



LKoK-5



# With Thine Eyes

**A One-Round D&D Living™ Kingdoms of Kalamar® Adventure  
for characters 1st-3rd level**

**Missing Pekalese scouts and rumors of a massing Tokite army sweep the characters into part one of a saga of spies and betrayal. A powerful Pekalese duke sends them along the same trail traveled by murdered soldiers only to find that some enemies are closer than he thinks!**

**Module 1 of *Forbearance*  
By Dan Moorer**

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## **INTRODUCTION:**

Rumors of a massing Tokite army and missing Pekalese military scouts brings the players to the attention of a powerful duke. He seeks their assistance in verifying these rumors and discovering what has happened to the missing soldiers.

This adventure is recommended for use with 5-7 characters, of 1st-2<sup>nd</sup> level and of any classes. The adventure takes place in the Principality of Pekal, on the southern shore of Eb'Sobet Lake.

You, the Dungeon Master, will need to have a copy of the D&D® Player's Handbook, and the Dungeon Master's Guide for this adventure. Because this adventure takes place in the Kingdoms of Kalamar campaign setting, the DM should also have the Kingdoms of Kalamar core sourcebook.

Italicised blocks of text contain player information that you may read aloud or paraphrase as appropriate. Abbreviated monster and NPC statistics are provided with each encounter. Detailed statistics for key Non-Player Characters (NPCs), as well as monsters and other material, are included in an appendix at the back of this module.

**BACKGROUND:** Background information for the Principality of Pekal and neighboring Tokis is provided in the Kingdoms of Kalamar core sourcebook.

**ADVENTURE SYNOPSIS:** The PCs begin at the Merman's Trident in Bet Rogala, where they are invited to dinner at Duke Larofin Matikis's manor. They are given the task of confirming Tokite troop buildup, and are given a secret map to a bluff overlooking the common border. Along the road, they encounter Hickie, a gnome silversmith, and are ambushed in the night by a pack of gnolls. They discover the grisly remains of a previous scouting party charged with the same task. As they near the summit of the hidden bluff, they encounter a monstrous spider. After confirming there is an army amassed on the border, they head back to the duke, only to be waylaid by a band of assassins that may have been responsible for the previous scouts' deaths. They discover a map identical to the secret one that they carry, indicating perhaps an official in Pekal is a traitor. They report this to the duke.

**CHARACTER HOOKS:** Each PC is hand-delivered an invitation to lunch at the Merman's Trident, a famous tavern in Bet Rogala near Lake El'Sobet.

## **ENCOUNTER 0: A Noble Dinner**

**SUMMARY:** The events begin in "The Merman's Trident," a Pekalese tavern overlooking Lake El'Sobet in Bet Rogala. Each of the PCs receives an invitation to meet there at a specific time. A table is reserved for them. During their time at the tavern, the PCs hear rumors that the emissaries from Tokis have rather hastily left Bet Rogala. At the time specified, a servant boy finds them and asks for the PCs by name, informing them that Duke Larofin Matikis wishes to invite them all to dine with him at his manor house on the lake. At the dinner, Larofin Matikis tells the PCs he has heard of their previous endeavors and that his ear has "always been to the ground" when it comes to promising new adventurers. He makes them an offer to perform a service for him: verify the rumors of the Tokite army massing at the border. He also informs them that many scouts were sent to do this very task but never returned. The duke offers a sizeable reward for a successful reconnaissance of the border.

*Only a few days have passed since you arrived at the shining capital of Pekal, Bet Rogala. On a clear day like this one, you can see to the very edges of the city's boundaries. Its towering spires and light-hued rooftops stretch nearly as far as the eye can see. Gentle plumes of smoke drift from scattered abodes and shops. It is on this afternoon that you find yourself at a table reserved for you on the covered deck outside the famous tavern, The Merman's Trident. Looking out over the crystal clear Lake El'Sobet, you can't help but admire the sailboats and skiffs casually skimming the lake seemingly without care or consequence.*

*It is under rather peculiar circumstances that you find yourself at this particular table seated with strangers and comrades alike. An invitation was hand-delivered to each of you earlier this day by a*

*young servant boy cordially inviting you to lunch at The Merman's Trident, compliments of Duke Matikis, noble of the Lake District.*

A) *Rumors in the Tavern?* The PCs may make a **Listen Check (DC 15)**. They will overhear the following conversation involving two elderly men at a table nearby:

*“Yeah, it ain't gonna be long 'fer we are fightin' fer our lives. Word has it, dem Tokis emissaries tore outta here last night...”*

If this pair of elderly men is asked for further details, they will relay that this is all they have heard.

- *Gather Information?* If the PCs try to learn more on this issue, have them try **Gather Information (DC 18)** in the tavern. If they succeed, they learn the following:

- A courier from Tokis came to the Diplomatic Quarter late last evening, and within the hour, the two resident emissaries from Tokis and their entourage hastily left town. No one seems to know why.
- The towns of Salirido and Lanido have broken off trade agreements due to a land dispute.

B) *Drinks and Food?* This is one of the most expensive taverns in Bet Rogala, but the invitation specified all food and drink would be compliments of the Duke. This famous tavern serves nearly any manner of fish, cheese, bread or fruit one could imagine. As for drinks, ale and mead are plentiful, but the most popular drink is the famous Rogalan Wine.

