can challenge the insulting party to a duel. The challenger can name the rules of the duel, particularly the location, the weapons used, and the terms of victory. No duel in Pekal can be to the death.
- The challenged party has 24 hours to accept the challenge or find a suitable proxy to stand in for him.
- If the challenged party employs a proxy, the challenger can also name a proxy.
- If the challenged party refuses to accept, the matter is dropped, resolved in favor of the challenger, or turned over to the system of justice, depending on the situation. In matters of honor, this means the insulting party must apologize and promise to speak no more ill of the aggrieved party. In judicial matters, the matter is referred to the justice system.
- The winner of the duel is legally justified in the matter in the eyes of the Pekalese authority.
- The loser of the duel agrees to respect the wishes of the winner.
- Both sides must agree on an impartial judge to referee the duel and settle duel-related disputes.
- Breaking the rules of the duel equates to losing the duel.
- Duels mostly take place in secret locations with none but the parties and the referee watching. This is to keep the lesser citizens from knowing that dueling does still take place.
- If a participant in a duel is killed, the murderer is most likely punished with just a fine. However if a large crowd, especially of non-noble citizens, witnesses a duel, the murderer is prosecuted for his crime to the full extent of the law.

### *Greeting Strangers*

Pekal, even in a time of possible war, is still kind-hearted at its core. Although many residents are wary of strangers from the south, the principality shares similar blood lines to other Kalamarans from the Vast empire. A typically Pekalese greeting is both hands raised at shoulder level, a smile and a cheery greeting. Not returning a gesture is considered rude and possibly hostile. Travelers know to keep a watchful eye on anyone not willing to “exchange hands.”

### *Keeping Time*

Time in Bet Rogala is kept according to the bells mounted at the top of the various watch towers stationed about the city. There are two sets of twelve bells each day. If someone refers to “the Ninth Bell in the morning” it is 9 AM. “Fifth Bell in the afternoon/evening” refers to 5 PM. This sometimes makes timekeeping tricky. If it's approximately 9:45 and someone says, “Meet me in two bells,” you only have 1 hour and 15 minutes to make it to the meeting place. The same statement made at 9:05 means you have nearly two hours to arrive, but the same number of bells passes.

Time keeping itself originates from the Temple of the Raiser (a tradition established in Bet Rogala's early years when the Farmers' Market was a major city event). At the top of each hour, the Order of Time (shrine to the Fate Scribe) rings its bells. Each tower that hears them rings theirs, and the process continues across the city (thus the time in the southwest portion of the city is generally a little later than the northeast).

There are a few exceptions to this custom. At noon and midnight, all the temples in the Temples District ring their bells simultaneously. The Midnight Bells are the last bells until 5 the next morning (the average time that farmers awake). Although the first bell in the morning is at five o'clock, it's still referred to as the Fifth Bell in the morning.

### ***Mark of Slavery***

When a person is sold into slavery, both ankles are tattooed with chain links. Although this may easily be covered by pants or boots, any person refusing to reveal his or her ankles to the authorities is considered to be an escaped slave and arrested pending further investigation. Other than this one physical mutilation, slavers aren't treated too poorly in the Principality of Pekal. The practice itself has fallen out of favor with most citizenry as Elven sensibilities begin to influence the human population to act in a more humane manner. A slave is still property, though. This means that setting a slave free without the master's permission is theft of property. Similarly, a master may treat his slave in any manner he or she sees fit, as it's a matter of property and not civility.

When a person is set free or purchases his or her freedom, he's given paper that's died a light red. Although it has a more official title, most laymen simply call them "walking papers." Former slaves are required by law to present walking papers to any potential employers and authorities may demand to inspect walking papers at any time. Slaves rarely go anywhere without their papers, going so far as to sleep with them under their pillows. In more corrupt nations, authorities have been known to burn walking papers in efforts to frame former slaves for some particular crime. This is especially true in the southern Brandobian kingdoms where Elves are involved. A former Elf slave, however so rare in the region, must flee Eldor and Pel Brolenon in fear of racial persecution. They do not last long on the streets as former slaves. No such cases are known to have occurred in the Principality of Pekal.

### ***Marriage***

The distinction of a human as "Kalamaran" or "Fhokki" can be misleading at times, but also reveals a telling fact of Pekalese traditions. Defining someone as Kalamaran is generally a result of those features that are most prominent in the person. Hair, height and eye color may be within Kalamaran tradition, but skin complexion may a bit more bronze and the hair might be curly. Obviously the person's bloodline is not pure. Most citizens in Pekal are not. However, a person is still referred to by whichever bloodline is most predominant.

This isn't always the case. In smaller villages and wandering tribes, it's still socially unacceptable to marry outside of one's race. When a person is referred to as a "Kalamaran" or a "Fhokki" in a thorp or barbarian tribe, it is a safe bet to say that that person is pure-blooded. The consequences of mixing bloodlines may be as subtle as family discord to as public as banishment from the village. Such traditions are shunned in the more metropolitan areas, but are a way of life in the more rural areas of Pekal.

### ***Merchant's Native Language***

Merchants in Pekal accept the custom of native languages. If a merchant speaks to a customer in that customer's native language first, it is expected that the price will be increased. If the customer speaks to the merchant in the merchant's native language first, it is expected that the price will be lowered. Although there are not any specific rules on the increasing and decreasing of prices, it is generally accepted that merchants will raise prices as much as 10% of book-price and discount as much as 5%. Please **NOTE** that this rule is to add depth to the setting. Players and judges are being trusted not to abuse such a rule and any egregious abuse of this concept will not be tolerated.

### ***Nightfall***

The streets of most cities and towns empty after sunset. City guardsmen, restless adventurers and the lesser element of a city may continue on, using the lamps that dot the different city streets, but the common citizen turns in to spend time with his or her family. This time is spent reading, telling stories or reciting favorite passages of poetry. More devout families also own a number of religious canons and spend evening hours evangelizing the rest of the household.

Along with these practices, there is also a customary ward against evil that most households recite at each entranceway once the entire family has moved inside. The prayer to the Holy Mother grew out of ancient folklore. During dark times where the countryside was infested with undead and lycanthropes, the Home Foundation would send a small group of clerics to bless the doorways of the faithful. The prayer to the Holy Mother is still recited by countless matrons across Tellene. Supposedly the ward refuses entry to lycanthropes, vampires, undead and other unsavory monsters. "Blessed Mother, protect this house of the faithful so that we may continue to live in your gracious love."

### ***Races in Society***

All the civilized races are welcome in Pekal. It is a conscious effort on the part of the principality to be welcoming to all those who would choose to move there. An increase in population reaffirms the nation's claim to independence. Some races are more accepted than others, though. Hobgoblins and Half-Hobgoblins, although accepted, are still treated with reserve or open suspicion. The race's fanatic devotion to honor is what allows them to remain welcome in the principality. They're frequently used as mercenaries and in the end, other residents of Pekal are aware that the Hobgoblins and Sil-Karg are maintaining the stability of the nation.

Because of this grudging acceptance, Half-Orcs actually receive less hostility than they may in other areas. They are seen a step above Hobgoblins. This is odd considering Orcs aren't considered to be civilized. Because of this, though, Half-Orcs that live in a civilized area are considered to have embraced their human side, whereas Half-Hobgoblins still cling to their goblinoid heritage.

### ***Spoken Language***

Merchant's Tongue is prevalent throughout cities such as Bet Rogala, Baneta and Koreta. However, if a person is multi-lingual, it is considered rude to speak in Merchant's Tongue without first offering to speak in the language of the other person. Similarly, if the speaker does not know the other person's language, but that person knows the speaker's, it is equally rude to continue the conversation in Merchant's Tongue without first attempting the native language of the speaker. The main exception to this is when speaking in a group of people that do not all share a common language other than Merchant's Tongue.

### ***The Honorable***

Although all nobility are Honorable, not all Honorable are nobility. The term "Honorable" is something akin to "Sir" in relation to knighthood. It's a title bestowed on military leaders, knights, important political figures and gentry alike. It can also be awarded by the crown for service to the principality. Such an award is indiscriminate of social class, although it has never been given to a common laborer. And although the title of Honorable certainly raises a citizen's social status, it is used in various fashions. Gentry hardly ever use it, except in the most formal greetings or recitations of lineage. Military officers and constabulary members typically combine the title with their own rank or position. Any knightly orders, though, use the term Honorable in its pure form. A person is never referred to as "Sir" or "Sir Knight" but always as "the Honorable." Similarly, to avoid confusion with a person that is considered to be honorable (as the custom is common among Hobgoblin mercenaries and those that work with them), the title is capitalized when written and is often preceded by the word "the" in speech to distinguish between the two.

### ***Women in Society***

Although the Elven influence on Pekal has led to many of its more liberal mentalities, its acceptance of women in stereotypically male roles is a direct result of the Queendom of Tharggy. The Fhokki nation is ruled almost entirely by women and is a close support of Pekal's independence, offering military support and training. The influx of female Fhokki warriors quickly dispersed any notion that women are an inferior gender. Women are now permitted in all capacities of the workplace, as laborers, soldiers and even gentry. Wills and titles may now be passed to women and they may then assign such properties themselves on their own deaths.

Although this practice is accepted, the change itself is slow in coming and the Old Guard of Pekalese society still scoff at a household that requires its women to work to be successful.

## IN-CHARACTER KNOWLEDGE OF BET ROGALA

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PCs may want to gather information about Bet Rogala. Use the following for a guideline and to base other queries upon. The DCs are listed before the information bits. Remember you cannot take 20 on a Knowledge or Gather Information check. You also cannot take 10 or 20 on a Bardic Knowledge check.

Abbreviations used:

BK: Bardic Knowledge

INT: Intelligence check (Max DC of 10)

GI: Gather Information

KBR: Knowledge (Bet Rogala)

KP: Knowledge (Pekal)

A successful GI (DC 5), INT (DC 5), KBR (DC 3), KP (DC 7) and/or a BK check (DC 10) reveals any of the following information.

- There are at least 21,900 living in Bet Rogala
- Bet Rogala trades with the small communities encircling Lake Eb'Sobet. They receive unfinished goods from these communities and provide finished ones such as wagons, boats, furnishings and tools.
- Half of its citizens are humans of various races. The other half is evenly split between Halflings, gnomes and elves.
- Bet Rogala is located on the northeaster shores of Lake Eb'Sobet
- The Pekal Prince Kafen rules the city and enlisted other humanoids to help him rule
- Most of the city's residents are artisans, farmers or fishermen.
- The people live comfortably due to the plentiful supply of fish and the moderate climate.
- Small natural and artificial hills are home to the city's Halflings and dwarves.
- Soldiers bivouac outside the city's walls
- The middle and upper class citizens live in large brick homes.
- Smaller Pekalese merchant caravans from Baneta and other cities trade with Bet Rogala. They find the wealth of the exotic city warrants the overland journey and the caravans often continue north to Koreta and Bet Rogala after stopping in Bet Rogala.
- Exotic goods are available in Bet Rogala but at inflated prices.
- Humanoids of all sorts populate the army. The core of the army is made up of human foot and horsemen. They are rounded out by Halfling slingers, gnomish engineers, Elven scouts and Elven archers. War wizards stand by battle priest to sway combat towards Bet Rogala's cause.
- Bet Rogala sees little foreign trade because the larger merchant trains find it easier to travel along the Banader and Renador rivers, thus bypassing Bet Rogala.
- Adventurers bring a good deal of wealth into the city.
- The poorer citizens of the city live in ancient Deje lake houses.
- Pipido is a full day's ride from Bet Rogala.
- There are more wizards in Bet Rogala than anywhere on Tellene.
- The College of Magic calls Bet Rogala home.
- The College of Magic hosts an annual fair which lasts a week
- There is an annual event held in a flat area simply called "the Green" which is an annual wrestling competition. It is hosted by the Temple of Three Strengths, has hundreds of entrants and thousands attend it

A successful GI (DC10), INT (DC10), KBR (DC8), KP (DC12) check and/or BK check (DC15) reveals any of the following information.

- The Archmage Zenith is the Dean of the College of Magic
- Graduates of the College of Magic often become leaders of the city and of the nation.
- Tomas Palinwayt is the chancellor of the college of magic. Palinwayt is the highest cleric of the Temple of Enchantment and is the Holder of the Platinum Key.
- Prince Kafen's time is split between maintaining trade, advancing the war with Tokis and his own plan to convince Adoku Sorbia to leave the Kalamaran Empire.
- There are 20,900 people living in Bet Rogala
- Deji architecture is prominent in the poorer section of the city
- There are a lot of affluent mages in the city. It is not uncommon for them to sponsor adventuring companies.
- On occasion Kalamaran spies have been caught in the Pekalese military
- Elevation Solivandrial, a prince of their own race, leads the Elven troops.
- Eleven is fiercely protective of his troops
- The Halfling troops are led by Nolan Brightstar.
- Prince Kafen's collection of humanoid advisors consists of three elves, two gnomes and four Halflings
- Archmage Zenith is quick to forgive slight but has often taken long-term offense to seemingly minor incidents.
- Graman Harukan is deeply respected by the College of Magic and is Prince Kafen's Bodyguard
- Zo'Amas the Lame was Prince Kafan's fortuneteller. Zo'Amas is a master of curses, wards and magical spells.
- The book "Shielding the Mind and the Body" was written by Zo'Amas and is considered to be one of the best-known tomes of magical defenses.
- Bet Rogala's thieves guild is an exclusively an human organization and hunt down humanoid freelancers because the humans fear their natural abilities.
- All magic performed in Pecal must be approved and licensed by the college.

A GI check (DC15), KBR (DC13), KP (DC17), and/or BK check (DC19) reveals any of the information listed in the INT check section plus the following

- Elevation boldly wears a gold diadem which he took on a raid on Pipido
- The College of Magic has two-dozen instructors and near fifty dedicated students at any given time.
- Prince Kafen uses his humanoid advisors mainly to police their own semi-independent races.
- The Temple of Enchantment has 200-300 worshippers. There are far more when the College of Magic has its annual magic fair as wizards and apprentices pack its hall.
- Nolan Brightstar plans to add another 400 troops to his command, which will almost double their number.
- Graman Harukan uses Prince Kafen's bodyguards as a shield to cast his lethal magic. He is rumored to have several lethal spells of short range.
- Zo'Amas lost his position as Prince Kafan's fortuneteller for taking more interest in personal matters than he did in the prince's welfare.
- A woman by the name of Ziril is rumored to lead the thieves' guild
- The College of Magic was built during the Reign of Emperor Kolokar.

## IN-CHARACTER KNOWLEDGE OF BANETA

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PCs may want to gather information about Baneta. Use the following for a guideline and to base other queries on. The DCs are listed before each information bit. Remember you cannot take 20 on a Knowledge or Gather Information check.

Abbreviations used:

BK: Bardic Knowledge

INT: Intelligence check (Max DC of 10)

GI: Gather Information

KB: Knowledge (Baneta)

KP: Knowledge (Pekal)

A successful GI or INT check (DC5), KB check (DC3), KP check (DC7) and/or a BK check (DC10) reveals any of the following information.

- The ruler's name is Lord B'Pareso
- Otter furs are Baneta's best known product
- Most of the homes are one or two story buildings
- Baneta has a garrison of troops
- Their navy is quite large
- Weddings are often performed in a cemetery.
- The city of the whale takes its name from the annual migration of whales a pod apparently makes its home in Elos Bay and appears just outside the city each spring. Hunting the whales is punishable by death.
- The Banader River supplies Baneta with some of their goods.

A successful GI or INT check (DC10), KB check (DC8), KP check (DC12) and/or BK check (DC15) reveals any of the following information.

- The population is at least 10,000 people.
- The residents are mostly human with a strong Brandobain and Deji influence.
- Lakaran the wizard is consulted before any significant changes are made
- Lakaran is the supreme wizard in the city
- The citizens dress in plain clothes but use feathers, jewelry, scarves, beads and bags to highlight their garb.
- Almost every day the sky and sea are a rich blue color.
- The citizens worship in modest temples
- The constabulary comes down hard on those disturbing the peace
- While there is theft and violence, crime is a rare thing in Baneta.
- The people show no prejudice toward civilized humanoids.
- Dwarves are scarce in Baneta and people are curious about them because of this.

A GI check (DC15), KP (DC17), KB (DC13) and/or BK check (DC20) reveals any of the information listed in the INT check section plus the following

- The population of the city is 16,000
- A few Fhokki took exile in the city but the only remnant of their presence is the occasional fair-haired Banetan.
- Civilized humanoids keep to themselves for the most part but are civil to other residents.
- Lord B'Pareso relies on his capable, matronly wife Fitolima for advice. Fitolima, or "Fima" for short, is widely respected for her diplomatic skills but snickered at (even by some of the locals) for her outrageous costumes.
- Baneta relies on ships coming down the Banader River for most of their supplies including gems and other mineral wealth from P'Bapar.

- Baneta also exports fish oils and the poison of the rainbow eel, which is a mild anesthetic.
- The garrison holds 300 troops
- Baneta is the homeport of the Pekalese navy, which is 90 ships strong. At any given time a third of the vessels are out at sea with the rest in the harbor for rest, repairs, or refitting.
- Rumor has it that the navy is slowly losing the war with Tokis.
- Repairs to the fleet keep the docks busy.
- Admiral Ruwasan is an incompetent leader who has squandered opportunities given to him
- After the Admiral had a pirate leader publicly flogged several pirate ships joined the Tokite fleet.
- Baneta has modest temples to the Halls of the Valiant, the Assembly of Light and the Parish of Love.
- The Order of Thought used to have a temple here until the cleric was removed due to scandal.
- It is rumored Lakaran the wizard fears he is near the end of his days and therefore, has taken on an apprentice.
- Bandorain the Bold was chosen from over 600 applicants to be Lakaran the wizard's apprentice.
- The tradition of getting married in the cemetery containing Hivlas and Hilu'A's tomb came from the tragic circumstances surrounding the couple's marriage. They were married in battle by the town's only cleric to avoid dying unmarried. They and the cleric died from an orc attack.
- The Parish of Love where the cemetery rests keeps the Tomb of Hivlas and Hilu'A immaculate.
- Rumor has it that long ago an elf tried to slay one of the whales in the bay. As he was about to strike a freak wave carried him back to shore and crashed him against a large rock. Until the whales returned a year later any boats moored near the dock drifted away or sank. Because of this legend no Banetan will allow a stranger to harm the giants.

## IN-CHARACTER KNOWLEDGE OF KORETA

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PCs may want to gather information about Koreta. Use the following for a guideline and to base other queries upon. The DCs are listed before the information bits. Remember you cannot take 20 on a Knowledge or Gather Information check. You also cannot take 10 or 20 on a Bardic Knowledge check.

Abbreviations used:

BK: Bardic Knowledge

INT: Intelligence check (Max DC of 10)

GI: Gather Information

KKo: Knowledge: Koreta

KK: Knowledge: Kalamar

A successful GI (DC5), INT (DC5), KKo (DC3), KK (DC7) and/or a BK check (DC10) reveals any of the following information.

- Koreta is part of the Principality of Paru'Bor.
- There are at least 5,000 people living in Koreta.
- The Honorable Mayor Fakavik Balamel rules Koreta and answers only to Prince Ragil V.
- Lady Asamere is fond of music and sponsors a small troupe of bards. The hall where they perform is called the "Wayward Muse".
- The Wayward Muse often lets traveling bards stay there in return for a performance.
- Prince Ragil V is the ruler of the Principality of Paru'Bor
- The rich live in the safer parts of the city.
- The city is divided into districts based on social status.
- The Courts of Justice is the favored church in Koreta.
- There is an outpost here with at least 90 soldiers here.
- There are more weaponsmiths in the city than there used to be.
- On occasion merchants from Bet Rogala stop here on their way to Bet Regor
- There is a powerful sorceress that lives in the merchant's district.
- Koreta is plagued by numerous cut purses but no leader has yet emerged to form them into a guild.
- The Dreaming Dragon pub is a favorite of many travelers.
- Quite a few elves have arrived in Koreta recently. Most of them appear to be seasoned archers.

A successful GI (DC10), INT (DC10), KKo (DC8), KK (DC12) check and/or BK check (DC15) reveals any of the following information.

- There are at least 6,500 people living in Koreta.
- Koreta was once part of Kalamar.
- Prince Ragil V is a distant cousin of Emperor Kabori.
- Koreta is divided into districts based on social status.
- There are houses of worship for The Hall of Oaths, the Halls of the Valiant and the Founder's Creation in Koreta.
- The Church of Everlasting Hope, the Order of Thought and the Inevitable Order of Time have shrines in Koreta.
- There is an outpost here with at least 110 soldiers here.
- The human population in the city consists of mostly Kalamarans and Fhokki but there is a small number of Dejay that live here.



- There is a sage in the merchant's district by the name of Tomare. Some people think she was a sorceress but no one has ever seen her cast a spell.
- Two experienced thieves are trying to gain support from their peers to form a criminal organization.
- Many adventurers that pass through Koreta drink at the Dreaming Dragon pub.
- Nelata Ku'Kira is the owner of the Dreary Dragon pub.
- A bard by the name of Feligal is the trustee of the Wayward Muse.
- A human female by the name of Daruvik owns the Happy Maiden tavern.
- A ship called the "Heart's Home" docks here on occasion
- An old human male who is known as Colonel Seetov is a well-traveled, popular citizen.
- Jiloba B'Lobatar is a local resident who is a member of the College of Magic. She has a pet leopard.
- A human by the name of Kemp sells herbs near town.
- Most of the new elven visitors are elven archers that have been stationed in Koreta by the Pekalese army.
- Bowyers and fletchers have come to the city in order to meet increased demand for quality weapons.

A GI check (DC15), KKo (DC13), KK (DC17), and/or BK check (DC19) reveals any of the information listed in the INT check section plus the following

- There are 7,800 people living in Koreta.
- Prince Ragil V and the Emperor are bitter enemies.
- There is an outpost with 136 men here.
- While most of the citizens of Koreta feel safer now that the city's defenses have been bolstered there is an underlying feeling among retired, seasoned soldiers that they may not be enough to make a difference.
- As part of its peace treaty with Pekal, Koreta houses the primary detachment of the Pেকেlese Army's Elven archers.
- The Temple of Strife and the Congregation of the Dead are rumored to have agents and possibly a hidden place of worship in the city.
- Tomare is a retired sorceress. She now makes her living as a sage and owns a home/library in the merchant's district. She was the sole survivor of an adventuring party she gathered together. She will only cast spells in dire circumstances as she has sworn off her past life out of guilt.
- A mysterious shadow figure is pulling strings behind the scenes to control thievery in Koreta. His lieutenants are posing as potential rival guild lords to both weed out undesirables and keep suspicion from the guild's true master.
- Nelata Ku'Kira is a retired Knight of Justice. He has acted as a go between for adventurers looking to be employed and reputable caravan owners looking for guards.
- Some of her assistants feel that Lady Asamere is perhaps too fond of Feligal the bard. There has been no solid proof of her infidelity yet.
- Hydras prefer to lair in swamps
- Jiloba's 'pet' is actually her familiar
- Lake Tongue is an uncommon herb found near the shores of lakes and flowing rivers. It is an ingredient to make a *potion of tongues*.

## IN-CHARACTER KNOWLEDGE OF LEBOLEGIDO

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It should be expected that the PCs may want to gather information about Lebolegido. Use the following for a guideline and to base other queries upon. The DCs are listed before the information bits. Remember you cannot take 20 on a Knowledge or Gather Information check. You also cannot take 10 or 20 on a Bardic Knowledge check.

Abbreviations used:

BK: Bardic Knowledge

INT: Intelligence check (Max DC of 10)

GI: Gather Information

KLR: Knowledge: Lebolegido

KK: Knowledge: Kalamar

A successful GI (DC5), INT (DC5), KL (DC3), KK (DC7) and/or a BK check (DC10) reveals any of the following information.

- Lebolegido is the home of the Lebolegido Tactical Academy (LTA).
- The LTA is a gladiatorial school.
- The LTA also houses the Hall of Heroes.
- Lebolegido sits on the shores of the majestic Las Eb'Sobet.
- Disturbances are often reported at the Town Guardhouse.
- Duels mostly take place in secret locations.
- The Blushing Maiden is a tavern near the town docks.
- The Happy Maiden is a tavern near the marketplace.

A successful GI (DC10), INT (DC10), KL (DC8), KK (DC12) check and/or BK check (DC15) reveals any of the following information.

- Eryll is one of the town's investigators
- The LTA is under the jurisdiction of the Pekalese military.
- The LTA consists of a small compound of buildings surrounding an imposing arena of Kalamaran architecture.
- Linobi is the LTA's headmaster. He is a powerfully built Kalamaran in his late 40's with prematurely white hair.
- The Blooded are those in a group from the LTA who have been injured in gladiatorial combat.
- Most of the LTA's leadership are Blooded
- Bellur Wrut is an instructor at the LTA.
- Prince Kafen outlawed duels to the death in Pekal.
- Anyone may join the LTA if they meet the requirements and can afford the tuition but magic is strongly discouraged.
- A dwarven male by the name of Krumaz owns the Blushing Maiden tavern.
- A human female by the name of Daruvik owns the Happy Maiden tavern.
- A ship called the "Heart's Home" docks here on occasion
- An old human male who is known as Colonel Sectov is a well-traveled, popular citizen.
- Jiloba B'Lobatar is a local resident who is a member of the College of Magic. She has a pet leopard.
- A human by the name of Kemp sells herbs near town.
- The Elder

A GI check (DC15), KL (DC13), KK (DC17), and/or BK check (DC19) reveals any of the information listed in the INT check section plus the following

- The Tokite army is making use of hobgoblin mercenaries.
- The LTA dormitories are converted slave cells from the compound's gladiatorial days.
- Someone or something called the Gray Legion has been mentioned in the city.
- The last known person to use magic in the arena was a gladiator by the name of Melanaris. He was hung two weeks later for the use of "mind magic".
- Krumaz is fond of talking about food and is very interested in new recipes.
- Freecho, a deji woman is the captain of the "Heart's Home"
- Dragon Turtles, dryads, nymphs, lacedons, kraken kuo-toa and various sea hags make their home in freshwater lairs.
- Hydras prefer to lair in swamps
- Jiloba's 'pet' is actually her familiar
- Lake Tongue is an uncommon herb found near the shores of lakes and flowing rivers. It is an ingredient to make a *potion of tongues*.

# THE HONORABLE OF PEKAL

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## The Nobility

The Barony:	Althamar Dolnvrindol (Brandobian) of the Mounds District Atresilin Baluro (Kalamaran Half-Elf) of the Wilderness District Bariseto Lesepir (Kalamaran) of the Mounds District Cyrin Fapethi (Kalamaran Half-Elf) of the Elos District Estand Strond (Brandobian) of the River District Famaran Vitisalin ( <i>female</i> Kalamaran) of the River District Fatelus Labeta (Kalamaran) of the Elos District Hul'Ran Esamat (Kalamaran) of the Elos District Jumar Oakstaff (Wood Elf) of the Wilderness District Jurill Cuvinson (Wood Elf) of the Wilderness District Lincareaes Riverpearl (High Elf) of the Eastern District Makeby Sepiter (Kalamaran) of the Lake District Mindroleen Ingramelin ( <i>female</i> Brandobian) of the River District Piten Ku'Ato (Kalamaran) of the Eastern District Selmeriain Silvermoon ( <i>female</i> High Elf) of the Kalokopeli District Vrindan Brodron (Brandobian) of the Mounds District Welrad Norcrenel (Brandobian Half-Elf) of the Kalokopeli District
The Counts:	Bazi Ironaxe (Hill Dwarf) of the Central District Deshabbin Highbow (High Elf) of the Central District Folan Kapardi (Lightfoot Halfling) of the Central District Grunthal Daliforn Fireruby (Rock Gnome) of the Central District
The Marquis:	Telaris Galbranen (Brandobian Half-Elf) of the Eastern District
The Dukes:	Folimis P'Mathus (Kalamaran) of the Lake District Larofin Matikis (Kalamaran) of the Lake District

## Knights of the Realm

Knights of Fate:	The Honorable Caies Fateshand (High Elf) The Honorable Ninom Fakepi (Kalamaran) The Honorable Sakira Goldenwhisper (Kalamaran Half-Elf)
Knights of the Arcanum:	The Honorable Azishi (Svimohz) The Honorable Olmcersel Ceiarela (Brandobian Half-Elf) The Honorable Sarefesh Sharimanes (Gray Elf)

## Knights of the Empire

The Honorable Belathon Hap'nar (Kalamaran)
The Honorable Horavan Vitarela (Kalamaran)
The Honorable Jaiman Dalieria Nightsong (High Elf)
The Honorable Puramar Legasas (Kalamaran)
The Honorable Yevelis Hethasila Oaktree (High Elf)

## The Mayors

Ferasip P'dino (Kalamaran), the Honorable Mayor of B'Fagito
Kanimo B'Pareso (Kalamaran), the Honorable Mayor of Baneta
Teianida Gotamas (Kalamaran Half-Elf), the Honorable Mayor of Dethido
Hul'Rog Difo (Kalamaran), the Honorable Mayor of Dupakido
Jehesa Surearrow (High Elf), the Honorable Mayor of Elvinar

Ketha Kevitiri (Kalamaran), the Honorable Mayor of Famido  
 Crolmn Sunarrow (Brandobian Half-Elf), the Honorable Mayor of Favido  
 Kabilo Fa'Atu (Kalamaran), the Honorable Mayor of Fawodido  
 Melito Patana (Kalamaran), the Honorable Mayor of Fobamido  
 Bagezi Zifari (Forest Gnome), the Honorable Mayor of Giblet  
 Brodrilrcin Branmornil (Brandobian), the Honorable Mayor of Gorido  
 Sular Firigel (Kalamaran), the Honorable Mayor of Ka'afido  
 Fakavik Balamel (Kalamaran), the Honorable Mayor of Koreta  
 Sajias B'Paras (Kalamaran Half-Elf), the Honorable Mayor of Lanido  
 Karin Makita (Kalamaran), the Honorable Mayor of Lebolevido  
 Lurithi Thaluris (Kalamaran), the Honorable Mayor of Ludarido  
 Saraba Kagopi (Kalamaran), the Honorable Mayor of Motido  
 Molburd Rainspring (High Elf), the Honorable Mayor of Nehosihido  
 Melotis Dabiris (Kalamaran), the Honorable Mayor of Nilido  
 Liltin Ichiln (Brandobian), the Honorable Mayor of Nubido  
 Relis Gatarela (Kalamaran), the Honorable Mayor of Nudopido  
 B'Kalith Orupor (Kalamaran), the Honorable Mayor of Pedido  
 Tarum Misith (Kalamaran), the Honorable Mayor of Pikiwido  
 Badisaro Sarisedis (Kalamaran), the Honorable Mayor of Pipido  
 Marveln Moontear (Brandobian Half-Elf), the Honorable Mayor of Rosido  
 Inaver As'haser (Kalamaran), the Honorable Mayor of Sulido  
 Kelvin Asamindris (Mixed Human), the Honorable Mayor of Thetukithedo  
 Olgrem Zarkider (Stone Dwarf), the Honorable Mayor of Tokindaar  
 Titor Orimar (Kalamaran), the Honorable Mayor of Tutido  
 Gorathas Paruma (Kalamaran), the Honorable Mayor of Vithufatido  
 P'Limer P'Lithar (Kalamaran), the Honorable Mayor of W'nido  
 Remel Labito (Kalamaran), the Honorable Mayor of W'Pawido  
 Perimel Setiman (Kalamaran), the Honorable Mayor of W'vido  
 Ramul B'Porik (Kalamaran), the Honorable Mayor of Wedafido  
 Pelisar Longraver (Kalamaran Half-Elf), the Honorable Mayor of Worido

## The Military

Army	The Honorable General Bakus Kuwaki (Kalamaran)—Heavy Cavalry (dec.) The Honorable Colonel Falaris Ka'Ato (Kalamaran)—Heavy Cavalry The Honorable General Eva Ivaris ( <i>female</i> Kalamaran)—Light Cavalry The Honorable General Situs Selemar (Kalamaran)—Heavy Infantry The Honorable General Gomar Steelstar (Kalamaran Half-Elf)—Hobilar The Honorable General Jelena Sierraia ( <i>female</i> High Elf)—Elven Infantry The Honorable General Strongoak Willowreed (Wood Elf)—Light Infantry (Archers) The Honorable Colonel Nolan Brightstar (Lightfoot Halfling)—Slingers
Marines	The Honorable Marine General Purimal Lasarela (Kalamaran) The Honorable Marine Colonel Hamiris Surestep (Kalamaran Half-Elf) The Honorable Marine Colonel Noakaer (Reanaarian mix)
Navy	The Honorable Admiral Emeasia Naizix (Reanaarian) The Honorable Captain Asemer Oakshadow (High Elf) The Honorable Captain Gaavao (Reanaarian Half-Elf) The Honorable Captain Resimar Sanamo (Kalamaran)

## The Constabulary of Bet Rogala

The Honorable Head Constable Janaiy (Dejy)—Artisans District  
 The Honorable Head Constable Aris P'Manis (Kalamaran)—Coins District  
 The Honorable Head Constable Wiuxie (Reanaarian mix)—Dock District  
 The Honorable Head Constable Vilokur (Fhokki mix)—Merchants District

The Honorable Head Constable Govibar B'Saranar (Kalamaran)—Municipal District  
The Honorable Head Constable Dilokis Farogas (Kalamaran)—Old Town  
The Honorable Head Constable Vilikel Setisar (Kalamaran)—Royal District  
The Honorable Head Constable Galis Belis (Kalamaran)—Scholars District  
The Honorable Head Constable Tharkka (*female* Fhokki)—Temple District  
The Honorable Head Constable Kazak Ironfist (Hill Dwarf)—Dwarven Quarter  
The Honorable Head Constable Shiven Softstep (High Elf)—Elven Quarter  
The Honorable Head Constable Gerjrast Goldtooth (Rock Gnome)—Gnomish Quarter  
The Honorable Head Constable Bolan Bojardi (Lightfoot Halfling)—Halfling Quarter

### **The City Guard of Bet Rogala**

The Honorable Guard Colonel Kananivik Darisek (Kalamaran)  
The Honorable Guard Captain Anandus Akashus (mixed human)  
The Honorable Guard Captain Balorel Remasa (Kalamaran)  
The Honorable Guard Captain Damini Sinbaat (*female* mixed human)  
The Honorable Guard Captain Frolijar B'Parekson (Fhokki mix)  
The Honorable Guard Captain Gimani Saketi (*female* Kalamaran)  
The Honorable Guard Captain Josef Thomister (mixed human)  
The Honorable Guard Captain Jyothy (*female* Deji mix)  
The Honorable Guard Captain Leratak Baripi (Kalamaran)  
The Honorable Guard Captain Stronel Virinidon (Brandobian mix)

### **The Watchers of Twilight**

The Honorable Night Captain Mieka Stonehelm (*female* Mountain Dwarf)  
The Honorable Night Captain Ril Smiths (Rock Gnome)  
The Honorable Night Captain Solan Takhiti (Lightfoot Halfling)  
The Honorable Night Captain Quickeye Deerhunter (Wood Elf)

## ANIMALS AND ITEMS FOR SALE

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### *Items in Bet Rogala, Baneta, Koreta and Lebolegido*

Merchants in Pecal accept the custom of native languages. If a merchant speaks to a customer in that customer's native language first, it is expected that the price will be increased. If the customer speaks to the merchant in the merchant's native language first, it is expected that the price will be lowered. Although there are not any specific rules on the increasing and decreasing of prices, it is generally accepted that merchants will raise prices as much as 10% of book-price and discount as much as 5%.

