

Adaptation Sheet for The Root of All Evil

The Adventure takes: 45 DU if the PCs travel back to Bet Rogala and 30 DU if they stay where they are at and play “Forging Darkness” next.

Plot Hooks

Page #	Plot Hook
3	The PCs can answer the handbill (Player aid one on IQ13)
3	Arowain’s daughter hires the PCs to find Arowain who has been kidnapped
3	The PCs are drinking in a tavern (The Thirsty Hound or the Ki-Rin’s Rest) and hear stories about a crazy wizard in the leaning tower who is looking for adventurers and/or hear about mysterious sounds coming from the Dairoo mausoleum in the old graveyard outside of town
3	The PCs are sold a map that supposedly leads to the resting place of the fallen star
3	Agents of Skryvalker Hurrkal hire the PCs to find the fallen star and return the mithral core to him

Experience Points (Maximum available 600 xp)

Page #	Experience Points Awarded	How the players earn the experience points
4	30xp	Veoden’s Tower-Roleplaying with Veoden
5	15xp	The Graveyard 2) Defeating the Skeletons
5	20xp	The Graveyard 5) Defeating Aturu Dairoo the ghoul
6	15xp	The Thirsty Hound-Rolplaying with the tavern goers
7	5xp	The Crater: 1 Goblin Guards-Defeating the Goblins
7	10xp	The Crater: 2A Goblin Lair-Defeating the Goblins
8	10xp	The Crater: 2B Goblin Barracks-Defeating the Goblins
8	10xp	The Crater: 2C Lieutenant’s Barracks-Defeating the Goblins
8	10xp	The Crater: 2D Guard Barracks-Defeating the Goblins
9	5xp	The Crater: 2G Back Door- Defeating the Goblins
9	5xp	The Crater: 2H Rear Guard- Defeating the Goblins
9	30xp	The Crafter 3) The Alchemist’s Hut-Rolplaying with Arowain Fain
11	30xp	Dinner Anyone?-Defeating the Ogres
11	25xp	Dinner Anyone?-Rescuing Stiruck
13	20xp	Encounters at Sea 2) Defeating the Sea Serpent
14	25xp	Encounters at Sea 3) Defeating the Pirates
15	20xp	Encounters at Sea: 4 (Mast)-Defeating the zombies and lacedons
15	25xp	Encounters at Sea: 4 (Mast)-Defeating Varin
16	5xp	Encounters at Sea: 10 (Galley)-Defeating the zombie
18	5xp	Overview of Zoa: Scam A-Roleplaying with the pickpockets
22	25xp	Entering Zoa: Driscall’s House- Defeating the Sentinels of the True Way
25	15xp	The Fallen Castle: Castle Exterior A3 Inner Bailey-Defeating the Apes
26	10xp	The Fallen Castle: Keep Interior B9 Kitchen-Defeating the Dire Rats
26	5xp	The Fallen Castle: Second Floor C11-Balcony and Landing-Defeating the skeleton
27	20xp	The Fallen Castle: Keep Interior B23 Treasure Room-Defeating the Guardian Familiar
28	15xp	The Fallen Castle: Keep Interior E24 Landing-Defeating the Stirges

28	10xp	The Fallen Castle: Keep Interior E29 Laboratory-Defeating the Centipedes
29	20xp	The Fallen Castle: Keep Interior E31The Study-Defeating the Imp
30	10xp	The Fallen Castle: Keep Interior F35 Kitchen-Defeating the Adders
30	10xp	The Fallen Castle: Keep Interior F35 Kitchen-Defeating the spiders
31	15xp	The Fallen Castle: Keep Interior H45 Bedroom-Defeating the Giant Owls
31	15xp	The Fallen Castle: Keep Interior H50 Temple-Defeating the skeletons
32	20xp	The Fallen Castle: Keep Interior H50 Temple-Defeating the Poltergeists
33	15xp	City of Belsona: A Fire God Temple-Defeating the tribesmen
33	25xp	City of Belsona: G Guardian Temple 3 Halaan-solving the riddle of the stone golem
34	40xp	Conclusion: Getting Halaan to make the coin

Treasure Possible (Maximum available 2,948GP)

Page #	Where the treasure came from	What the treasure is
4	Veoden's Tower	100-250GP per pound of Mithral delivered (875 GP Maximum)
5	The Graveyard: 2 Mausoleum	295CP, 146SP 2 gems @ 50GP, 4 gems @ 5GP
5	The Graveyard: 3 Atuur Dairoo's Grave	Gem encrusted stickpin worth 25GP
7	The Crater: 1) Goblin guards	5 short swords
8	The Crater: 2) Goblin Lair A: Entrance Guardroom	2 short swords
8	The Crater: 2) Goblin Lair B: Goblin	9 suits of studded leather, 9 morningstars and 9 javelins, 1 pound of mithral
8	The Crater: 2) Goblin Lair D: Guard Barracks	10 morningstars, 10 javelins, a 25 GP mithral necklace and a 10GP mithral belt
9	The Crater: 2) Goblin Lair G: Back Door	9 morningstars and 9 javelins
9	The Crater: 2) Goblin Lair H: Rear Guard	2 morningstars and 2 javelins
11	Returning to Haanex	Great club, huge great spear, gold belt with three ruby chips forming the eyes and mouth of a skull (the chips are worth 50GP each. The belt as a whole is worth 200GP), 40GP
14	Encounters at Sea: 3	11 suits of leather armor, 11 shields, 10 short swords, 10 hand axes, morningstar, 10CP, 11EP, 7GP and a pink coral gem worth 50GP
15	Encounters at Sea: 4 (Mast)	Half-plate armor, sickle, Potion of Cure Serious Wounds, Potion of Invisibility
24	Entering Zoa: Driscall's House	Book of Carlisle (650GP), Book of twigs (100GP), 33 books @ 10 GP each

The following *Living Kingdoms of Kalamar* character known as

has received in the adventure **Root of All Evil**

A [SPELL]BOOK OF CARLISLE

This book contains the following spells. 0 - *dancing lights, detect magic, read magic*; 1st - *alarm, charm person, color spray, hypnotism, sleep*; 2nd - *glitterdust, knock, scare, Tasha's hideous laughter, web*.

Market Value: 1650

Resale Value: 650

Tradeable: Yes

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A POTION OF CURE SERIOUS WOUNDS

Market Value: 750

Resale Value: 375

Tradeable: Yes

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THE LEAF AND TWIG BOOK

This druidic book of herbs and medicine allows anyone to learn the Profession (herbalism) skill as if it were a class skill so long as she has the book to reference (else it drops to a cross-class skill). Anyone studying the book who already has both Healing and Profession (herbalism) may increase her ability to heal wounds via herbs from a +2 synergy bonus to a +3 synergy bonus with one month's study and the book for continued reference.

Market Value: 200

Resale Value: 100

Tradeable: Yes

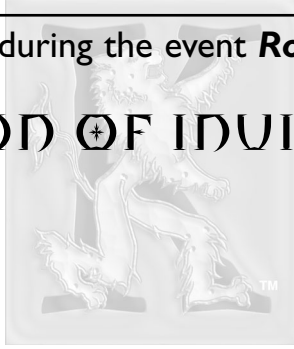
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The following *Living Kingdoms of Kalamar* character known as

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A POTION OF INVISIBILITY



Market Value: 300

Resale Value: 150

Tradeable: Yes

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