

Kingdoms of Kalamar® Pekal Gazetteer™ v.3.5 adaptation

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This document defines the expected changes needed to update the Kingdoms of Kalamar Pekal Gazetteer to the v.3.5 revision of the Dungeons & Dragons® game.

(Adapted by Arcady, Edited by Brian Jelke)

Chapter 2 - The People of Pekal

Page 9, Table 2-1:

Change the entry for Bard under Rock Gnomes to common.

Chapter 6 - Campaign Rules and Character Creation:

Refer to the Living Kingdoms of Kalamar Character Creation Guidelines available from KenzerCo for any updates: <http://www.kenzerco.com/rpg/kalamar/livingkalamar/index.php>

Chapter 7 - Adventures

Page 38: Under the menu, change the costs of the meals to Breakfast: 8cp, Lunch 1sp, Dinner 12cp. - the combined total should reach 3sp per day.

Page 39: Under Yrumyr, the Charisma check should be a Diplomacy check. The +1 synergy bonus should be handled as an 'Aid Another' attempt instead.

Page 40: Replace references to Wilderness Lore in Encounter Two, last paragraph with Survival.

Page 41: Replace references to Wilderness Lore in first two paragraphs with Survival.

Page 41: Remove the new skill entry. All references to this skill are replaced with Profession (Herbalist) which is listed in the Player's Handbook.

Page 46: In the second paragraphs the skill to understand the tracks is Survival. Search is not used as the tracks have been found.

Page 46: Encounter Three - In bullet one remove the additional +2 bonus note. In bullet two change Wilderness Lore to Survival.

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Appendix A - NPCs

Bull

Listen +6, Spot +6

Coldarran - male Brandobian

Change Skills To:

Appraise +6, Bluff +7, Decipher Script +4, Diplomacy +7, Disguise +4, Forgery +5, Gather Information +10, Hide +4, Listen +8, Move Silently +4, Open Lock +4, Perform (Act) +4, Sleight of Hand +3, Profession (Innkeeper) +6, Search +2, Sense Motive +4, Spot +8

Goblins - CR 1/3 (now EL 3)

Change hit dice to 1d8+1, and hp to 5.

Attack: Small Morningstar +2 (1d6)

Fort +3 Ref +1 Will -1

Str 11 Dex 13 Con 12 Int 10 Wis 9 Cha 6

Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2

Lukas Trimel – male Kalamaran

Change Wilderness Lore to Survival

Tibadi - male Half Hobgoblin (human half is Kalamaran)

Increase ride to +6

Yrumyr - male Half Elf (human half is Fhokki)

Drop Innuendo and Scry

add: Sense Motive +2, Spellcraft +4

Ettin

This Ettin is not wearing Hide Armor, so it's AC should be 15.

Attack: +12/+7 large Greatclub 2d8+6

Face and Reach is as per a large creature: 10*10, with 10 foot reach.

Change Search to +1

Midalita B'Rogupar – male Kalamaran

Change Wilderness Lore to Survival

Orcs

Change hit dice to 1d8+1, and hp to 5.

Attack: +4 Greataxe (1d12+4)

Fort +3 Ref +0 Will -2

Str 17 Dex 11 Con 12 Int 8 Wis 7 Cha 6

Listen +1 Spot +1

Half-Elf Infiltrator

Change skills as follows:

Tumble +6, Hide +6, Listen +5, Sleight of Hand +5, Spot +4, Move Silently +6, Survival +5, Search +5

2 skill points went into learning one additional language.

Fhokki Shaman

Change skills as follows:

Wilderness Lore is renamed to Survival

Drop Animal Empathy and add Spellcraft +3, Concentration +3

Appendix D - Record Sheets:

Updated sheets are available at the KenzerCo website:

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