Please **NOTE** that this rule is to add depth to the setting. Players and judges are being trusted not to abuse such a rule and any egregious abuse of this concept will not be tolerated.

#### Bet Rogala

Bet Rogala's size makes it the perfect city to purchase items in. A character may obtain mundane items, special items and masterwork mundane items in the Bazaar and various shops about the city. This includes masterwork manacles, instruments and thieves tools, although the latter two are not as frequently found. The judge is free to show the scarcity of these items by selectively making them unavailable to the public. This does not include exotic weapons mighty bows, masterwork martial ranged weapons, masterwork mighty bows, special ammunition (such as silvered arrows and bolts) or masterwork exotic weapons.

#### Baneta

Although Baneta is much smaller than Bet Rogala, the fact that it is the only port city in Pecal causes a large amount of trade to flow through the docks there. A character may obtain mundane items, special items and masterwork mundane items in the bazaar and various shops about the city. This does not include exotic weapons mighty bows, masterwork martial ranged weapons, masterwork mighty bows, special ammunition (such as silvered arrows and bolts) or masterwork exotic weapons. Baneta has a much larger gathering of bards, dancers and street performers. Because of this, instruments and masterwork instruments are always for sale, day and night. Similarly, as opposed to the repetitive offerings in Bet Rogala, musicians may find a wide variety of exotic instruments from foreign lands (but instruments from *Song and Silence* still require access from a meta-org).

Any goods bought in Baneta must be done during an adventure set in Baneta (or one that passes through). A player may spend 13 Day Units to travel to Baneta for one day of shopping (increase this number by the number of days spent in the city shopping).

#### Koreta

With the large presence of Cilorealon Elves as a permanent garrison of archers, the Army's presence has stimulated the Koretan economy for weapons production. A character may obtain mundane items, special items and masterwork mundane items in the bazaar and various shops about the city. This includes mighty bows, masterwork martial ranged weapons, masterwork might bows and special ammunition (such as silvered arrows and bolts), but does not include exotic weapons or masterwork exotic weapons.

Any goods bought in Koreta must be done during an adventure set in Koreta (or one that passes through). A player may spend 11 Day Units to travel to Koreta for one day of shopping (increase this number by the number of days spent in the city shopping).

#### Lebolegido

Being the second largest settlement on Lake Eb'Sobet, Lebolegido assumes many of the roles that Bet Rogala chooses not to. The two most apparent representations of this fact are the Temple of the Raiser and the Tactical Academy, a decommissioned gladiatorial school. The Tactical Academy's constant draw of soldiers and gladiators who don't want to give up the older traditions has spurred a market in unique weapons. A character may obtain mundane items, special items and masterwork mundane items in the bazaar and various shops about the city. This includes exotic and masterwork exotic weapons, but does not include mighty bows, masterwork martial ranged weapons, masterwork might bows or special ammunition (such as silvered arrows and bolts).

Any goods bought in Lebolegido must be done during an adventure set in Lebolegido (or one that passes through). A player may spend 5 Day Units to travel to Lebolegido for one day of shopping (increase this number by the number of days spent in the city shopping).

Mundane items are any items listed on tables 7-5, 7-6 and parts of 7-8 in the *Player's Handbook* and tables 7-5 and 7-6 in the *Kalamar Player's Guide*. Because of the cultural fear of psionics, mundane items for the *Psionics Handbook* are not openly available. The only exception to this is exotic items defined below.

**NOTE:** Items such as full plate must be fitted to its wearer. This means that such items won't be immediately available upon purchasing. The judge should assign what he feels is an appropriate amount of time for any special items to be custom tailored to the purchaser.

Exotic items are those items listed on table 7-2 in the *Player's Handbook* and on table 7-5 in the *Kingdoms of Kalamar Player's Guide* and classified as exotic.

Special items are listed on table 7-8 in the *Player's Handbook* and tables 7-1 and 7-2 in the *Kalamar Player's Guide*.

Masterwork items follow the rules for Masterwork in the *Player's Handbook* and *Dungeon Master's Guide*.

Items out of the different Wizards of the Coast sourcebooks are not sold on the open market. They must be obtained through a meta-organization.

### ***Animals for Sale (and available at character creation as animal companions)***

These animals are for sale at the price listed in *Dangerous Denizens: The Monsters of Tellene* (the prices in *Dangerous Denizens* match the *Player's Handbook* only for those animals listed in both [such as a riding dog]. Drhokkeran Chargers, for example, have a price that varies in comparison to a heavy war horse).

**NOTE:** Dire versions of these animals can be companions but are not for sale on the open market.

Badger	Duck	Ox
Bat	Eagle	Partridge
Bears-Black, Brown	Falcon-Trained or Untrained	Pig
Bison	Ferret-Trained or Untrained	Pig, Suckling
Boar	Fox	Pigeon
Bull (and calf)	Goat-Common, Kid or Trained	Pony, War Pony
Cat, Big Hunting (Leopard, Puma)	Pack	Rat
Cat, Domestic	Goose	Raven
Cat, Small Hunting (Fishing, Golden, Lynx-Bobcat)	Hare	Sheep-Coarse wool or Fine wool
Chicken	Hawk	Snake-Constrictor (Medium), Tiny Viper, Small Viper, Medium Viper, Large Viper
Cow	Horse-Draft, Heavy, Heavy War, Light, Light War, Riding	Songbird
Coyote	Horse-Gaketan Mare	Swan
Crocodile	Horse-Middling, Middling War	Toad
Deer	Jackal	Weasel, Trained
Dog, Domestic	Lizard	Wolf
Dog-Guard, Hunting, Riding	Mule	Wolverine
Donkey or ass	Otter	
	Owl	

### ***Animals for Sale (and available at character creation as animal companions)***

These animals are for sale at DOUBLE the price listed in *Dangerous Denizens* in the appropriate city.

Cat, Big Hunting (Civet)	Baneta	Dog, Saaniemian War (trained)	Baneta
Cat, Big Hunting (Clouded Leopard)	Bet Rogala	Dog, Saaniemian War (untrained)	Baneta
Cat, Small Hunting (Pampas)	Bet Rogala	Horse, Drhokkeran Charger	Koreta
Cat, Small Hunting (Serval)	Baneta	Horse, Highland Dancer	Baneta



## SPELLS FOR SALE

### *In Bet Rogala, Baneta, Koreta and Lebolegido*

#### College of Magic

The individual schools of the College of Magic make available for sale all arcane spells from the *Player's Handbook* and the *Kingdoms of Kalamar Player's Guide*.

#### Temples of Pekal

The various temples across Pekal make available for sale all divine spells from the *Player's Handbook* and the *Kalamar Player's Guide*. These spells sell at book price for lay worshippers of the particular god. Non-worshippers may purchase the spells at a 10% increase while clerics that are members of the temple may purchase them at a 10% discount.

(Ca) Cathedral—A three or four story building with a few secondary buildings, up to three dozen priests, twice as many acolytes, consistent lay worshippers and pilgrims from various nations

(T) Temple—A two or three story building with a dozen priests, twice as many acolytes and a steady mix of repeat worshippers and travelers from abroad

(Ch) Church—A single story structure that has half a dozen priests and a consistent number of lay worshippers

(S) Shrine—A small, unmanned building often tended to by a devout lay worshipper

Halls of the Valiant ([Knight of the Gods](#)): Bet Rogala (Ch), Baneta (T), Koreta (Ch), Cilorealon† (Ch)

The Home Foundation ([The Holy Mother](#)): Bet Rogala (Ch), Cilorealon (Ch)

The Hall of Oaths ([Speaker of the Word](#)): Bet Rogala (S), Koreta (S), Lebolegido (S), Cilorealon (S)

The Courts of Justice ([The True](#)): Bet Rogala (Ch), Baneta (Ch), Koreta (S), Cilorealon (Ch)

The Assembly of Light ([Eternal Lantern](#)): Bet Rogala (T), Baneta (Ch), Koreta (Ch)

The Church of the Life's Fire ([The Raiser](#)): Bet Rogala (Ch), Baneta (Ch), Koreta (T), Lebolegido (Ca), Cilorealon (S)

House of Solace ([The Peacemaker](#)): Tutido\* (T)

Parish of Love ([The Pure One](#)): Bet Rogala (Ca), Cilorealon (T)

Church of Everlasting Hope ([Lord of Silver Linings](#)): Bet Rogala (Ch), Cilorealon (S)

Temple of the Stars ([The Traveler](#)): Bet Rogala (S), Baneta (S)

The Face of the Free ([The Guardian](#)): Baneta (S), Cilorealon (S)

Theater of the Arts ([Raconteur](#)): Bet Rogala (Ch), Baneta (T), Cilorealon (Ch)

Church of the Night's Beauty ([The Shimmering One](#)): Cilorealon (Ca)

Temple of the Patient Arrow ([The Great Huntress](#)): Cilorealon (Ch)

Church of the Silver Mist ([The Coddler](#)): Cilorealon (Ch)

The Founder's Creation ([The Founder](#)): Bet Rogala (Ch), Baneta (T), Koreta (T), Lebolegido (S), Cilorealon (Ch)

The Fraternal Order of Aptitude ([The Mule](#)): Bet Rogala (S), Cilorealon (S)

Temple of the Three Strengths ([Powermaster](#)): Bet Rogala (Ch), Lebolegido (T)

Temple of Armed Conflict ([The Old Man](#)): Bet Rogala (S), Baneta (S), Koreta (S), Lebolegido (Ch), Cilorealon (S)

The Order of Thought ([The Eye Opener](#)): Bet Rogala (Ch), Baneta (Ch), Cilorealon (Ch)

Assembly of the Four Corners ([Mother of the Elements](#)): Bet Rogala (S), Baneta (S), Lebolegido (S)

Temple of Enchantment ([Riftmaster](#)): Bet Rogala (Ca), Baneta (S), Koreta (S), Lebolegido (S), Cilorealon (T)

Conventicle of the Great Tree ([The Bear](#)): Cilorealon (T), Nehosihido‡ (T)

Parish of the Prolific Coin ([The Landlord](#)): Bet Rogala (Ch), Baneta (Ch), Koreta (Ch)

The Inevitable Order of Time ([Fate Scribe](#)): Bet Rogala (Ch), Baneta (S), Koreta (S), Cilorealon (Ch)

The Way of the Berserk ([Battle Rager](#)): Lebolegido (Ch)

\*\* ([The Watcher](#)): There are no formal temples or shrines to The Watcher in Pekal.

The Thunderer's Temple ([Storm Lord](#)): Bet Rogala (S), Baneta (S), Lebolegido (S)

Church of Chance ([Risk](#)): Bet Rogala (S), Baneta (S), Koreta (S), Cilorealon (S)

The Order of the Passionate One ([The Laughter](#))<sup>◊</sup>: Fawodido (Ch), Nilido (Ch), Nudopido (Ch)

\* Although not one of Pekal's major cities or towns, Tutido has the only known temple to the Peacemaker in Pekal.

\*\* The Watcher does not have a formal church.

† Cilorealon is not within the borders of Pekal, but the Elven nation is the home of the majority of Pekal's Elven population, including Prince Kafen himself. The woodland nation is extremely spiritual and hosts a number of temples on par with Bet Rogala itself, although Cilorealon is much smaller.

‡ Although not one of Pekal's major cities, Nehosihido houses the only temple to the Bear within Pekal's borders.

◊ All these villages are located in the Kamarela Mounds, the district that manufactures the best wine in the nation.

# MASTER LIST OF META-ORGANIZATIONS

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## ***Active/Open Organizations***

### **Arcane Organizations**

College of Magic in Bet Rogala x8 tiers  
    School of Abjuration  
    School of Conjuration  
    School of Divination  
    School of Enchantment  
    School of Evocation  
    School of Illusion  
    School of Necromancy  
    School of Transmutation

Thrin Chor

Vr Mindrel

### **Divine Organizations**

Church of Chance (Risk) x Special  
Church of Everlasting Hope (Lord of Silver Linings) x8 tiers  
Church of the Silver Mist (The Coddler) x Special  
Halls of the Valiant (Knight of the Gods) x8 tiers  
House of Solace (The Peacemaker) x10 tiers  
Parish of Love (The Pure One) x9 tiers  
Parish of the Prolific Coin (The Landlord) x11 tiers  
Temple of Enchantment (The Riftmaster) x11 tiers  
Temple of the Patient Arrow (The Great Huntress) x9 tiers  
Temple of the Three Strengths (Powermaster) x9 tiers  
The Assembly of Light (The Eternal Lantern) x6 tiers  
The Church of the Life's Fire (The Raiser) x4 tiers  
The Courts of Justice (The True) x8 tiers  
The Founder's Creation (The Founder) x9 tiers  
The Home Foundation (The Holy Mother) x6 tiers  
The Order of Thought (The Eye Opener) x8 tiers  
Theater of the Arts (Raconteur) x12 tiers

### **Independent Organizations**

Blooded  
Bardic College of Baneta  
    Brotherhood of Song  
    Sisterhood of Dance  
Royal Cartographer's Guild  
Edge  
Grey Legion  
Warriors of the Emerald Wave

### **Merchant Organizations**

Pekalese Merchant's Guild  
    Adventurer's  
    Apothecary's  
    Artisan's  
    Baker's  
    Bookman's  
    Carpenter's  
    Chandler's  
    Cobbler's

Cooper's  
Farmer's  
Fisherman's  
Furrier's  
Glass Blower's  
Gem Cutter's/Jeweler's  
Horseman's  
Meat Cutter's  
Moneylender's  
Papermaker's  
Scribe's  
Smith's  
    Armorsmith  
    Blacksmith  
    Bronze  
    Copper  
    Goldsmith  
    Silversmith  
    Weaponsmith  
Spicing  
Tailor's

### **Municipal Organizations**

Bet Rogalan  
    City Guard  
    Chimney Sweepers  
    Dungeoneers (sewer workers)  
    Lamp Lighters  
    Street Sweepers

### **Military Organizations**

Castle of Honor  
Pekalese Army  
    Archers  
    Cavalry  
    Collegians  
    Healers  
    Infantry  
    Infiltrators  
    Pikemen  
    Scouts  
Pekalese Militia  
Pekalese Navy in Baneta  
    Bay Irregulars  
    Bay Regulars  
Riders of the Lance  
Steel Ribbons  
Tactical School of Leboleghido

### **Racial Organizations**

Elven Nation of Cilorealon  
Gnomish Village of Giblet  
Stone Dwarf Village of Tokindaar

# HOW TO MAKE A META-ORGANIZATION

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The primary purpose of any meta-org is to add depth to both the setting and the characters that join. Whether it's the army or the cobbler's guild, membership in an organization allows a character a third dimension past being a fighter, rogue or wizard. Based on this, a meta-organization should serve a practical purpose as a functioning entity within the Principality of Pekal as well as offer players the opportunity to add unique description to their characters.

Aside from the various temples (whose ranks are defined in the *Kingdoms of Kalamar Campaign Sourcebook*) and the College of Magic, meta-orgs offer five various tiers of membership, beginning with introductory or novice positions and ascending to the leadership of the org itself. These five tiers span the breadth of a character's career, moving from 2<sup>nd</sup> to 14<sup>th</sup> level. Based on the tier of any given meta-org, it is able to offer a certain amount of item access, influence and knowledge with an equivalent cost. Some organizations obviously have far more influence in Pekal, such as the College of Magic and the Temple of Enchantment, so the bonuses for being part of these organizations are more beneficial than joining the Goldsmiths Guild, for example. Typically, such rewards also require more participation or devotion to the cause.

A player may not be able to join a meta-org or achieve its highest tier based on how the org itself works. Just because a player meets the requirements, doesn't mean an actual position is open or the organization can accept any new members. At any time, the campaign directors may announce that membership to a specific organization is closed until further notice. This happens most frequently in the leadership tiers of organizations where leadership is already in place. But it may happen based on the org itself. The Knights of Fate only ever have 13 members. Not only must a player meet the requirements to join the organization, but also an opening must be created before a new member can be accepted. Also, players that manage to attain the leadership tier of any organization are putting their characters in a position where they have a greater affect on the region than most characters. Because of this, the directors may use top tier characters in modules when they deem necessary. They will ask, of course, but it's up to the player to understand what a complex position his or her character is now in and that position may be dangerous or influential based on the organization.

In terms of actual mechanics and structure, a diagram of a meta-org is listed below. Each organization is required to have a page of flavor text explaining its founding, current leadership, purpose and attitudes. It's also good to include at least one plot hook for the meta-org volunteer leader (guru) to use as a future module. Membership in an org always requires DUs and often requires monetary investment as well. An organization should require more than it offers. First time writers are prone to offer everything that seems probably rather than practical. An organization offering access to a number of feats, spells and/or prestige classes, shouldn't offer bonuses to too many skills and vice versa. Those organizations that offer bonuses to skills *always* offer a meta-org bonus. This means that skill bonuses from multiple meta-orgs do not stack. An organization *never* grants bonuses to combat related abilities (to hit or damage), bonus feats or items for free or access to magic items. They do typically give access to the appropriate workshop/forge/laboratory so that members can craft their own items though. The biggest bonus an organization gives, though, is membership. Modules will frequently use membership in an organization as a plot hook or have extra rewards for characters based on their affiliations. Meta-orgs are a role-playing opportunity first, and a mechanical access point second. When you feel you have a good idea for a meta-org, remember that flavor is just as important as what the org offers. Is it good because of what it gives to the players mechanically with restricted items, spells, feats and prestige classes or is it good because they can use it to add depth to their character?

*A sample template of the beginning and first tier of a meta-organization:*

## Meta-Org Title

Bi-line

Flavor Text

### Tier One (Name?)

Requirements:

- 

Duties:

- 

Benefits:

-

## EXPANDED LIST OF META-ORGANIZATIONS

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### Arcane Organizations

This is the College of Magic, its various schools, and its specialized subgroups such as the Thrin Chor.

### Divine Organizations

This is the various cathedrals, temples, churches and shrines in Pekal, Cilorealon and Koreta.

### Independent Organizations

#### **Bardic College of Baneta** ***Brotherhood of Song/Sisterhood of Dance*** By Joseph Selby

The Bardic College in Baneta is not a formal learning institution in comparison to the College of Magic in Bet Rogala. There are no daily classes or organized rosters. Rather, the college is a loose association of bards, dancers and a variety of other types of performers that gather together and share their skill. People come and go as they please, but while they're there, they are expected to share openly with the group. Whether this is a story of forbidden love, distant adventures or a rare dance from the depths of a forgotten culture, the bards of Baneta constantly seek to expand their repertoire.

The bardic college, more often referred to as the Brotherhood of Song or the Sisterhood of Dance, was originally founded over 225 years ago by two Fhokki brothers. The college was small, but hosted a steady stream of bards over the years. In 458 IR, however, just two years after Pekal declared its independence from the Kalamaran Empire, Cyraea, an Elven bard of exceptional talent, and Arama, his lover, a Basiran woman remembered as an ingenious dancer, took to the streets of Baneta proclaiming the joys of freedom. Day after day they celebrated their nation's independence and day after day their talent drew larger and larger crowds. Word spread about the couple, their talent and soon bards from across the principality and beyond began to gather in Baneta to attend the college.

Gathering coin and favors with different city guilds, the rejuvenated association of bards built a statue to the principality's fallen king, Lamnian, in a city square they frequented most often. Although the square's original name has been forgotten, it is now called Valor Square, where the statue stands amidst a giant fountain. A single, heart-shaped gem lies beneath the statue in the water, burning brightly with the glow of an eternal flame. It was during the dedication of this statue that Arama gave birth to the couple's only child. A half-elf, they chose to name him Kafen in homage to the principality's monarch. The boy quickly mastered every art form his parents could teach him and has been considered a master in his craft since the age of twenty.

Cyraea gathered and taught a legion of bards over the course of his life. During those years, the name of the Brotherhood of Song was first coined. Similarly, Arama gathered a large number of dancers, most from her homeland of Basir, and the name the Sisterhood of Dance was equally chosen. These names are not formal, by any means, and regularly change when a particular gender dominates the group. This distinction is unimportant to the members as the spirit of the college's founders, their passion for knowledge, art and freedom, still remains today. With a minimal amount of rules and an organizational leadership based solely on merit, the college appeals greatly to the bardic mindset and gathers a large number of new members each year. Not able to spend the entire year outside in Valor Square, the college invested in a building on the west side of the square. The sign on the front door of the building is the only actual written declaration that the group is an organization. The Bardic College of Baneta is a large playhouse. With a stage, a floor covered in peanuts and three floors of boxes with satin pillows for the more well to do, the college uses the area for performing during the colder months and for more elaborate productions that could only be successful on stage. The basement houses a small forge for crafting armor and weapons for productions, a costume shop and scene shop that doubles crafting room for those bards that choose to make their own instruments.

In 542 IR, Cyraea was accidentally slain while performing on stage. A young Svimohzish Half-Hobgoblin bard by the name of Mizahm Garnakt accidentally plunged a dagger into the elf's stomach. He died a few moments later. Arama died only two days later. Although the cause of death was never established, most in the college claim it was from a broken heart. Garnakt fled Baneta and Pekal all together. Whether or not Cyraea's death was truly an accident or premeditated murder, none know. Some whispers go so far as to claim patricide, that Kafen paid Mizahm Garnakt to murder his father so that the boy could move out of Cyraea's shadow and claim leadership of the college. In an effort to quell such rumors, Kafen declared that the college would have no figurehead, no ruler, but would continue on in the

spirit of his parents. The masters would teach, the apprentices would learn and all would celebrate the joys of love and liberty.

In the years since Cyraea's death, however, the bardic college has been met with more than one unsavory accusation. Many call the bards vagabonds and hapless layabouts. A significant portion of good society avoids Valor Square, and the city regularly investigates the group for having supposed ties to different thieves guilds. Whether such allegations are true or not has never been proven, but in the life of a performer, reputation is everything. The upper ranks of the college often bicker with one another and the number of bards traveling to Baneta has decreased in the past two decades. Cyraea and Arama's reputations still serve to draw a healthy group of new recruits each year.

## **Apprentice**

### **Requirements:**

- 15 Charisma or higher
- 5 ranks or more in Perform

### **Duties:**

- 20 Victories per year must be tithed to the college to help in maintaining it.
- 21 Day Units spent performing in Baneta's Valor Square, trading stories and learning new tales.
- Must share a story or an art form from a distant land.

### **Effects:**

- Given a red sash embroidered with the seal of the college.
- +1 meta-org bonus to one of the following skills: Gather Information (in the Baneta region only) Knowledge (History), Knowledge (Baneta: local), Perform. This bonus must be selected upon achieving the rank of Apprentice and cannot be changed afterward.
- Able to purchase any of the following items: Any non-magic musical instruments listed in *Song and Silence* on pages 41 through 50. Any non-magic, self-played musical instruments listed in *Song and Silence* on pages 50 and 51. These items can be temporarily borrowed while adventuring in Baneta or purchased while in the city. If a member wishes to purchase an instrument while meta-gaming, he/she must spend a 4 Day Units traveling to and from Baneta to retrieve the item.
- May spend up to 7 Day Units performing for money after any adventure (this excludes adapted and special modules). The performer earns an amount per day based on his/her Perform result as listed on page 71 of the *Player's Handbook*.

## **Initiate**

### **Requirements:**

- 16 Charisma or higher
- 8 ranks or more in Perform

### **Duties:**

- 40 Victories per year must be tithed to the college to help in maintaining it.
- 35 Day Units spent performing in Baneta's Valor Square, trading stories and learning new tales.
- Must share a story or an art form from a distant land.

### **Effects:**

- Given a yellow sash embroidered with the seal of the college overlaying a rapier
- +2 meta-org bonus to one of the following skills: Gather Information (in the Baneta region only) Knowledge (Baneta: local), Knowledge (History), Perform. This bonus must be selected upon achieving the rank of Initiate. The bonus may be distributed to more than one skill, but the total bonus to skills may not exceed two. This choice cannot be changed afterward.
- Able to purchase any of the following items: Any non-magic musical instruments listed in *Song and Silence* on pages 41 through 50. Any non-magic, self-played musical instruments listed in *Song and Silence* on pages 50 and 51. A bayonet, double-sided clothes, expandable pole, gorget, leather collar, waterproofing and weighted

sleeves as described in *Song and Silence* on pages 51 through 55. These items can be temporarily borrowed while adventuring in Baneta or purchased while in the city. If a member wishes to purchase an instrument while meta-gaming, he/she must spend a Day Units traveling to and from Baneta to retrieve the item.

- Access to the college workshops. This includes a forge designed to craft arms and armor as well as a workshop for crafting musical instruments.
- Access to the following feats: Acrobatic, Extra Music, Obscure Lore, Persuasive, Trustworthy
- Access to the following spells: All 0<sup>th</sup> and 1<sup>st</sup> level spells listed in *Song and Silence*.
- May spend up to 7 Day Units performing for money after any adventure (this excludes adapted and special modules). The performer earns an amount per day based on his/her Perform result as listed on page 71 of the *Player's Handbook*.

## **Journeyman**

### **Requirements:**

- 18 Charisma
- 11 ranks or more in Perform
- Any masterwork instrument (or masterwork courtesan's clothes or jewelry valued at 50+ gp)
- One of the following feats: Extra Music, Fable Weaver, Green Ear, Lingering Song, Musical Ear, Obscure Lore, Requiem, Skill Focus: Perform, Subsonics

### **Duties:**

- 60 Victories per year must be tithed to the college to help in maintaining it.
- 49 Day Units spent performing in Baneta's Valor Square, performing for wealthy merchants, trading stories and learning new tales.
- Must share a story or an art form from a distant land.

### **Effects:**

- Given a green sash embroidered with the seal of the college, overlaying a crossed rapier and flute
- +3 meta-org bonus to one of the following skills: Gather Information (in the Baneta region only) Knowledge (Baneta: local), Knowledge (History), Knowledge (Nobility), Perform. This bonus must be selected upon achieving the rank of Journeyman. The bonus may be distributed to more than one skill, but the total bonus to skills may not exceed three. This choice cannot be changed afterward.
- Able to purchase any of the following items: Any non-magic musical instruments listed in *Song and Silence* on pages 41 through 50. Any non-magic, self-played musical instruments listed in *Song and Silence* on pages 50 and 51. A bayonet, double-sided clothes, expandable pole, gorget, leather collar, waterproofing and weighted sleeves as described in *Song and Silence* on pages 51 through 55. These items can be temporarily borrowed while adventuring in Baneta or purchased while in the city. If a member wishes to purchase an instrument while meta-gaming, he/she must spend 4 Day Units traveling to and from Baneta to retrieve the item.
- Access to the college workshops. This includes a forge designed to craft arms and armor as well as a workshop for crafting musical instruments.
- Access to the following feats: Acrobatic, Charlatan, Extra Music, Green Ear, Lingering Song, Obscure Lore, Persuasive, Shadow, Subsonics, Trustworthy
- Access to the following prestige classes: Muse, Virtuoso
- Access to the following spells: All 0<sup>th</sup> through 3<sup>rd</sup> level spells from *Song and Silence* and *Tome and Blood*.
- May spend up to 7 Day Units performing for money after any adventure (this excludes adapted and special modules). The performer earns an amount per day based on his/her Perform result as listed on page 71 of the *Player's Handbook*.

## **Brother/Sister**

### **Requirements:**

- 19 Charisma
- 14 ranks or more in Perform
- Any two masterwork instruments (or a combination of an instrument, masterwork courtesan's clothes and jewelry valued at 100+ gp)

- Two of the following feats: Extra Music, Fable Weaver, Green Ear, Lingering Song, Musical Ear, Obscure Lore, Requiem, Skill Focus: Perform, Subsonics

### **Duties:**

- 80 Victories per year must be tithed to the college to help in maintaining it.
- 70 Day Units spent performing in Baneta's Valor Square, performing for city gentry and wealthy merchants, trading stories and learning new tales.
- Must share a story or an art form from a distant land.
- Apprentice to the leadership of the college. Carries out most administrative duties assigned by that leadership as well as instructing the majority of new students.

### **Effects:**

- Given a blue sash embroidered with the seal of the college, overlaying a crossed rapier and flute and wreathed with two olive branches.
- +4 meta-org bonus to one of the following skills: Gather Information (in the Baneta region only) Knowledge (Baneta: local), Knowledge (History), Knowledge (Nobility), Perform. This bonus must be selected upon achieving the rank of Brother/Sister. The bonus may be distributed to more than one skill, but the total bonus to skills may not exceed four. This choice cannot be changed afterward.
- Able to purchase any of the following items: Any non-magic musical instruments listed in *Song and Silence* on pages 41 through 50. Any non-magic, self-played musical instruments listed in *Song and Silence* on pages 50 and 51. A bayonet, double-sided clothes, expandable pole, gorget, leather collar, waterproofing and weighted sleeves as described in *Song and Silence* on pages 51 through 55. These items can be temporarily borrowed while adventuring in Baneta or purchased while in the city. If a member wishes to purchase an instrument while meta-gaming, he/she must spend 4 Day Units traveling to and from Baneta to retrieve the item.
- Access to the college workshops. This includes a forge designed to craft arms and armor as well as a workshop for crafting musical instruments.
- Access to the following feats: Acrobatic, Alluring, Charlatan, Disguise Spell, Extra Music, Green Ear, Jack of All Trades, Lingering Song, Obscure Lore, Persuasive, Requiem, Shadow, Snatch Weapon, Subsonics, Trustworthy
- Access to the following prestige classes: Muse, Shadowdancer, Spymaster, Thief-Acrobat, Virtuoso
- Access to the following spells: All 0<sup>th</sup> through 5<sup>th</sup> level spells from *Song and Silence* and *Tome and Blood*.
- May spend up to 7 Day Units performing for money after any adventure (this excludes adapted and special modules). The performer earns an amount per day based on his/her Perform result as listed on page 71 of the *Player's Handbook*.

## **Master**

### **Requirements:**

- 20 Charisma
- 17 ranks or more in Perform
- Any three masterwork instruments (or a combination of instruments, masterwork courtesan's clothes and jewelry valued at 200+ gp)
- Three of the following feats: Extra Music, Fable Weaver, Green Ear, Lingering Song, Musical Ear, Obscure Lore, Requiem, Skill Focus: Perform, Subsonics

### **Duties:**

- 100 Victories per year must be tithed to the college to help in maintaining it.
- 84 Day Units spent performing in Baneta's Valor Square, teaching younger bards, dealing with city officials, performing for city gentry and wealthy merchants, trading stories and learning new tales.
- Must share a story or an art form from a distant land.
- Leadership of the college falls upon the Masters regardless of number. Although they assign menial duties to Brothers and Sisters below them, Masters are known to adopt the truly gifted for private tutoring.

### **Effects:**

- Given a purple sash embroidered with the seal of the college, overlaying a crossed rapier and flute, wreathed with two olive branches and topped with a crown.
- +5 meta-org bonus to one of the following skills: Gather Information (in the Baneta region only) Knowledge (Baneta: local), Knowledge (History), Knowledge (Nobility), Perform. This bonus must be selected upon achieving the rank of Master. The bonus may be distributed to more than one skill, but the total bonus to skills may not exceed five. This choice cannot be changed afterward.
- Able to purchase any of the following items: Any non-magic musical instruments listed in *Song and Silence* on pages 41 through 50. Any non-magic, self-played musical instruments listed in *Song and Silence* on pages 50 and 51. A bayonet, double-sided clothes, expandable pole, gorget, leather collar, waterproofing and weighted sleeves as described in *Song and Silence* on pages 51 through 55. These items can be temporarily borrowed while adventuring in Baneta or purchased while in the city. If a member wishes to purchase an instrument while meta-gaming, he/she must spend 4 Day Units traveling to and from Baneta to retrieve the item.
- Access to the college workshops. This includes a forge designed to craft arms and armor as well as a workshop for crafting musical instruments.
- Access to the following feats: Acrobatic, Alluring, Charlatan, Disguise Spell, Extra Music, Green Ear, Jack of All Trades, Lingering Song, Obscure Lore, Persuasive, Requiem, Shadow, Snatch Weapon, Subsonics, Trustworthy
- Access to the following prestige classes: Loremaster, Muse, Royal Explorer, Shadowdancer, Thief-Acrobat, Virtuoso
- Access to the following spells: All 0<sup>th</sup> through 6<sup>th</sup> level spells from *Song and Silence* and *Tome and Blood*.
- A permanent influence point with the Banetan gentry and merchant class or the Bet Rogalan thieves guild.
- May spend up to 7 Day Units performing for money after any adventure (this excludes adapted and special modules). The performer earns an amount per day based on his/her Perform result as listed on page 71 of the *Player's Handbook*.