*As a delicious spread of breads, cheeses, fruits and fish is served, a young boy no more than ten winters and dressed in a simple robe approaches you demurely. Waiting to be acknowledged, the small boy quietly stands next to your table.*

Give the PCs the opportunity to greet the boy. If they ask to do a **Sense Motive Check (DC 14)** on the boy, they find he is not nervous and seems content. He will say nothing until he is acknowledged, at which time he will speak.

*In a soft, seemingly rehearsed voice, the boy delivers his message. “Greetings. My master, Duke Larofin Matikis of the Lake District, wishes to thank each of you for coming on such short notice. He hopes you are enjoying your stay here in Bet Rogala and hopes you enjoy your lunch as well. In addition to this, my master humbly requests your presence at his north lake manor this evening for dinner. He wishes to present a job opportunity to you and will pay each of you five gold pieces just for hearing his proposal. Shall I tell my master that you will be attending this evening?”*

A) *Information on Duke Matikis?*

**Knowledge (Nobility) or Knowledge (Pekal): DC 20** - If they succeed, they will know that Duke Matikis is a Pekal noble who is primarily responsible for the Lake District, which includes the northern shores of Lake Eb'Sobet from Fort Renaralon the western shores to the Udo Bog. The district government is in the small town of B'Fagido, which oddly enough is not on the lakeshore. They will learn that he is a member of a small inner circle of nobles who assist Prince Kefan in the ruling of Pekal. Duke Matikis is known to be a bit eccentric and unorthodox, yet fair and honorable in his dealings.

B) *No?*

The boy nods and leaves. This module is over.

C) *Yes?*

*“My master will be most pleased with this news. I shall inform him that you will be in attendance.” The boy then pulls out a sheet of folded parchment and places it on the table. He says, “This is a map to my master's manor. Dinner begins just after dusk.”*

D) Questions the PCs might ask the boy:

1. Why did your Master choose us?

***“My master did not give me any details concerning why you were chosen. I am just here to deliver his message and invitation.”***

2. Do you like your Master?

***“My master is quite generous. I enjoy working for him very much.”***

- A Sense Motive (DC 13) will reveal that the boy seems to be very sincere in his words.

***With that, the boy bows slightly and merges into the crowded throngs of patrons within the bustling tavern.***

**\*Haylen, Servant Boy: Com1; hp 2; AC 12 (+2 Dex)**

The PCs may pass the afternoon doing as they please. They cannot learn anything else about the Tokite emissaries, and if they attempt to find out more about Duke Matikis, they learn that artisans and merchants seem to like him. However, no one they meet knows what the Duke looks like. When the PCs are ready to go to the manor, read the next section:

***“As the day’s blazing sun dips behind the distant trees, dimming the land, you make your way through the crowded streets of Bet Rogala, strolling north along the lakeshore. The map leads you to a very wealthy quarter of the city known as Queen’s Lane, an area known to be home to many of Prince Kefan’s family and noble advisors. In fact, behind you at the end of a dark cobble thoroughfare to the south, you can see the majestic quad towers of Prince Kefan’s palace in the distance.***

***Minutes later, you come to building 703, the marked building on your map. Before you is a gated manor that resembles a small stone fort. When you peer through the barred iron front gates, you can see a lush garden within the walls. Its colorful flowers cover the entire spectrum of hues. A stone path, lit by tiki torches, winds its way from the gate to a set of massive wooden doors. The torch flames flicker slightly as a gentle breeze nips along the thoroughfare. A rather large chainmail-clad human glares at your small band impassively from inside the gate as he leans comfortably on a massive halberd. As you approach, he bellows out in a deep voice, “May I help you?”***

The PCs merely need to inform this gate guard they are here to see Duke Matikis for dinner and he will open the gate with the key around his neck. As he unlocks the gate, he tells them this:

***“Duke Matikis waits for you in the dining room to the left. Please enter.”***

***With that he swings open the iron gate, which screeches with the grinding of metal on metal.***

***You make your way along the curving, torch-lit path to the large wooden, banded double doors. The doors are well-oiled and open easily. A grand foyer meets your eyes. You notice the plush red carpet is trimmed in gold, and a twin set of curved, marble staircases lead to the second floor. To your right is a darkened room that appears to be a library. To your left is an well-lit room from which you can hear the clatter of dishes being placed on a table.***

- PCs Wander the Manor? A pair of guards will stop the PCs. They will inform the PCs that the duke is expecting them in the dining room.

