

# Reflections of the Shrouded Past

**A One-Round D&D Living Kingdoms of Kalamar Adventure**  
**Module 2 of the *Forbearance* plot**  
**Adventure for 2nd and 3rd Level Characters**  
**By Dan Moorer and Jason Tant**

With rumors of war and treachery in abundance, Duke Matikis calls on a party of “hardy souls” once again for their help. This time, the duke wishes for an investigation to be conducted on three Pekal military leaders during a prestigious birthday celebration on Lake Eb'Sobet and report their findings when the party has ended. Simple enough, right?

*Reflections of the Shrouded Past, Forbearance, ImageQuest, the ImageQuest logo, the Kenzer and Company logo, Living Kingdoms of Kalamar, the Living Kingdoms of Kalamar logo and Pekal Gazetteer are trademarks of Kenzer and Company. Kingdoms of Kalamar and the Kingdoms of Kalamar logo are registered trademarks of Kenzer and Company. © Copyright 2002, Kenzer and Company, Inc. All rights reserved. Dungeons & Dragons, Dungeon Master, D&D, RPGA, Living, the d20 system logo and the Wizards of the Coast logo are all trademarks owned by Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. and are used by Kenzer & Company under license. © 2002 Wizards of the Coast, Inc.*

## **Reflections of the Shrouded Past** **Module Notes**

This is the second of five scenarios in the *Forbearance* plot in the Living™ Kingdoms of Kalamar campaign setting. It is designed for 3 to 6 characters, 2nd and 3rd level. It is advised that PCs go through this module with a full party. It is also recommended that the PCs have previously gone through *With Thine Eyes* before playing in this module. You, the judge (the authority figure of the table and the administrator of the adventure), will need a copy of the *Dungeons & Dragons® 3<sup>rd</sup> Edition Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* for these events. All the adventures take place in the Kingdoms of Kalamar setting in the Principality of Pecal. Therefore, the DM should also have the *Kingdoms of Kalamar® Core Sourcebook* and the *Kingdoms of Kalamar Player's Guide*. Since the adventure begins in areas surrounding Lake Eb'Sobet, the DM should also make sure to have the *Pecal Gazetteer* for reference. Each encounter includes abbreviated monster and NPC statistics. Specific statistics for key Non-Player Characters (NPCs) and other material are included in the appendices at the back of this module. Certificates that may be photocopied are also included. The DM should read this adventure entirely at least once before playing in order to ensure smooth play, as there are many aspects relating to flavor and culture important to this adventure.

### **BACKGROUND:**

This is one of many Kingdoms of Kalamar scenarios that begins to reveal the complicated politics wrought with danger and intrigue that are so prevalent in this campaign setting. This module is the second of five in the *Forbearance Plot*. The first module set the stage, revealing the dangers of meddling in the affairs of war. This second module will introduce the cutthroat politics that exist in Pecal and reiterate that "not everything is as it seems". Again, it is important that you, as the judge, get a feel for past and current events.

*For years, Tokis has always been a threat to the Principality of Pecal. With constant pressure from Emperor Kabori of Kalamar, King Adoku of Tokis has been put in an awkward situation involving his "duty." Although King Adoku is not*

*the most charitable of men, he fears that he will lose all that he has built in Tokis if he were to invade. He knows that war would not only destroy Pecal, but Tokis as well. Such a move would be beneficial for only Emperor Kabori in the end.*

*Many organizations see the political dilemma of Tokis for what it is: desperation. Many stand to gain much from Pecal's demise; some have much to gain from Tokis' fall; others have much to gain with Kalamar restoring the empire and naturally there are those who will profit from the war no matter which side wins....*

*Prince Kafen is ready for this imminent war, but he too is aware of the destruction that would befall his land should it come. Emissaries from Pecal are at work day and night to 'railroad' any possibility of a crumbling of peace. All countries are aware of the border skirmishes along the E'Lirel River but none address it with talk of war...yet.*

*Pecal is divided into eight distinct districts, all with governing nobles that work closely with Prince Kafen in the ruling of Pecal. These nobles come from all walks of life, but the most distinguishing feature of the ruling class is its racial variance. Although the nobility still shows Pecal's history as part of the Kalamaran empire, the principality is well known for its tolerance of demi-humans and this attitude is reflected by a number of its nobles.*