## **Merchant Organizations**

Bet Rogala, like most metropolitan cities, is a guild-dominated city. Guilds dominate almost all ways of mercantile life in the city. Power of the guilds is based on total sales and popular opinion (determined during the Guild Parade during the Hokalas Faïre Magica every summer). Thus, guilds that possess military might like the weaponsmiths and armorsmiths are far less powerful than the bakers, farmers and fishermen.

## **Municipal Organizations**

This includes any organizations that serve Bet Rogala directly. One of the benefits of being a municipal worker is a broad law that makes it legal to use poison (typically this is for the city guard, constabulary or Keepers of Twilight to use knock-out poison to subdue their prey). This all-inclusive law makes it possible for city lamplighters, street sweepers and sewer workers to use poison. It's suspected that these organizations have been infiltrated by the city's Thieves Guild.

## **Military Organizations**

### **Lebolegido Tactical Academy**

By Shawn Merwin and Joseph Selby

With Pekal's declaration of independence from the Vast Empire, the Gladiatorial School in Lebolegido was forced to evolve. The arenas in Bet Rogala no longer hold gladiatorial competitions, instead offering military displays to help the public feel more at ease during the last decade of war. Similarly, ingénues from the gladiatorial school in Lebolegido are forced to travel to Bet Seder, or more likely Bet Kalamar, to gain any kind of success in their chosen profession. Because of this, the gladiatorial school has partnered with the Pekalese army to train officers and section leaders in the art of one-on-one combat and mass combat tactics.

Renamed the Lebolegido Tactical Academy, the gladiatorial school is home to soldier and gladiator alike. It also houses the Hall of Heroes, the original chapter house of the Blooded. Most of the academy's leadership are Blooded and



instill absolute respect for that organization and the mettle required to gain membership. Regardless of rank or station, an instructor teaches any student at the academy a swift lesson if he or she is disrespectful or flippant toward the Blooded or its members.

Although gladiatorial combat is no longer promoted in Pekal, the school's association with the military has allowed its enrollment to remain constant. In some classes, this leads to open animosity as it is commonly known about Lebolelegido that the school would have had to fold if it weren't for the army's involvement. Instructors insist on mixed classes and work the students hard, until a common bond is formed. This has taken as long as a year and come at the expense of more than one student washing out due to injuries. But those veteran students quickly lose any notion of rank beyond the school. Whether a person is military or civilian, everyone receives the same beating at the tactical academy.

A variety of character classes compose the school's student body. Although most are gladiators or fighters, rangers, rogues and clerics of the Old Man or the Battle Rager often apply. A person of any walk of life is welcome if he can meet the requirements to join and afford the tuition, but magic users are strongly discouraged. Magic is forbidden during gladiatorial combat and skill at arms is hardly a wizard's strong spot. Still, seven years ago, a middle-aged Kalamaran named Melanaris claiming to be a sorcerer met the requirements and survived his initial training. The first three months typically drum out those that can't hack it in the arena, but Melanaris was resolute in his intention of becoming a recognized gladiator. He insisted that he needed to learn how to defend himself. Many of the younger students resented the fact that Melanaris was a sorcerer, regardless of his skill in the arena. In the group's first military demonstration in Bet Rogala, six of his classmates ganged up on the man. Fearing that they would kill him, Melanaris unleashed a quick but devastating magical onslaught, killing three of the students. The demonstration was cancelled and Melanaris remanded to the authorities. Two weeks later he was convicted of using "mind magic" and hanged in Gallows Circle. Since that time, no other magic users have applied to the academy.

With the disaster in Bet Rogala, Headmaster Linobi P'Dagel has been under constant scrutiny. A fifth generation headmaster at the school, Linobi traces his ancestry back to the highest ranks of the Kalamaran military and the founders of the Gladiatorial School in Lebolelegido. His pride on this matter often hampers his relations with his commanding officers in the Pekalese military as he refuses to admit that the school could not exist without serving as a training academy as well. His resentment never influences his attitudes toward the students, but he is rarely seen at military demonstrations and rarely receives military observers, allowing senior instructors to handle such affairs. P'Dagel spends most of his time teaching the champion level gladiators, the senior instructors of the school. The rest of his time is spent with other Blooded or reminiscing about the old days, retelling stories his father and grandfather had told him as a child, while recounting the valorous battles of those warriors enshrined within the Hall of Heroes.

The headmaster is spending more and more time in the hall, retelling such stories as of late. Lebolelegido officials have spoken to him on more than one occasion about some of the harsh punishment instructors deal out to students. With the disappearance of three students and a recruiter, it seems that even the academy's military status may not be enough to save the school. And like any ferocious animal, Linobi acts more and more like a tiger that's been backed into a corner. Although the instructors often whisper about his souring attitude, none have broached the subject as of yet.

Find more information on the Lebolelegido Tactical Academy and the Blooded in the *Pekal Gazetteer*, pages 14-15.

## **Trainee**

### **Requirements:**

- Base attack bonus +2 or higher
- 2 or more ranks in Knowledge (Fighting Styles)
- Exotic Weapon Proficiency feat

### **Duties:**

- 50 Victories per year paid for weapon and armor maintenance
- 50 Victories per year paid for tuition
- 90 Day Units spent once for training (military members may use DUs spent for basic training to help satisfy this cost)
- 52 Day Units spent participating in demonstrations in both Bet Rogala and Lebolelegio

### **Effects:**

- +1 meta-org bonus to the Knowledge (Fighting Styles) skill

- Able to purchase any of the following non-magic weapons from *Sword and Fist* and *Masters of the Wild*: bladed gauntlets, gnomish battlepick, orcish shotput, spring-loaded gauntlet, stump knife, triple dagger, war fan
- Access to the following feats: Close-Quarters Fighting, Destructive Rage, Dirty Fighting, Extra Rage, Faster Healing, Greater Two-Weapon Fighting

## **Novice**

### **Requirements:**

- Base attack bonus +5 or higher
- 4 or more ranks in Knowledge (Fighting Styles)
- 1 or more rank in Knowledge (Tactics)
- Two of the following feats: Cleave, Dodge, Exotic Weapon Proficiency, Expertise, Improved Initiative, Skill Focus: Perform, Weapon Focus
- 1 year (real time) spent as a Trainee

### **Duties:**

- 50 Victories per year paid for weapon and armor maintenance
- 100 Victories per year paid for tuition
- 52 Day Units spent participating in demonstrations in both Bet Rogala and Leboledgio

### **Effects:**

- +2 meta-org bonus to the Knowledge (Fighting Styles) skill
- +1 meta-org bonus to the Knowledge (Tactics) skill if the member is also an officer or section leader in the Pekalese army
- Able to purchase any of the following non-magic weapons from *Sword and Fist* and *Masters of the Wild*: bladed gauntlets, duom, fukimi-bari (mouth darts), gnomish battlepick, manti, nagaika, orcish shotput, spinning javelin, spring-loaded gauntlet, stump knife, three-section staff, triple dagger, war fan, whip dagger
- Access to the academy workshops and forges used for crafting weapons and armor
- Access to the following feats: Close-Quarters Fighting, Destructive Rage, Dirty Fighting, Dwarf's Toughness, Extended Rage, Extra Rage, Faster Healing, Greater Two-Weapon Fighting, Instantaneous Rage, Intimidating Rage, Monkey Grip, Throw Anything
- Access to the following prestige classes: duelist, exotic weapon master

## **Combatant (Assistant Instructor)**

### **Requirements:**

- Base attack bonus +8 or higher
- 6 or more ranks in Knowledge (Fighting Styles)
- 2 or more ranks in Knowledge (Tactics)
- Three of the following feats: Cleave, Dodge, Exotic Weapon Proficiency, Expertise, Improved Disarm, Improved Initiative, Improved Trip, Skill Focus: Perform, Weapon Focus, Weapon Specialization (EWP and WF can be applied for each weapon they have been taken for)
- 1 year (real time) spent as a Novice

### **Duties:**

- 50 Victories per year paid for weapon and armor maintenance
- 150 Victories per year paid for tuition
- 52 Day Units spent participating in demonstrations in both Bet Rogala and Leboledgio

### **Effects:**

- Permitted to wear the coat-of-arms of the gladiatorial school that allows the student safe passage through Tokis and Kalamar, regardless of the student's homeland. Since there does not appear to be any resolution to the war between Pekal and Tokis, this achievement is extremely coveted
- +3 meta-org bonus to the Knowledge (Fighting Styles) skill

- +2 meta-org bonus to the Knowledge (Tactics) skill if the member is also an officer or section leader in the Pekalese army
- Able to purchase any of the following non-magic weapons from *Sword and Fist* and *Masters of the Wild*: bladed gauntlets, bolas, chain-and-dagger, duom, fukimi-bari (mouth darts), gnomish battlepick, gyrspike, manti, mercurial greatsword, mercurial longsword, mighty nagaika, mighty whip dagger, nagaika, orcish shotput, spinning javelin, spring-loaded gauntlet, stump knife, three-section staff, triple dagger, war fan, whip dagger
- Access to the college workshops. This includes a forge designed to craft arms and armor as well as a workshop for crafting musical instruments
- Access to the following feats: Close-Quarters Fighting, Destructive Rage, Dirty Fighting, Dwarf's Toughness, Extended Rage, Extra Rage, Faster Healing, Greater Two-Weapon Fighting, Improved Shield Bash, Instantaneous Rage, Intimidating Rage, Monkey Grip, Pin Shield, Power Critical, Power Lunge, Shield Charge, Shield Expert, Throw Anything
- Access to the following prestige classes: duelist, exotic weapon master, tempest, weapon master

### **Veteran (Junior Instructor)**

#### **Requirements:**

- Base attack bonus +11 or higher
- 10 or more ranks in Knowledge (Fighting Styles)
- 3 or more ranks in Knowledge (Tactics)
- Four of the following feats: Cleave, Dodge, Exotic Weapon Proficiency, Expertise, Great Cleave, Improved Disarm, Improved Initiative, Improved Trip, Skill Focus: Perform, Weapon Focus, Weapon Specialization (EWP and WF can be applied for each weapon they have been taken for)
- 1 year (real time) spent as a Combatant

#### **Duties:**

- 50 Victories per year paid for weapon and armor maintenance
- 200 Victories per year paid for tuition
- 52 Day Units spent participating in demonstrations in both Bet Rogala and Leboledgio

#### **Effects:**

- Permitted to wear the coat-of-arms of the gladiatorial school that allows the student safe passage through Tokis and Kalamar, regardless of the student's homeland. Since there does not appear to be any resolution to the war between Pekal and Tokis, this achievement is extremely coveted
- +4 meta-org bonus to the Knowledge (Fighting Styles) skill
- +3 meta-org bonus to the Knowledge (Tactics) skill if the member is also an officer or section leader in the Pekalese army
- Able to purchase any of the following non-magic weapons from *Sword and Fist* and *Masters of the Wild*: bladed gauntlets, bolas, chain-and-dagger, duom, fukimi-bari (mouth darts), gnomish battlepick, gyrspike, manti, mercurial greatsword, mercurial longsword, mighty nagaika, mighty whip dagger, nagaika, orcish shotput, spinning javelin, spring-loaded gauntlet, stump knife, three-section staff, triple dagger, war fan, whip dagger
- Access to the college workshops. This includes a forge designed to craft arms and armor as well as a workshop for crafting musical instruments
- Access to the following feats: Clever Wrestling, Close-Quarters Fighting, Destructive Rage, Dirty Fighting, Dwarf's Toughness, Extended Rage, Extra Rage, Faster Healing, Greater Resiliency, Greater Two-Weapon Fighting, Knock-Down, Improved Shield Bash, Improved Sunder, Instantaneous Rage, Intimidating Rage, Monkey Grip, Off-Hand Parry, Pin Shield, Power Critical, Power Lunge, Prone Attack, Remain Conscious, Shield Charge, Shield Expert, Throw Anything
- Access to the following prestige classes: duelist, exotic weapon master, forsaker, master of chains, tempest, weapon master

## **Champion (Senior Instructor)**

### **Requirements:**

- Base attack bonus +14 or higher
- Member of the Blooded
- 12 or more ranks in Knowledge (Fighting Styles)
- 4 or more ranks in Knowledge (Tactics)
- Five of the following feats: Cleave, Dodge, Exotic Weapon Proficiency, Expertise, Great Cleave, Improved Disarm, Improved Initiative, Improved Trip, Skill Focus: Perform, Weapon Focus, Weapon Specialization (EWP, WF and WS can be applied for each weapon they have been taken for)
- 1 year (real time) spent as a Veteran

### **Duties:**

- 50 Victories per year paid for weapon and armor maintenance
- 250 Victories per year paid for tuition
- 52 Day Units spent participating in demonstrations in both Bet Rogala and Leboledgio

### **Effects:**

- Permitted to wear the coat-of-arms of the gladiatorial school that allows the student safe passage through Tokis and Kalamar, regardless of the student's homeland. Since there does not appear to be any resolution to the war between Pekal and Tokis, this achievement is extremely coveted
- +5 meta-org bonus to the Knowledge (Fighting Styles) skill
- +4 meta-org bonus to the Knowledge (Tactics) skill if the member is also an officer or section leader in the Pekalese army
- Able to purchase any of the following non-magic weapons from *Sword and Fist* and *Masters of the Wild*: bladed gauntlets, bolas, chain-and-dagger, duom, fukimi-bari (mouth darts), gnomish battlepick, gyrspike, manti, mercurial greatsword, mercurial longsword, mighty nagaika, mighty whip dagger, nagaika, orcish shotput, spinning javelin, spring-loaded gauntlet, stump knife, three-section staff, triple dagger, war fan, whip dagger
- Access to the college workshops. This includes a forge designed to craft arms and armor as well as a workshop for crafting musical instruments
- Access to the following feats: Clever Wrestling, Close-Quarters Fighting, Destructive Rage, Dirty Fighting, Dragon's Toughness, Dwarf's Toughness, Expert Tactician, Extended Rage, Extra Rage, Faster Healing, Giant's Toughness, Greater Resiliency, Greater Two-Weapon Fighting, Hold the Line, Knock-Down, Improved Shield Bash, Improved Sunder, Instantaneous Rage, Intimidating Rage, Monkey Grip, Off-Hand Parry, Pin Shield, Power Critical, Power Lunge, Prone Attack, Remain Conscious, Shield Charge, Shield Expert, Throw Anything
- Access to the following prestige classes: duelist, exotic weapon master, forsaker, master of chains tempest, war master, weapon master

## **Racial Organizations**

For all its Elven sensibilities, Pekal still tends to a degree of segregation. Not all organizations are exclusive to humans, but many organizations have developed to better regulate the other humanoids in the principality.

CHARACTER

RPGA NUMBER

PLAYER

CLASS

LEVEL

ALIGNMENT

RACE

SUB-RACE

SIZE

DEITY



CHARACTER RECORD SHEET

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temp. Score, and Temp. Modifier. Rows include STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), and CHA (Charisma).

HP (Hit Points) table with a 'TOTAL' column and a 'CURRENT HP/WOUNDS' column.

AC (Armor Class) table with a 'TOTAL' column and sub-headers for 'FLAT-FOOTED' and 'TOUCH'.

AC (Armor Class) table showing the calculation: AC = 10 + Armor Bonus + Shield Bonus + DEX Modifier + Size Modifier + Natural Armor + Misc. Modifiers.

SPEED table with a 'TOTAL' column and sub-headers for 'BASE', 'ARMORED', 'RUN (3x)', and 'RUN (4x)'.

BASE ATTACK table with a 'TOTAL' column and a 'BONUS' column.

INITIATIVE table showing the calculation: INITIATIVE TOTAL = DEX Modifier + Misc. Modifiers.

GRAPPLE table showing the calculation: GRAPPLE TOTAL = Base Attack Bonus + STR Modifier + Size Modifier + Misc. Modifiers + Temp. Modifier.

RANGED table showing the calculation: RANGED TOTAL = Base Attack Bonus + DEX Modifier + Size Modifier + Misc. Modifiers + Temp. Modifier.

SAVING THROWS table with columns for Fortitude (Constitution), Reflex (Dexterity), and Will (Wisdom), each with a 'TOTAL' column and a calculation row.

WEAPON table with columns for Range, Total Attack Bonus, Damage, Critical, and Special Properties. Includes weight, type, and size fields.

WEAPON table (duplicate of the one above).

WEAPON table (duplicate of the one above).

ARMOR/PROTECTIVE ITEM table with columns for Type, Armor Bonus, Max Dex Bonus, Speed, and Weight. Includes Check Penalty and Spell Failure fields.

SHIELD/PROTECTIVE ITEM table with columns for Armor Bonus, Weight, Check Penalty, and Spell Failure. Includes Special Properties field.

AMMUNITION table with columns for Ammunition type and quantity.

CROSS-CLASS SKILLS table with columns for Skill Name, Key Ability, Ability Modifier, Ranks, Misc. Modifier, and Skill Modifier.

SKILLS (UNTRAINED/TRAINED)\* list including Appraise, Balance, Bluff, Climb, Concentration, Craft, Diplomacy, Disguise, Escape Artist, Forgery, Gather Information, Heal, Hide, Intimidate, Jump, Listen, Move Silently, Pantomime, Perform, Remote View, Ride, Search, Sense Motive, Spot, Survival, Swim, and Use Rope.

\* These skills may be used normally even if the character has zero (0) skill ranks. Space is provided for the addition of skills that require skill ranks before they may be attempted. Once you have selected a class, mark cross-class skills with an I to the left of the skill name.

\*\* Armor Check Penalty, if any, applies.

### GEAR/ITEMS CARRIED OR STOWED

ITEM	WEIGHT	ITEM	WEIGHT

TOTAL WEIGHT WORN/WIELDED: \_\_\_\_\_ TOTAL WEIGHT CARRIED: \_\_\_\_\_

### SPECIAL ABILITIES/FEATS

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### ENCUMBRANCE

LIGHT LOAD: \_\_\_\_\_ MEDIUM LOAD: \_\_\_\_\_ HEAVY LOAD: \_\_\_\_\_

LIFT OVER HEAD: \_\_\_\_\_ LIFT OFF GROUND: \_\_\_\_\_ PUSH OR DRAG: \_\_\_\_\_

EQUALS MAX LOAD                      2X MAX LOAD                      5X MAX LOAD

### LANGUAGES

INITIAL LANGUAGES = RACE/PRIMARY LANG. + REGION/SECONDARY LANG. + INT BONUS

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\_\_\_\_\_

### DESCRIPTION

AGE: \_\_\_\_\_ GENDER: \_\_\_\_\_

HEIGHT: \_\_\_\_\_ WEIGHT: \_\_\_\_\_

EYE COLOR: \_\_\_\_\_ HAIR COLOR: \_\_\_\_\_

GENERAL DESCRIPTION: \_\_\_\_\_

\_\_\_\_\_

PLACE OF ORIGIN: \_\_\_\_\_

NOTES: \_\_\_\_\_

\_\_\_\_\_

### SPELLS

NUMBER OF SPELLS KNOWN

0 \_\_\_\_\_ 1ST \_\_\_\_\_ 2ND \_\_\_\_\_ 3RD \_\_\_\_\_ 4TH \_\_\_\_\_

5TH \_\_\_\_\_ 6TH \_\_\_\_\_ 7TH \_\_\_\_\_ 8TH \_\_\_\_\_ 9TH \_\_\_\_\_

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS		
<input type="text"/>	0	<input type="text"/>	0	_____	_____
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>	_____	_____
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>	_____	_____
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>	_____	_____
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>	_____	_____
<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>	_____	_____
<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>	_____	_____
<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>	_____	_____
<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>	_____	_____
<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>	_____	_____

### TREASURE

COINAGE    CP    SP    GP    PP

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### EXPERIENCE POINTS

NEXT LEVEL

\_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_

### PSIONICS

PSIONIC COMBAT: 1D20 + DC MODIFIER + KEY ABILITY MODIFIER

POWER SAVE 1D20+ \_\_\_\_\_ FREE MANIFESTATIONS \_\_\_\_\_

KEY ABILITY MODIFIER                      0 - LEVEL

#### POWER POINTS

#### POWERS

#### ATTACK MODES

#### DEFENSE MODES

NUMBER OF POWERS KNOWN

0 \_\_\_\_\_ 1ST \_\_\_\_\_ 2ND \_\_\_\_\_ 3RD \_\_\_\_\_ 4TH \_\_\_\_\_

5TH \_\_\_\_\_ 6TH \_\_\_\_\_ 7TH \_\_\_\_\_ 8TH \_\_\_\_\_ 9TH \_\_\_\_\_



CHARACTER

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CHARACTER RECORD SHEET

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temp. Score, and Temp. Modifier. Rows include STR, DEX, CON, INT, WIS, and CHA.

HP Hit Points table with columns for TOTAL, CURRENT HP/WOUNDS, and NONLETHAL DAMAGE.

AC table with columns for AC, FLAT-FOOTED, and TOUCH.

AC Armor Class table with columns for TOTAL, ARMOR BONUS, SHIELD BONUS, DEX MODIFIER, SIZE MODIFIER, NATURAL ARMOR, and MODIFIER.

SPEED table with columns for BASE, ARMORED, RUN (3x), and RUN (4x).

BASE ATTACK BONUS table

INITIATIVE table with columns for MODIFIER, TOTAL, DEX MODIFIER, and MISC. MODIFIER.

GRAPPLE Attack Bonus table with columns for TOTAL, BASE ATTACK BONUS, STR MODIFIER, SIZE MODIFIER, MISC. MODIFIER, and TEMP. MODIFIER.

RANGED Attack Bonus table with columns for TOTAL, BASE ATTACK BONUS, DEX MODIFIER, SIZE MODIFIER, MISC. MODIFIER, and TEMP. MODIFIER.

SAVING THROWS table with sub-sections for FORTITUDE (CONSTITUTION), REFLEX (DEXTERITY), and WILL (WISDOM). Each has columns for TOTAL, BASE SAVE, ABILITY MODIFIER, MAGIC MODIFIER, MISC. MODIFIER, and TEMP. MODIFIER.

WEAPON table with columns for WEIGHT, TYPE, SIZE, RANGE, TOTAL ATTACK BONUS, DAMAGE, CRITICAL, and SPECIAL PROPERTIES.

WEAPON table with columns for WEIGHT, TYPE, SIZE, RANGE, TOTAL ATTACK BONUS, DAMAGE, CRITICAL, and SPECIAL PROPERTIES.

WEAPON table with columns for WEIGHT, TYPE, SIZE, RANGE, TOTAL ATTACK BONUS, DAMAGE, CRITICAL, and SPECIAL PROPERTIES.

ARMOR/PROTECTIVE ITEM table with columns for TYPE, ARMOR BONUS, MAX DEX BONUS, SPEED, WEIGHT, and SPECIAL PROPERTIES.

SHIELD/PROTECTIVE ITEM table with columns for ARMOR BONUS, WEIGHT, CHECK PENALTY, SPELL FAILURE, and SPECIAL PROPERTIES.

AMMUNITION table with columns for AMMUNITION and checkboxes for each type.

CROSS-CLASS SKILLS table with columns for SKILLS (UNTRAINED/TRAINED)\*, KEY ABILITY, ABILITY MODIFIER, RANKS, MISC. MODIFIER, and SKILL MODIFIER. Lists skills like APPRAISE, BALANCE, BLUFF, etc.

\* These skills may be used normally even if the character has zero (0) skill ranks. Space is provided for the addition of skills that require skill ranks before they may be attempted. Once you have selected a class, mark cross-class skills with an | to the left of the skill name.

\*\* Armor Check Penalty, if any, applies.





CHARACTER

RPGA NUMBER

PLAYER

CLASS

LEVEL

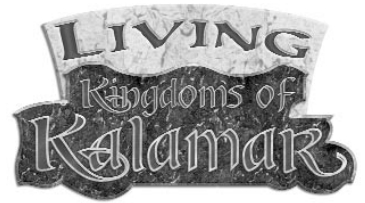
ALIGNMENT

RACE

SUB-RACE

SIZE

DEITY



CHARACTER RECORD SHEET

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temp. Score, and Temp. Modifier. Rows include STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), and CHA (Charisma).

HP (Hit Points) table with columns for Total, Current HP/Wounds, and Nonlethal Damage.

AC (Armor Class) table with categories Flat-footed and Touch.

AC (Armor Class) table showing calculation: AC = 10 + Armor Bonus + Shield Bonus + DEX Modifier + Size Modifier + Natural Armor Modifier + Misc. Modifier.

SPEED table with categories Base, Armored, Run (3x), and Run (4x).

BASE ATTACK BONUS table.

INITIATIVE table showing calculation: Initiative = DEX Modifier + Misc. Modifier.

GRAPPLE (Attack Bonus) table showing calculation: Grapple = Base Attack Bonus + STR Modifier + Size Modifier + Misc. Modifier + Temp. Modifier.

RANGED (Attack Bonus) table showing calculation: Ranged = Base Attack Bonus + DEX Modifier + Size Modifier + Misc. Modifier + Temp. Modifier.

SAVING THROWS table with rows for FORTITUDE (Constitution), REFLEX (Dexterity), and WILL (Wisdom), each with calculation: Save = Base Save + Ability Modifier + Magic Modifier + Misc. Modifier + Temp. Modifier.

WEAPON table with columns for Range, Total Attack Bonus, Damage, Critical, and Special Properties. Includes sub-tables for Weight, Type, and Size.

WEAPON table (duplicate of above).

WEAPON table (duplicate of above).

ARMOR/PROTECTIVE ITEM table with columns for Type, Armor Bonus, Max Dex Bonus, Speed, and Weight. Includes sub-tables for Check Penalty and Spell Failure.

SHIELD/PROTECTIVE ITEM table with columns for Armor Bonus, Weight, Check Penalty, and Spell Failure. Includes Special Properties section.

AMMUNITION table with columns for Ammunition types and counts.

CROSS-CLASS SKILLS table header with columns for Skill Name, Key Ability, Ability Modifier, Ranks, Misc. Modifier, and Skill Modifier.

SKILLS (UNTRAINED/TRAINED)\* table listing skills such as Appraise, Balance, Bluff, Climb, Concentration, Craft, Diplomacy, Disguise, Escape Artist, Forgery, Gather Information, Heal, Hide, Intimidate, Jump, Listen, Move Silently, Pantomime, Perform, Remote View, Ride, Search, Sense Motive, Spot, Survival, Swim, and Use Rope.

SKILLS (TRAINED ONLY) table for tracking skill ranks and modifiers.

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





CHARACTER \_\_\_\_\_ RPGA NUMBER \_\_\_\_\_ PLAYER \_\_\_\_\_  
 CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_ ALIGNMENT \_\_\_\_\_  
 RACE \_\_\_\_\_ SUB-RACE \_\_\_\_\_ SIZE \_\_\_\_\_ DEITY \_\_\_\_\_

### CHARACTER RECORD SHEET

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

**TOTAL** \_\_\_\_\_ **CURRENT HP/WOUNDS** \_\_\_\_\_ **NONLETHAL DAMAGE** \_\_\_\_\_

**HP** HIT POINTS

**AC**  
FLAT-FOOTED  
TOUCH

**AC** ARMOR CLASS = 10 + \_\_\_\_\_

**TOTAL**

ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR MODIFIER MODIFIER

**SPEED**  
BASE  
ARMORED  
RUN (3x)  
RUN (4x)

**BASE ATTACK** BONUS

**INITIATIVE** MODIFIER

TOTAL = \_\_\_\_\_ + \_\_\_\_\_

DEX MODIFIER MISC. MODIFIER

**GRAPPLE** ATTACK BONUS

TOTAL = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

BASE ATTACK BONUS STR MODIFIER SIZE MODIFIER MISC. MODIFIER TEMP. MODIFIER

**RANGED** ATTACK BONUS

TOTAL = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

BASE ATTACK BONUS DEX MODIFIER SIZE MODIFIER MISC. MODIFIER TEMP. MODIFIER

**SAVING THROWS** TOTAL

**FORTITUDE** (CONSTITUTION) = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**REFLEX** (DEXTERITY) = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**WILL** (WISDOM) = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC. MODIFIER TEMP. MODIFIER

**WEAPON**

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

**WEAPON**

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

**WEAPON**

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

**ARMOR/PROTECTIVE ITEM**

TYPE	ARMOR BONUS	MAX DEX BONUS	SPEED	WEIGHT
_____				
CHECK PENALTY	SPECIAL PROPERTIES			
_____	_____			

**SHIELD/PROTECTIVE ITEM**

ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
_____			
SPECIAL PROPERTIES			
_____			

**AMMUNITION**

_____	□□□□	□□□□	□□□□
_____	□□□□	□□□□	□□□□
_____	□□□□	□□□□	□□□□
_____	□□□□	□□□□	□□□□

**CROSS-CLASS SKILLS**

SKILLS (UNTRAINED/TRAINED)*	KEY ABILITY	ABILITY MODIFIER	+ RANKS	+ MISC. MODIFIER	= SKILL MODIFIER
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- APPRAISE INT \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_
- BALANCE DEX\*\* \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_
- BLUFF CHA \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_
- CLIMB STR\*\* \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_
- CONCENTRATION CON \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_
- CRAFT ( \_\_\_\_\_ ) INT \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_
- CRAFT ( \_\_\_\_\_ ) INT \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_
- DIPLOMACY CHA \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_
- DISGUISE CHA \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_
- ESCAPE ARTIST DEX\*\* \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_
- FORGERY INT \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_
- GATHER INFORMATION CHA \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_
- HEAL WIS \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_
- HIDE DEX\*\* \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_
- INTIMIDATE CHA \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_
- JUMP STR\*\* \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_
- LISTEN WIS \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_
- MOVE SILENTLY DEX\*\* \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_
- PANTOMIME WIS \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_
- PERFORM ( \_\_\_\_\_ ) CHA \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_
- REMOTE VIEW (psion only) INT \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_
- RIDE ( \_\_\_\_\_ ) DEX \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_
- SEARCH INT \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_
- SENSE MOTIVE WIS \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_
- SPOT WIS \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_
- SURVIVAL WIS \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_
- SWIM STR\*\* \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_
- USE ROPE DEX \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

SKILLS (TRAINED ONLY)	KEY ABILITY	ABILITY MODIFIER	+ RANKS	+ MISC. MODIFIER	= SKILL MODIFIER
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____

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

### GEAR/ITEMS CARRIED OR STOWED

ITEM	WEIGHT	ITEM	WEIGHT

TOTAL WEIGHT WORN/WIELDED: \_\_\_\_\_ TOTAL WEIGHT CARRIED: \_\_\_\_\_

### SPECIAL ABILITIES/FEATS

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### ENCUMBRANCE

LIGHT LOAD: \_\_\_\_\_ MEDIUM LOAD: \_\_\_\_\_ HEAVY LOAD: \_\_\_\_\_

LIFT OVER HEAD: \_\_\_\_\_ LIFT OFF GROUND: \_\_\_\_\_ PUSH OR DRAG: \_\_\_\_\_

EQUALS MAX LOAD                              2X MAX LOAD                              5X MAX LOAD

### DESCRIPTION

AGE: \_\_\_\_\_ GENDER: \_\_\_\_\_

HEIGHT: \_\_\_\_\_ WEIGHT: \_\_\_\_\_

EYE COLOR: \_\_\_\_\_ HAIR COLOR: \_\_\_\_\_

GENERAL DESCRIPTION: \_\_\_\_\_

PLACE OF ORIGIN: \_\_\_\_\_

NOTES: \_\_\_\_\_

### LANGUAGES

INITIAL LANGUAGES = RACE/PRIMARY LANG. + REGION/SECONDARY LANG. + INT BONUS



### SPELLS

SPELL SAVE DC	LEVEL	0		1ST	2ND	3RD	4TH
		SP	DC				
<input type="checkbox"/>	0	<input type="checkbox"/>	<input type="checkbox"/>				
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>				
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>				
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>				
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>				
<input type="checkbox"/>	5TH	<input type="checkbox"/>	<input type="checkbox"/>				
<input type="checkbox"/>	6TH	<input type="checkbox"/>	<input type="checkbox"/>				
<input type="checkbox"/>	7TH	<input type="checkbox"/>	<input type="checkbox"/>				
<input type="checkbox"/>	8TH	<input type="checkbox"/>	<input type="checkbox"/>				
<input type="checkbox"/>	9TH	<input type="checkbox"/>	<input type="checkbox"/>				

### TREASURE

COINAGE	CP	SP	GP	PP

### EXPERIENCE POINTS

	NEXT LEVEL

### PSIONICS

PSIONIC COMBAT: 1D20 + DC MODIFIER + KEY ABILITY MODIFIER

POWER SAVE 1D20+ \_\_\_\_\_ FREE MANIFESTATIONS \_\_\_\_\_

KEY ABILITY MODIFIER                              0 - LEVEL

POWER POINTS	POWERS			

ATTACK MODES

DEFENSE MODES

NUMBER OF POWERS KNOWN

0 \_\_\_\_\_ 1ST \_\_\_\_\_ 2ND \_\_\_\_\_ 3RD \_\_\_\_\_ 4TH \_\_\_\_\_

5TH \_\_\_\_\_ 6TH \_\_\_\_\_ 7TH \_\_\_\_\_ 8TH \_\_\_\_\_ 9TH \_\_\_\_\_



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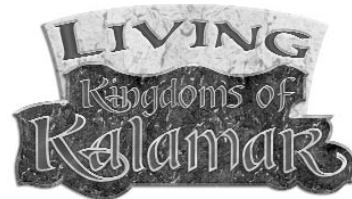


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VERSION PG 2.0

CHARACTER \_\_\_\_\_ RPGA NUMBER \_\_\_\_\_ PLAYER \_\_\_\_\_

CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_ ALIGNMENT \_\_\_\_\_

RACE \_\_\_\_\_ SUB-RACE \_\_\_\_\_ SIZE \_\_\_\_\_ DEITY \_\_\_\_\_



CHARACTER RECORD SHEET

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temp. Score, and Temp. Modifier. Rows include STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), and CHA (Charisma).