When the PCs go to the dining room, the scene greets them:

***The distinct aroma of grilled venison floods your sense of smell as you cross the threshold of the large chamber. Within this room is the same plush red carpet as the foyer. Large, intricate murals decorate the***

*smooth stone walls. In the center of the room is a rectangular dining table capable of seating 12 guests comfortably. Silver trays cover the table, each spilling over with various delicacies.*

*At the head of the table, a thin human wearing a loose dark green robe stands as you enter. His face is drawn and his long, shoulder-length hair is gray, both revealing his many decades of life. Yet the man stands with the nobility and presence of a ruler. His manner is confident and poised, and his deep brown eyes shine with countless winters of experience. He appears pleased as he looks over each of you as you enter.*

*In a genial, yet strong voice, he says, "Welcome to my home, esteemed guests. I am Larofin Matikis, Duke of the Lands of Nighson and a Duke of the Principality of Pecal. Please, let us sit and enjoy our food while it is still hot. We can discuss business during our meal."*

*As he sits, he looks each of you in the eye and says, "Please, I would like to place names to your faces. I know of your reputations but have never had the honor of meeting any of you before. If you would graciously introduce yourselves...?"*

*His curious eyes look on each of you expectantly...*

At this point, allow the PCs to introduce themselves to Duke Matikis. Duke Matikis is a kind man and will treat the PCs with the respect that they show him in return. Once introductions have been made and any "small talk" seems to have come to an end, he will begin:

*"My newfound acquaintances, the reason I called you here this eve involves a grave matter, indeed. As you may have heard, the emissaries from Tokis departed from Bet Rogala late last evening. Two weeks ago, we received a message from our ambassador in Bet Seder. He reported that he was asked to leave the city and return to Pecal within the month. In addition to this, he reported there is a rumor that Tokis has amassed a tremendous army at Pecal's eastern border, an army of thousands of Tokite soldiers augmented by legions of mercenaries. We sent scouts to verify this report, but none of them have returned. This is alarming, to say the least. Pecal is home to some of the most talented scouts in the land. This is where I need your assistance."*

*Duke Matikis pauses, puts his glass down and leans forward as he speaks in a conspiratorial whisper. "I am not a... traditional noble in the ways that I accomplish things in this Principality. Many have called me unorthodox, eccentric, what have you... Well, they are right. In this case, I feel that up-and-coming adventurers such as yourselves would have more success verifying this report and returning here than additional scouts would. Something about this whole situation just does not sit well with me."*

*"I ask that your party trek to the southeastern border of Pecal to learn whether this rumor is true. In return for your accurate report and an expedient return, I will pay a lump sum of 150 gold pieces. Now, what say you?"*

- At this point the PCs may begin questioning Duke Matikis:

A) Where specifically on the eastern border of Pecal do you wish us to look?

*"Well, I would imagine that most of the scouts went to Vultari's Bluff. This overlooks the E'Liral River from a fairly safe distance and is an excellent vantage point. If you make it there, you should be able to get a clear view of any soldiers encamped nearby."*

B) Can you tell us anything else about the scouts sent out before us?

*"The scouts were some of the most skilled halflings, elves and gnomes in our army. We dispatched four groups of three, none of which have contacted us since we first sent them out a few weeks ago."*

C) How much time do we have before we need to report back to you?

*“For discretion, convenience and safety, I recommend traveling by foot, though it will take you a bit longer. I imagine it will take you three nights to reach the bluff on foot provided you have decent weather and run into no serious delays. Perhaps three nights on the return trip as well, so I will give you seven nights. If you return later than seven nights, but sooner than ten days, I will pay you half of the agreed price. Unfortunately, returning later than ten days will render our agreement void, as that will leave me little time to act upon your information.”*

D) Do you suspect anyone in particular behind the disappearance of your scouts? Tokis for example?

*“I don’t know whom to suspect. At this point, I suspect anyone and everyone. Naturally, I believe Tokis is involved in some way, but I would not put it past the emperor to involve himself directly.”*

E) How will we know how to get there?

*“Naturally, I will provide you with a detailed map that will aid you in your journey.” Duke Matikis gives you a folded, cloth map sewn with gold trim. Glancing at the map, you see the Principality of Pekal superbly mapped out in full color. Crimson dotted lines wind through the border of southeast Pekal. Duke Matikis explains, “The crimson lines are the routes our scouts have been following. No one else has access to this map besides the ruling nobles and generals of Pekal. So it goes without saying that in giving you this I am placing a great deal of trust in all of you.”*

- *Sense Motive on Duke Matikis?* – If the PCs succeed on a **Sense Motive Check (DC 26)**, it will seem that the Duke is not deceiving them in any way, but it seems that there may be something that he is not telling them. If asked, he will say he has ‘some theories on this matter,’ but would like more information before revealing them.

- *Bargain for more Gold?* – If the PCs desire to bargain for more gold, they will need to succeed on a **Diplomacy Check (DC 18)**. If they succeed, Duke Matikis will agree to 170gp.

When (if) the PCs accept the job, Duke Matikis will conclude with this:

*“Excellent! I cannot tell you how much I personally appreciate this. Know that you are doing a great service for Pekal. I must also ask for your silence regarding this matter. There are eyes and ears everywhere within Pekal, not all of them working for our benefit. I have made arrangements for all of you to stay the evening at The Merman’s Trident for some rest before you begin your journey in the morning. I bid you good eve.”*

*Attack Duke Matikis?* – In the unlikely event that the PCs attack Duke Matikis, they will find their hands full and will more than likely be killed in short order. Duke Matikis will scream for his guards immediately.