Duke Larofin Matikis (Duke of the Lands of Nighson, Noble of the Lake District, Duke of the Principality of Pecal) previously hired the PCs to investigate the disappearance of Pekalese scouts and verify the existence of an amassed Tokite army on the southeastern border in *With Thine Eyes*. It was discovered that groups of assassins and mercenaries were hired to track down and kill any Pekalese scouts that attempted to find out about the army. Additionally, a mysterious dart was found near the body of Tremkal Softstep, but the wielder of this dart is still at large. One group of assassins was found to mysteriously possess a "Princely Map of Pecal", specifically the assassin called Halann. This map is only given to influential nobles and military leaders of the principality. When the PCs informed Duke Matikis of this information, he was deeply concerned and informed the PCs that he would be meeting with

Prince Kafen soon to let him know of these developments. He also informed the PCs that he may be calling on their services again in the future.

In *Reflections of the Shrouded Past*, a couple of weeks have passed since the discovery of the Tokite army. Duke Larofin Matikis has since notified Prince Kafen and a select few others that Tokis has indeed amassed a large army, but has not revealed the source of his discovery.

### **ADVENTURE SYNOPSIS:**

—**Introduction**—Called on once again by Duke Larofin Matikis to his Lake Manor, the PCs find themselves sought after for aid once again. Their benefactor notifies the PCs of a large party being held on a ferryboat on Lake Eb'Sobet off the coast of Bet Rogala in celebration of one of the noble's 250th birthday. He wishes for the PCs to investigate three individuals that will be attending, all of which are influential Pekalese military leaders who had access to the scout's patrol routes from *With Thine Eyes*.

—**Encounter 1**—Eventually, the PCs will discover one of the guests, General Kuwaki (Kalamaran), has reservations against the nobles and plays the total villain (he will seem to be an enemy in almost every way, but in fact he is not). The three military leaders in question are General Kuwaki (Kalamaran), Colonel Nolan Brightstar (Lightfoot Halfling) and Colonel Selemar (Kalamaran). There are seven nobles there as well: Baron Dolnvrindel (Brandobian) of the Mounds District, the Honorable Becue of the Eastern District (Kalamaran), Baron Labeta of the Elos District (Kalamaran), Baron Sepiter of the Lake District (Kalamaran), Baron Cuvinson of the Wilderness District (Wood Elf), Count Highbow of the Central District (High Elf) and the Honorable Enshy of the River District (Dejy). They have the opportunity to meet the others, at least for a little bit.

—**Encounter 2**—A shrill scream outside will get the PCs' attention. When Colonel Nolan Brightstar is assailed and pushed overboard with a ball and chain attached to his leg, the PCs will have to act fast to save him. When saved, he will not know the identity of his attacker, but will tell the PCs that the attacker told him "to learn to keep his mouth shut." This colonel had made vocal statements in the past that a traitor is among the nobility and/or military.

—**Encounter 3**—As the PCs return from the boat ride and traverse the dock area, they find themselves surrounded by a band of ruffians

who seem to be trying very hard to start a quarrel. After the party and the "trouble", the PCs learn that this band of ruffians were actually all part of the Guild of the Eel, a small time outfit of cutthroats and thugs for hire. This guild has no love for the principality of Pekal and has connections to the Blackfoot Society.

—**Encounter 4**—Going into their lair, the PCs learn of the guild's involvement in misdirection and sabotage with some of their number hired for jobs in southeast Pekal (killing Pekalese scouts). When the PCs report to Duke Matikis with their findings, he says he will look further into the matter and will see them in the morning.

—**Encounter 5**—The next morning, Duke Matikis asks the PCs to investigate another "unrelated" matter for another small fee. Apparently during the night, an outpost north of Bet Rogala was burned to the ground. He asks the PCs to investigate the outpost. Getting to the outpost involves them taking a ferry across the lake and meeting an interesting ferryman in the process.