HP (Hit Points) section with a grid for calculating Total HP based on Constitution and other modifiers.

AC (Armor Class) section with a grid for calculating Total AC based on Armor Class, Armor Bonus, Shield Bonus, DEX Modifier, Size Modifier, and Natural Armor Modifier.

BASE ATTACK BONUS section with a grid for calculating Total Base Attack Bonus based on Constitution and other modifiers.

INITIATIVE section with a grid for calculating Total Initiative based on DEX Modifier and Misc. Modifier.

AC (Armour Class) section with fields for Flat-footed and Touch.

SPEED section with fields for Base, Armored, Run (3x), and Run (4x).

GRAPPLE section with a grid for calculating Total Grapple based on Base Attack Bonus, STR Modifier, Size Modifier, Misc. Modifier, and Temp. Modifier.

RANGED section with a grid for calculating Total Ranged based on Base Attack Bonus, DEX Modifier, Size Modifier, Misc. Modifier, and Temp. Modifier.

SAVING THROWS section with grids for FORTITUDE (Constitution), REFLEX (Dexterity), and WILL (Wisdom).

WEAPON section 1 with fields for Range, Attack Bonus, Damage, Critical, and Special Properties.

WEAPON section 2 with fields for Range, Attack Bonus, Damage, Critical, and Special Properties.

WEAPON section 3 with fields for Range, Attack Bonus, Damage, Critical, and Special Properties.

ARMOR/PROTECTIVE ITEM section with fields for Type, Armor Bonus, Max Dex Bonus, Speed, Weight, Check Penalty, and Spell Failure.

SHIELD/PROTECTIVE ITEM section with fields for Armor Bonus, Weight, Check Penalty, Spell Failure, and Special Properties.

AMMUNITION section with a grid of boxes for tracking different types of ammunition.

CROSS-CLASS SKILLS section with columns for Skill Name, Key Ability, Ability Modifier, Ranks, Misc. Modifier, and Skill Modifier.

- List of skills including APPRAISE, BALANCE, BLUFF, CLIMB, CONCENTRATION, CRAFT, DIPLOMACY, DISGUISE, ESCAPE ARTIST, FORGERY, GATHER INFORMATION, HEAL, HIDE, INTIMIDATE, JUMP, LISTEN, MOVE SILENTLY, PANTOMIME, PERFORM, REMOTE VIEW (psion only), RIDE, SEARCH, SENSE MOTIVE, SPOT, SURVIVAL, SWIM, and USE ROPE.

SKILLS (TRAINED ONLY) section with a grid for tracking skill ranks and modifiers.

\* These skills may be used normally even if the character has zero (0) skill ranks. Space is provided for the addition of skills that require skill ranks before they may be attempted. Once you have selected a class, mark cross-class skills with an | to the left of the skill name.

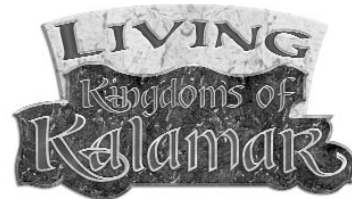
\*\* Armor Check Penalty, if any, applies.



CHARACTER \_\_\_\_\_ RPGA NUMBER \_\_\_\_\_ PLAYER \_\_\_\_\_

CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_ ALIGNMENT \_\_\_\_\_

RACE \_\_\_\_\_ SUB-RACE \_\_\_\_\_ SIZE \_\_\_\_\_ DEITY \_\_\_\_\_



CHARACTER RECORD SHEET

Table with 5 columns: Ability Name, Ability Score, Ability Modifier, Temp. Score, Temp. Modifier. Rows include STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), and CHA (Charisma).

HP (Hit Points) section with a large empty box for the total value.

AC (Armor Class) section with fields for Flat-footed and Touch.

AC (Armor Class) section with a formula: AC = 10 + Armor Bonus + Shield Bonus + DEX Modifier + Size Modifier + Natural Armor Modifier + Misc. Modifier.

SPEED section with fields for Base, Armored, Run (3x), and Run (4x).

BASE ATTACK BONUS section with a large empty box for the total value.

INITIATIVE section with a formula: Initiative = DEX Modifier + Misc. Modifier.

GRAPPLE ATTACK BONUS section with a formula: Grapple = Base Attack Bonus + STR Modifier + Size Modifier + Misc. Modifier + Temp. Modifier.

RANGED ATTACK BONUS section with a formula: Ranged = Base Attack Bonus + DEX Modifier + Size Modifier + Misc. Modifier + Temp. Modifier.

SAVING THROWS section with formulas for Fortitude (Constitution), Reflex (Dexterity), and Will (Wisdom).

WEAPON section with fields for Range, Attack Bonus, Damage, Critical, and Special Properties.

WEAPON section with fields for Range, Attack Bonus, Damage, Critical, and Special Properties.

WEAPON section with fields for Range, Attack Bonus, Damage, Critical, and Special Properties.

ARMOR/PROTECTIVE ITEM section with fields for Type, Armor Bonus, Max Dex Bonus, Speed, Weight, and Special Properties.

SHIELD/PROTECTIVE ITEM section with fields for Armor Bonus, Weight, Check Penalty, Spell Failure, and Special Properties.

AMMUNITION section with a grid of boxes for tracking different types of ammunition.

CROSS-CLASS SKILLS Max. # RANKS /

Large table for SKILLS (UNTRAINED/TRAINED)\* and SKILLS (TRAINED ONLY) with columns for Key Ability, Ability Modifier, Ranks, Misc. Modifier, and Skill Modifier.

\* These skills may be used normally even if the character has zero (0) skill ranks. Space is provided for the addition of skills that require skill ranks before they may be attempted. Once you have selected a class, mark cross-class skills with an | to the left of the skill name.

\*\* Armor Check Penalty, if any, applies.

## GEAR/ITEMS CARRIED OR STOWED

ITEM	WEIGHT	ITEM	WEIGHT
TOTAL WEIGHT WORN/WIELED:		TOTAL WEIGHT CARRIED:	

## SPECIAL ABILITIES/FEATS

\_\_\_\_\_

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## ENCUMBRANCE

LIGHT LOAD: \_\_\_\_\_ MEDIUM LOAD: \_\_\_\_\_ HEAVY LOAD: \_\_\_\_\_

LIFT OVER HEAD: \_\_\_\_\_ LIFT OFF GROUND: \_\_\_\_\_ PUSH OR DRAG: \_\_\_\_\_

EQUALS MAX LOAD                      2X MAX LOAD                      5X MAX LOAD

## DESCRIPTION

AGE: \_\_\_\_\_ GENDER: \_\_\_\_\_

HEIGHT: \_\_\_\_\_ WEIGHT: \_\_\_\_\_

EYE COLOR: \_\_\_\_\_ HAIR COLOR: \_\_\_\_\_

GENERAL DESCRIPTION: \_\_\_\_\_

\_\_\_\_\_

PLACE OF ORIGIN: \_\_\_\_\_

NOTES: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## LANGUAGES

INITIAL LANGUAGES = RACE/PRIMARY LANG. + REGION/SECONDARY LANG. + INT BONUS

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

## SPELLS

NUMBER OF	0	1ST	2ND	3RD	4TH
SPELLS KNOWN	5TH	6TH	7TH	8TH	9TH

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	
<input type="checkbox"/>	0	<input type="checkbox"/>	0	_____
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	5TH	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	6TH	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	7TH	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	8TH	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	9TH	<input type="checkbox"/>	<input type="checkbox"/>	_____

## TREASURE

COINAGE CP SP GP PP

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## EXPERIENCE POINTS

NEXT LEVEL

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## PSIONICS

PSIONIC COMBAT: 1D20 + DC MODIFIER + KEY ABILITY MODIFIER

POWER SAVE 1D20+ \_\_\_\_\_ FREE MANIFESTATIONS \_\_\_\_\_  
KEY ABILITY MODIFIER                      0 - LEVEL

### POWER POINTS

### POWERS

### ATTACK MODES

### DEFENSE MODES

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NUMBER OF POWERS KNOWN

0 1ST 2ND 3RD 4TH

5TH 6TH 7TH 8TH 9TH



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CHARACTER \_\_\_\_\_ RPGA NUMBER \_\_\_\_\_ PLAYER \_\_\_\_\_  
 CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_ ALIGNMENT \_\_\_\_\_  
 RACE \_\_\_\_\_ SUB-RACE \_\_\_\_\_ SIZE \_\_\_\_\_ DEITY \_\_\_\_\_



CHARACTER RECORD SHEET

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

TOTAL	CURRENT HP/WOUNDS	NONLETHAL DAMAGE
<b>HP</b> HIT POINTS		

AC
FLAT-FOOTED
TOUCH

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER	MODIFIER
<b>AC</b> ARMOR CLASS						

SPEED
BASE
ARMORED
RUN (3x)
RUN (4x)

<b>BASE ATTACK</b> BONUS
-----------------------------

INITIATIVE	MODIFIER	TOTAL	DEX MODIFIER	MISC. MODIFIER

GRAPPLE	ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER

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

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

WEAPON	TOTAL RANGE	ATTACK BONUS	DAMAGE	CRITICAL
<b>WEIGHT</b>	<b>TYPE</b>	<b>SIZE</b>	<b>SPECIAL PROPERTIES</b>	

WEAPON	TOTAL RANGE	ATTACK BONUS	DAMAGE	CRITICAL
<b>WEIGHT</b>	<b>TYPE</b>	<b>SIZE</b>	<b>SPECIAL PROPERTIES</b>	

WEAPON	TOTAL RANGE	ATTACK BONUS	DAMAGE	CRITICAL
<b>WEIGHT</b>	<b>TYPE</b>	<b>SIZE</b>	<b>SPECIAL PROPERTIES</b>	

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

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

AMMUNITION

CROSS-CLASS SKILLS Max. # RANKS /

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

SKILLS (TRAINED ONLY)	KEY ABILITY	ABILITY MODIFIER	RANKS	MISC. MODIFIER	SKILL MODIFIER
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					

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



CHARACTER

RPGA NUMBER

PLAYER

CLASS

LEVEL

ALIGNMENT

RACE

SUB-RACE

SIZE

DEITY



CHARACTER RECORD SHEET

Ability score table with columns for Ability Name, Score, Modifier, Temp. Score, and Temp. Modifier. Rows include STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), and CHA (Charisma).

HP (Hit Points) section with a large box for the total value and a smaller box for current HP/wounds.

AC (Armor Class) section with a box for the total value and sub-sections for Flat-footed and Touch AC.

AC (Armor Class) breakdown table showing contributions from Armor Bonus, Shield Bonus, DEX Modifier, Size Modifier, Natural Armor, and other modifiers.

SPEED section with boxes for Base Speed, Armored Speed, Run (3x) Speed, and Run (4x) Speed.

BASE ATTACK BONUS section with a box for the total value.

INITIATIVE section with a box for the total value and sub-sections for DEX and MISC. modifiers.

GRAPPLE section with a calculation box: TOTAL = BASE ATTACK BONUS + STR MODIFIER + SIZE MODIFIER + MISC. MODIFIER + TEMP. MODIFIER.

RANGED section with a calculation box: TOTAL = BASE ATTACK BONUS + DEX MODIFIER + SIZE MODIFIER + MISC. MODIFIER + TEMP. MODIFIER.

SAVING THROWS section with calculation boxes for FORTITUDE (Constitution), REFLEX (Dexterity), and WILL (Wisdom).

WEAPON section with fields for Weight, Type, and Size.

Weapon statistics table with columns for Range, Total Attack Bonus, Damage, Critical, and Special Properties.

WEAPON section with fields for Weight, Type, and Size.

Weapon statistics table with columns for Range, Total Attack Bonus, Damage, Critical, and Special Properties.

WEAPON section with fields for Weight, Type, and Size.

Weapon statistics table with columns for Range, Total Attack Bonus, Damage, Critical, and Special Properties.

ARMOR/PROTECTIVE ITEM section with fields for Check Penalty and Spell Failure.

Armor/Protective Item statistics table with columns for Type, Armor Bonus, Max Dex Bonus, Speed, and Weight.

SHIELD/PROTECTIVE ITEM section with fields for Armor Bonus, Weight, Check Penalty, and Spell Failure.

Shield/Protective Item statistics table with columns for Armor Bonus, Weight, Check Penalty, and Spell Failure.

AMMUNITION section with a grid of boxes for tracking different types and quantities of ammunition.

SKILLS section with a table for tracking skill ranks and modifiers. Includes a list of skills (Appraise, Balance, Bluff, etc.) and a section for SKILLS (TRAINED ONLY).

\* These skills may be used normally even if the character has zero (0) skill ranks. Space is provided for the addition of skills that require skill ranks before they may be attempted. Once you have selected a class, mark cross-class skills with an | to the left of the skill name.

\*\* Armor Check Penalty, if any, applies.

**GEAR/ITEMS CARRIED OR STOWED**

ITEM	WEIGHT	ITEM	WEIGHT
TOTAL WEIGHT WORN/WIELED:		TOTAL WEIGHT CARRIED:	

**SPECIAL ABILITIES/FEATS**

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**ENCUMBRANCE**

LIGHT LOAD: \_\_\_\_\_ MEDIUM LOAD: \_\_\_\_\_ HEAVY LOAD: \_\_\_\_\_  
 LIFT OVER HEAD: \_\_\_\_\_ LIFT OFF GROUND: \_\_\_\_\_ PUSH OR DRAG: \_\_\_\_\_  
EQUALS MAX LOAD                      2X MAX LOAD                      5X MAX LOAD

**LANGUAGES**

INITIAL LANGUAGES = RACE/PRIMARY LANG. + REGION/SECONDARY LANG. + INT BONUS


**DESCRIPTION**

AGE: \_\_\_\_\_ GENDER: \_\_\_\_\_  
 HEIGHT: \_\_\_\_\_ WEIGHT: \_\_\_\_\_  
 EYE COLOR: \_\_\_\_\_ HAIR COLOR: \_\_\_\_\_  
 GENERAL DESCRIPTION: \_\_\_\_\_  
 PLACE OF ORIGIN: \_\_\_\_\_  
 NOTES: \_\_\_\_\_

**SPELLS**

NUMBER OF SPELLS KNOWN

0	1ST	2ND	3RD	4TH
5TH	6TH	7TH	8TH	9TH

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	
<input type="text"/>	0	<input type="text"/>	0	
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>	
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>	
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>	
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>	
<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>	
<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>	
<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>	
<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>	
<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>	

**TREASURE**

COINAGE CP SP GP PP


**EXPERIENCE POINTS**

NEXT LEVEL

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**PSIONICS**

PSIONIC COMBAT: 1D20 + DC MODIFIER + KEY ABILITY MODIFIER

POWER SAVE 1D20+ \_\_\_\_\_

FREE MANIFESTATIONS \_\_\_\_\_

KEY ABILITY MODIFIER

0 - LEVEL

**POWER POINTS**

**POWERS**

**ATTACK MODES**

**DEFENSE MODES**

NUMBER OF POWERS KNOWN

0 1ST 2ND 3RD 4TH  
5TH 6TH 7TH 8TH 9TH



CHARACTER \_\_\_\_\_ RPGA NUMBER \_\_\_\_\_ PLAYER \_\_\_\_\_

CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_ ALIGNMENT \_\_\_\_\_

RACE \_\_\_\_\_ SUB-RACE \_\_\_\_\_ SIZE \_\_\_\_\_ DEITY \_\_\_\_\_



CHARACTER RECORD SHEET

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temp. Score, and Temp. Modifier. Rows include STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), and CHA (Charisma).

HP (Hit Points) table with columns for Total, Current HP/Wounds, and Nonlethal Damage.

AC (Armor Class) table with categories Flat-footed and Touch.

AC (Armor Class) table showing the calculation: AC = 10 + Armor Bonus + Shield Bonus + DEX Modifier + Size Modifier + Natural Armor Modifier + Misc. Modifier.

SPEED table with categories Base, Armored, Run (3x), and Run (4x).

BASE ATTACK BONUS table.

INITIATIVE table showing the calculation: Initiative = DEX Modifier + Misc. Modifier.

GRAPPLE table showing the calculation: Grapple = Base Attack Bonus + STR Modifier + Size Modifier + Misc. Modifier + Temp. Modifier.

RANGED table showing the calculation: Ranged = Base Attack Bonus + DEX Modifier + Size Modifier + Misc. Modifier + Temp. Modifier.

SAVING THROWS table for Fortitude (Constitution), Reflex (Dexterity), and Will (Wisdom), showing calculations with Base Save, Ability Modifier, Magic Modifier, Misc. Modifier, and Temp. Modifier.

WEAPON table with columns for Range, Total Attack Bonus, Damage, Critical, and Special Properties. Includes sub-tables for Weight, Type, and Size.

WEAPON table with columns for Range, Total Attack Bonus, Damage, Critical, and Special Properties. Includes sub-tables for Weight, Type, and Size.

WEAPON table with columns for Range, Total Attack Bonus, Damage, Critical, and Special Properties. Includes sub-tables for Weight, Type, and Size.

ARMOR/PROTECTIVE ITEM table with columns for Type, Armor Bonus, Max Dex Bonus, Speed, and Weight. Includes sub-tables for Check Penalty and Spell Failure.

SHIELD/PROTECTIVE ITEM table with columns for Armor Bonus, Weight, Check Penalty, and Spell Failure. Includes a section for Special Properties.

AMMUNITION table with columns for Ammunition types and counts.

CROSS-CLASS SKILLS Max. # Ranks /

SKILLS (UNTRAINED/TRAINED)\* table listing skills like Appraise, Balance, Bluff, Climb, Concentration, Craft, Diplomacy, Disguise, Escape Artist, Forgery, Gather Information, Heal, Hide, Intimidate, Jump, Listen, Move Silently, Pantomime, Perform, Remote View, Ride, Search, Sense Motive, Spot, Survival, Swim, and Use Rope. Columns include Key Ability, Ability Modifier, Ranks, Misc. Modifier, and Skill Modifier.

SKILLS (TRAINED ONLY) table with columns for Key Ability, Ability Modifier, Ranks, Misc. Modifier, and Skill Modifier.

\* These skills may be used normally even if the character has zero (0) skill ranks. Space is provided for the addition of skills that require skill ranks before they may be attempted. Once you have selected a class, mark cross-class skills with an | to the left of the skill name.

\*\* Armor Check Penalty, if any, applies.



CHARACTER \_\_\_\_\_ RPGA NUMBER \_\_\_\_\_ PLAYER \_\_\_\_\_

CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_ ALIGNMENT \_\_\_\_\_

RACE \_\_\_\_\_ SUB-RACE \_\_\_\_\_ SIZE \_\_\_\_\_ DEITY \_\_\_\_\_



CHARACTER RECORD SHEET

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

TOTAL	CURRENT HP/WOUNDS	NONLETHAL DAMAGE
<b>HP</b> HIT POINTS		

<b>AC</b>
FLAT-FOOTED
TOUCH

<b>AC</b> ARMOR CLASS	= 10 +								
TOTAL		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MODIFIER	MODIFIER	MODIFIER

<b>SPEED</b>
BASE
ARMORED
RUN (3x)
RUN (4x)

<b>BASE ATTACK</b> BONUS
-----------------------------

<b>INITIATIVE</b> MODIFIER	=		+	
TOTAL		DEX MODIFIER		MISC. MODIFIER

<b>GRAPPLE</b> ATTACK BONUS	=		+		+		+		+	
TOTAL		BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER				

<b>RANGED</b> ATTACK BONUS	=		+		+		+		+	
TOTAL		BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER				
<b>FORTITUDE</b> (CONSTITUTION)		=		+		+		+		
<b>REFLEX</b> (DEXTERITY)		=		+		+		+		
<b>WILL</b> (WISDOM)		=		+		+		+		

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

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

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

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

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

AMMUNITION											

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

\* These skills may be used normally even if the character has zero (0) skill ranks. Space is provided for the addition of skills that require skill ranks before they may be attempted. Once you have selected a class, mark cross-class skills with an | to the left of the skill name.

\*\* Armor Check Penalty, if any, applies.





CHARACTER \_\_\_\_\_ RPGA NUMBER \_\_\_\_\_ PLAYER \_\_\_\_\_

CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_ ALIGNMENT \_\_\_\_\_

RACE \_\_\_\_\_ SUB-RACE \_\_\_\_\_ SIZE \_\_\_\_\_ DEITY \_\_\_\_\_



CHARACTER RECORD SHEET

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temp. Score, and Temp. Modifier. Rows include STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), and CHA (Charisma).

HP (Hit Points) table with columns for Total, Current HP/Wounds, and Nonlethal Damage.

AC (Armor Class) table with categories Flat-footed and Touch.

AC (Armor Class) table showing the calculation: AC = 10 + Armor Bonus + Shield Bonus + DEX Modifier + Size Modifier + Natural Armor Modifier + Misc. Modifier.

SPEED table with categories Base, Armored, Run (3x), and Run (4x).

BASE ATTACK BONUS table.

INITIATIVE table showing the calculation: Initiative = DEX Modifier + Misc. Modifier.

GRAPPLE table showing the calculation: Grapple = Base Attack Bonus + STR Modifier + Size Modifier + Misc. Modifier + Temp. Modifier.

RANGED table showing the calculation: Ranged = Base Attack Bonus + DEX Modifier + Size Modifier + Misc. Modifier + Temp. Modifier.

SAVING THROWS table with rows for FORTITUDE (Constitution), REFLEX (Dexterity), and WILL (Wisdom), each with a calculation: Save = Base Save + Ability Modifier + Magic Modifier + Misc. Modifier + Temp. Modifier.

WEAPON table with columns for Range, Total Attack Bonus, Damage, Critical, and Special Properties. Includes sub-tables for Weight, Type, and Size.

WEAPON table (duplicate of the previous one).

WEAPON table (duplicate of the previous one).

ARMOR/PROTECTIVE ITEM table with columns for Type, Armor Bonus, Max Dex Bonus, Speed, and Weight. Includes sub-tables for Check Penalty and Spell Failure.

SHIELD/PROTECTIVE ITEM table with columns for Armor Bonus, Weight, Check Penalty, and Spell Failure.

AMMUNITION table with columns for Ammunition types and counts.

CROSS-CLASS SKILLS Max. # Ranks

SKILLS (UNTRAINED/TRAINED)\* table with columns for Skill Name, Key Ability, Ability Modifier, Ranks, Misc. Modifier, and Skill Modifier. Lists skills like Appraise, Balance, Bluff, Climb, Concentration, Craft, Diplomacy, Disguise, Escape Artist, Forgery, Gather Information, Heal, Hide, Intimidate, Jump, Listen, Move Silently, Pantomime, Perform, Remote View, Ride, Search, Sense Motive, Spot, Survival, Swim, and Use Rope.

SKILLS (TRAINED ONLY) table with columns for Skill Name, Key Ability, Ability Modifier, Ranks, Misc. Modifier, and Skill Modifier.

\* These skills may be used normally even if the character has zero (0) skill ranks. Space is provided for the addition of skills that require skill ranks before they may be attempted. Once you have selected a class, mark cross-class skills with an | to the left of the skill name.

\*\* Armor Check Penalty, if any, applies.



CHARACTER \_\_\_\_\_ RPGA NUMBER \_\_\_\_\_ PLAYER \_\_\_\_\_  
 CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_ ALIGNMENT \_\_\_\_\_  
 RACE \_\_\_\_\_ SUB-RACE \_\_\_\_\_ SIZE \_\_\_\_\_ DEITY \_\_\_\_\_



CHARACTER RECORD SHEET

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

TOTAL CURRENT HP/WOUNDS NONLETHAL DAMAGE

**HP**  
HIT POINTS

**AC**  
FLAT-FOOTED  
TOUCH

**AC** = 10 +  
ARMOR CLASS

TOTAL

ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR MODIFIER MODIFIER

**SPEED**  
BASE  
ARMORED  
RUN (3x)  
RUN (4x)

**BASE ATTACK**  
BONUS

**INITIATIVE**  
MODIFIER

TOTAL = DEX MODIFIER + MISC. MODIFIER

**GRAPPLE**  
ATTACK BONUS

TOTAL = BASE ATTACK BONUS + STR MODIFIER + SIZE MODIFIER + MISC. MODIFIER + TEMP. MODIFIER

**RANGED**  
ATTACK BONUS

TOTAL = BASE ATTACK BONUS + DEX MODIFIER + SIZE MODIFIER + MISC. MODIFIER + TEMP. MODIFIER

**SAVING THROWS**

**FORTITUDE** (CONSTITUTION) = BASE SAVE + ABILITY MODIFIER + MAGIC MODIFIER + MISC. MODIFIER + TEMP. MODIFIER

**REFLEX** (DEXTERITY) = BASE SAVE + ABILITY MODIFIER + MAGIC MODIFIER + MISC. MODIFIER + TEMP. MODIFIER

**WILL** (WISDOM) = BASE SAVE + ABILITY MODIFIER + MAGIC MODIFIER + MISC. MODIFIER + TEMP. MODIFIER

**WEAPON**

WEIGHT	TYPE	SIZE

TOTAL RANGE	ATTACK BONUS	DAMAGE	CRITICAL
SPECIAL PROPERTIES			

**WEAPON**

WEIGHT	TYPE	SIZE

TOTAL RANGE	ATTACK BONUS	DAMAGE	CRITICAL
SPECIAL PROPERTIES			

**WEAPON**

WEIGHT	TYPE	SIZE

TOTAL RANGE	ATTACK BONUS	DAMAGE	CRITICAL
SPECIAL PROPERTIES			

**ARMOR/PROTECTIVE ITEM**

TYPE	ARMOR BONUS	MAX DEX BONUS	SPEED	WEIGHT
SPECIAL PROPERTIES				

**SHIELD/PROTECTIVE ITEM**

ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES			

**AMMUNITION**


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

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

RPGA NUMBER

PLAYER

CLASS

LEVEL

ALIGNMENT

RACE

SUB-RACE

SIZE

DEITY



CHARACTER RECORD SHEET

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temp. Score, and Temp. Modifier. Rows include STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), and CHA (Charisma).

HP (Hit Points) table with columns for Total, Current HP/Wounds, and Nonlethal Damage.

AC (Armor Class) table with categories Flat-footed and Touch.

AC (Armor Class) table showing the calculation: AC = 10 + Armor Bonus + Shield Bonus + DEX Modifier + Size Modifier + Natural Armor Modifier + Misc. Modifier.

SPEED table with categories Base, Armored, Run (3x), and Run (4x).

BASE ATTACK BONUS table.

INITIATIVE table showing the calculation: Initiative = DEX Modifier + Misc. Modifier.

GRAPPLE table showing the calculation: Grapple = Base Attack Bonus + STR Modifier + Size Modifier + Misc. Modifier + Temp. Modifier.

RANGED table showing the calculation: Ranged = Base Attack Bonus + DEX Modifier + Size Modifier + Misc. Modifier + Temp. Modifier.

SAVING THROWS table with rows for Fortitude (Constitution), Reflex (Dexterity), and Will (Wisdom), each with a calculation: Save = Base Save + Ability Modifier + Magic Modifier + Misc. Modifier + Temp. Modifier.

WEAPON table with columns for Range, Total Attack Bonus, Damage, Critical, and Special Properties. Includes sub-tables for Weight, Type, and Size.

WEAPON table (duplicate of the previous one).

WEAPON table (duplicate of the previous one).

ARMOR/PROTECTIVE ITEM table with columns for Type, Armor Bonus, Max Dex Bonus, Speed, Weight, Check Penalty, and Spell Failure.

SHIELD/PROTECTIVE ITEM table with columns for Armor Bonus, Weight, Check Penalty, and Spell Failure.

AMMUNITION table with columns for Ammunition types and counts.

CROSS-CLASS SKILLS Max. # Ranks

Skills table with columns: Skills (Untrained/Trained)\*, Key Ability, Ability Modifier, Ranks, Misc. Modifier, Skill Modifier. Lists skills like Appraise, Balance, Bluff, Climb, Concentration, Craft, Diplomacy, Disguise, Escape Artist, Forgery, Gather Information, Heal, Hide, Intimidate, Jump, Listen, Move Silently, Pantomime, Perform, Remote View, Ride, Search, Sense Motive, Spot, Survival, Swim, Use Rope.

SKILLS (TRAINED ONLY) table with columns: Key Ability, Ability Modifier, Ranks, Misc. Modifier, Skill Modifier.

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



CHARACTER \_\_\_\_\_ RPGA NUMBER \_\_\_\_\_ PLAYER \_\_\_\_\_

CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_ ALIGNMENT \_\_\_\_\_

RACE \_\_\_\_\_ SUB-RACE \_\_\_\_\_ SIZE \_\_\_\_\_ DEITY \_\_\_\_\_



CHARACTER RECORD SHEET

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temp. Score, and Temp. Modifier. Rows include STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), and CHA (Charisma).

HP (Hit Points) table with columns for Total, Current HP/Wounds, and Nonlethal Damage.

AC (Armor Class) table with categories Flat-footed and Touch.

AC (Armor Class) table showing the calculation: AC = 10 + Armor Bonus + Shield Bonus + DEX Modifier + Size Modifier + Natural Armor Modifier + Misc. Modifier.

SPEED table with categories Base, Armored, Run (3x), and Run (4x).

BASE ATTACK BONUS table.

INITIATIVE table showing the calculation: Initiative = DEX Modifier + Misc. Modifier.

GRAPPLE (Attack Bonus) table showing the calculation: Grapple = Base Attack Bonus + STR Modifier + Size Modifier + Misc. Modifier + Temp. Modifier.

RANGED (Attack Bonus) table showing the calculation: Ranged = Base Attack Bonus + DEX Modifier + Size Modifier + Misc. Modifier + Temp. Modifier.

SAVING THROWS table with rows for Fortitude (Constitution), Reflex (Dexterity), and Will (Wisdom), each showing the calculation: Save = Base Save + Ability Modifier + Magic Modifier + Misc. Modifier + Temp. Modifier.

WEAPON table with columns for Range, Total Attack Bonus, Damage, Critical, and Special Properties. Includes sub-tables for Weight, Type, and Size.

WEAPON table with columns for Range, Total Attack Bonus, Damage, Critical, and Special Properties. Includes sub-tables for Weight, Type, and Size.

WEAPON table with columns for Range, Total Attack Bonus, Damage, Critical, and Special Properties. Includes sub-tables for Weight, Type, and Size.

ARMOR/PROTECTIVE ITEM table with columns for Type, Armor Bonus, Max Dex Bonus, Speed, and Weight. Includes sub-tables for Check Penalty and Spell Failure.

SHIELD/PROTECTIVE ITEM table with columns for Armor Bonus, Weight, Check Penalty, and Spell Failure. Includes a section for Special Properties.

AMMUNITION table with columns for Ammunition types and quantities.

CROSS-CLASS SKILLS Max. # Ranks /

SKILLS (UNTRAINED/TRAINED)\* table listing skills like Appraise, Balance, Bluff, Climb, Concentration, Craft, Diplomacy, Disguise, Escape Artist, Forgery, Gather Information, Heal, Hide, Intimidate, Jump, Listen, Move Silently, Pantomime, Perform, Remote View, Ride, Search, Sense Motive, Spot, Survival, Swim, and Use Rope. Columns include Key Ability, Ability Modifier, Ranks, Misc. Modifier, and Skill Modifier.

SKILLS (TRAINED ONLY) table with columns for Key Ability, Ability Modifier, Ranks, Misc. Modifier, and Skill Modifier.

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





CHARACTER \_\_\_\_\_ RPGA NUMBER \_\_\_\_\_ PLAYER \_\_\_\_\_

CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_ ALIGNMENT \_\_\_\_\_

RACE \_\_\_\_\_ SUB-RACE \_\_\_\_\_ SIZE \_\_\_\_\_ DEITY \_\_\_\_\_



CHARACTER RECORD SHEET

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

TOTAL	CURRENT HP/WOUNDS	NONLETHAL DAMAGE
<b>HP</b> HIT POINTS		

AC
FLAT-FOOTED
TOUCH

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER	MODIFIER	MODIFIER
<b>AC</b> ARMOR CLASS							
= 10 +							
TOTAL							

SPEED
BASE
ARMORED
RUN (3x)
RUN (4x)

BASE ATTACK
BONUS

INITIATIVE	MODIFIER	TOTAL	DEX MODIFIER	MISC. MODIFIER

GRAPPLE	ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER

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

**SAVING THROWS**

TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
<b>FORTITUDE</b> (CONSTITUTION)					
<b>REFLEX</b> (DEXTERITY)					
<b>WILL</b> (WISDOM)					

**WEAPON**

RANGE	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
WEIGHT	TYPE	SIZE	
SPECIAL PROPERTIES			

**WEAPON**

RANGE	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
WEIGHT	TYPE	SIZE	
SPECIAL PROPERTIES			

**WEAPON**

RANGE	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
WEIGHT	TYPE	SIZE	
SPECIAL PROPERTIES			

**ARMOR/PROTECTIVE ITEM**

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

**SHIELD/PROTECTIVE ITEM**

ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES			

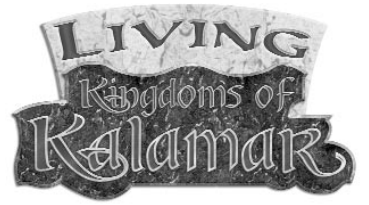
**AMMUNITION**


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

\* These skills may be used normally even if the character has zero (0) skill ranks. Space is provided for the addition of skills that require skill ranks before they may be attempted. Once you have selected a class, mark cross-class skills with an | to the left of the skill name.