\***Duke Matikis:** Human Male Brigand 6; Rapier

\***Colbin, Bodyguard of Duke Matikis:** Human Male Ftr5/Devoted Defender3; Chainmail, Halberd; Gate Key

\***House Guards (3):** Human Male Ftr2; Chainmail, Longsword

At this point the PCs are able to spend the evening in Bet Rogala without incident until the morning

## **ENCOUNTER 1: Gnome Thy Way**

**SUMMARY:** The PCs leave the tavern and head toward the eastern border to investigate the disappearance of the Pekalese scouts. Just a few hours into their travels, the PCs meet a caravan of traders who have information and wares. It is here where they first meet a small gnome by the name of Hickle. (He will

reappear in future modules of this series.) This is an opportunity for the PCs to interact with the merchants/commoners/artisans of the land.

As soon as the PCs exit the city gates of Bet Rogala, read the following:

*Leaving the protective confines of Bet Rogala’s sturdy city walls, your unlikely band makes its way southeast on the main road toward the distant Tokite border. Hours pass traveling the wide, worn road of packed reddish-brown dirt. Taking only brief stops at the small shires and farming villages along the way, you see an oddity ahead in the distance. A few minutes outside the shire of Latido, just off the road, is an open wagon with a red, silk sheet draped across its entire length. Proudly displayed on this curious wagon is an array of candelabras, weaponry, jewelry and other wares, all made of gleaming silver. A trio of well-dressed Brandobians huddles around the wagon, examining the wares. Seeming to be the proprietor of this well-made silverware is an aged gnome sporting a neatly trimmed beard and dressed in blackish-blue leathers. His large blue eyes examine you briefly as you begin to pass by. Smiling broadly and smoothing his trimmed mustache underneath his more-than-adequate nose, he calls out in a nasal, yet clear voice, “Hail travelers! My name is Hickle! Can I interest you in my fine silver wares?”*

This will give the PCs an opportunity to buy a few silver weapons and goods at a decent price. The items he has available are listed below with their asking price. With a successful **Diplomacy Check (DC 18)**, a PC can purchase an item at the negotiated price. A separate check must be made for each item purchased if a player wishes to obtain the lower price.

ITEMS	ASKING PRICE	NEGOTIATED PRICE
Silver Shortsword	60gp	50gp
Silver Dagger	12gp	10gp
Silver-tipped Arrow	2gp	1gp
Silver-tipped Bolt	2gp	1gp
Silver Brooch	5gp	4gp
Silver Necklace	30gp	25gp
Silver Ring	10gp	8gp
Silver Bracelet	15gp	12gp
Silver Flask	20gp	16gp
Silver Tankard	30gp	25gp
Silver Spyglass	2000gp	1700gp

\*All of these items have Hickle’s insignia etched on them. His insignia is a pair of crossed daggers with smiling gnome heads on the pommels.

At some point during the PCs little visit to the caravan, Hickle will ask one of the PCs this:

*“So stranger, what brings you traveling these parts? Sure ain’t a whole lot out further east.*

If the PCs decide to lie, they will need a successful **Bluff Check (DC 20)**. In either case, Hickle will just nod and accept whatever they tell him.

*“Well, best of luck to ya. It can get pretty rough out East.”*

\***Hickle:** Male Forest Gnome Inf6; hp 45; AC 19; Scimitar, Mithril Shirt, Amulet of Non-Detection, Light Crossbow, 20 bolts

Hickle’s silver wares are famous throughout Pekal. He is a pleasant-mannered and kind traveling merchant, who may seem naive. In actuality, this little gnome is quite the effective information gatherer. In fact, he

knows exactly who the PCs are and this was no ‘chance’ meeting. More of Hickle will be revealed in later modules.

## **ENCOUNTER 2: Gnolls’ Fancy (EL 3)**

**SUMMARY:** Darkness descends on Pekal and the PCs are forced to camp. At the midwatch, the PCs are discovered by a roving band of gnolls and their gnoll shaman leader. If the party has set up proper watches, the PCs will not be surprised.

*With miles between your party and the enigmatic ‘Hickle,’ the terrain begins to grow into thick forestlands as your destination slowly grows closer. According to the map provided by Duke Matikis, you are making good time, having just passed the crossroads leading to the town of Rosido. With birds chirping and the sun shining, your surroundings do not seem to fit the circumstances that bring you here along the Army Way. For the most part, you are now alone on this desolate forest road. The once common sight of smiling traders and supply-laden wagons has dwindled to the point where the last time you remember seeing anyone else was close to noon. Trudging on, the hours of daylight wane and steadily begin to give way to the darkness...*

- *Conditions?* – Allow the PCs to make preparations for camp and set watches should they desire to do so. The camping area is just off the trail in a forest of tall conifers, which provides a shadowy canopy of leaves, allowing the moonlight to filter in slightly.

This encounter will occur just after midnight. A band of raiding gnolls has been moving stealthily just off the main road in search of easy prey and have stumbled upon the PCs, whether they have camped or continue their journey through the night.