—**Encounter 6**—When they get to the outpost, they will find General Kuwaki and his journal among the dead. In his journal, there are entries where he suspects Baron Labeta as part of a grand conspiracy against Pekal as well as his involvement with the Guild of the Eel.

—**Conclusion**—The PCs present Duke Larofin and Prince Kafen with the information they have found, the duke is indeed worried about this grave news and tells the PCs that he may have a task for them in the near future involving this information.

### **Appendix I: Treasure Summary**

### **Appendix II: Experience Point Summary**

### **Appendix III: NPCs**

### **Appendix IV: Count Highbow's Birthday Celebration Invitation**

### **Appendix V: Map of *The Lebolegido's Pride***

### **Appendix VI: Map of the "Eel's Lair"**

### **Appendix VII: Outpost Message from the Duke**

### **Appendix VIII: General Kuwaki's Journal Entries**

## INTRODUCTION

SUMMARY: Called once again by Duke Larofin Matikis to his Lake Manor, the PCs find themselves sought after for aid. Their benefactor notifies the PCs of a large party being held on a ferryboat on Lake Eb'Sobet off the coast of Bet Rogala in celebration of a noble's birthday (Count Ablenn Highbow's 250th birthday). He wishes for the PCs to investigate three individuals that are attending, all of which are influential Pekalese military leaders who have access to the scout's patrol routes from *With Thine Eyes*.

**DM NOTE:** Once the PCs are ready to begin, read the following:

***What began as rumor has now become fact in Bet Rogala: war is brewing. While there are no large troop movements in the streets or obvious fortifying of the palisades, there is a tension in the residents of Bet Rogala that was not there weeks ago. Merchants regard customers warily, city guardsman wear grim visages and loud conversations on the street have turned to hushed tones. Despite these small changes, business carries on as usual in the capital of Pekal.***

***Sheets of cool rain fall over Bet Rogala this cloudy day. Street merchants pack their carts, scrambling to get their wares out of the foul weather. You find yourself seeking a warm, dry place as well when suddenly you feel a gentle tug at your tunic. Turning around, you see a familiar boy: Haylain. He bows slightly and speaks over the droning rain, "My master humbly requests your presence at his manor tomorrow afternoon to discuss another opportunity for employment. Shall I inform him that you will be coming?"***

—PCs Answer "No"?—

Haylain forces a slight smile, bows and leaves. The module is over.

—What time do we meet Duke Matikis?—  
***"My master will see you at any time from the noon bell till the fall of night. My master does prefer to see you earlier rather than later."***

—PCs Begin Asking Other Questions of Haylain? —

He listens and then respectfully replies, "***I am afraid you will have to speak to my master on such details.***"

**DM NOTE:** When the PCs are done and acknowledge that they will go to Duke Matikis' manor, read the following:

***The boy smiles, bows before you and scrambles down the wet cobble thoroughfare.***

**DM NOTE:** The PCs can do as they wish until they meet Duke Matikis. The PCs remember how to get to his manor. If they haven't played *With Thine Eyes*, a Knowledge: Bet Rogala (DC 10), Pekal (DC 15) or Nobility (DC 5) reveals the location. Once they traverse the distance to the manor, read the following:

***Coming upon the Duke's manor, it is as you remember it. Seeing you approach, one of the two gate guards unlocks the iron gate and swings it wide to allow you entry. Both guards give you a grim, respectful nod and resume their wet post. Once you are in the manor grounds, they close the gates behind you.***

***The rain still continues to pour as you make your way to the front door, which opens inward as you get to it. Before you is a familiar chainmail clad man, standing an easy six and a half feet tall. Kabarin, Duke Matikis' personal bodyguard eyes you suspiciously. In a low voice, hinting at a Dejay accent, he says, "Duke Matikis will see you in the library. Follow me."***

***Not waiting for your response, he turns and leads you through the familiar foyer to a fire lit library off to the right, across from where you ate with the duke weeks ago. Duke Larofin Matikis sits in one of many plain wooden chairs within the torch lit room. His fingers are interlocked in front of him and his mind seems distant, deep in contemplation. An expression of fatigue and sorrow seems to permeate his face, much more so than when you first met him just a few short weeks ago. Looking up as you enter, his eyes seem to brighten with hope.***