\*\* Armor Check Penalty, if any, applies.





CHARACTER RECORD SHEET

CHARACTER \_\_\_\_\_ RPGA NUMBER \_\_\_\_\_ PLAYER \_\_\_\_\_

CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_ ALIGNMENT \_\_\_\_\_

RACE \_\_\_\_\_ SUB-RACE \_\_\_\_\_ SIZE \_\_\_\_\_ DEITY \_\_\_\_\_

Table with 5 columns: ABILITY NAME, ABILITY SCORE, ABILITY MODIFIER, TEMP. SCORE, TEMP. MODIFIER. Rows include STR (STRENGTH), DEX (DEXTERITY), CON (CONSTITUTION), INT (INTELLIGENCE), WIS (WISDOM), and CHA (CHARISMA).

HP HIT POINTS form with columns for TOTAL, CURRENT HP/WOUNDS, and NONLETHAL DAMAGE.

AC ARMOR CLASS form with sub-sections for FLAT-FOOTED and TOUCH.

AC ARMOR CLASS form with columns for ARMOR BONUS, SHIELD BONUS, DEX MODIFIER, SIZE MODIFIER, NATURAL ARMOR, and MODIFIERS.

SPEED form with sub-sections for BASE, ARMORED, RUN (3x), and RUN (4x).

BASE ATTACK BONUS form.

INITIATIVE form with columns for MODIFIER, TOTAL, DEX MODIFIER, and MISC. MODIFIER.

GRAPPLE ATTACK BONUS form with columns for TOTAL, BASE ATTACK BONUS, STR MODIFIER, SIZE MODIFIER, MISC. MODIFIER, and TEMP. MODIFIER.

RANGED ATTACK BONUS form with columns for TOTAL, BASE ATTACK BONUS, DEX MODIFIER, SIZE MODIFIER, MISC. MODIFIER, and TEMP. MODIFIER.

SAVING THROWS section including FORTITUDE (CONSTITUTION), REFLEX (DEXTERITY), and WILL (WISDOM) with calculation boxes.

WEAPON form with columns for RANGE, TOTAL ATTACK BONUS, DAMAGE, CRITICAL, and SPECIAL PROPERTIES.

WEAPON form with columns for RANGE, TOTAL ATTACK BONUS, DAMAGE, CRITICAL, and SPECIAL PROPERTIES.

WEAPON form with columns for RANGE, TOTAL ATTACK BONUS, DAMAGE, CRITICAL, and SPECIAL PROPERTIES.

ARMOR/PROTECTIVE ITEM form with columns for TYPE, ARMOR BONUS, MAX DEX BONUS, SPEED, and WEIGHT.

SHIELD/PROTECTIVE ITEM form with columns for ARMOR BONUS, WEIGHT, CHECK PENALTY, and SPELL FAILURE.

AMMUNITION form with columns for AMMUNITION types and counts.

CROSS-CLASS SKILLS Max. # RANKS /

Table of skills including APPRAISE, BALANCE, BLUFF, CLIMB, CONCENTRATION, CRAFT, DIPLOMACY, DISGUISE, ESCAPE ARTIST, FORGERY, GATHER INFORMATION, HEAL, HIDE, INTIMIDATE, JUMP, LISTEN, MOVE SILENTLY, PANTOMIME, PERFORM, REMOTE VIEW, RIDE, SEARCH, SENSE MOTIVE, SPOT, SURVIVAL, SWIM, and USE ROPE.

SKILLS (TRAINED ONLY) section with columns for KEY ABILITY, ABILITY MODIFIER, RANKS, MISC. MODIFIER, and SKILL MODIFIER.

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





CHARACTER \_\_\_\_\_ RPGA NUMBER \_\_\_\_\_ PLAYER \_\_\_\_\_  
 CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_ ALIGNMENT \_\_\_\_\_  
 RACE \_\_\_\_\_ SUB-RACE \_\_\_\_\_ SIZE \_\_\_\_\_ DEITY \_\_\_\_\_

CHARACTER RECORD SHEET

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

**HP** (Hit Points) TOTAL \_\_\_\_\_ CURRENT HP/WOUNDS \_\_\_\_\_ NONLETHAL DAMAGE \_\_\_\_\_

**AC** (Armor Class) TOTAL \_\_\_\_\_ = 10 + \_\_\_\_\_

ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER	MISC. MODIFIER
-------------	--------------	--------------	---------------	------------------------	----------------

**BASE ATTACK** (Bonus) \_\_\_\_\_

**INITIATIVE** (Modifier) \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_

TOTAL \_\_\_\_\_

DEX MODIFIER      MISC. MODIFIER

**AC**  
FLAT-FOOTED \_\_\_\_\_  
TOUCH \_\_\_\_\_

**SPEED**  
BASE \_\_\_\_\_  
ARMORED \_\_\_\_\_  
RUN (3x) \_\_\_\_\_  
RUN (4x) \_\_\_\_\_

**GRAPPLE** (Attack Bonus) \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
-------	-------------------	--------------	---------------	----------------	----------------

**RANGED** (Attack Bonus) \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
-------	-------------------	--------------	---------------	----------------	----------------

**SAVING THROWS** (Total) \_\_\_\_\_

TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
-------	-----------	------------------	----------------	----------------	----------------

**FORTITUDE** (Constitution) \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**REFLEX** (Dexterity) \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**WILL** (Wisdom) \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**WEAPON**

WEAPON		TOTAL RANGE	ATTACK BONUS	DAMAGE	CRITICAL
WEIGHT	TYPE	SPECIAL PROPERTIES			

**WEAPON**

WEAPON		TOTAL RANGE	ATTACK BONUS	DAMAGE	CRITICAL
WEIGHT	TYPE	SPECIAL PROPERTIES			

**WEAPON**

WEAPON		TOTAL RANGE	ATTACK BONUS	DAMAGE	CRITICAL
WEIGHT	TYPE	SPECIAL PROPERTIES			

**ARMOR/PROTECTIVE ITEM**

TYPE	ARMOR BONUS	MAX DEX BONUS	SPEED	WEIGHT
SPECIAL PROPERTIES				

**SHIELD/PROTECTIVE ITEM**

ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES			

**AMMUNITION**

_____	□□□□□	□□□□□	□□□□□
_____	□□□□□	□□□□□	□□□□□
_____	□□□□□	□□□□□	□□□□□
_____	□□□□□	□□□□□	□□□□□

**CROSS-CLASS SKILLS**      **SKILLS**      Max. # RANKS      /

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

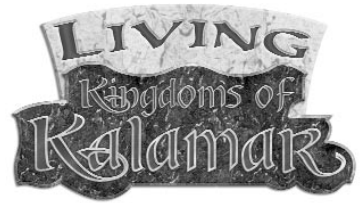
**SKILLS (TRAINED ONLY)**

SKILLS (TRAINED ONLY)	KEY ABILITY	ABILITY MODIFIER	RANKS	MISC. MODIFIER	SKILL MODIFIER
<input type="checkbox"/> _____					
<input type="checkbox"/> _____					
<input type="checkbox"/> _____					
<input type="checkbox"/> _____					
<input type="checkbox"/> _____					
<input type="checkbox"/> _____					
<input type="checkbox"/> _____					
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<input type="checkbox"/> _____					
<input type="checkbox"/> _____					
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<input type="checkbox"/> _____					

\* These skills may be used normally even if the character has zero (0) skill ranks. Space is provided for the addition of skills that require skill ranks before they may be attempted. Once you have selected a class, mark cross-class skills with an | to the left of the skill name.

\*\* Armor Check Penalty, if any, applies.





CHARACTER \_\_\_\_\_ RPGA NUMBER \_\_\_\_\_ PLAYER \_\_\_\_\_  
 CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_ ALIGNMENT \_\_\_\_\_  
 RACE \_\_\_\_\_ SUB-RACE \_\_\_\_\_ SIZE \_\_\_\_\_ DEITY \_\_\_\_\_

CHARACTER RECORD SHEET

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

**HP** HIT POINTS

TOTAL \_\_\_\_\_ CURRENT HP/WOUNDS \_\_\_\_\_ NONLETHAL DAMAGE \_\_\_\_\_

**AC**

FLAT-FOOTED \_\_\_\_\_

TOUCH \_\_\_\_\_

**AC** ARMOR CLASS = 10 +

TOTAL \_\_\_\_\_

ARMOR BONUS \_\_\_\_\_ SHIELD BONUS \_\_\_\_\_ DEX MODIFIER \_\_\_\_\_ SIZE MODIFIER \_\_\_\_\_ NATURAL ARMOR MODIFIER \_\_\_\_\_ MODIFIER \_\_\_\_\_

**SPEED**

BASE \_\_\_\_\_

ARMORED \_\_\_\_\_

RUN (3x) \_\_\_\_\_

RUN (4x) \_\_\_\_\_

**BASE ATTACK** BONUS \_\_\_\_\_

**INITIATIVE** MODIFIER \_\_\_\_\_

TOTAL \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_

DEX MODIFIER \_\_\_\_\_ MISC. MODIFIER \_\_\_\_\_

**GRAPPLE** ATTACK BONUS

TOTAL \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

BASE ATTACK BONUS \_\_\_\_\_ STR MODIFIER \_\_\_\_\_ SIZE MODIFIER \_\_\_\_\_ MISC. MODIFIER \_\_\_\_\_ TEMP. MODIFIER \_\_\_\_\_

**RANGED** ATTACK BONUS

TOTAL \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

BASE ATTACK BONUS \_\_\_\_\_ DEX MODIFIER \_\_\_\_\_ SIZE MODIFIER \_\_\_\_\_ MISC. MODIFIER \_\_\_\_\_ TEMP. MODIFIER \_\_\_\_\_

**SAVING THROWS**

**FORTITUDE** (CONSTITUTION) TOTAL \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**REFLEX** (DEXTERITY) TOTAL \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**WILL** (WISDOM) TOTAL \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**WEAPON**

RANGE \_\_\_\_\_ TOTAL ATTACK BONUS \_\_\_\_\_ DAMAGE \_\_\_\_\_ CRITICAL \_\_\_\_\_

WEIGHT \_\_\_\_\_ TYPE \_\_\_\_\_ SIZE \_\_\_\_\_

SPECIAL PROPERTIES \_\_\_\_\_

**WEAPON**

RANGE \_\_\_\_\_ TOTAL ATTACK BONUS \_\_\_\_\_ DAMAGE \_\_\_\_\_ CRITICAL \_\_\_\_\_

WEIGHT \_\_\_\_\_ TYPE \_\_\_\_\_ SIZE \_\_\_\_\_

SPECIAL PROPERTIES \_\_\_\_\_

**WEAPON**

RANGE \_\_\_\_\_ TOTAL ATTACK BONUS \_\_\_\_\_ DAMAGE \_\_\_\_\_ CRITICAL \_\_\_\_\_

WEIGHT \_\_\_\_\_ TYPE \_\_\_\_\_ SIZE \_\_\_\_\_

SPECIAL PROPERTIES \_\_\_\_\_

**ARMOR/PROTECTIVE ITEM**

TYPE \_\_\_\_\_ ARMOR BONUS \_\_\_\_\_ MAX DEX BONUS \_\_\_\_\_ SPEED \_\_\_\_\_ WEIGHT \_\_\_\_\_

CHECK PENALTY \_\_\_\_\_ SPELL FAILURE \_\_\_\_\_

SPECIAL PROPERTIES \_\_\_\_\_

**SHIELD/PROTECTIVE ITEM**

ARMOR BONUS \_\_\_\_\_ WEIGHT \_\_\_\_\_ CHECK PENALTY \_\_\_\_\_ SPELL FAILURE \_\_\_\_\_

SPECIAL PROPERTIES \_\_\_\_\_

**AMMUNITION**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**CROSS-CLASS SKILLS**

SKILLS (UNTRAINED/TRAINED)\*

MAX. # RANKS \_\_\_\_\_ /

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

**SKILLS (TRAINED ONLY)**

SKILLS (TRAINED ONLY)	KEY ABILITY	ABILITY MODIFIER	RANKS	MISC. MODIFIER	SKILL MODIFIER	
<input type="checkbox"/> _____	_____	_____	+	_____	+	_____
<input type="checkbox"/> _____	_____	_____	+	_____	+	_____
<input type="checkbox"/> _____	_____	_____	+	_____	+	_____
<input type="checkbox"/> _____	_____	_____	+	_____	+	_____
<input type="checkbox"/> _____	_____	_____	+	_____	+	_____
<input type="checkbox"/> _____	_____	_____	+	_____	+	_____
<input type="checkbox"/> _____	_____	_____	+	_____	+	_____
<input type="checkbox"/> _____	_____	_____	+	_____	+	_____
<input type="checkbox"/> _____	_____	_____	+	_____	+	_____
<input type="checkbox"/> _____	_____	_____	+	_____	+	_____
<input type="checkbox"/> _____	_____	_____	+	_____	+	_____
<input type="checkbox"/> _____	_____	_____	+	_____	+	_____
<input type="checkbox"/> _____	_____	_____	+	_____	+	_____
<input type="checkbox"/> _____	_____	_____	+	_____	+	_____
<input type="checkbox"/> _____	_____	_____	+	_____	+	_____
<input type="checkbox"/> _____	_____	_____	+	_____	+	_____

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





CHARACTER \_\_\_\_\_ RPGA NUMBER \_\_\_\_\_ PLAYER \_\_\_\_\_

CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_ ALIGNMENT \_\_\_\_\_

RACE \_\_\_\_\_ SUB-RACE \_\_\_\_\_ SIZE \_\_\_\_\_ DEITY \_\_\_\_\_



CHARACTER RECORD SHEET

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temp. Score, and Temp. Modifier. Rows include STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), and CHA (Charisma).

HP (Hit Points) table with columns for Total, Current HP/Wounds, and Nonlethal Damage.

AC (Armor Class) table with categories Flat-footed and Touch.

AC (Armor Class) table showing the calculation: AC = 10 + Armor Bonus + Shield Bonus + DEX Modifier + Size Modifier + Natural Armor Modifier + Misc. Modifier.

SPEED table with categories Base, Armored, Run (3x), and Run (4x).

BASE ATTACK BONUS table.

INITIATIVE table showing the calculation: Initiative = DEX Modifier + Misc. Modifier.

GRAPPLE (Attack Bonus) table showing the calculation: Grapple = Base Attack Bonus + STR Modifier + Size Modifier + Misc. Modifier + Temp. Modifier.

RANGED (Attack Bonus) table showing the calculation: Ranged = Base Attack Bonus + DEX Modifier + Size Modifier + Misc. Modifier + Temp. Modifier.

SAVING THROWS table with rows for Fortitude (Constitution), Reflex (Dexterity), and Will (Wisdom), each with a calculation: Save = Base Save + Ability Modifier + Magic Modifier + Misc. Modifier + Temp. Modifier.

WEAPON table with columns for Range, Total Attack Bonus, Damage, Critical, and Special Properties. Includes sub-tables for Weight, Type, and Size.

WEAPON table with columns for Range, Total Attack Bonus, Damage, Critical, and Special Properties. Includes sub-tables for Weight, Type, and Size.

WEAPON table with columns for Range, Total Attack Bonus, Damage, Critical, and Special Properties. Includes sub-tables for Weight, Type, and Size.

ARMOR/PROTECTIVE ITEM table with columns for Type, Armor Bonus, Max Dex Bonus, Speed, and Weight. Includes sub-tables for Check Penalty and Spell Failure.

SHIELD/PROTECTIVE ITEM table with columns for Armor Bonus, Weight, Check Penalty, and Spell Failure. Includes a section for Special Properties.

AMMUNITION table with columns for Ammunition types and counts.

CROSS-CLASS SKILLS Max. # Ranks /

SKILLS (UNTRAINED/TRAINED)\* table listing skills like Appraise, Balance, Bluff, Climb, Concentration, Craft, Diplomacy, Disguise, Escape Artist, Forgery, Gather Information, Heal, Hide, Intimidate, Jump, Listen, Move Silently, Pantomime, Perform, Remote View, Ride, Search, Sense Motive, Spot, Survival, Swim, and Use Rope. Each skill has columns for Key Ability, Ability Modifier, Ranks, Misc. Modifier, and Skill Modifier.

SKILLS (TRAINED ONLY) table with columns for Key Ability, Ability Modifier, Ranks, Misc. Modifier, and Skill Modifier.

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



## ERRATA

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### *For the Kenzer & Co. Core Books and the Psionics Handbook*

#### ***Pekal Gazetteer***

- p. 14 - The meta-organization requirements listed in the Pekal Gazetteer are included as an example to DMs for home campaign play. These do not pertain directly to the Living Kingdoms of Kalamar campaign, as they will develop their own standards.

#### ***Kingdoms of Kalamar Campaign Setting***

- p. 260 - The Archmage Welren should be a Wizard 18/Aristocrat 13

#### ***Kingdoms of Kalamar Player's Guide***

*NOTE: The KPG Conversion Guide follows this section and supercedes and discrepancies between the two documents.*

- p. 3 - On Table 1-1, the Half-Hobgoblin (Kargi) racial adjustments should be +2 Constitution & -2 Intelligence. The Half-Hobgoblin (Kurangi or other) racial adjustments should be +2 Dexterity, -2 Wisdom & -2 Charisma.
- p. 11 - Mountain Dwarves have the following abilities in addition to those listed in the text.
- Stonecunning.
  - +2 racial bonus on saving throws against poison.
  - +2 racial bonus on saving throws against spells & spell like effects.
  - +1 racial bonus to attack rolls against orcs & goblinoids.
  - +4 dodge bonus to AC against giants.
- p. 14 - Wood Elves have the following abilities in addition to those listed in the text:
- Low-light Vision.
- p. 15 - Wild Elves have the following abilities in addition to those listed in the text:
- Low-light Vision.
  - Immunity to magic sleep spells & effects, & a +2 racial saving throw bonus against enchantment spells or effects.
  - Proficient with either longsword or rapier; proficient with shortbow, longbow, composite shortbow & composite longbow.
- p. 16 - Gray Elves have the following abilities in addition to those listed in the text:
- Low-light vision.
  - Immunity to magic sleep spells & effects, & a +2 racial saving throw bonus against enchantment spells or effects.
  - Proficient with either longsword or rapier; proficient with shortbow, longbow, composite shortbow & composite longbow.
- p. 17 - Dark Elves have the following abilities in addition to those listed in the text:
- Darkvision to 120 ft. This replaces the Darkvision to 60 ft. listed in the text.
  - Immunity to magic sleep spells & effects, & a +2 racial saving throw bonus against enchantment spells or effects.
  - +2 racial bonus to Will saves against spells & spell-like effects.

p. 21 - Deep Gnomes have the following abilities in addition to those listed in the text:

Darkvision to 120 ft.  
+1 racial bonus to attack rolls against dark elves, troglodytes, mind flayers, & grimlocks.  
Stonecunning.  
Ability to cast 0-level spells, as the rock gnome ability.

p. 28 - Hobgoblins have Darkvision to 60 ft.

p. 30 - The brigand, infiltrator & spellsinger should be in the same column as the barbarian, rogue & sorcerer on Table 1-3. The basiran dancer & gladiator should be in the same column as the bard, fighter, paladin & ranger on Table 1-3. The shaman is in the same column as the cleric, druid, monk, & wizard on Table 1-3.

p. 30 - The place of origin tables apply to all subraces. The DM may allow a character to choose their place of origin or choose which table they would like to roll on.

p. 33 - The list of bonus fighter feats should include all the feats from the Dungeons & Dragons™ Player's Handbook & Sword & Fist, in addition to the following feats from the Kalamar Player's Guide: Blind Shot, Commanding Presence, Expert Timing, Eyes of Fury, Fearsome Appearance, Final Breath, Finding the Secrets, Guardian, Hammer & Anvil, Improved Subdual, Knock Prone, Movement Check, Patience, Push, Quick Dismount, Ram, Rapid Ready, Shield Specialization, Shock Resistant, Smashing Blow, Tough as Nails, Undying, Unerring Strike.

p. 34 – The psychic warrior's bonus feat list should be the same as the fighter's list.

p. 34 – The variant classes do not count as a favored class for any race unless specifically stated.

p. 35 - Table 2-2 lists the incorrect Base Attack Bonus for the Brigand. It should follow the progression on pg. 39 in Table 2-6: The Brigand.

p. 35 - The starting gold for the variant classes in the Kalamar Player's Guide is as follows:

Basiran Dancer = 4d4 x 10 gp  
Brigand = 6d4 x 10 gp  
Gladiator = 4d4 x 10 gp  
Infiltrator = 5d4 x 10 gp  
Shaman = 2d4 x 10 gp  
Spellsinger = 3d4 x 10 gp

p. 37 - The second level class ability of the Basiran Dancer, Weapon Finesse, functions exactly like the feat. It applies to all light weapons & the rapier, just like the feat.

p. 40 - The Brigand's Improved Bluff class feature grants 4 bonus ranks, not 4 ranks.

p. 44 - The Infiltrator cannot use the Search skill to find traps with DCs greater than 20, nor can he use the Disable Device skill to disable magical traps.

p. 47 - Table 2-9: The Shaman has the wrong Base Attack Bonus for the Shaman. It should follow the same progression as the druid, as indicated on Table 2-2 on pg. 35. It should be:

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

9 +6/+1  
10 +7/+2

19 +14/+9/+4  
20 +15/+10/+5

p. 48 - The Shaman ability Wild Shape should be renamed Totem Shape, as it differs slightly from the druid ability. Totem shape functions as described in the Shaman section. When choosing an animal, you get the version appropriate to your home terrain. Dire animals are never appropriate.

For example, if your Totem is the Bear, you could choose from the Brown Bear, the Black Bear & the Polar Bear, depending upon your native climate.

p. 50 - The following are the details for the apprentice level variant classes:

Table 2-22a: Apprentice Level Variant Characters

Class	BAB	Fort Save	Ref Save	Will Save	Special	Spells
Basiran Dancer	+0	+1	+1	+0	--	1/0
Brigand	+0	+0	+1	+0	Improved Bluff	-/-
Gladiator	+0	+1	+1	+0	Exotic WP Center of Attention	-/-
Infiltrator	+0	+0	+1	+0	Fast Movement	-/-
Shaman	+0	+0	+0	+1	--	2/1
SpellSinger	+0	+0	+0	+1	--	2/1

p. 58 - The Order of the Slayer spells are divine & are based off Wisdom. A member of the order must have a Wisdom of 10 + the spell's level to cast a spell of that level.

p. 61 - The description of the Sentinel Prestige Domain under the Sentinels of Providence prestige class is incorrect. The prestige domain works like all other prestige domains, as described in Defenders of the Faith. In short, if you are a cleric, gaining a prestige domain grants you another domain that functions just like your previous two domains. You can also use the granted power. Your domain spell for each level can come from one of your three domains. If you are a non-cleric divine spellcaster, you gain an additional spell per day for each spell level you can cast. This spell is the prestige domain spell for that level. You can also use the granted power. Arcane spellcasters that gain a prestige domain add all the prestige domain spells to their spellbooks or spells known. They can still only cast spells that they are high enough level to cast. They can also use the granted power.

p. 68 - The following changes should be made to these new skills with regard to the standard PHB classes:

Pantomime is a class skill for bards, & a cross-class skill for all others. Knowledge (Fighting Styles) is a class skill for fighters, warriors & monks & cross-class skills for all others. Knowledge (Military Logistics), Knowledge (Military Tactics) & Knowledge (Military Training) are class skills of the fighter, & are cross-class skills for all others. Knowledge (Monsters) is a class skill for wizards, bards & rangers, & a cross-class skill for all others.

p. 76 - The new use for sense motive is a free action, but it can only be used if you have ranks in sense motive & in situations when you would not be denied your Dexterity bonus to AC. This applies to characters that do not have a Dexterity bonus as well.

p. 82 - The prerequisites for the Channel Positive Energy feat should be the ability to turn/rebuke undead, & a level of cleric. The prerequisites for Sense Danger should additionally be a psionic character.

p. 82 - Table 5-1 should list the feat Magical Affinity as available to Rock Gnomes, not Golden Halflings.

p. 83 - The feat Commanding Presence (& the brigand ability of the same name) has a range of the character's natural reach plus five feet, & a duration of one round.

p. 83 - The Child of the Earth feat grants a luck bonus to saving throws equal to the character's Constitution modifier, not +1.

- p. 83 - The duration of Commanding Presence is 1 round.
- p. 86 - For the feat Final Breath, this last attack receives all the bonuses you would normally receive on a melee attack with that weapon, & it uses your highest base attack bonus.
- p. 86 - The feat Finding the Secrets does allow one to use the sneak attack ability against the chosen creature type. However, you must have the sneak attack ability to do so.
- p. 86 - The feat Guardian is activated each turn on the character's initiative, just like the feat Dodge. It need not be activated if the player chooses otherwise. Use of this feat is discernable by enemies.
- p. 88 - The feat Miser with Magic can be used on a number of spell levels per day equal to the ability score modifier appropriate to the type of spells you cast.
- p. 88 - For the feat Lone Wolf, you select the bonus when the feat is taken & that bonus does not change.
- p. 90 - The DC of the fortitude save should be 10+ the damage dealt.
- p. 92 - The feat Unerring Strike applies only to melee attacks. The penalty to damage & bonus to hit apply to the same attack, not different ones.
- p. 97 - Monks are not listed on Table 6-4 of the Player's Guide. They favor Lawful gods, & worship the Powermaster & the Old Man most commonly, but can follow any & all gods.
- p. 122 - The size categories for the simple & martial weapons on Table 7-5 should all be moved down one size category. Small weapons should be Tiny, Medium weapons should be Small, & Large weapons should be Medium.
- p. 122 - The gnomish mace, bear claw, & pony club do not deal subdual damage, but normal damage.
- p. 122 - The range increment for the tear knife is 10 ft., & the bill knife cannot be used as a thrown weapon.
- p. 125-125 - All fighting schools teach the prerequisites for any feats listed in addition to the listed feats.
- p. 128 - The feat progression for the Hobgoblin soldier should be as follows:
- 1st: Iron Touch of Kruk-Ma-Kali
  - 2nd: Hammer & Anvil
  - 3rd: Power Attack
  - 4th: Cleave
  - 5th: Great Cleave
- p. 142 - Targets do get a saving throw against the Channel Positive Energy ability Chaos Reigns.
- p. 143 - The Channel Positive Energy power Imprisonment should have a Strength check DC of 10 + the character's Wisdom modifier.
- p. 143 - On Table 10-1, the ability Rejection should give a -1 morale penalty to all attack rolls, weapon damage, skill checks & saves.
- p. 150 - The granted power for the celerity domain should state that each advantage can be used once per day, for a duration of one minute.
- p. 162 - Spells that require a material component or an XP sacrifice do not require them again when copied with a moment ago.
- P. 169 - Any item that is submerged beneath the character may be retrieved with the spell disinter, subject to the normal restrictions of the spell. This includes items accidentally dropped over the side of a boat, etc.

p. 170 - The spell Dorama's Battle Ward should have a duration of 2 rounds/level.

p. 175 - The duration of graced by saints should be 1 round/ level, not 1 minute as indicated in the stat block.

p. 177 - The spell inspiration should be a transmutation spell, not an evocation spell.

P 188 - The Summon Fey spell can summon a fey creature with CR equal to the level of the spell, not HD.

p. 193 - The following are the special abilities for the weapon of the deity spell:

<b>Deity Weapon</b>	<b>Special Abilities</b>
Knight of the Gods	+1 Mighty Cleaving Greatsword
Holy Mother	+1 Defending Light Hammer
Speaker of the Word	+1 Ghost Touch Mace
The True	+1 Keen Longsword
The Eternal Lantern	+1 Flaming Mace
The Raiser	+1 Defending Sickle
The Peacemaker	+1 Spell Storing Quarterstaff
The Pure One	+1 Distance Net
Lord of Silver Linings	+1 Defending Quarterstaff
The Traveler	+1 Frost Quarterstaff
The Guardian	+1 Defending Longsword
Raconteur	+1 Shock Club
The Shimmering One	+1 Flaming Rapier
The Great Huntress	+1 Returning Spear
The Coddler	+1 Defending Halberd
The Founder	+1 Shock Warhammer
The Mule	+1 Distance Crossbow
Powermaster	+1 Frost Greatclub
The Old Man	+1 Mighty Cleaving Halberd
Eye Opener	+1 Spell Storing Quarterstaff
Mother of Elements Air	+1 Distance Bow
Mother of Elements Earth	+1 Shock Sling
Mother of Elements Fire	+1 Flaming Scimitar
Mother of Elements Water	+1 Frost Trident
The Riftmaster	+1 Flaming Dagger
The Bear	+1 Shock Quarterstaff
The Landlord	+1 Ghost Shock Dire Flail
Fate Scribe	+1 Ghost Touch Quarterstaff
Battle Rager	+1 Mighty Cleaving Hand Axe
The Watcher	+1 Throwing Quarterstaff
The Storm Lord	+1 Shock Warhammer
Risk	+1 Returning Dagger
The Laughter	+1 Defending Club
The Corruptor	+1 Keen Longsword
The Overlord	+1 Flaming Spiked Chain
The Dark One	+1 Keen Greataxe
The Flaymaster	+1 Frost Whip
Harvester of Souls	+1 Keen Scythe
Locust Lord	+1 Mighty Cleaving Mace
Emperor of Scorn	+1 Shock Club
The Seller of Souls	+1 Keen Dagger
Rotlord	+1 Frost Flail
The Confuser of Ways	+1 Spell Storing Club

Prince of Terror	+1 Shock Greatsword
Creator of Strife	+1 Frost Flail
The Vicelord	+1 Mighty Cleaving Heavy Pick

p. 194 - Magic weapons & armor do get a saving throw against woodiron.

p. 199 - The ring of weapon mastery does grant the feat Weapon Finesse. The examples used are incorrect.

p. 234 - The language section of the character sheet is incorrect for humans. Humans start with one language free, usually their national tongue, plus any additional languages due to a high Intelligence. Demi-humans start with two free languages (their racial language & Merchant's Tongue) plus any additional languages due to high Intelligence.

## ***Kingdoms of Kalamar Player's Guide 3.5 Conversion Guide***

*Adapted by Tilmann Berger, Edited by Brian Jelke and Joseph L. Selby*

### **Chapter 1: Races**

*p. 3: Errata: On Table 1-1, the Half-Hobgoblin (Kargi) racial adjustments should be +2 Constitution and -2 Intelligence. The Half-Hobgoblin (Kragi or other) racial adjustments should be +2 Dexterity, -2 Wisdom and -2 Charisma.*

#### **Hill Dwarves:**

- Dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Weapon Familiarity: Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- Stability: A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

#### **Mountain Dwarves:**

- Dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Weapon Familiarity: Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- Stability: A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

*Mountain Dwarves have the following abilities in addition to those listed in the text.*

- *Stonecunning.*
- *+2 racial bonus on saving throws against poison.*
- *+2 racial bonus on saving throws against spells and spell like effects.*
- *+1 racial bonus to attack rolls against orcs and goblinoids.*
- *+4 dodge bonus to AC against giants.*

#### **Stone Dwarves:**

The Skirmisher ability grants Two Weapon Fighting since Ambidexterity does not exist anymore.

- Dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Stone dwarves don't get any Weapon Familiarity. Their remote living habits made them less picky about their weapon choices.
- Stability: A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- As cavedwellers, Stone Dwarves are hardy and resilient. They gain the Stone Bones feat (+1 natural AC) for free. Surface dwelling dwarves with the Stone Bones feat probably had some Stone Dwarf ancestors.
- Stone Dwarves are cave dwellers and need to climb a lot. They gain a racial +2 to climb checks.



### High Elves:

**Religion:** Lathlani favor worship of the Shimmering One, the Raconteur, the Guardian, the Riftmaster, the Pure One and the Lord of Silver Linings.

- Proficient with either longsword, leafblade or rapier; proficient with shortbow, longbow, composite shortbow and composite longbow.

### Wood Elves:

**Religion:** Wood elves primarily worship the Mother of the Elements but the Bear, the Shimmering One, the Guardian, the Great Huntress, the Coddler and the Watcher all have followers among them as well.

*Low light vision*

- Proficient with either leafblade or rapier; proficient with shortbow, longbow, composite shortbow and composite longbow.

Elf, wood +2 Dex, -2 Cha

### Wild Elves:

Wild Elves have the following abilities in addition to those listed in the text:

- *Low-light Vision.*
- *Immunity to magic sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.*
- *Proficient with either longsword, leafblade or rapier; proficient with shortbow, longbow, composite shortbow and composite longbow.*

Elf, wild +2 Dex, -2 Int

### Gray Elves:

Gray Elves have the following abilities in addition to those listed in the text:

- *Low-light vision.*
- *Immunity to magic sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.*
- *Proficient with either longsword, leafblade or rapier; proficient with shortbow, longbow, composite shortbow and composite longbow.*

Elf, gray +2 Int, -2 Con Favored class: *wiz*

Elf, gray (variant) +2 Cha, -2 Con Favored class: *sor/spl*

### Shadow Elves:

*Dark Elves have the following abilities in addition to those listed in the text:*

- *Darkvision to 120 ft. This replaces the Darkvision to 60 ft. listed in the text.*
- *Immunity to magic sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.*
- *+2 racial bonus to Will saves against spells and spell-like effects.*

### Rock & Forest Gnomes:

- **Weapon Familiarity:** Gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons.
- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects.
- +2 racial bonus on Craft (alchemy) checks.
- **Spell-Like Abilities:** 1/day—*Speak with animals* (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—*dancing lights*, *ghost sound*, *prestidigitation*. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.
- **Favored Class:** Bard for Rock gnomes. A multiclass Rock Gnome's bard class does not count when determining whether he takes an experience point penalty.
- **Favored Class for Forest Gnomes** is changed to druid.