Allow whoever is awake at this time to make a **Spot Check (DC 18)** and a **Listen Check (DC 18)**. If they succeed, allow them their partial action during the surprise round. Follow normal initiative and combat rules. Due to the dark night, those without darkvision or low light vision will have to overcome a 10% Concealment penalty to all their strikes. Read the following:

*Suddenly, a cacophony of furious howls emerges from the trees around you. Large, shadowy forms charge at your weary band. The moon’s dim luminance basks their wolf-like visages in an eerie light, making them appear all the more frightening.*

### **Creatures:**

**Mgatruf:** Male Gnoll Sha1; hp 11; AC 14

**Gnoll Warriors (2):** hp 11; MM 105

**Tactics:** The shaman will stay in the back and hold his action until his warriors have attacked. He will try and take out the most dangerous spellcaster (or psionic) first, after ‘delaying’ to observe who that character may be. He has the following divine spells memorized (Wis 14): *animal friendship* (PHB 173), *cure minor wounds* (PHB 190), *entangle* (PHB 200), *flare* (PHB 206), *guidance* (PHB 211), *summon nature’s ally I* (PHB 260)

**Treasure:** If they search the bodies the PCs will find two battleaxes, a shortspear, three sets of hide armor, a dagger, two large shields, a combined 5 gp and the Potion (light blue in coloration).

## **ENCOUNTER 3: Clues From Corpses**

**SUMMARY:** The next morning, the PCs come across a trio of Pekalese scout corpses. Upon investigation, they can tell these scouts were killed by an ambush of some sort. With a successful Spot Check (see below), they find a silvery dart with mysterious etchings sticking out of a nearby tree as if it had been hurled. The wielder of these mysterious darts will appear in future modules.



*After an eventful night, the forest by day seems even more idyllic than it did yesterday. Dew glistens in the morning sun as you begin your journey, secure in the knowledge that you are one day closer to the E'liral River and the boundary between Tokis and Pecal. A few hours pass as you walk the winding dirt road. The thick forest begins to thin, and now vast prairies spread out before you. Coming to a rickety, wooden bridge crossing a small brook, you catch a reflection of light from just off the path on the other side. You believe you can make out the unmoving forms of some kind of humanoids in the brush some fifty feet off the main road.*

It is here that the PCs may be expecting an ambush, but such is not the case. If they investigate, they come across a trio of corpses, all within about twenty feet of one another. Read the following:

*Before you is a scene of carnage. Two halflings and an elf lie scattered about. They appear to have fallen in combat. Deep, bloody slash marks adorn their bodies. Dark arrows with ebony fletchings have ripped gashes through their leather in many places. It is a grim testament to the fact that their deaths were anything but natural. More horrific is that each of them have been turned face up and is missing his left eye, as if it had been carved out.*

- *Examine the Corpses?* – Among the dead are two halflings and an elf, all dressed in dark leather armor and dark clothes. If the PCs search the bodies and succeed in a **Search Check (DC 22)**, they will notice tattoos inside the mouths of the dead, on their lower lips. Each tattoo denotes a gray circle with a pair of black eyes. With a successful **Knowledge (Pekal Organizations) (DC 13)** or a similar knowledge skill at **DC 20**, the PCs may suspect that these scouts are part of *The Gray Legion*, the Principality's covert operations group. From their general garb, they do appear to be Pekalese scouts.

With a successful **Heal Check (DC 15)**, the PCs can determine that the corpses have been dead for three or four days. They can also tell that the elf was poisoned, judging from his yellowish skin coloration and his bloodshot eye. If the PC gets above DC 25 on that check, he or she can determine that the poison is a rare extract called Zeakue.

- *Loot the Corpses?* - If the PCs search the corpses, they will find on each corpse 2 gp, a shortsword, old rations, some basic survival gear and leather armor. On one of the halflings, they will find a cloth map, almost identical to the one the PCs are using, except it does not have gold trimmings and this one contains only some of the established routes.

- *Search the surrounding area?*– If the PCs say that they are investigating the area, have them make a **Spot Check (DC 16)**. If they succeed, they find the source of the glistening light that brought their attention to the corpses in the first place. Planted firmly in a nearby tree, they find a finely crafted throwing dart adorned with a mysterious runic etching. No matter the skill roll, the PCs have no idea what the etching means. While the PCs investigate the dart, have them make a **Search Check (DC 12)**. If they succeed, they will notice a bright blue substance dried on the tip. With a successful **Alchemy or Craft (Poison) (DC 16)**, they can tell that it is the deadly poison known as Zeakue, also known as “Breath Taker.”

#### **ENCOUNTER 4: Home, Spider, Home (EL 4)**

**SUMMARY:** That afternoon while traveling east, two of PCs may trigger a pit trap with a large and nasty spider within. A very difficult Spot check could foil the trap, but this is to give the PCs an idea of how “wild and dangerous” the Kalamar countryside can be.

The PCs will need to spend another night on the way to their destination. They will have no problem finding an adequate place and the night will pass uneventfully. They know they will have to travel the entire next day in order to reach the bluff by nightfall. At this point they will have to leave the main road leading to the E'latrel River and continue on a small path through uncleared terrain. A pit trap, right in the path they are taking, will be sprung unless they succeed on a **Spot Check (DC 23)**.

If they spot the pit trap, they will notice it is almost a perfectly camouflaged seam in the earth about seven feet in diameter. They will be within ten feet of it when they spot it. If they move any closer, the spider will spring on the interloper, surprising the party.