***With a smile, he says regally, "Please, sit friends. I am glad to see that all of you are well. As you may well have noticed, word has spread about the possibility of war. While there is little that we can do directly to prevent this, Prince Kafen***

**and I feel we should at least investigate as to 'who' this traitor may be. He has asked me to perform this task with subtlety and due discretion. In fact, I went as far as to not reveal to him that it was all of you who helped discover the Tokite army. In any case, if you agree to my proposal, I am willing to pay each of you 50 Victories. All you have to do is attend a party and get to know some of the guests. Can I count on all of you once again?"**

**DM NOTE:** Allow the PCs to answer. He does not reveal any more unless they agree to the proposal. If they wish for more information before agreeing, he tells them that he simply cannot reveal any more due to the sensitivity of the matter.

*—PCs refuse the proposal without knowing more?—*

Read the following:

**Duke Matikis shakes his head slowly and says softly, "I wish I could reveal more, but I am in an awkward position to do so without your acceptance first. The principality comes before my trust in you at this time and I cannot risk its security as such. If you change your mind within the hour, I will be here. Otherwise, I bid thee good eve."**

\*If the PCs do not change their minds, the module is over.

*—PCs bargain for more gold?—*

Have the PC make a **Diplomacy Check (DC 15)**. If the check is successful, Duke Matikis agrees to 60 Victories (gp) per person. However, Duke Matikis will seem obviously disappointed in their greed.

*—PCs agree to the terms?—*

Read the following:

**Taking a deep breath as if the weight of the world was on his shoulders, he continues, "Excellent. Tomorrow evening, a birthday celebration in honor of Count Highbow is being thrown on his personal ferry on Lake Eb'Sobet. Unfortunately, I will not be able to attend due to a private audience scheduled with Prince Kafen. I was able, however, to procure enough invitations so that all of you can attend. It is a formal event and there will be many distinguished Pekalese personalities at this event. I feel it is a perfect opportunity to see if we can find out**

**more about some of our military leaders. Although there will be many nobles and military leaders in attendance, the ones I wish you to speak to specifically are General Kuwaki, assigned to the Eastern District, Colonel Nolan Brightstar, assigned the River District and General Selemar who is assigned to the Kalokapeli District. Please remember that you will be at a gathering with people of station. Your behavior should be exemplary during this social event. Do you have any questions?"**

*—PCs Want to make a Knowledge Check on Military Leaders?—*

**Knowledge: Bet Rogala (Local) (DC 25)**

**Knowledge: Nobility (DC 20)**

**Knowledge: Pekal (DC 15)**

**Knowledge: Pekalese Military (DC 8)**

On a successful knowledge check, the PCs will know that Colonel Nolan Brightstar is well known because of his efficiency in commanding his fellow halfling slingers; General Kuwaki is known for his efficiency in cavalry tactics; and General Selemar is one of the *Knights of the Empire*.

*—Why are these specific military leaders being investigated?*

**"I do not have reason to question the motives of any of them, but these times leave me uncertain as to who our true allies are. These are the three leaders that have all had direct access to the maps like the one recovered near Vultari's Bluff."**

*—What other notable people will be in attendance?—*

**"Many fine individuals will be in attendance besides the three I mentioned: Baron Dolnvrindel of the Mounds District, the Honorable Becue of the Eastern District, Baron Labeta of the Elos District, Baron Sepiter of the Lake District, Baron Cuvinson of the Wilderness District, Count Highbow of the Central District and the Honorable Enshy of the River District should all be there as well. It would not hurt to speak with them while you are there, but speaking with the three Generals should be your first priority."**

*—How are we to approach them? Do we interrogate them? [DM Note: Duke Matikis will state this regardless of whether the question is asked.]—*

**"Speaking with these military leaders will be a delicate matter. Upon introducing yourselves to them, you must speak with them in such a way that they do not suspect that you are investigating them. Of course, I understand some questions about them will have to be asked to acquire any information at all. If you exercise the kind of subtlety and discretion you did in the past, you should do fine. Use whatever cover story you wish as far as why you are present and how you were invited, but my name should be left out no matter what."**