Alchemy is just renamed, Weapon Familiarity and Illusion Mastery is new and the Speak with animals is included in the spell like ability section instead of the languages.

### Deep Gnomes:

- **Weapon Familiarity:** Gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons.
- As cavedwellers, Deep Gnomes are hardy and resilient. They gain the Stone Bones feat (+1 natural AC) for free. Surface dwelling gnomes with the Stone Bones feat probably had some Deep Gnome ancestors.
- Deep Gnomes are cave dwellers and need to climb a lot. They gain a racial +2 to climb checks.

*Deep Gnomes have the following abilities in addition to those listed in the text:*

- *Darkvision to 120 ft.*
- *+1 racial bonus to attack rolls against dark elves, troglodytes, mind flayers, and grimlocks.*
- *Stonecunning.*
- *Ability to cast 0-level spells, as the rock gnome ability.*

## Half Elves

Racial bonus +2 to Diplomacy and Gather Information.

Halflings

Lightfoot halflings: Racial attack bonus +1 with slings, not only thrown weapons.

Golden halflings: No Innuendo anymore, Bluff and Sense Motive are used instead. Amberhairs gain a racial +2 bonus to Sense Motive and Bluff checks when sending a message to or receiving a message from another halfling or intercepting a hidden message between halflings.

## Hobgoblins

*Hobgoblins have Darkvision to 60 ft.*

## Chapter 2: Classes

Fighter: Revise the fighter bonus feat list to include the following additional feats: Blind Shot, Commanding Presence, Expert Timing, Eyes of Fury, Fearless, Fearsome Appearance, Final Breath, Finding the Secrets, Guardian, Hammer and Anvil, Immovability, Improved Subdual, Instant Stand, Interruption, Knock Prone, Know Your Enemy, Meditate, Movement Check, Patience, Push, Quick Mount/Dismount, Ram, Rapid Ready, Shield Specialization, Shock Resistant, Smashing Blow, Steadfast, Tough as Nails, Undying or Unerring Strike.

### Basiran Dancer:

- spell list - 3rd level, replace old emotion spell with good hope and crushing despair spells.
- Skill list changes: Deft Hands does not apply to Pick Pocket anymore. It's called Sleight of Hand now. Heal becomes a class skill.
- Weapon Finesse: Just like the feat (applies to all light weapons and rapier now)
- Concealment: There's no half concealment anymore because of the swirling robes. The swirling robes ability now grants concealment (20% miss chance). The dancer can increase the miss chance to 30% by using the total defense combat option.
- Skill points/level: (6+int modifier)/level, four times as many at level 1.
- Arcane Spell failure: The dancer does not suffer from Arcane Spell Failure if using light armor and no shield.
- Bonus feat list: Delete Ambidexterity, but add Improved Two Weapon Fighting, Two Weapon Defense and Greater Two Weapon Fighting as well as Greater Weapon Focus. A dancer has to meet all prerequisites to pick a bonus feat. Expertise is renamed to Combat Expertise. A dancer may not take the Still Spell feat.
- Acupressure (Ex) (lv1): Basiran dancers are trained in the art of finger massage at certain key points in the body to relieve muscle aches and promote healing. A Basiran dancer who uses his Heal skill to apply *Long-Term Care* for up to six persons may add his Wisdom modifier to the hit points recovered for 8 hours or rest or twice his Wisdom modifier per day of rest.

### Brigand:

**Table 2-6: The Brigand**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Improved Bluff
2nd	+1	+3	+0	+0	Sneak attack +1d6
3rd	+2	+3	+1	+1	Evasion; Eyes of Fury
4th	+3	+4	+1	+1	Trap Sense +1

5th	+3	+4	+1	+1	Sneak attack +2d6; Uncanny Dodge
6th	+4	+5	+2	+2	Fearsome Appearance
7th	+5	+5	+2	+2	
8th	+6/+1	+6	+2	+2	Sneak attack +3d6; Trap Sense +2
9th	+6/+1	+6	+3	+3	Improved Uncanny Dodge
10th	+7/+2	+7	+3	+3	Commanding Presence
11th	+8/+3	+7	+3	+3	Sneak attack +4d6; Bonus feat
12th	+9/+4	+8	+4	+4	Trap Sense +3
13th	+9/+4	+8	+4	+4	Greater Bluff; Bonus feat
14th	+10/+5	+9	+4	+4	Sneak attack +5d6
15th	+11/+6/+1	+9	+5	+5	Bonus feat
16th	+12/+7/+2	+10	+5	+5	Trap Sense +4
17th	+12/+7/+2	+10	+5	+5	Sneak attack +6d6
18th	+13/+8/+3	+11	+6	+6	Superior Bluff
19th	+14/+9/+4	+11	+6	+6	
20th	+15/+10/+5	+12	+6	+6	Sneak attack +7d6, Trap Sense +5

- **Greater Bluff:** grants a +2 bonus to Charisma, this applies to all Charisma based skill checks, opposed checks and DCs for the Eyes of Fury feat chain. This bonus stacks with the Gorgeous feat.
- **Superior Bluff:** grants a +4 bonus to Charisma, this applies to all Charisma based skill checks, opposed checks and DCs for the Eyes of Fury feat chain. This bonus stacks with the Gorgeous feat.
- Improved Bluff gives a +4 bonus to Bluff.
- Bonus feat list: no Ambidexterity anymore. Persuasive, Deceitful, Improved Feint, Improved Two Weapon Fighting, Greater Two Weapon Fighting, Two Weapon Defense and Greater Weapon Focus are added to the bonus feat list. A brigand has to meet all prerequisites to pick a bonus feat.
- Survival is now a class skill for the brigand. Change skill points at each additional level to 4+ Int modifier.
- Eyes of Fury feat chain: refer to the changed feat descriptions for errata and clarifications.
- Starting package errata: Brigandine should be changed to Chain Shirt or Studded Leather Armor.

### Gladiator:

- Improved Feint is now a PHB feat: At 6<sup>th</sup> level, a gladiator gains Improved Feint as bonus feat. He or she need not have any of the prerequisites normally required for this feat.

### Infiltrator:

- Uncanny Dodge: no change. The infiltrator gains Improved Uncanny Dodge at level 9. Trap Sense is gained +1 for every 5 levels (+1 at level 5, +2 at level 10...)
- Skills: Read Lips is included in Spot, Wilderness Lore is called Survival, Pick Pockets is called Sleight of Hand. Add Knowledge (races) and Tumble as class skills.
- Skill points/level: (6+int modifier)/level, four times as many at level 1.
- Fast Movement clarification: The bonus to the infiltrators base speed stacks with every other bonus.
- Trackless Step: the infiltrator may leave tracks if he wishes to.
- *The Infiltrator cannot use the Search skill to find traps with DCs greater than 20, nor can he use the Disable Device skill to disable magical traps.*

### Shaman:

- Spontaneous casting of Summon Nature's Ally spells instead of any prepared non-domain spell.
- Trackless Step: the shaman may leave tracks if he wishes to.
- Wildshape works like the polymorph spell, but only into the animal type of the shaman's totem. Furthermore, it lasts until dispelled or the Shaman decides to revert to his normal form. If the Shaman's totem is a large or tiny animal, he or she may change into an animal with the correct size. For animals with a range of sizes available, the Shaman may choose a size within the range available. The assumed form can not have more hit dice than the Shaman's caster level though for creatures with high hit dice such as a polar bear, the shaman

(with the appropriate totem) can still make the transformation, but will only have as many hit dice as his caster level.

- Improve Cover feat: See changed feat description.
- A Thousand Faces: This ability is only usable in the shaman's normal form.

Errata: Table 2-9 has the wrong Base Attack Bonus for the Shaman. It should follow the same progression as the druid, as indicated on Table 2-2 on pg. 35.

*The Shaman may choose one of the four domains from the Deity Domains Table 2-1 on page 32. The Shaman does not receive the granted power of the domain but may cast the additional spell granted per day, the same as a cleric.*

*The Shaman ability Wild Shape should be renamed Totem Form, as it differs slightly from the druid ability. Totem Form functions as described in the Shaman section. When choosing an animal, you get the version appropriate to your home terrain. Dire animals are never appropriate.*

*For example, if your Totem is the Bear, you could choose from the Brown Bear, the Black Bear and the Polar Bear, depending upon your native climate.*

*Some of the Shaman's totems are not specifically given statistics in the Monster Manual. The Buffalo should have the Bison's statistics. For the bobcat (lynx), deer, fox, hare and panther (puma) see Dangerous Denizens: the Monsters of Tellene.*

### Spellsinger:

- A spellsinger's spellcasting ability can not be countered by a bard's countersong special ability.

A spellsinger may not take the Silent Spell feat.

p.49 - The spellsinger's spells known and spells per day tables are intentional. Spellsinger's get the wizard's spells per day but the sorcerer's spells known. In the case that a Spellsinger could cast a spell of a level in which she knows no spells, she can use that slot to cast a spell of a lower level, per the rules.

*A spellsinger may replace his or her spells known upon reaching 4<sup>th</sup> level just as a sorcerer does.*

### ***The STARTING GOLD for the variant classes in the Kalamar Player's Guide is as follows:***

- Basiran Dancer = 4d4 x 10 gp
- Brigand = 6d4 x 10 gp
- Gladiator = 4d4 x 10 gp
- Infiltrator = 5d4 x 10 gp
- Shaman = 2d4 x 10 gp
- Spellsinger = 3d4 x 10 gp

## Chapter 3: Prestige Classes

The following skills and feats are renamed for all the prestige classes.

### **Old Skill or Feat New skill or Feat**

Alchemy	Craft (Alchemy)
Expertise	Combat Expertise
Pick Pocket	Sleight of Hand
Sunder	Improved Sunder
Wilderness Lore	Survival

### **Alliance Merchant & Bounty Hunter**

The Soft Strike extraordinary ability is useable once per day.

Bounty Hunter: 6 skill points/level

## Mariner

6 skill points/level

Affinity for Water: At 2nd level the mariner gains a +4 bonus on swim checks. Furthermore, the mariner suffers only normal armor and encumbrance penalties when performing Swim checks (instead of double).

Bonus feats: No Ambidexterity. He may choose Improved and Greater Two Weapon Fighting and Greater Weapon Focus (if he has 8 fighter levels).

Sea Legs (Ex): should refer to revised Player's Handbook page 170.

## Golem Master

delete Scry skill

Homunculus: The character can create a homunculus without paying the XP cost.

Animated Gargoyle: An average gargoyle has 37 hitpoints.

The Golem Master gains +1 spellcaster level at every level of Golem Master attained.

## Muse

No Innuendo/Read Lips, she should get Spot as class skill instead. Add Heal as a class skill.

6 skill points/level

Spell List: Change *emotion* to *good hope*.

## Order of the Slayer

Death's Embrace: If the Slayer uses this ability in a successful touch attack against undead, there is a chance that it will instantly slay the undead creature touched. The undead gets a Fort save (DC 12 + the character's Order of Slayer class levels) to avoid this effect. The Slayer may use this ability a number of times per day equal to his or her Charisma modifier.

p. 58 – The Order of the Slayer spells are divine and are based off Wisdom.

A member of the order must have a Wisdom of 10 + the spell's level to cast a spell of that level.

*Invisibility to Undead: It's called Hide from Undead now.*

*Healing Circle: Now Cure Light Wounds, Mass*

*Turn/Rebuke Undead: See page 159 of the revised PHB.*

*Spell list: Add Align Weapon as a 2<sup>nd</sup> level spell.*

## Restorer

*Enhanced Metamagic: The restorer may reduce the cost of applying ONE metamagic feat to a spell by one level.*

## Sentinels of Providence

*Delete scry skill under prerequisites.*

*Improved Scrying: Rename to Detect Scrying. The Sentinel gains the indicated bonus on INT checks to detect Scrying.*

p. 61 - The description of the Sentinel Prestige Domain under the Sentinels of Providence prestige class is incorrect. The prestige domain works like all other prestige domains, as described in Defenders of the Faith. In short, if you are a cleric, gaining a prestige domain grants you another domain that functions just like your previous two domains. You can also use the granted power. Your domain spell for each level can come from one of your three domains.

If you are a non-cleric divine spellcaster, you gain an additional spell per day for each spell level you can cast. This spell is the prestige domain spell for that level. You can also use the granted power. Arcane spellcasters that gain a prestige domain add all the prestige domain spells to their spellbooks or spells known. They can still only cast spells that they are high enough level to cast. They can also use the granted power.

## Slaver

*No changes.*

## Vessel of Man

*No changes.*

## Warlord

*Bonus Feats: no Ambidexterity, but Improved and Greater Two Weapon Fighting and Two Weapon Defense.*

## Chapter 5: Feats

*Errata Table 5-1, P. 82:*

*The prerequisites for Sense Danger should additionally be a psionic character.*

*Table 5-1 should list the feat Magical Affinity as available to Rock Gnomes, not Golden Halflings.*

### **Animal Empathy:**

This feat works like the Wild Empathy class ability of the druid and the ranger, but the character may only roll 1d20 and add half his class level to his Charisma modifier to determine the animal empathy check.

### **Antimage:**

Counterspelling is described on pg. 170 of the revised 3.5 PHB.

### **Arterial Strike:**

Note that any creature with a Wisdom score may attempt a heal check.

### **Blind Shot:**

**Benefit:** Once per round your character can automatically target the space of an unseen target within 30 feet by using his intuition (no Spot check required) and shoot a missile weapon at it. The target may be invisible, beyond the character's range of sight or totally concealed (50% miss chance). It may not be a target around a wall, on another plane or otherwise out of range.

### **Champion of the faith:**

There is no Scry skill anymore. Instead you gain a +4 bonus on Spellcraft checks and a +4 bonus to the Intelligence check made to detect a scry sensor against enemies of your faith.

### **Channel Positive/Negative Energy:**

*The prerequisites for the Channel Positive Energy feat should be the ability to turn/rebuke undead, and a level of cleric.*

*All channel positive energy abilities now require a turning check to determine the highest hit dice and how many hit dice a cleric can affect. Abilities that affect only the cleric do not require a turning check.*

*In addition, the following powers now grant the victim a saving throw:*

*Chaos Reigns (Will DC 14 + Wis Modifier) - this is just a clarification of a previous errata*

*Oblivion (Will DC 10 + cleric level)*

*Seclusion (Will DC 10 + cleric level)*

*Shroud's Embrace (Fort DC 10 + cleric level)*

*The Channel Positive Energy power Imprisonment should have a Strength check DC of 10 + the character's Wisdom modifier.*

*On Table 10-1, the ability Rejection should give a -1 morale penalty to all attack rolls, weapon damage, skill checks, and saves.*

### **Child of the Earth:**

Prerequisite: Defohy (Dejy) heritage (Dejy born and raised in O'Par, Paru'Bor or Ek'Gakel).

### **Commanding Presence:**

**Benefit:** You frighten enemies who fail a Will save at DC 10+ your Charisma bonus. An opponent that is frightened immediately flees (using any means in its possession, even magic), if able. If unable to flee, the opponent may stay and fight, though it suffers a -2 penalty on all attack rolls, saving throws, skill checks and ability checks. This feat has a range of the character's natural reach plus five feet and a duration of one round + Charisma modifier. This ability is a gaze attack that you can use on each opponent in range once per round as a free action.

### **Dragon Blood:**

Such a Search check is a full round action that provokes attacks of opportunity (AoO).

### **Elemental Adept:**

You have an affinity for one of the four classic elements.

**Benefit:** Choose an elemental spell descriptor (earth, air, fire or water). Spells you cast with that spell descriptor have a save DC that is 2 points higher than normal. This stacks with Spell Focus and Greater Spell Focus.

**Expert Timing:**

The feat is split into two feats:

**Expert Timing:**

You are good at timing your attacks for maximum effect.

Prerequisite: Wis 13+.

Benefit: You can delay your action without losing your normal initiative. You may take your action later in the round and then return to your normal initiative the next round. Other standard rules for delaying an action apply.

**Interruption:**

You are good at interrupting the actions of others.

Prerequisite: Wis 13+, Expert Timing.

Benefit: You can delay your action and interrupt others once they begin their action. You can even go simultaneously with an enemy who goes on a lower initiative and then return to your normal initiative next round. You can use this feat to attack a wizard trying to cast a spell, thus forcing him to make a Concentration check to keep from losing the spell (if you cause damage, of course).

**Explorer:**

Wilderness Lore is called Survival now.

**Fast Healer:**

Fast Healer lets you heal 2 points times your character level for 8 hours rest and 3 points times your character level for complete bed rest. Since these are your “normal” healing rates, a successful Heal check doubles these rates.

**Natural Healing:** With a full night’s rest (8 hours of sleep or more), you recover 1 hit point per character level. Any significant interruption during your rest prevents you from healing that night.

If you undergo complete bed rest for an entire day and night, you recover twice your character level in hit points.

**Fey Blood:**

**Special:** You may only take this feat as 1<sup>st</sup> level character.

**Final Breath:**

*For the feat Final Breath, this last attack receives all the bonuses you would normally receive on a melee attack with that weapon, and it uses your highest base attack bonus. You may only take one attack of opportunity with this feat regardless of whether you have Combat Reflexes.*

**Finding the Secrets:**

*The feat Finding the Secrets does allow one to use the sneak attack ability against the chosen creature type. However, you must have the sneak attack ability to do so. Similarly, favored enemy bonuses apply if the character has any.*

**Fist of Steel:**

This feat is replaced by Improved Unarmed Strike.

**Guardian:**

*The feat Guardian is activated each turn on the character’s initiative, just like the feat Dodge. It need not be activated if the player chooses otherwise. Use of this feat is discernable by enemies.*

**Hardiness:**

Benefit: Choose a number of poisons equal to your Constitution modifier. You are immune to those poisons. This feat may be taken multiple times and each time it applies to a new group of poisons. Note the subsequent adjustments to Constitution do not change the number of poison immunities gained from this feat unless the feat is taken again with a new Constitution score. (Note: **Resist Poison** grants +4 against all poisons.)

**Immovability:**

This feat stacks with a dwarven stability bonus against tripping and bull rush attempts. The feat grants a +4 bonus to saves and opposed checks against any attempts to trip, overrun or bull rush you.

**Improve Cover:**

When hiding behind cover, the character doubles the cover bonus to +8 to AC and +4 to Reflex saves (revised v.3.5 DMG p. 152). If the DM rules that character already has better than normal cover, his cover becomes total cover. Even soft cover grants you a +2 bonus on reflex saves. Other characters sharing the cover (behind a common wall, for example) gain no benefit.

**Inheritance:**

The DM is free to change this into a family heirloom such as a masterwork weapon, masterwork armor, mount or something similar. The DM may scale this amount to match the economics of his or her campaign.

**Instant Stand:**

**Benefit:** You can stand from a prone position as a free action instead of a move action. This does not provoke an AoO.

**Knock Prone:**

A dwarven racial stability bonus as well as the **Immovability** feat bonus add to the saving throw.

**Legacy:**

**Prerequisite:** None.

**Special:** You may only take this feat as 1<sup>st</sup> level character.

**Like Mind:**

The Innuendo checks are replaced by Sense Motive and Bluff checks. Each of these checks gains a +2 bonus. The rest of the feat remains unchanged.

**Linguist:**

**Special:** You may only take this feat as 1<sup>st</sup> level character.

**Lone Wolf:**

*For the feat Lone Wolf, you select the bonus when the feat is taken and that bonus does not change.*

When your character is out of sight of and at least 150 feet away from any known ally, he gains the chosen benefit.

**Miser with Magic:**

**Prerequisite:** Arcane Spellcaster level 7+. *The feat Miser with Magic can be used on a number of spell levels per day equal to the ability score modifier appropriate to the type of spells you cast.*

**Movement Check:**

**Benefit:** You can stop a running or charging foe. Exercising this feat requires that your character make an attack of opportunity against an opponent moving through your threatened area. If successful, the strike halts the opponent in the threatened square in addition to scoring normal damage. This feat only applies to charging or running foes.

**Natural Mathematician:**

**Special:** You may only take this feat as 1<sup>st</sup> level character.

**Natural Swimmer:**

**Special:** You may only take this feat as 1<sup>st</sup> level character.

**Noble/Regal Bearing:**

*These feats give no enhancement bonuses, but unnamed bonuses.*

**Patience:**

Revise the wording of the last sentence as follows:

You may only gain this bonus once against a specific opponent though it may be used on your first attack against other opponents in the same melee. If you use this feat in conjunction with the Expert Timing feat you must continue to delay your action each round in order to get the +2 bonus.

**Polyglot:**

This feat is deleted.



**Push:**

For the feat *Push*, the DC of the fortitude save should be 10+ the damage dealt. Dwarven stability bonus and the bonus granted by the *Immovability* feat apply.

**Quick Mount/Dismount:**

You are able to get on and off a mount quickly.

Prerequisite: Mounted Combat

Benefit: Mounting or dismounting a horse or other steed is a free action for your character. Unusual mount/dismount actions such as jumping through a window on to the back of a steed still require a Ride check but with a +4 bonus.

**Rapid Ready:**

Details on donning and removing armor can be found on p. 123 of the revised 3.5 PHB.

**Regal Bearing:** See Noble Bearing.

**Resist Poison:**

This feat grants +4 to Fortitude saves against all poisons.

(See also **Hardiness**)

**Shapechanger:**

Choose a number of forms equal to your Wisdom modifier. You gain a +2 bonus to either Strength, Dexterity or Constitution in that form. The physical attribute to which you gain the bonus must be chosen when you take the feat.

**Special:** The feat may be taken several times, each time it applies either to a new form or to a different physical attribute.

**Shield Specialization:**

Benefit: Your character gains an increased +1 shield bonus to AC when using a shield, or she can fight defensively and gain an increased +2 shield bonus to AC in addition to the normal dodge bonus.

Normal: Fighting defensively grants you a +2 dodge bonus to AC (+3 with 5 tumble ranks).

**Skeptic:**

This feat grants a +4 bonus to saving throws against all illusions.

**Skill Prodigy:**

This feat lets you choose a number of cross-class skills equal to your Intelligence modifier as class skills. However, the Speak Language skill cannot be selected with this feat.

**Spell Dodge:**

The character gains a +2 dodge bonus to Armor Class against ranged touch attacks and a +1 bonus to Reflex saves against spells. A condition that makes you lose Dexterity bonuses to your AC also makes you lose this dodge bonus.

**Steadfast:**

Revised 3.5 DMG p. 93-95, Table 3-24.

**Stonebones:**

Gnomes and Dwarves sometimes have Deep Gnome or Stone Dwarf ancestors and inherited their sturdy and resilient frame. Other dwarves or gnomes may look with dismay at your *deformed* stature.

**Targeted Attack:**

Variant Rule revised 3.5 DMG p. 27 (recommended: Fort save DC 10 + sustained damage). Prerequisite of Expertise feat changed to Combat Expertise.

**Tough as Nails:**

The feat *Tough as Nails* will do damage to a character attacking unarmed, such as a monk's unarmed strike ability. Weapons of masterwork quality or magically enhanced weapons are not damaged. This feat does not bypass hardness.

**Undying:**

The effect applies when disabled or staggered (revised 3.5 DMG p.300).

**Unerring Strike [General]:**

You sacrifice a powerful attack for one that is almost sure to hit.

**Prerequisite:** Dex 13+.

**Benefit:** On your action, before making attack rolls for a round, you may choose to subtract a number from all damage rolls and add half of that number to all melee attack rolls (round down). This number may not exceed your base attack bonus. The bonus on attacks and penalty on damage apply until your next turn.

**Special:** You can only use this feat with light weapons and one-handed weapons. A fighter may select Unerring Strike as one of his fighter bonus feats.

**Chapter 11: Spells**

*Summon Fey:* This spell can summon a fey creature with CR equal to the level of the spell, not HD.

The spell Moon Path (5<sup>th</sup> level Moon domain spell) is available on page 72 of the Forgotten Realms campaign setting. If this reference is not available, replace Moon Path with the following spell.

**Moon Bridge**

Evocation [Force]

Level: Moon (Pelselond) 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./ 2levels)

Effect: A glowing white bridge of opaque force with a length of up to 15 feet/level and variable width.

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell creates a white glowing bridge of force. The bridge provides bright illumination to a distance of 10 feet and shadowy illumination to a distance of 40 feet. The bridge typically appears in the form of an arch and requires an available height of at least 5 feet. Its width may be from 5 to twenty feet. It may ascend or descend at up to a 45 degree angle and can include steps to help secure footing at the steeper angles. The bridge need not be supported in any way and cannot move from the spot it is created in. The bridge may come with 1" thick side walls up to 3 feet high at the caster's discretion.

At the time of casting, the caster may choose up to one creature per level who each gain a +4 enhancement bonus to Charisma while they remain in contact with the bridge. This functions similarly to an *eagle's splendor*, *mass* spell

In most other respects, the spell works the same as a *wall of force* though it may not be formed into a flat vertical plane.

Mass Haste or an equivalent does not exist in 3.5. Thus, for the Time and Timing Domain list, replace *mass haste* with *flashback* as modified below.

**Flashback**

Transmutation

Level: Sor/Spl/Wiz 6, Time 6, Timing 6

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Effect: One creature in a 10 ft. radius

Duration: 24 hours (D)

Saving Throw: None

Spell Resistance: No

By means of this spell, any unsuccessful action may be attempted again with the same chance of success. For example, a failed hit in combat could be repeated, an incorrect guess to a question could be repeated as if the first answer had never been given, a rogue who fails to pick a lock may try again, etc. After the spell is cast, it lasts for 24 hours or until

discharged. Any time within that period the caster may invoke the effect regardless of his or her initiative count. This does not count as an action. However, the caster must do so immediately (within one initiative count) after the failed action in order for the spell to take effect. Note that this spell cannot be used to “erase” a successful action that failed to produce desirable results (such as successfully opening a sealed casket only to find a vampire inside).  
Material Component: A bit of Mithral (100 gp).

### ***FAQ from the Kenzerco.com Discussion Boards as of 8/16/02:***

*Sayburr* (Doug Click) on the boards collected the answers from the guys at Kenzer & Co. in this FAQ. If you see any clarification that's not in this FAQ, please post them on the boards and we'll update the document on the next Errata Council. Here's the boards link: <http://www.kenzerco.com/forums/ubbthreads.php>

#### **Who These People Are**

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### **Availability of Steel**

Let's just say that once the Kalamaran army had steel weapons and armor, the technology quickly spread--to those who wanted it or felt like learning it. Sure, some Deji tribes avoid it for religious or superstitious reasons, and some humanoids would prefer to kill people using steel swords than make steel swords themselves, but most people on Tellene use a steel weapon when they use a weapon at all. [Lloyd Brown]

### **Brigand Skill Points**

The skill points printed in the book, though unconventional, are correct.

The brigand gets (4 + Int) x4 at first level, but only 3 + Int at each level afterwards.

The 2 + Int is incorrect.

[Noah Kolman]

### **Constellations of Tellene**

In the constellations of Tellene in the Kalamar Campaign book, which constellation is Valor? Is it the shield? And is Ribsplitter the axe and bloodtaster the hunting knife? Also, if Valor is the shield, my question is why? Naemae, who would seem to be the obvious god to relate to the constellation uses a two handed sword and a shield seems out of character. Most are self-explanatory, but difficult to assess are: Bloodtaster, The Hearth, The Hood, The Jealous eye, Ribsplitter, Valor and The Whip.

Fairly evidently, the Whip is not pictured and neither is the Hearth.

This means we have Bloodtaster, The Hood, The Jealous Eye, Ribsplitter and Valor left to sort out.

The images left are the Shield, The Eye, Two daggers and a double headed axe.

The Jealous Eye must therefore be the Eye shaped thing, in spite of the fact that it is supposed to be 'orb-shaped' -- it's nice to imagine it as the eye of Valor (Naemae), but that can't really be accepted because it's so clearly none of the others.

The Hood is probably the straighter dagger of the two, looking very much like the dagger beside that Goddess's details, down to a similar hilt.

Bloodtaster must therefore be the mezzaluna-bladed dagger, as you'd have a hard time "splitting ribs" with anything other than the double-headed axe.

Therefore, this only leaves the Shield and Valor, who by default, are paired together. Hopefully all of this will be confirmed in the forthcoming atlas. Although the shield may not seem ideal, there are few better images of chivalry than a heraldic shield, and you will notice the the diamond shape is a clear hint of heraldry as well as shield.

Hi guys. let's see if I can answer all of the questions:

Ribsplitter is the knife (as in stick it between two ribs)

Valor is the shield (need one when you use a lance)

Bloodtaster is the Axe

[Dave Kenzer]

## ***Feats***

### **Feat: Blind Shot**

Blind Shot allows you to identify (to within a square or so) where an unseen opponent is.

The feat says you can target the unseen creature. It assumes (but does not state) that you are using a ranged weapon. Read the short description: "you can shoot at things you can't see." Once you've shot at it, however, I'd say you're free to do as you wish, including free actions such as yell "He's in the doorway!"

As a DM, I'd say that's your standard action for the round. Also, the character isn't pointing at a 5' square on a battlemat, so a brief shout won't alert other characters to the exact square an enemy's in. They still have to make guesses. If you're at GenCon, I'll demonstrate by pointing out "a guy in a black t-shirt in the dealer room. It should only take 5-10 D&D combat rounds to properly identify the individual in question. [Lloyd Brown]

### *Can Blind shot be used in melee or by spell casters?*

I place importance on the one-line summary as well as the text. The feat specifically says that you can SHOOT at things you can't see. It doesn't say you can swing swords or cast spells at things you can't see.

On the other hand, there is nothing preventing you from creating similar feats for melee or spellcasting for your own campaign. Or even a general feat that encompasses all three situations.

I think I would allow it to include spells that required a ranged touch attack, since that seems to follow the rules for ranged combat in all other respects as well. That does make it extremely useful to spellcasters, but that's not necessarily a bad thing--how many wizards will meet the prereqs? If they do, they deserve it, I think. [Lloyd Brown]

### **Feat: Expertise and Unerring Strike Combo**

If you had a BAB of +5 or higher, you could reduce your damage by 5 to add 5 to your to hit with Unerring Strike, and then reduce your to hit by 5 (for a total of +0) to increase your AC by 5. [Noah Kolman]

### **Feat: Tough as Nails**

A monk will take damage when striking someone with the Tough as Nails feat. So basically...if it hurts to punch somebody with that feat, then don't punch them. [Jamie LaFountain]

### **Magic Weapons and Shields reads**

The attacker cannot damage magic weapon or shield that has an enhancement bonus unless his own weapon has at least as high an enhancement bonus.

Note that the description just before the Prereq states "lesser weapons." This feat is really intended more for things like clubs and quarterstaves and such, not quality swords and the like. We should have been more specific.

[Mark Plemmons]

### **Feat: Wall of Thought**

The intention was to keep creatures at bay. Unattended items can pass through without difficulty. Sorry for the lack of clarity on that one. If an item has an intelligent score it has to make the check. So conceivably, a fighter might be able to go through but his sword wouldn't. Picture the T100 in Terminator 2 morphing through the cell bars but catching his pistol as he tries to keep walking. [Lloyd Brown]

### **Geanavue**

The churches in Geanavue, roughly in descending order of influence are:

The Peacemaker, The Holy Mother, The Speak of the Word, The Founder, The Landlord, The Raiser, The Traveler, The Bear, The Raconteur, The Corrupter, The Emperor of Scorn, The Unseen One/Seller of Souls, The Vicelord, The Overlord, The Harvester of Souls, The Confuser of Ways/Imposter, Risk, The Imposter

[Jamie LaFountain ]

### **History of Kalamar Setting:**

First incarnation came in '94. Two books (just under 200 pages total) plus 2 poster maps and a hex-grid overlay. Cost was \$25. Came in a plastic bag. The books from this printing can be distinguished by their very thick, grey covers.

Second printing came in '95. All the same components, but they came in a boxed set for \$30. We added an index to Volume 1 and made minor edits.

Second printing mach 2: we ran out of maps, so we reprinted those, but the printer didn't fold them correctly so the maps in the later boxed sets were "curved" around the books and when placed flat, they were longer than the box!

3rd printing = official D&D book for 3e (the other two were compatible with 2e). Has approx. 50% more text and info. Maps are an ooch smaller, but updated and a bit prettier (bolder colors).

[David S. Kenzer]

## **Monks:**

There is no specific information on monks because they need no changes to fit in. They have no new spells, no feats exclusive to them (although several of the feats were designed with monks in mind), and none of the printed prestige classes were meant primarily for monks, so you're right in that there is no attention focussed on them.

But they're monks. They like it that way.

In fact, the church temple progression was designed to allow paladins and monks and other non-ministering clergy to advance the first few ranks. If you check the index of NPCs in the KoK sourcebook, you'll find at least one monk. There is a monastery in Aasaer.

In my own campaign, I attach most monks to the Temple of the Three Strengths. I can see arguments for several, as well as independent monasteries that follow the teaching of a particular monk master rather than a particular religion.

Monks are associated with religious and lay orders. They are most common perhaps in Ohzvinmish, where you find both cloisters and individual monks in rather larger quantities than elsewhere.