If they do not spot the trap, read the following:

*The rocky path winds up the embankment at a gentle angle, but slowly the trail begins to grow steeper and more treacherous. By your calculations from the map, you conclude you should arrive at Vultari Bluff in less than an hour. Just as you begin to feel warm with relief, a large patch of packed dirt underneath you suddenly gives way, causing (name of front PC1) and (name of front PC2) to tumble into the pit below. An eight-legged creature with clicking jaws eagerly waits for its two entrees to land.*

- *Enemy Tactics?* - The spider gets a surprise attack on one of the fallen victims. After that, roll for initiative normally, and resolve combat. The PCs in the pit can climb out of the hole with a successful **Climb Check (DC 16)**, but it will take a full round. If both of PCs leave, the spider will follow them out of the hole with ease.

**Creatures:**

**Monstrous “Hunter” Spider:** Vermin; hp 18; MM 210

**Treasure:** On a successful **Search Check (DC 13)** at the bottom of the pit, the PCs will find amongst the bones two *cure light wounds* potions and 10 gp.

## **ENCOUNTER 5: Fears Confirmed**

**SUMMARY:** In the early evening, the PCs arrive at the eastern border of Pekal and reach Vultari Bluff, which overlooks a large mass of soldiers -- a huge Tokite army camped near the border. Here they get to reconnoiter the enemy.

*As the afternoon rolls into dusk, you almost feel the hand of The Dark One. Practically having to climb your way up to Vultari’s Bluff along the steep path, you finally reach the summit. Peeking over the lip of the bluff, you barely make out a wavy dark line cutting across the plains below. You figure it can only be the E’latrel River. But this is not what gets your attention. Across the river, spread out as far you can see, are hundreds of flickering campfires, mere pinpoints of light from this distance. You can make out tiny, moving forms gathered around each campfire: soldiers, literally thousands of them camped not even a few hundred paces from the Pekal border. From this perspective, it becomes clear that only scouts specifically sent to this area would find this grand army. On your map, you see that this spot is directly between the two towns of Salirido and Lanido, a less-patrolled area than others along the E’latrel River.*

*Though the news you have for Duke Matikis is not good, you at least have verified the report of a Tokite army. Once your news is delivered, the Duke will be able to inform Prince Kefan, who will then be able to react appropriately.*

*The PCs will notice many infantry units, and a few horses next to barding, which denotes cavalry units, and even a few siege machines interspersed among the troops. When the PCs finish observing the army, they will have the opportunity begin their journey back to Bet Rogala. If they decide to camp, they will be safely out of view on the bluff and the night will go by uneventfully.*

## **ENCOUNTER 6: The Hunters’ Bounty (EL 5)**

**SUMMARY:** As the party returns to Bet Rogala, a team of assassins (rangers, brigands and infiltrators) ambushes the PCs. These assassins are at least partially responsible for the deaths of the various missing scouting parties, so this will be a tough fight. In the end, if the PCs are successful, they will find a map that

is evidence of the assailants' knowledge of all the routes used by the Pekalese scouts, pointing to a traitor within the Pekalese government or military.

*Treading carefully yet swiftly, you make your way back towards Bet Rogala with a purposeful haste. With a vast Tokite army amassed just across the E'Liral River, the worst fears of the Pekal people may come to pass. For years, the Principality of Pekal has been faced with the threat of a war with Tokis that would destroy both provinces, with an unimaginable loss of life. Winding back down the pathway, you recognize the familiar "twangs" of bowstrings cutting through the quiet night.*

A band of assassins ambushes the PCs. The assassins are dressed for combat in charcoal gray garb. This is a very dangerous fight. If the PCs fail a **Spot Check (DC 17)** or a **Listen Check (DC 17)** they will be surprised. Have them roll for initiative as normal.

#### **Creatures:**

**Halan, male human (Kalamaran) Bri2; hp 15; AC 17**

**Kadin, male human (Kalamaran) Inf1; hp 9; AC 15**

**Mina, female human (Kalamaran) Inf 1; hp 7; AC 16**

**Gad, male human (Kalamaran) Rgr1; hp 10; AC 16**

**D'ray male human (Kalamaran) Rgr1; hp 14; AC 15**

#### **Tactics:**

The assassins will attempt to take advantage of the surprise with quick kills. After the initial flight of arrows, the assassins proceed to flank the nearest PC, trying to take them down one at a time. Halan will use *Expert Timing* to wait until one of his men is in position, and then he will move to flank. The infiltrator who has the 10 +1 arrows will use these arrows in the combat from the start. Half of the arrows he fires will be unrecoverable.

**Treasure:** After searching the bodies, the PCs will find all items listed as possessions on any dead or captured NPCs and a cloth map with gold trimming similar to their own.

### **CONCLUSION: Convening**

SUMMARY: Upon returning and meeting with Duke Larofin Matikis, he seems disturbed by the PCs' findings and lets them know he will present this new evidence to the prince and his advisory nobles that night. He goes on to tell them that he may call upon their services again in the future. The Duke pays the PCs the agreed upon fee and actually gives them a bonus for their efforts.