Lloyd Brown {Lloyd Brown (who wrote much of the Player's Guide) has an interesting article in KODT 69 about Monks that might give you some specific help with this question.}

## **Oriental Adventures**

Officially, we haven't committed to the location of an Oriental society, so you are welcome to make your own. There is probably a Deji tribe with Asian attitudes and culture. [Noah Kolman]

## **Pronunciation**

Geanavue = Jee-ah-nuh-vyew [David Kenzer]

Svimohzish: Let's see. The first syllable is "Svim", like swim, but with a "v" sound instead of the "w." Then "oh," like "Oh! How nice to see you!" The last syllable is a combination of "z" and "sh," sort of smushed together. It's hard to spell out. So: Svim - oh - zjish But you should say it pretty quickly, and sort of slur the end. [Noah Kolman]

Haanex = A double vowel, like the "aa" in Haanex, is a long, soft sound. The "aa" sounds like "aaaah," what the doctor tells you to say when he wants to examine your throat. The nex is like next, without the "t" sound. [Noah Kolman]

## **Random NPCs**

If you roll a Sorcerer, say 75% of the time it's a true Sorcerer, and 25% of the time it's s Spell singer. Give the Gladiator a 20% chance of showing up instead of fighter, and 15% instead of barbarian. The Infiltrator would replace the rogue 30% of the time, and the ranger 10%. Give the shaman a 35% chance of replacing the druid. The brigand could be 10% of rogues and 10% of fighters. Basiran dancer could be 20% of the time for Monks, and 15% for bards, and 5% for rogues. Essentially, any time you roll one of the standard classes, use the above percentages to determine if it is the class rolled, or one of the new classes. You should probably tweak the percentages based on how you want the rarity to work in your campaign, where it's located, etc. [Noah Kolman]

## Scalable Spells

According to Kenzer Co. wizards still need to prepare the spell at the level they want to cast it at later. They can't spontaneously set the level of the spell - only sorcerers can do that.

That should alleviate your concerns. In fact, these spells are more of an advantage for sorcerers since it only takes up one of their spells known slots but they can cast it at many different levels. So with summon fey, for example, sorcerers don't get stuck with the old summon monster I-X obsolescence problem.

What Kenjib said is correct. The description is a little confusing, but a wizard still has to prepare a scalable spell. The benefit is that once they know the spell, they can prepare it at any level.

[Noah Kolman]

## Slavery and Alignment:

There's also a question about legal slavery vs. illegal slavery. What Pel Brolenon does is considered illegal in most places: charging into a place, grabbing people at random and throwing them into a galley. All bad. A paladin that fights that behavior is on solid moral ground.

A paladin that kills a slave owner to free a slave in Kalamar is in trouble. What if the slave is a prisoner of war, legally obtained and comfortable with (if not happy about) the situation? What if the owner had already signed and registered a will promising manumission on his death (my "Evil Zen" GM style says that would definitely happen if a PC whacked a slave owner just because he owned a slave). Yes, the slave is free, and yes, the paladin will be executed for murder. Pass the player 4d6 and refer him to the name section of the KoK sourcebook.

What Pel Brolenon practices is (in my opinion) Neutral Evil. It has some elements of Law, some of Chaos. Slavery in most other cases is LN. [Lloyd Brown]

## Time Line

We currently have no plans, and have never had plans, to advance the timeline of the world. It may happen someday, but I honestly can't see when that would be. There's too much to handle right now (as far as detailing goes) to even think about advancing the timeline.

The Living Kalamar campaign will evolve from here on out in a similar manner to your home campaign: in its own way and for its own players. The events there won't effect your game and vice-versa. [David S. Kenzer]

## Underdark

Check the Grottoes mentioned in the Ubikokeli Highlands. [David S. Kenzer]

## *Stealth and Style*

"In the class abilities description of the melanari prestige class the example given for the +1 Spell Level ability should be corrected. It should say, "Thus, a 5th level Basiran dancer/2nd level melanari knows and casts spells as a 7th level Basiran dancer."

## *Villain Design Handbook*

p. 74 – The bonuses for Trinkets are all enhancement bonuses.

p. 76 – The Increased Arcane Spells feat should apply to sorcerers not wizards

The flashback spell creates the potential for a time paradox. In order to reduce the probability of this, replace it with the following.

Flashback

Transmutation

Level: Sor/Spl/Wiz 6, Time 6, Timing 6

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Effect: One creature in a 10 ft. radius

Duration: 24 hours (D)

Saving Throw: None

Spell Resistance: no

By means of this spell, any unsuccessful action may be attempted again with the same chance of success. For example, a failed hit in combat could be repeated, an incorrect guess to a question could be repeated as if the first answer had never been given, a rogue who fails to pick a lock may try again, etc. After the spell is cast, it lasts for 24 hours or until discharged. Any time within that period the caster may invoke the effect regardless of his or her initiative count. This does not count as an action. However, the caster must do so immediately (within one initiative count) after the failed action in order for the spell to take effect. Note that this spell cannot be used to "erase" a successful action that failed to produce desirable results (such as successfully opening a sealed casket only to find a vampire inside).

Material Component: A bit of Mithral (100 gp)

## **Psionics Handbook Errata**

### **Version 05302002**

(Downloaded from <http://www.wizards.com/dnd/article.asp?x=dnd/er/er20010819a>)

Here are the rules corrections and official errata for the *Psionics Handbook*. These corrections are being incorporated into the second printing of the book. Additional typographical corrections and clarifications are also being made to the book, but these are not necessary to use the book in your game. As always, we're happy to address specific rules questions you have. Contact [custserv@wizards.com](mailto:custserv@wizards.com).

p. 9, Class Skills, egoist's class skills, Stabilize Self: Replace "Str" with this: Con

p. 14, Under Game Rule Information for Psychic Warrior, Abilities, 2nd sentence: Replace "melee" with this: ranged

p. 16, Alternative Psychic Warrior Starting Package, Feat: Replace "Weapon Focus (longsword)" with this: Power Attack

p. 16, Human Psychic Warrior Starting Package, Power Known: Replace "lesser natural armor" with this: *verve*

p. 16, Alternative Psychic Warrior Starting Package (for gnome or halfling), Feat: Replace "Weapon Focus (short sword)" with this: Power Attack

p. 16, Alternative Psychic Warrior Starting Package (dwarf), Bonus Feat (Psychic Warrior): Replace "Weapon Focus (dwarven waraxe)" with this: Power Attack

p. 16, Alternative Psychic Warrior Starting Package (dwarf): Replace "Bonus Feat (Psychic Warrior)" with this: Bonus Feat

p. 18, Table 2.1: Replace all dots in the Use Psionic Device row with X.

p. 20, Use Psionic Device: In the header, add: Psychic Warrior The appropriate part of the header should now appear as follows: Bard, Psychic Warrior, Rogue only

p. 24, Craft Dorje, Benefit: Replace first sentence with this: You can create a dorje of any psionic power of 9th level or lower that you know (or can gain access to).

p. 24, Body Fuel: Add as last sentence: You can burn no more than 60 ability points in a day, regardless of any ability healing you may receive.

p. 26, Great Sunder [Psionic]\* feat: Delete asterisk.

p. 27, Mind Trap, Benefit: Insert the sentence below right after the first sentence that ends with "...deals 1 or more ability damage to you.": Against freely manifested attack modes, Mind Trap deals back ability score damage equal in type and amount to that dealt to you, plus an additional 2 points. Your opponent cannot raise defense modes against this damage.

p. 27, Metacreative: Replace entry entirely (including replacing the "special" header) with this: Metacreative [Psionic] You supplement your craft with psionic inspiration. Prerequisite: Any item creation feat. Benefit: You can create psionic items (including psionic armors and weapons, psionic tattoos, dorjes, power stones, and universal items) as if your effective manifester level were one less than your actual level (minimum 1st level). You must still be of high enough level to manifest the power in question. You can choose to use or not use this feat on each new psionic item you create.

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For instance, when scribing a psionic tattoo holding a 2nd-level power, treat the minimum manifester level as 3rd level, not 4th level (though the creator must actually be 4th level to create the item). This translates into a base price of 300 gp, not 400 gp. Your cost to create the item and xp cost are based on the modified base price of 300 gp.

p. 30, Trigger Power, Benefit: Add as the very last line of this paragraph: You cannot take 10 when using Trigger Power.

p. 31, 2nd paragraph: Replace the entire paragraph with the following: Psionic powers have their roots in a living body. Unliving creatures or creatures that do not possess all the attributes of a living body do not have access to all the disciplines that are otherwise available. Thus, the field of psionics is associated with life and health.

p. 34, Auditory (Au): Replace entire text with this: From the manifester's vicinity or in the vicinity of the power's subject (manifester's choice), a bass-pitched hum issues, eerily akin to many deep-pitched voices. The sound grows in a heartbeat from hardly noticeable to as loud as a shout, which can be heard within 100 feet. At the manifester's option, the instantaneous sound can be so soft that it can be heard within 15 feet only with a successful Listen check (DC 10). Some powers describe unique auditory displays.

p. 34, Mental (Me): Replace entire text with this: A subtle chime rings in the minds of creatures within 15 feet of either the manifester or the subject (at the manifester's option) for the space of 1 second (or lasts for the duration, at the manifester's option). Some powers describe unique mental displays.

p. 35, Olfactory (Ol): Replace entire text with this: An odd but familiar odor brings to mind a brief mental flash of a memory long buried. The scent is difficult to pin down, and no two individuals ever describe it the same way (to one creature the odor may be similar to burning wood, while to her companion it smells like honeysuckle). The odor originates from the manifester and spreads to a distance of 20 feet, then fades in less than 1 second (or lasts for the duration, at the manifester's option).

p. 35, Customizing Displays: Add this sentence as the first sentence of the paragraph: The foregoing displays are standard, but they also serve merely as examples.

p. 40, Telepathy, 2nd paragraph: Change "All telepathic powers are mind-affecting" to this: Most telepathic powers are mind-affecting.

p. 40, Overview, 2nd paragraph after the table, 2nd sentence: Replace "The attacker adds the ability modifier to his roll to set the defender's Will save DC against the attack." with this: The attacker adds his key ability modifier to his roll to set the defender's Will save DC against the attack.

p. 40, Making a Psionic Attack, bottom of 2nd column, 2nd paragraph: Replace "The attacker's ability modifier depends on the specific attack mode used." with this: The attacker's ability modifier is always his key ability modifier, regardless of the specific attack mode used.

p. 42, Table 4.3, Tower of Iron Will Secondary Protection column: Replace "1 mental hardness\*" with this: 2 mental hardness\*



p. 42, Table 4.2, Psionic Attack Modes: Add.. to Attack mode Heading. Also add footnote keyed to this heading: ..Attack mode level equivalents for the purpose of Concentration checks: Mind Thrust, 1st; Ego Whip and Id Insinuation, 2nd; Psychic Crush, 3rd; Mind Blast, 5th.

p. 42, Psionic Attack and Defense Modes (very bottom of 2nd column): Add as very last sentence: Psionic attack and defense modes are supernatural, not spell-like. Using an attack mode draws an attack of opportunity, but using a defense mode does not.

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p. 44, Tower of Iron Will, 2nd paragraph: Change "(if all are in a 10-foot-diameter area.)" to this: (if all are in a 10-foot-radius area.)

p. 47, Psychofeedback: Replace text with this: Use power points to boost your physical ability modifiers.

p. 48, 6th-level psion powers, Psykin, Greater Biocurrent: Change "4d6" to this: 6d6

p. 50, 4th-level Psychic Warrior Powers: Add this entry after Polymorph Self: Psychofeedback: Use power points to boost your physical ability modifiers.

p. 50, (continuation) of 1st-level psychic warrior powers: Add the following power between Minor Creation and Vigor: Skate: Subject slides (skillfully) along the ground as if on ice. (Dex)

p. 50, (continuation) of 1st-level psychic warrior powers: Add the following power between Minor Creation and Skate: See Sound: You use visual sensation to hear. (Str)

p. 50, 2nd column, Discipline and Descriptors, Descriptors paragraph: Add "charm\*," after "chaotic,".

p. 50, 2nd column, Discipline and Descriptors, Footnote: Change "\*Compulsion is treated as a subschool of the Enchantment school of magic in the *Player's Handbook* but is used as a descriptor here, to the same effect." to this: \*Compulsion and charm are treated as subschools of the Enchantment school of magic in the *Player's Handbook* but are used as descriptors here, to the same effect.

p. 50, 2nd column, 1st paragraph after Descriptors: insert "and charm" into the sentence "Compulsion [insertion] is treated..."

p. 52, Anchored Navigation, 2nd paragraph of power description: Replace the sentence "Moreover, this power allows normal telepathic communication with any receptive beings within a 60-foot radius of the fixed point, regardless of distance." with this: Moreover, this power allows normal telepathic communication (assuming you have a power or ability that grants telepathic communication) with any receptive beings within a 60-foot radius of the fixed point, regardless of distance.

p. 52, Apopsi, Manifestation Time: Replace "1 round" with this: 1 full round

p. 55, Aura Alteration, 2nd paragraph of power description: Add as very last line of paragraph: You may adjust the subject's apparent level by a number equal to one-half your own level (rounded down).

p. 57, Bolt, Manifestation Time: Replace "1 round" with this: 1 action

p. 59, Charm Monster: Replace "[Compulsion, Mind-Affecting]" with this: [Charm, Mind-Affecting]

p. 59, Charm Person: Replace "[Compulsion, Mind-Affecting]" with this: [Charm, Mind-Affecting]

p. 61, Control Air, Range: Replace text with this: 1,000 ft. + 500 ft./level

p. 61, Concussion, last sentence of power: Change "cannot be damaged" to this: are also damaged

p. 63, Control Light, last paragraph of power description: Replace the last sentence "Increasing the ambient light of a torch or brighter light by 200% or more blinds normally sighted creatures in the area." with this:

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You can increase the ambient light in the area to such intensity that it blinds for 1 round every normally sighted creature in the area that fails a Fortitude save.

p. 65, Detect Psionics, *2nd Round*, add as last sentence of this entry: An overwhelming aura stuns you for 1 round and the power ends.

p. 69; Divert Teleport, Manifestation Time: Replace "1 action" with this: See text

p. 71, Ecto Puppet: Add last paragraph: The cost to manifest *ecto puppet* is equal to the cost of the *astral construct* power you emulate + 2.

p. 73, False Sensory Input, Manifestation Time: Change "10 minutes" to this: 1 full round

p. 77, Genesis, Range line: Replace "0 ft." with this: 10-ft. radius/level (see text)

p. 80, Improved Vigor: Replace the text with this: As vigor, except the maximum hit point cap is 60.

p. 80, Improved Vigor, Level: Replace "psion 6" with this: Psion 6/Psychic Warrior 6

p. 81, Inflict Pain, Duration: Replace text with this: Instantaneous

p. 86, Metaconcert (continued from previous page), last paragraph, last sentence: Replace "No individual can exceed her usual maximum" with this: You do not leave a *metaconcert* with more power points than you had when you joined

p. 87, Microcosm: Replace "[Mind-Affecting]" with this: [Charm, Mind-Affecting]

p. 87, Mind Probe: Replace "(Cha)" with this: (Cha) [Charm]

p. 88, Mind Seed: Replace "[Compulsion, Mind-Affecting]" with this: [Charm, Mind-Affecting]

p. 89, Monster Domination, Duration: Change "2d4 rounds" to this: 1 day/level

p. 92, Polymorph Self: Replace entire entry with this:

#### **Polymorph Self**

Psychometabolism (Str)

**Level:** Psion 4/Psychic Warrior 4

**Display:** Ma, Ol

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level (D)

**Power Points:** 7

You change your form to that of another creature. The new form can range in size from Diminutive to one size category larger than your normal form. It can have no more Hit Dice than you have, and in any case the assumed form cannot have more than 15 Hit Dice. You cannot change into a construct, elemental, outsider, or undead unless you are already are that type. Upon changing, you regain lost hit points as if having rested for a day (though this healing does not restore temporary ability damage and provide other benefits of resting for a day; and changing back does not heal you further). If slain, you revert to your original form, though you remain dead.

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You acquire the physical and natural abilities of the new form: natural size, physical ability scores (average Strength, Dexterity, and Constitution for your new form's kind), natural armor, natural weapons (such as claws or bite, but not petrification, breath weapons, energy drain, energy effects, or the like), and similar gross physical qualities (presence or absence of wings, number of extremities, and so forth). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. Natural abilities also include mundane movement capabilities, such as walking, swimming, and flight with wings. You do not acquire the extraordinary, supernatural, or spell-like abilities of your new form. You cannot change into a variant form of a creature, such as a half-dragon ogre. Incorporeal or gaseous forms cannot be assumed. You retain your Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change to your Constitution score), alignment, base attack bonus, and base save bonuses. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses.) You retain your extraordinary abilities, spells, and spell-like abilities, but not your supernatural abilities (if any). You can manifest powers, or cast spells for which you have components, but you need a humanlike voice for verbal components and humanlike hands for somatic components. If your new form is a fey, giant, humanoid, shapechanger, or undead, your equipment changes to match the new form and retains its properties. Otherwise, it melds into the new form and becomes nonfunctional. Melded material components and focuses cannot be used to cast spells. Any part of the body or piece of equipment that is separated from the whole reverts to its original form. You choose your form's physical qualities (such as hair color, height, and gender), but they must fall within the normal ranges for the form. You are effectively disguised as an average member of the new form's race. If you use this power to create a disguise, you get a +10 bonus on your Disguise check. p. 97, Retrieve, Saving Throw: Replace text with this: None (see text) p. 97, Retrieve, 2nd sentence (middle sentence): Replace with this: If the object is in the possession of or held by an opponent, you make a disarm attempt using a ranged attack, as if with a weapon the same size as your opponent's. This does not draw an attack of opportunity (see Disarm in Chapter 8 of the *Player's Handbook*). You gain a +12 competence bonus on your attack roll.

p. 102, Tailor Memory: Replace "[Mind-Affecting]" with this: [Charm, Mind-Affecting]

p. 103, Telepathic Projection: Replace "[Mind-Affecting]" with this: [Charm, Mind-Affecting]

p. 108, Verve: Insert after 1st sentence: This hit point does not stack with temporary hit points from other sources or with additional uses of *verve*.

p. 108, Vigor: Insert after ".3 temporary hit points": per manifester level (maximum 18 hit points). These hit points do not stack with temporary hit points from other sources or with additional uses of *vigor*.

p. 110, Powers Discovered: Add as the second sentence: Powers are chosen from the psion power list.

p. 110, Metamind Class Features, Power Psicrystal: Replace "At 2nd level" with this: At 1st level

p. 110, Pyrokineticist, 2nd paragraph, last sentence: Delete the last sentence.

p. 111, Powers Discovered: Add as the second sentence: Powers are chosen from the psion power list.

p. 112, Powers Discovered: Add as the second sentence: Powers are chosen from the psion power list.

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p. 112, Slayer, Class Features, Weapon and Armor Proficiency: Replace text with this: Slayers are proficient with all simple and martial weapons and with all armor and shields.

p. 114, Powers Discovered: Add as the second sentence: Powers are chosen from the psion power list.

p. 114, 2nd column, Imbed Power: Replace "At 3rd level" with this: At 2nd level

p. 114, Throw Mind-Blade: Replace "at 3rd level" with this: At 2nd level

p. 115, NPC Psion (egoist), Feats: Replace "Trigger Power (claws of the vampire)" with: Weapon Focus (touch)

p. 116.119, Tables 6.7 to 6.12, Lvl 10 powers: Replace "7/4/3/2/2/1" with this: 7/4/3/3/2/1

- p. 116.119, Tables 6.7 to 6.12 (except for table 6.10), Lvl 6 powers: Replace "5/3/3/1" with this: 5/3/2/1
- p. 116.119, Tables 6.7 to 6.12 (except for table 6.10), Lvl 9 powers: Replace "6/4/3/2/2" with this: 6/4/3/3/2
- p. 116, Table 6.7: NPC Psion (Egoist), F/R/W column: Subtract 2 from each number on the F column (but not the R or W column).
- p. 116, Table 6.7: NPC Psion (Egoist), PP column: Change 1st-level PP from 2 to 3. Change 2nd-level PP from 3 to 4. Change 16th-level PP from 144 to 131. Change 20th-level PP from 279 to 255.
- p. 116, Table 6.8: NPC Psion (Nomad), PP column: Change 1st-level PP from 2 to 3. Change 2nd-level PP from 3 to 4. Change 16th-level PP from 155 to 142. Change 17th-level PP from 160 to 170. Change 20th-level PP from 279 to 255.
- p. 117, Table 6.9: NPC Psion (Savant), FRW column: Add 1 to each number in the W column (but not the F or R column).
- p. 117, Table 6.9: NPC Psion (Savant), PP column: Change 12th-level PP from 91 to 80. Change 13th-level PP from 102 to 91. Change 14th-level PP from 115 to 104. Change 15th-level PP from 128 to 117. Change 16th-level PP from 156 to 132. Change 17th-level PP from 161 to 147. Change 18th-level PP from 188 to 164. Change 19th-level PP from 205 to 181. Change 20th-level PP from 248 to 211.
- p. 117, NPC Psion (nomad) (continued from previous page), Feats: Replace "Trigger Power (dimension slide)" with this: Speed of Thought (2)
- p. 117, NPC Psion (Nomad) continued from previous page, Feats: Replace "1st, Dodge; 3rd, Psionic Dodge" with this: 1st, Inertial Armor; 3rd, Dodge
- p. 118, NPC Shaper, Feats: Replace "3rd, Craft Universal Item" with this: 3rd, Inner Strength
- p. 118, NPC Psion (shaper), Feats: Replace "Trigger Power (whitefire)" with: Craft Crystal Capacitor
- p. 118, NPC Psion (shaper), Increased Ability Scores: Replace "19, Wis 19 (25)" with this: 19th, Wis 19 (25)
- p. 118, Table 6.10: NPC Psion (Shaper), PP column: Change 17th-level PP from 161 to 171. Change 20th-level PP from 248 to 239.
- p. 119, Table 6.12 NPC Psion (Telepath): Replace the saving throw entries for 19th level with this: +8/+10/+13
- p. 119, Table 6.12 NPC Psion (Telepath): Replace the saving throw entries for 20th level with this: +8/+10/+14.

### ***Psionics Handbook Errata 7 V05302002***

- p. 119, Table 6.12: NPC Psion (Telepath), PP column: Change 20th-level PP from 209 to 211.
- p. 119, Table 6.12 NPC Psion (Seer): Replace the saving throw entries for 19th level with this: +7/+9/+19
- p. 119, Table 6.12 NPC Psion (Seer): Replace the saving throw entries for 20th level with this: +7/+9/+21.
- p. 119, Table 6.11: NPC Psion (Seer), PP column: Change 1st-level PP from 2 to 3. Change 2nd-level PP from 3 to 4. Change 3rd-level PP from 8 to 9. Change 4th-level PP from 11 to 12. Change 5th-level PP from 19 to 20. Change 6th-level PP from 24 to 25. Change 7th-level PP from 29 to 30. Change 8th-level PP from 36 to 37. Change 9th-level PP from 43 to 44. Change 10th-level PP from 52 to 53. Change 11th-level PP from 61 to 62. Change 12th-level PP from 90 to 91. Change 13th-level PP from 101 to 102. Change 14th-level PP from 127 to 128. Change 15th-level PP from 140 to 141. Change 16th-level PP from 168 to 156. Change 17th-level PP from 181 to 171. Change 18th-level PP from 198 to 188. Change 19th-level PP from 230 to 220. Change 20th-level PP from 279 to 256.

p. 120, Psychic Warrior, Feats: Replace "3rd, Deep Impact" with this: 3rd, Improved Initiative

p. 120, Table 6.13: NPC Psychic Warrior, PP column: Change 7th-level PP from 18 to 16.

p. 126, Psychokinetic Burst: Move entire text entry (not table entry) into alphabetical order, between Psychic and Soulfeeder entries.

p. 128, Suppression power, 2nd sentence: Replace 2nd sentence with this: The wielder makes a power check at 1d20 + 5 + manifester level (maximum +15) against a DC of 11 + the power to be negated's manifester level.

p. 129, Table 7.8: Dorjes: Replace the current table with the table below:

Table 7.8: Dorjes

**Minor Medium Major Power Level\* Market Price\*\***

01.25	.. 0	375 gp
26.50	.. 1st	750 gp
51.95	01.05 . 2nd	4,500 gp
96.100	06.65 . 3rd	11,250 gp
.. 66.95	01.05 4th	21,000 gp
.. 96.100	06.50 5th	33,750 gp
.. 51.70	6th	49,500 gp
.. 71.85	7th	68,250 gp
.. 86.95	8th	90,000 gp
.. 95.100	9th	114,750 gp

\*Dorjes could have higher manifester levels than the minimum, which would give them commensurately higher costs. For instance, a *dorje of invisibility purge* with a manifester level of 10th has a market price of 22,500 gp. See Table 8.40 in Chapter 8 of the *DUNGEON MASTER's Guide*. Unlike magic wands, psionic dorjes can hold powers of up to 9th level.

\*\*Any dorje that stores a psionic power with an xp cost also carries a commensurate cost above that noted here. See Table 8.40 in Chapter 8 of the *DUNGEON MASTER's Guide*.

p. 129; column 2, Determine Effect: Delete ", minus 1" from the parenthetical.

p. 140, Creating a Psionic Creature, Special Attacks: Insert new paragraph between Power Resistance and Special Qualities paragraphs: *Variant*: Psionic creatures freely manifest each of their known powers and combat modes three times per day. Creatures may swap out usages of combat modes they know. Always use this variant for characters who play psionic monsters.

### ***Psionics Handbook Errata 8 V05302002***

p. 140, Undead Psionic Creatures, 2nd paragraph: Replace the 2nd sentence that starts with "Therefore, an undead psionic monster..." with this: An undead creature can use Psychokinesis powers, but it substitutes its Charisma ability score as the key modifier with these powers. An undead creature cannot use Psychometabolism powers, since it has no metabolism.

p. 140, Undead Psionic Creatures, 1st paragraph: Replace the 1st paragraph with this:

A psionic undead creature, although rare, is a force to be reckoned with. It can use psionic attack modes (and psionic undead relish attacking the living in this fashion), but it also must learn defense modes, since undead take ability damage from psionic attack modes.

p. 153, Psion Killer, Negate Psionics (Su): Add as last sentence: Otherwise this power is as manifested by an 18th-level manifester.

## ACCOUNTABILITY

*An Official LKoK Mini-Module*

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# Accountability

**A D&D Mini-Module for the Living Kingdoms of Kalamar**

**An Adventure for Characters of Any Level**

**By Joseph L. Selby**

*Edited by Brian Jelke*

The city needs your help with the Royal Census. There are a few places in Old Town that might benefit from the presence of hardened adventurers instead of city guards. A role-playing intensive module for all ATLS.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A two-hour time block has been allocated for each round of this scenario. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

## **Calculating Average Table Level (ATL)**

LKoK uses ATL rather than APL in an effort to offer challenging modules without massacring smaller or imbalanced tables. What this means is that, to factor the ATL for a table, the levels of all the player-characters are added together. That number is divided by **six** regardless of how many player-characters there actually are. This number constitutes the party's ATL (rounded to the closest integer). If that number is not offered in the module, the players may choose if they play up (a higher ATL) or down (a lower ATL). It is against the spirit of the campaign to deny a player an open spot at a table in an effort to maximize the treasure for the other players at the table. Twelve players equals 2 tables of 6 not 3 tables of 4.

## **Module Notes**

This mini-module is an official supplement to the Living Kingdoms of Kalamar campaign (although it does not have to be ordered from or reported to the RPGA). It is designed for 4 to 6 characters of any level. It is advised that PCs go through this module with a full party, as the challenges presented may overwhelm a small party of adventurers.

You, the judge (the authority figure of the table and the administrator of the adventure), need a copy of the *Dungeons & Dragons® 3<sup>rd</sup> Edition revised Player's Handbook* and *Dungeon Master's Guide* for this event. The adventure takes place in the Kingdoms of Kalamar setting in the Principality of Pekal. Therefore, the DM should also have the *Kingdoms of Kalamar® Core Sourcebook* and the *Kingdoms of Kalamar Player's Guide*.

Specific statistics for key Non-Player Characters (NPCs) and other materials are included in the appendices at the back of this module as well as throughout the module text

itself. Certificates that may be photocopied are also included. The DM should read this adventure entirely no less than once before playing in order to ensure a precise flow of movement, as there are many aspects relating to the flavor and culture that are important to the Living™ Kingdoms of Kalamar campaign and to this adventure.

This module specifically deals with the homeless living in Old Town. The information provided in the Map Legends of this Campaign Book may prove useful.

## **Module Layout**

This module has been divided into two sections. Both of these encounters represent the census, but the PCs may choose which.

- **Section 1: The “A” Encounters**—These encounters deal with Old Town Square and the gang that runs this area of Bet Rogala Proper. The older city is divided into different wards and run by different gangs. As long as these gangs do not become unruly or use excessive violence, the City Guard leaves them to their own devices.
- **Section 2: The “B” Encounters**—The second option of encounters involves an area of Old Town further north than the square. The Royal Mansion is the one area of the city that is continuously preserved by the crown, and as such, the homeless have chosen this as an ironic symbol of their station

## **Adventure Synopsis**

—**Introduction**—PCs that register with the royal census are offered a job helping the City Guard finish the census in more difficult areas of Old Town. The PCs may choose which area they inspect, counting everyone who lives there.

### **SECTION 1: THE “A” ENCOUNTERS**

—**Encounter A1**—Old Town Square: The PCs arrive in Old Town Square to find the homeless living there actively attempting to conceal

themselves under blankets and cloaks. They seem intent on avoiding the census.

—**Encounter A2**—The Brick Boys: The PCs meet the Brick Boys, the gang that runs this part of Old Town.

—**Encounter A3**—The Giant: A Reanaarian rogue that seems to lead the Brick Boys and run Old Town Square. He negotiates with the PCs for his ward to participate in the census.

## SECTION 2: THE “B” ENCOUNTERS

—**Encounter B1**—The Royal Mansion: The PCs arrive at the Royal Mansion and may attempt a variety of tactics to count the homeless living there.

—**Encounter B2**—Black Feet. A member of the Blackfoot Society attempts to convince the PCs and the people living around the mansion the ills of living under a monarchy.

—**Encounter B3**—Grim Reality: The PCs are admitted to some of the buildings surrounding the Royal Mansion and are exposed to the true state of the homelessness in Bet Rogala.

—**Conclusion**—The PCs return to Captain Banilor to complete their mission. They may choose how they report the situation. He offers his thanks and his condolences if necessary. He is glad they are the heroes he remembers.

## APPENDICES

**Appendix I:** Treasure Summary

**Appendix II:** Experience Point Summary

**Appendix III:** Heroes and Villains

## Background

There are a number of interests living in Bet Rogala's Old Town. A haven for the Thieves Guild as well as home to the majority of the city's homeless, there are a number of people who are less than welcoming to officials of the city.

In an effort to complete the prince's Royal Census, the city has decided to hire adventurers to count heads in the old city in a token effort to avoid city officials upsetting the status quo in the area. There are two areas left that still need to be counted.

Those two areas aren't in the most cooperative mood, though. Their life is their own and they certainly don't care to be counted like cattle. Some of them couldn't even if they wanted to, as the ward bosses have ordered the residents not to participate.

Quick wit and a glib tongue get the PCs a lot further than a quick blade, if they have the patience and savvy to get the job done.

## Calendar and Climate

It is the last days of Harvest (roughly the beginning of October) and the temperature is 55° + 1d6° Fahrenheit. The temperature drops 15 to 20 degrees at night. It has been raining for the past few days, rounding off a four month span where the rains were nearly overwhelming.

Veshemo (Tellene's largest moon) is entering its new-moon phase and is barely visible. Pelselond and Diadolai (Tellene's smallest moon) are running their normal courses, but the fortune tellers are more focused on the never-ending rain rather than the phases of the moon (an unusual change in attitude). With the rains unceasing and the second harvest potentially lost, many Deji seers in Independence Square are claiming that Tokis will invade the first day of Frosting.



## INTRODUCTION

*Although the weather is beginning to chill outside the walls of Bet Rogala as the year approaches Second Harvest, the temperature inside the large stone walls is increased by the mass of people that have left their residences and descended on checkpoints established throughout the various districts of the city.*

*Small boys trained as linguists at the Scribe's Guild run the streets shouting, "All heads of households are ordered by the crown to proceed to a designated checkpoint and give notice in this Royal Census, hereby decreed by his majesty Prince Kafen, this year 563 Imperial Record!"*

*A large number of men and some women have formed a makeshift line that travels for a handful of blocks and stops at a single wooden table.*

The Royal Census is held every generation (20 years) and anyone within the city must register himself, his family and his skill or trade. If a person is not a resident of Bet Rogala (all adventurers are considered to be residents if they've played at least one adventure—barbarians, druids, shaman or rangers that protest this fact may be considered to live outside the city walls, but *all* modules begin in Bet Rogala, thus they are considered to live there), he must register as a visitor and explain what type of trade or business has brought him to the city. Refusing to register is prosecuted with a 5 Victory (gp) fine and a day in the stocks. If all the stocks are full (30% chance), the person receives 5 lashings instead.

**DM NOTE:** Obviously the city would not go door to door and force its people to register with the census, even if it had the personnel to do so. Any PC that refuses to participate in the census and similarly does not approach the lines or census tables can avoid registering. However, all adventure opportunities in this adventure come from the census so anyone refusing to participate can no longer participate in this event (if friends who register recommend them, those refusing PCs must still register or they are not hired).

PCs may make a **Listen check** (DC 8) to hear someone in the line grumbling. For every 2 points over 8, the PC hears an additional conversation. (If any PC specifically says he wishes to **Gather Information** he automatically

succeeds at this check.) These conversations are held in Low Kalamaran primarily, but occasionally repeat themselves in Merchant's Tongue (a 50% chance).