*The glittering waters from Lake El'Sobet are a welcome sight as you top the next ridge. Bet Rogala lies before you, peaceful and serene, oblivious to the danger lurking to the southeast. Without delay, you enter the city gates and make your way to the manor of Duke Matikis. As you approach the gates, he stands up to greet you from a chair in his garden, putting down an old, thick tome as he does so. With an exaggerated gesture toward the guard, he waves you in. Once the gates are swung open, you follow the Duke, who leads you back into the lush dining room again. He sits at the end of the table and looks at all of you expectantly, patiently awaiting your findings for better or worse.*

Give the PCs the opportunity to recount their tales and findings. When Duke Matikis is presented with the gold-trimmed cloth map containing the routes of the scouts, read this:

*"This is grave news, indeed. Tokis and their damnable mercenaries have always threatened our principality, but this sudden massing at our border could drive a stake through our very heart and destroy us all, both Tokis and Pekal. This has to be stopped before it is too late."*

*A look of grim determination crosses the aged noble's face. He says to no one in particular, "I must notify the prince and the ruling nobles soon. Your discovery of this map is significant. The map they were carrying can only have come from a Pekalese noble or general. There is a traitor in our midst. I am sure of it."*

*Seeming to shake away the thoughts of what is to come, he looks at each of you and forces a grim smile to his troubled face. Reaching down by his side, he grabs a large bag and places it on the table. "I thank you for what you have done for Pecal. I hope I have the opportunity to work with all of you again. Here is the gold we agreed upon. I bid you good eve."*

- *Reward?* – Duke Matikis will give the PCs the agreed upon reward (150gp or 170gp). The PCs also have gained the favor of the Duke, a powerful ally. If they succeed in this mission within the seven days, he may use them for other covert missions in the future.

- *Sense Motive?* – With a successful **Sense Motive Check (DC 13)**, it is obvious to the PCs that Duke Matikis is truly fearful and genuinely concerned about what is to come in the future.

***To Be Continued...***

## TREASURE SUMMARY

### - Encounter 2:

Battleaxe x 2  
Hide Armor x 3  
Shortspear  
Large Shield x 2  
5gp  
Potion of Wind

### - Encounter 4:

Potion of Cure Light Wounds x 2  
10gp

### - Encounter 6:

Longsword x 2  
Longbow  
Shortbow x 2  
Arrows x 24  
Shortsword x 2  
Leather Armor x 2  
Studded Leather x 2  
Bastard Sword  
Dagger x 19  
Chainshirt  
Arrows +1 x 10- These black-shafted arrows are adorned with raven feathers and wicked barbed arrowheads  
Cloak of Natural Armor +1- This hooded cloak is made of a leathery fabric the color of charcoal  
26gp

### - Conclusion:

150gp (or 170gp)

### EXPERIENCE POINT SUMMARY(Per Player)

Roleplaying: 50  
Reported Tokite army size and location to duke: 100  
Defeat gnolls (encounter 2): 25  
Figure out that fallen scouts are Gray Legion (encounter 3): 25  
Discover poison dark (encounter 3): 25  
Defeat spider (encounter 5): 25  
Defeat assassins (encounter 6): 50

## Appendix A

### Hickle, male forest gnome Inf6:

CR 6; Small Humanoid (3-ft. 8-in. tall); HD 6d8+2; hp 45; Init +7; Spd 20 ft; AC 19, touch 14, flat-footed 15 [ [+3 Dex, +4 mithril shirt, +1 size, +1 Stone Bones] ]; Atk +6 Melee (1d6+2, scimitar) or +7 Ranged (1d8, light crossbow); AI N; SV Fort +4, Ref +8, Wil+2; Str 14, Dex 16, Con 14, Int 14, Wis 10, Cha 10.

*Skills and Feats:* Move Silently +10, Hide +10, Listen +9, Spot +9, Craft (Silversmithing) +10, Bluff +9, Sense Motive +4; Improved Initiative, Artistic Crafter, Stone Bones

*Possessions:* scimitar, mithril shirt, Amulet of Non-Detection, light crossbow, 20 bolts

HPs: 

**Mgatruf, Male Gnoll Sha1:** CR 1; SZ Medium; HD 1d8+2; hp 11; Init +0; Spd 30 ft; AC 14 (+3 Hide, +1 Natural); Atk +0 Melee (1d8 Shortspear); AI CE; SV Fort +1, Ref +0, Wil +4; Str 11, Dex 10, Con 13, Int 8, Wis 15, Cha 8

*Skills:* Listen +3, Spot +3, Concentration +4

*Feats:* Toughness

*Possessions:* hide armor, Potion of Wind, shortspear, dagger, 3gp

*Spells Prepared (3/3):* 0-Cure Minor Wounds, Flare, Guidance; 1st-Animal Friendship, Entangle, Summon Nature's Ally I

**Gnoll Warriors (2):** CR 1; SZ Medium; HD 2d8+2; hp 11; Init +0; Spd 30 ft; AC 16 (+1 Natural, +3 Hide, +2 Large Shield); Atk +3 Melee (1d8+2 Battleaxe) or +1 Ranged (1d6 Shortbow); AI CE; SV Fort +4, Ref +0, Wil +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8

*Skills:* Listen +3, Spot +3

*Feats:* Power Attack

*Possessions:* large shield, hide armor, battleaxe, 1gp

HPs: (1)   
(2) 

**Monstrous Spider, Medium-Size Vermin:** CR 1; SZ Medium; HD 2d8+2; hp 18; Init +3; Spd 40 ft; AC 14 (+1 Natural, +3 Dex); Atk +4 Melee (1d8+2 Bite/Poison); AI N; SV Fort +4, Ref +3, Wil +0; Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2

*Skills:* Climb +12, Hide +10, Jump +6, Spot +8

*Feats:* Weapon Finesse (Bite), Toughness;

*SA Poison 1d4 Str/DC 14*

*Vermin Qualities* – Immune to mind-influencing effects

HPs: 

### Halan, male human (Kalamaran) Bri2:

CR 2; Medium Humanoid (5-ft. 10-in. tall); HD 2d8-1; hp 15; Init +6; Spd 30; AC 17, touch 12, flat-footed 15 [ [+2 Dex, chain shirt] ]; Atk +2 melee (1d10+3, bastard sword used 2-handed+Str), +2 ranged (1d4+2, dagger+Str); SV Fort +1, Ref +3, Will -1; AL LN; Str 15, Dex 14, Con 9, Int 10, Wis 8, Cha 8.

*Skills and Feats:* Gather Information +1, Hide +4, Knowledge (art of war) +1, Knowledge (Tokis) +2, Move Silently +5, Ride +4, Search +2, Spot +2; Dodge, Expert Timing, Improved Bluff, Improved Initiative, Sneak Attack +1d6.

*Possessions:* chain shirt, bastard sword, 4 daggers, cloak of natural armor +1, cloth map with Pekalese scout routes.

HPs: 

### Kadin, male human (Kalamaran) Inf1:

Cr 1; Medium Humanoid (5-ft. 5-in. tall); HD 1d6+3; hp 9; Init +3; Spd 40; AC 15, touch 13, flat-footed 12 [ [+3 Dex, leather armor] ]; Atk +0 melee (1d6, short sword), +4 ranged (1d8+1, +1 longbow arrows+Dex); SV Fort +3, Ref +5, Will -1; AL LN; Str 10, Dex 16, Con 16, Int 12, Wis 9, Cha 10.

*Skills and Feats:* Balance +6, Climb +5, Disable Device +3, Forgery +4, Hide +5, Jump +6, Listen +1, Move Silently +6, Search +3, Spot +1, Tumble +4; Point Blank Shot, Precise Shot, Sneak Attack +1d6, Uncanny Dodge, Woodland Stride.

*Possessions:* leather armor, short sword, longbow, 10 +1 arrows, 6 daggers.

**HPs:** □□□□□ □□□□

**Mina, female human (Kalamaran) Inf1:**

Cr 1; Medium Humanoid (5-ft. 6-in. tall); HD 1d6+1; hp 7; Init +8; Spd 40; AC 16, touch 14, flat-footed 12 [ [+4 Dex, leather armor] ]; Atk +1 melee (1d6, short sword), +4 ranged (1d6, shortbow+Dex); SV Fort +1, Ref +6, Will +1; AL LN; Str 12, Dex 18, Con 12, Int 14, Wis 12, Cha 13.

*Skills and Feats:* Appraise +4, Balance +5, Bluff +3, Climb +3, Disguise +3, Escape Artist +6, Intimidate +2, Knowledge (Pekal) +3, Listen +3, Open Lock +7, Read Lips +4, Search +4, Sense Motive +2, Spot +3, Swim +3; Eyes of Fury, Improved Initiative, Sneak Attack, Uncanny Dodge, Woodland Stride.

*Possessions:* leather armor, short sword, shortbow, 12 arrows, 2 daggers.

**HPs:** □□□□□ □□

**Gad, male human (Kalamaran) Rgr1:**

Cr 1; Medium Humanoid (6-ft. tall); HD 1d10; hp 10; Init +3; Spd 30; AC 16, touch 13, flat-footed 13 [ [+3 Dex, studded leather armor] ]; Atk +2 melee (1d8+2, long sword+Str) or +4 ranged (1d4+2, Dagger+Str); SV Fort +2, Ref +3, Will +2; AL LE; Str 14, Dex 16, Con 10, Int 9, Wis 14, Cha 13.

*Skills and Feats:* Animal Empathy +2, Handle Animal +3, Heal +4, Intuit Direction +3, Listen +1, Move Silently +4, Search +1, Spot +2, Wilderness Lore +5; Blind Fighting, Dodge, Favored Enemy (hobgoblin), Tracking.

*Possessions:* studded leather armor, long sword, 4 daggers.

**HPs:** □□□□□ □□□□□

**D'ray, male human (Kalamaran) Rgr1:**

Cr 1; Medium Humanoid (5-ft. 10-in. tall); HD 1d10+3; hp 14; Init +2; Spd 30; AC 15, touch 12, flat-footed 13 [ [+2 Dex, studded leather armor] ]; Atk +1 melee (1d8, long sword) or +3 ranged (1d6, short bow); SV Fort +6, Ref +2, Will +2; AL LN; Str 10, Dex 14, Con 17, Int 10, Wis 15, Cha 11.

*Skills and Feats:* Animal Empathy +2, Climb +2, Craft (wood carving) +1, Handle Animal +2, Hide +4, Listen +3, Move Silently +4, Search +2, Spot +3, Use Rope +4, Wilderness Lore +4; Favored Enemy (hobgoblin), Shock Resistant, Tracking, Undying.

*Possessions:* studded leather armor, long sword, short bow, 12 arrows, 3 daggers.

**HPs:** □□□□□ □□□□□ □□□□