- Some people are saying that the checkpoints are only being set up in the city proper. The Inner City (the Scholars District, the Temples District and the Royal District) has census takers going door to door to take the count.
- A Stone Dwarf caravan refused to register, saying the delay would cause them to miss an important sale in Baneta. The caravan was seized and the drivers put in the stocks. A friend's brother says the caravan was carrying illegal poisons that can only be made in the underdark.
- A few ward bosses in Old Town have organized the scraps there not to register. The district has seen a record low turn out and a few checkpoints were overrun when a small riot broke out.
- The census is only being held to determine which groups of the city can be most effectively taxed. Many people list false professions to skew the numbers.
- The census takers are hiring at the checkpoint for some kind of job. Some say it's for crowd control. Others say it's for mercenaries to put down the riots springing up all over Old Town. Some who say they are more informed say that the stocks are already full and the city is building more to handle the overflow.

Nothing eventful happens during the wait in line unless the PCs do something other than specifically wait their turn. Two city guardsmen for each one hundred people patrol the line (simply walking up and down the line, which takes approximately 5 minutes each way). A commotion caused by cutting in line or bullying draws the guardsmen who take such disturbers to the end of the line. If it happens repeatedly, the person is put in the stocks for a day

**DM NOTE:** If PCs continually disturb the line, the guardsmen attempt to arrest them, putting them in the stocks for the day. City

guardsmen range from 1<sup>st</sup> to 3<sup>rd</sup> level and may be overcome; however, there are two guardsmen for each one hundred people (estimate lines in the Merchants District where the PCs live to be approximately 500-1000 [{{1d6+4}} x 100] people long at any given time). Murdering a city guardsman in this situation is an evil act. If a PC is placed in the stocks, the module is over for him (unless the party attempts to break him out. Stocks are placed in public squares and patrolled by 6-10 guardsmen). This is not detailed in the module and the judge should handle this situation at his own discretion.

The census table is simple enough. A scribe from the College of Magic, two city guardsmen and a number of pages who fetch quill, ink and paper stand behind a mundane wooden table. Upon reaching the table, the scribe asks in Merchant's Tongue which language the person prefers.

**DM NOTE:** The only languages the scribe does not speak are Orc, the different Deji languages and the secondary Hobgoblin races (Kors, Dazlak and Rankki).

PCs must give name, family members if he has any in the city and profession. The scribe has no reason to doubt a name unless it is blatantly false (such as Geoffrey, God of Biscuits or some other silly name).

Any person registering as a mercenary or adventurer (both of which are valid professions) is told to see Captain Banilor for potential work. (PCs may have met the captain if they played *Making a Name*, although in this circumstance he is only concerned with the day's business.)

***Captain Banilor stands on the corner behind the census table surrounded by a small group of people who are most likely an adventuring company or two. As you approach, he hands them each two Kingspieces (pp) and the group splits in two as both parties head into the city.***

***The captain, seeing you approach, raises a hand and greets you in Low Kalamaran and Merchant's Tongue. "I'm glad to see you all out today. The census is well under way and with a few more hearty souls like you, we may be able to finish the endeavor on time."***

Hoping for a better turn out in this most recent census, the prince has authorized the city to hire

census takers to go to the various districts and register those people who have refused to get in line. Captain Banilor has hired enough parties that he only needs two more groups to complete his duties.

If the PCs are interested, he can offer them 2 Kingspieces (the maximum allowed by the royal decree) for one day's work.

***"As some of you may know, Bet Rogala Proper—what most call Old Town—does not always celebrate life as most of Pekal does. We have already reached the estimated number of registries in Old Town, but census takers reported seeing a large number of uncounted residents in the area. Prince Kafen hopes to show a dramatic increase in population as a deterrent to Tokis' threat of invasion. I need you to take one of the two remaining locations in the city proper and simply count heads. We do not need information in terms of profession or family, just an estimated head count of the people living in the district."***

- Banilor explains that he cannot deputize PCs in service of the city guard or the constabulary (census takers do not have that authority) nor is a writ necessary for these circumstances.
- PCs are to choose between Old Town Square or the Royal Mansion to count heads.
- Reports of riots in Old Town are exaggerated but not totally untrue. Street gangs are encouraging residents not to register, which is why the captain has begun recruiting adventurers rather than city officials.
- There is no expected risk for this endeavor. It's simply an information gathering session. Count heads for a small area of the city proper and report back to Banilor.

**DM NOTE:** Banilor pays the 2 Kingspieces upfront, trusting the adventurers to their word (making mention of their heroism in *Making a Name* if the PCs have participated in that module). This means that PCs are paid before they complete the job they've been hired for. They may provide any number to Banilor regardless of whether they actually count heads

in the area. He accepts any number the PCs offer. Although if the number is outrageously high, he dismisses the PCs as scalawags (but doesn't change the number they provided).

PCs should not receive maximum xp if they do not go to Old Town to help the census.

## **ENCOUNTER A1: Old Town Square**

**SUMMARY:** The PCs arrive in Old Town Square and may attempt a variety of different tactics to count the homeless living there.

***Pekal's citizenry is historically more peaceful than their southern neighbors. Although the principality isn't a wealthy nation, its crops are prosperous and the people are content with one another.***

***Surprisingly, this attitude is prevalent among the homeless of Bet Rogala as well. Not the typical poor and oppressed, the capital's downtrodden are mostly victims of war, mental illness or youngsters who left their rural homes and were not successful in the big city. The homeless, in essence, have accepted their station in life, rarely holding the government responsible for their situation. Poverty riots are nearly unheard of. They take their place on the streets of Old Town, pledge allegiance to a particular ward boss that helps them keep warm, keep safe and keep fed, and go about their lives as best they can.***

Old Town Square is inhabited by its normal retinue of homeless, lining the outside of the square, while leaving untouched the statue of Fulakar in the square's center. Unlike previous experiences in Old Town Square (if the PCs played *Domino Effect* they had an encounter in the square), the homeless on the square's outskirts aren't preying on one another. Instead, they've amassed in large clumps. Their robes and cloaks have been spread out so that it is difficult to tell one person apart from another.

PCs may make the following checks to progress through this encounter:

**Listen** (DC 12 + ATL) reveals that there was talking in the square as the PCs approached, but it fell silent once they came into view.

**Spot** (DC 5) reveals that cloaks and blankets have been spread out to cover the numbers of the homeless sleeping in the square. PCs may make an Intelligence check (DC 17 – ATL) to count the people beneath the blankets.

**Spot** (DC 15 + ATL) reveals people in the windows surrounding the square watching the PCs. It is uncertain whether or not they have weapons or how many there are.

**DM NOTE:** The doors on the west, south and east sides of the square all have simple locks and can be opened with a successful **Open Lock check** DC 20. Old Town Hall on the north end of the square appears to be better maintained and has a superior lock. It requires an Open Lock check DC 40 to open.

**Intimidate** (DC 25 – ATL) forces a resident to speak to them or reveal himself (there are approximately 85 people sleeping in the square, and no more than 5 will stand up at any given time, fearing the threats of the ward boss for cooperating with the census).

Those that are interrogated know very little. They don't know how many people are currently in the square or how many people on average live there (just "a lot"). They aren't cooperating because the ward boss, "The Giant," said that they'd regret it if they did.

**Diplomacy** (DC 20 –ATL) convinces a resident to speak with them or to reveal himself. See Intimidate above for more information.

**Gather Information** (DC 10+ATL) bribes a resident into speaking with them or revealing himself. A minimum of one silver piece must be spent in this fashion. If more than five gold pieces are spent, the person refuses to speak, fearing that the PC plans to beat him up and take the money back afterward.

*—If the PCs pull the blankets/cloaks off of the homeless sleeping about the square—*

There are approximately 85 people sleeping in the square, typically two beneath a blanket, sometimes three or four if there's a child included. When the PCs have revealed 25 or more NPCs (in any fashion), the doors to Old Town Hall open and eight armed humans enter the square (they carry clubs, short swords and daggers, although none of them are drawn). All of them wear reddish brown pants.

***"Ay there! Ay! You think you have business here, eh? Well you don't do business in the Square without first talkin' to***

***the Brick Boys. Best be leavin' them people alone until you dealt with us."***

If the PCs speak with the gang, continue to **Encounter 2: The Brick Boys**. If the PCs draw weapons, the mob shouts for the city guard and rushes back into the Town Hall, locking the door. The guard arrives in 1d2 minutes.

If the PCs ignore the Brick Boys, they can get an adequate count of the people in the square, but people in the buildings flee if the PCs attempt to unlock the doors/windows.

*—If the PCs get the homeless to stand up—*

There are approximately 85 people sleeping in the square, typically two beneath a blanket, sometimes three or four if there's a child included. When the PCs have revealed 15 or more NPCs (in any fashion), the doors to Old Town Hall open and eight armed humans enter the square (they carry clubs, short swords and daggers, although none of them are drawn). All of them wear reddish brown pants.

***"Ay! Ay there! What part of "keep yourselves covered" don't you people understand? Bareth, Galara, Irinaris, you think the Giant won't know that you disobeyed? Perhaps it's time you take your families and find a new place to sleep. I'd hate for somethin' bad to happen, now yeah?"***

***"An' you folks. Best be leavin' them people alone until you dealt with us. We be the ones in charge around here."***

If the PCs speak with the gang, continue to **Encounter 2: The Brick Boys**. If the PCs draw weapons, the mob shouts for the city guard and rushes back into the Town Hall, locking the door. The guard arrives in 3d4 rounds (with the day's previous problems, patrols have been increased to compensate for the possibility of violence).

If the PCs ignore the Brick Boys, they can get an adequate count of the people in the square, but people in the buildings flee if the PCs attempt to unlock the doors/windows.

*—If the PCs try to open any of the windows or doors around the square (other than the town hall on the north end of the square)—*

The NPCs hiding in the buildings first try to barricade the doors (**Break check** DC 19 + ATL). If the PCs still manage to break through, they flee out the back doors and run north (to the Royal Mansion, bolstering the numbers there). If the PCs pursue, go to **Encounter B1: The Royal Mansion**.

*—If the PCs try to open a window or door of the town hall on the north end of the square—*

The door to the Town Hall is well maintained in comparison to other buildings about the square. The lock on it is of superior quality and can be opened with an **Open Lock check** DC 40. If the PCs simply knock, the Brick Boys open the door and invite them in to speak.

If the PCs speak with the gang, continue to **Encounter 2: The Brick Boys**.

If the PCs ignore the Brick Boys, they can still attempt to get an adequate count of the people in the square. Utilize any of the other options based on what the PCs do.

## **ENCOUNTER A2: The Brick Boys**

**SUMMARY:** The PCs meet the Brick Boys, the local gang that holds dominance over the area. They also learn that a person named "The Giant" runs the gang.

***Entering Old Town Hall, the interior of the building is aged, but maintained. A number of fine-looking chairs and cushioned seats line a parlor where the Brick Boys admit you.***

***"So mayhap you should begin by explainin' yourselves. We thought we made it pretty clear to the last census takers that this was Brick Boys territory. If we wanted you guys counting our street, we woulda sent for you," says a burly Fhokki man standing seven feet tall. Behind him are three Kalamarans, two Reanaarians and a human that's been in so many fights that it's impossible to tell what his heritage is.***

Although armed, the Brick Boys have no intention to combat the PCs. They're muscle for dealing with homeless, not hardened adventurers. They expect attitude to get them through this situation. They're used to the city guard siding with them, so if violence somehow ensues, they are not intent on fighting the PCs, but calling for the guard (for this reason, their stats have not been included with this module).

**DM NOTE:** The Brick Boys do not attack the PCs regardless of any provocation. Because of this, if a PC draws a weapon and attacks any of the boys (assume they have 14 hit points and AC 14), they are guilty of the appropriate crime

based on the damage they deal (including murder).

The Brick Boys are more interested in establishing their territory to new visitors rather than picking a fight or preventing the PCs from counting residents for the census. However, they want to give their permission to the PCs to count the homeless. And to get their permission, the PCs must first get the permission of “the Giant,” the ward boss of the area.

**“These streets belong to the Giant and his Brick Boys. That’s us. Now it’s apparent that he prince don’t quite understand this, so we was hopin’ you might take our message back to him. The square belongs to the Giant. You need his permission around here, see?”**

Getting to see the Giant isn’t that easy, though. There are a variety of ways to get the Brick Boys to take the PCs to the Giant.

- A successfully worded **Bluff check** (DC 18 + ATL), **Diplomacy check** (DC 15 + ATL), or **Intimidate check** (DC 21 + ATL) convinces the Brick Boys to cooperate. Although fighter-types working together increases the success of **Intimidate checks**, using weapons or implying the use of violence actually causes the Brick Boys to be less cooperative, planning instead to call the City Guard.

**DM NOTE:** The boys don’t call for the guard unless weapons are actually used. The threat of violence is pretty common in Old Town, which is why the gang has learned to manipulate the guard. If combat ensues, then they break and sound the alarm.

- If the PCs attempt to bribe the Brick Boys, this works as well. They have no set price in mind as they weren’t expecting such a tactic. A few gold pieces for each of them should suffice.
- If the PCs mention Thaturan, Tholan or Golan (all NPCs that appeared in Domino Effect) the Brick Boys immediately agree to take them to the Giant.

Continue on to **Encounter A3: The Giant** when appropriate. If combat does break out, the guard arrives in 3d4 rounds (with the day’s previous problems, patrols have been increased to compensate for the possibility of violence).

### **ENCOUNTER A3: The Giant**

**SUMMARY:** The PCs meet the Giant, the leader of the Brick Boys and can negotiate the gang’s participation in the census.

***Moving from the Parlor to the rear of Old Town Hall, the Brick Boys open a set of double-doors made of weathered cherry. The room inside is posh and luxurious...for Old Town. The walls are freshly painted, the furniture within is finely polished and in the center of the fine wall is a seat that can only be described as a conglomeration of scrap metal and glass that bears a striking resemblance to a throne.***

***Sitting with a rigid back and up-turned chin, the Giant stares across the room. A Reanaarian, no taller than 4’ 10” stands from his throne and walks to the towering Fhokki.***

***“You better have a damn good explanation for this, Garekk. I’d hate to have to finish the job I started.”***

The Giant is a captain in the Bet Rogalan Thieves Guild known for three things: his height, his mastery of knife fighting, and using his height in an unsavory manner during his knife fights.

The Brick Boys loyalty is unwavering, based on a combination of fear and success under his leadership. All **Charisma**-based skill checks to change the attitudes of the Brick Boys suffer a -20 circumstance penalty while in the Giant’s presence.

The Giant has things to where he likes them, which is why he’s so opposed to the census. The possibility of military conscription, new taxes, ward representation or even area reconstruction all threaten to unhinge his stronghold of power around Fulakar Square. As long as the crown is unaware of the total number of homeless in the area, they remain unconcerned about the matter.

There are a number ways to convince the Giant to allow the PCs to conduct the census.

**Intimidation** is by far the most difficult tactic. The Giant is established in the area and with the Thieves Guild. He has little concern of even the most powerful PC warrior as none of them have a reputation of significant note.

- A successfully worded **Bluff check** still receives a -10 penalty as the Brick Boys saw the PCs attempting to count heads for the census. The DC is an opposed roll versus the Giant's Sense Motive (see Appendix III for stats).
- The Giant is a businessman, after all, and considers the offer of money should the PC offer it. The Reanaarian knows every person that lives in his ward and would be willing to allow the PCs to begin counting heads in exchange for 634 Victories (a gold piece per head, although he doesn't explain it in such a fashion).

If the PCs pick up on the number being representative of the ward's population and choose to leave, the Giant tells them that they are not welcome back either. PCs should make a note of his animosity in their module notes (although this is not certified as the PCs didn't warrant the Giant remembering who they are).

- If any PCs challenge the Giant to combat or threaten him with violence, he challenges that person to a duel. If the PC can knock him out before he knocks the PC out, then the group is free to conduct their census. The Giant asks nothing in return. He takes pleasure in humiliating the PC in front of his friends.
- A successfully worded **Diplomacy check** (DC 21 - ATL) does not get the Giant to submit directly, but makes him more reasonable to discussion. If the PCs adequately explain why the Giant should allow them to take the census count (this requires a minimum of three Diplomacy checks [the wording of which is at the judge's discretion] at an equivalent DC).
- If the PCs agree to owe the Giant a favor (the context of which he is explicitly vague on, but he promises that such a favor would never involve violence or murder), he is pleased to allow them to make a census count of the area. The PCs earn the Debt to the Giant cert.
- Although difficult, it is still possible for PCs to succeed at an **Intimidate check** although the DC is 45 (this DC is already taking into account the penalty mentioned above). If the PCs do not word the intimidation properly (violence is not

threatening to the Giant as he's certain he can best any of the PCs), the judge may assign additional circumstance penalties at his discretion.

**DM NOTE:** If the PCs convince the Giant to allow them to take the census count, there are a total of 634 homeless living in the square and the surrounding buildings. Depending on how successful they were in negotiations, the Brick Boys encourage the residents of the ward to participate willingly, move places to avoid being counted or move places to inflate the total count. This is at the DM's discretion.

## **ENCOUNTER B1: The Royal Mansion**

**SUMMARY:** The PCs arrive at the Royal Mansion and may attempt a variety of tactics to count the homeless living there.

***The Royal Mansion is a glaring exception to the state of Old Town. Where Bet Rogala Proper is home to a number of abandoned warehouses and the majority of the city's homeless, the Royal Mansion is a jewel of the city.***

***Guarded by four elite city guardsmen dressed in ceremonial half-plate, the grounds are surrounded by polished black iron bars. Within is a cobble drive leading to majestic mahogany doors and continue on to a well maintained garden that's visible from the street.***

***On the outside of the grounds, a number of homeless line the fence. They sit amicably enough, joking with passers by regarding the stark dichotomy of their station in life and the place they've adopted as their home.***

PCs may speak with any of the homeless in the area without making a **Diplomacy check**. If a PC is coarse, abrasive or rude, that particular person they were speaking with (and those within hearing distance) refuses to speak with them any further. They offer the following opinions about the area.

- A few people claim they lost their key and ask the PCs if they are able to pick the lock on the front gate. They'd like to return to their mansion (and then laugh, revealing they have very few teeth).

- If asked about a ward boss, they say the area is run by Kara Iraka, although she hasn't paid the area much attention recently. Rumor is that she has a new man and has been too engaged to walk the streets, but that's just a rumor and they certainly wouldn't repeat such a thing.
- They're not too upset with being homeless; it's their place in life. Some have never known any other place, having been born on the streets. Others woke up there and could use a coin to get a warm meal...and maybe a drink or two. Others simply left their rural homes and headed for the city to find their fortunes. This is the fortune they found.
 

None of them resent the position. They seem to have accepted that they are homeless. They frequently repeat "this is my place now." None seem bitter toward the crown or the PCs for their apparent success.
- Don't patronize the guards. Crossing the fence to the Royal Mansion without a royal invitation is a crime and they won't hesitate to bash your teeth in with the butt of their halberds.

**DM NOTE:** At any time, as soon as the PCs begin counting the people living about the mansion (regardless of whether other PCs are in mid-conversation or not), continue to **Encounter B2: Black Feet**.

## **ENCOUNTER B2: Black Feet**

**SUMMARY:** A member of the Blackfoot Society attempts to convince the PCs and the people living around the mansion the ills of living under a monarchy.

***"You there! Gentlemen, I would ask you to stop!" shouts a frail looking Kalamaran Half-Elf from across the street. "Your comrades have been here once before today and we turned them away as well. It would be best for you to simply return to the palace and tell them that we here are free of their oppression!"***

The Half-Elf is unarmed and makes no hostile actions toward the PCs, but he is quite insistent

that they stop counting the homeless. He actually rushes past the PCs and steps up on a small wooden box that was already in position.

Begin reading the following box text. The PCs may attempt to interrupt the Half-Elf, but he uses their presence as an opportunity to speak to the homeless living about the mansion. He does not stop to respond to their comments until he's finished his diatribe against the crown.

***"Good people, how long will we allow ourselves to suffer under the reign of a man who has not set foot in this part of town for half a century? How long do we swear allegiance to a man who would invest such wealth in an empty building while allowing his people to go cold sleeping outside its gates.***

***"This is why I call you brothers. The cold has frostbitten me as well and my feet have turned black. This is how we know that we have been joined together in a common cause. The royals have forgotten us. And we must admit to ourselves that we do not need them! Liberty and the freedom to choose what we will, an understanding of freedom and life lived without the burdens of slavery to a sovereign. Remember that those who would rule you do not care about you. You are here to provide them with wealth and good living, even if it were to turn your feet black from the cold.***

***"Rise up! Free yourselves. Remember what it was like to choose for yourself whether you would walk to the east or walk to the west without someone in a distant palace telling you what he would have you do. Rise up and remember that you are free men! We are free men! We are brothers. Do not bow to men who would come here to count you as cattle. Remind them that if you wished to be counted, you would have done so to begin with. Remind them that you are not beasts of burden. You are a person and you are free!"***

**DM NOTE:** The Half-Elf is a member of the Blackfoot Society who speaks regularly in the area. With the census, he has taken to speaking to the public any time an "outsider" comes into Old Town. He is not armed, though, and rarely incites any trouble. The guards do not permit the PCs or any of the townspeople to provoke the Half-Elf violently.

A number of the homeless gather around the Bard and begin to nod their heads. Some even

vocally agree, although none of the crowd is inspired enough to shout or in any way act like a mob.

PCs speaking with Miel the Bard should make a **Diplomacy check** (DC 15 + ATL). If successful, see below for Miel's reaction based on what the PCs said. If the PCs fail the check, then Miel continues to explain to them the ills of living under a monarchy. This can be free-formed by the judge at his discretion.

—If the PCs speak to the Half-Elf and try to convince him he's wrong (or simply jeer at him)

*"I'm sorry you feel that way, friend.*

*Whether it is because you've simply never lived free of if you have such goals of oppression like the crown itself, I cannot say. But I'm certain your work in this census will help you see the truth."*

Miel hands each PC a brass coin with the impression of a foot on it.

*"Take a look in the buildings in this area. When you're ready to learn the truth, give this coin to the disfigured urchin in Independence Square. He can help you get in touch with the people that know."*

Miel becomes sullen, not so much from the PCs' attitude, but the grim reality of life in Old Town. He hangs his head and walks off slowly.

—If the PCs agree with the Half Elf

*"I'm glad to see that you have seen the truth my friends. Surely seeing life here in Old Town would prove to any doubtful soul that the life we live is inherently worse by denying ourselves freedom.*

*"Good luck with your work here. I hope your stomachs are prepared for life in this part of the city."*

He hands each of the PCs a brass coin with the impression of a foot on it.

*"When you are ready to learn more, give this coin to the disfigured urchin in Independence Square. He can help you get in touch with people that know."*

Miel becomes sullen, not so much from the PCs' attitude, but the grim reality of life in Old Town. He hangs his head and walks off slowly.

Continue to **Encounter B3: Grim Reality**.

## **ENCOUNTER B3: Grim Reality**

**SUMMARY:** The PCs are admitted to some of the buildings surrounding the Royal Mansion and are exposed to the true state of the homelessness in Bet Rogala.

*Only a block away from the Royal Mansion, rows of warehouses stand seemingly abandoned. With the Bard gone, you are left to your census counting.*

*As the rotted wooden doors creek open, the world within those warehouses bares itself in stark contrast to the streets outside. The buildings are cloaked in dancing shadows from candles and small cook fires.*

*The buildings' insides have been gutted so they appear more like caves. Entire families sit huddled around small fires while other families stake their own claims to floor space only a few feet away. The smell of burning trash is overpowered by the stench of unwashed flesh. At least fifty people populate the first floor of a single warehouse, huddled together like refugees from a forgotten war. The wooden shingles have rotted and the floor of the building is black mud. Everyone sits in silence, save for the occasional coughing of a sick child.*

*No one looks up at your entrance. Even the light-hearted catcalling from the homeless on the street falls silent. In this world, all seems to be a silent, shadowy reflection of real life.*

Places like this are havens for the mentally ill, diseased and castoffs of society, a caste so low that even other homeless pretend they don't exist. People come here to be forgotten or ignored and to attempt to scrounge a living as best they can.

Larger buildings hold up to 100 people per floor, while the average sized building holds approximately half that. If the PCs wish to speak with anyone living in the abandoned buildings, they must succeed at a successfully worded **Bluff** or **Diplomacy check** (DC 14). Residents have little to say. They are antithetical to the good nature of most Pekalese, wallowing in their own sorry state. Whereas the homeless on the street made light of their situation, these people are simply waiting to die.



There are 847 people living about the Royal Mansion. The PCs must succeed at a **Fort save** DC 10 to resist becoming nauseated while moving through the warehouses. The DC increases by 1 for each consecutive warehouse (there are 7 in total).

A generous PC giving any of the homeless coin of any kind elicits one of a few possible responses.

- The person says thank you in a foreign language (Fhokki, Reanaarian, Kargi or Halfling, for example), pressing the coin to his chest.
- The person refuses, violently shaking his head no. He seems to be scared of the donation, but does not speak even if spoken to. (This is more likely to happen if the PC offers gold.)
- The person gives the coin to his son, who sprints off into the darkness. He returns later with his hands covered in mud.
- The person gives the PC what little food he has. This is typically moldy bread or a dead rat.
- The person begins crying, throwing himself on the PC, babbling his thanks.
- The person shouts excitedly and begins to run about the building showing everyone his coin. He laughs semi-hysterically, moving from fire to fire showing the coin (regardless of what type it is). This does not invoke a response from anyone else.

**DM NOTE:** If the PC gives multiple coins, the NPC may give some of it to other families that he or she is friends with. This happens at the judge's discretion.

Once the PCs get a number they feel is satisfactory, they may continue to the Conclusion.

## CONCLUSION

This encounter can be played out a number of ways and for the most part is subject to the judge's discretion. Adapt this situation based on how the PCs choose to report the circumstances of their census-counting mission. Banilor's different opinions on the matter are listed below.

- Banilor appreciates the effort the PCs made to assist the city. They certainly didn't have to. He's glad that the impression he's had of the city's new band of adventurers (or of the PCs individually if they played *Making a Name*) turned out to be true. They are heroes.
- He mourns the state of Old Town. He remembers the stories his grandfather told him of the majesty of the area. He is not a scholar, though, and does not know how to improve the way of life for the people in that area. Perhaps the census can aid in that effort.
- Although he primarily patrols Bet Rogala, particularly Old Town, monitoring the ward bosses is not a high priority. The custom has been a tradition for decades and typically the boss' self-regulation keeps them in line enough that they generally do more good than harm.
- He's heard of the Blackfoot Society. Their ideas are genuinely a concern of any patriot, but they lack for implementation within the principality.

***"Prince Kafen thanks you, my friends, as do I," Captain Banilor concludes. "You have done a great service for the principality today, although it hardly seems it. The Tokites hoped to show us their number by foolishly amassing their army on our border. With what we have learned today, we too have an army, for ever citizen of Pekal will fight to preserve of liberty.***

***"Thank you my friends. Be safe. These are proving to be dangerous times."***

## THE END

## **APPENDIX I: TREASURE SUMMARY**

**Introduction:** (1 Day Unit)  
20 gp each for working for the census

**Total treasure available this mod:** 20 gp per PC

**THESE REWARDS COME AT THE EXPENSE OF 1\* DAY UNIT**

\*This number cannot be reduced by magical means

## APPENDIX II: EXPERIENCE POINT SUMMARY

<b>*Discretionary Role-Playing Award</b>	<u>200 xp</u>
<b>Total Possible xp this Module</b>	<b>200 xp</b>

## APPENDIX III: HEROES AND VILLAINS

### Encounter A3

**The Giant: *Male, Reanaarian, Rogue 11***, medium-size humanoid, HD 11d6; hp 46; Init +4; Spd 30; AC 16 (touch 14, flatfooted 16); Atk +13/+8 Melee (1d41S 19-20/x2, dagger) or +12 Ranged (1d6/x3, short bow); SA Sneak Attack +6d6; SQ Trap Sense +3, Uncanny Dodge, Improved Uncanny Dodge, Defensive Roll; AL LN; SV Fort +3, Ref +11, Will +3; Str 10, Dex 18, Con 10, Int 14, Wis 10, Cha 16.

Skills and Feats: Appraise +16, Bluff +17, Diplomacy +19, Gather Information +19, Intimidate +19, Listen +14, Knowledge (Local: Bet Rogala) +16, Search +16, Sense Motive +14, Spot +14, Tumble +18, Use Magic Device +17; Quick Draw, Combat Reflexes, Weapon Finesse, Leadership, Improved Feint.

Possessions: +1 *merciful dagger*, leather armor, masterwork lock picks, 112 Victories.

### Encounter B2

**Miel the Bard: *Male, Kalamaran Half-Elf, Bard 2***, medium-size humanoid, HD 2d6; hp 10; Init +2; Spd 30; AC 12 (touch 12, flatfooted 10); Atk +1 (1d3S/x2, unarmed); SQ Bardic Knowledge, Bardic Music; AL CG; SV Fort +0, Ref +5, Will +4; Str 10, Dex 14, Con 10, Int 11, Wis 12, Cha 17.

Skills and Feats: Bluff +12, Diplomacy +13, Gather Information +8, Knowledge (Government) +3, Knowledge (History) +2, Knowledge (Local: Bet Rogala) +5, Perform +8; Glib Tongue

Possessions: flute, 5 Victories, 12 Brass Coins of the Blackfoot Society

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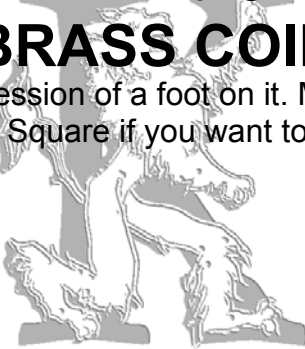
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## BRASS COIN

This brass coin has a simple impression of a foot on it. Miel the Bard said give it to the disfigured urchin in Independence Square if you want to learn more about the cause of the Blackfoot Society.

Market Value: 0.00  
Resale Value: 0.00  
Tradeable: Yes

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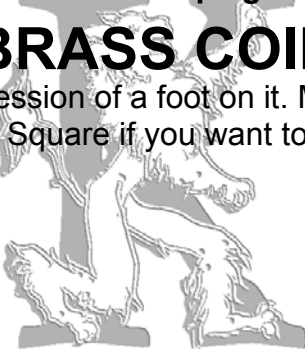
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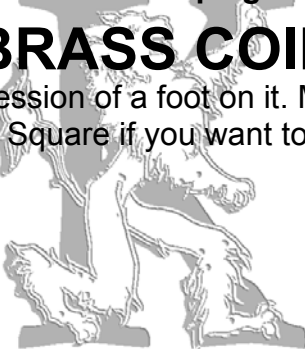
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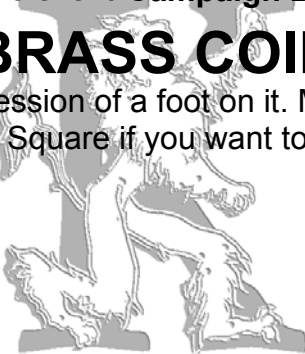
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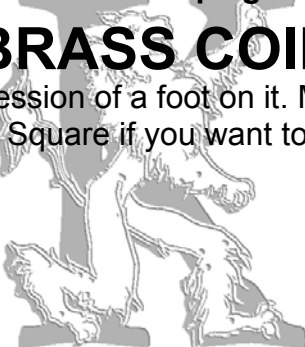
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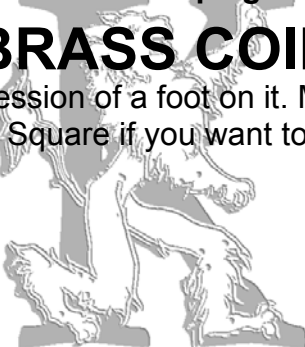
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## DEBT TO THE GIANT

The "Giant" did a favor for you and you've promised to do a favor for him. What that is or when he'll call it in seemed uncomfortably vague.

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Tradeable: Yes

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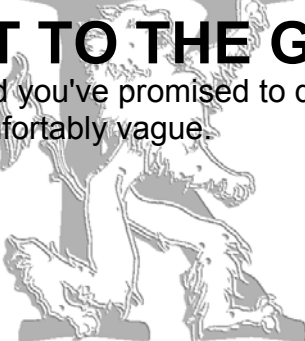
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## KITCHEN SINK

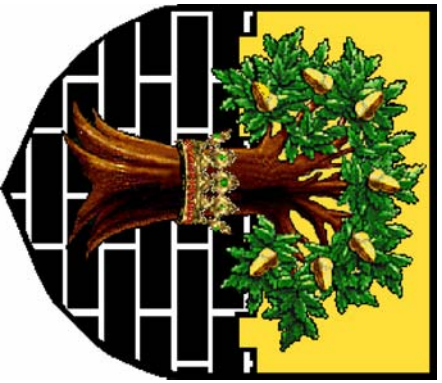
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**Joe** would like to thank Amisha Bhatt, Andy McCullough and family, Lee Orchard, and Andrew and Ragan Webb. Without you guys my head would have turned to pudding a long time ago. And not the good kind of pudding, but the runny kind of pudding that stains your shirt because you weren't expecting it to spill off the spoon like that. This book is dedicated in loving memory to my late father, Lloyd A. Selby. Thanks pops.

**Phil** would like to thank Robert E Howard, Jack Kirby, Led Zepplin, Batman and of course my wife Robin.

**Mark** would like to thank his wife Jeanne for being such a great supporter of his hobby.



NAME: \_\_\_\_\_

CLASSES: \_\_\_\_\_

RACE: \_\_\_\_\_ GENDER: \_\_\_\_\_

CHA: \_\_\_\_\_ DEITY: \_\_\_\_\_

LANGUAGES: \_\_\_\_\_

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