—What kind of information do you want us to find out?—

**"When you speak to the military leaders, subtlety is key. I want to see if you can discover any who may have motivation to cause Pekal harm. See if you can discover anything out of the ordinary with them that may give you pause. As a warning, please exercise caution in your dealings with them—they are experienced politicians as well as warriors."**

—Where is this ferry?—

**"The ferry is called the Lebolegido's Pride. She is docked at the Lebolegido dock area known as Central Landing. It should not be too hard to find as there are not many vessels pier-side there and the Lebolegido's Pride will undoubtedly be the largest boat docked there."**

**DM NOTE:** If the PCs accept the offer and are without further questions, Duke Matikis hands them each an invitation to the party (see *Appendix VI* for the invitation handout). Read the following:

**The noble's eyes are alight with joy as you accept his proposal. In a relieved voice, he says, "I cannot tell you how much this means to me for you to accept this proposal. Dark times rapidly approach, but with individuals such as you, hopefully a real effort can be made to stave off this impending war before it is too late."**

**His thoughts seem to drift at his last statement, but the prompting of an uncomfortable silence brings his attention back to the present. As an after thought, he adds, "Please ensure that you wear garb appropriate for the gathering this evening. The sand is pouring quickly through the**

**hourglass. I recommend a determined step in your actions so that you make the ferry with proper punctuality. Oh, and please come back to tell me what you have discovered as soon as possible, no matter the hour. I wish you well, noble souls."**

**DM NOTE:** Allow the PCs to prepare for this event however they see fit and then proceed to Encounter 1. **If asked for better clothing, the best the duke has to offer is formal servant's robes.**

## **ENCOUNTER 1: Lake Party Social**

**SUMMARY:** Eventually, the PCs discover one of the guests, General Kuwaki (Kalamaran), has reservations against the nobles and plays the total villain (he seems to be an enemy in almost every way, but in fact he is not). The three military leaders in question are General Kuwaki (Kalamaran), Colonel Nolan Brightstar (Lightfoot Halfling) and Colonel Selemar (Kalamaran). There are seven nobles there as well: Baron Dolnvrindel (Brandobian) of the River District, the Honorable Becue of the Eastern District (Brandobian Half-Elf), Baron Labeta of the Elos District (Kalamaran), Baron Sepiter of the Eastern District (Kalamaran), Baron Cuvinson of the Wilderness District (Wood Elf), Count Highbow of the Central District (High Elf) and the Honorable Enshy of the Mounds District (Dejy). They have the opportunity to meet the others, at least for a little bit.

**DM NOTE:** This encounter is full of PC/NPC interaction. Make sure that you are familiar with all the personalities, especially the generals. If the PCs end up in a fight here, this is VERY bad for them and will lead to long-term imprisonment, execution for treason or death at the hands of those who have spent their entire lives perfecting the art of war.

**After making what preparations you can in the time given, you head over to the southeastern pier area in Lebolegido known as Central Landing. As dusk settles across the land, you round the next building corner to find a grand spectacle of pomp and circumstance. The massive wooden ferry before you is adorned with bright banners and ribbons commemorating the birthday of the esteemed noble, Count Highbow. Finely dressed nobles, military officers, merchants**

**and many other influential persons of Pecal patiently wait in line with their entourages to board the docked vessel. The process is a slow one as a pair of burly guards meticulously checks over each invitation of the guests as they ascend the gangplank lit by covered lanterns.**

**DM NOTE:** When they get to them, the guards do not recognize any of the PCs, so they require an invitation for each character. There will be no difficulty boarding if each PC has an invitation. Without an invitation, PCs are not permitted aboard. Any prolonged argument over the matter requires the guards to place the PC under arrest for the duration of the voyage.

**NOTE ON DRESS:** The guards turn back any PC that is obviously inappropriately dressed. Additionally, they collect any *Large* weapons or weapons that cannot be sheathed, any ranged weapons and any shields the PCs attempt to bring on board. Once the voyage is done, the items are returned. Those weapons that are allowed to be carried onto the ferry must be peacebound. Peacebinding is an accepted practice at clerical and formal gatherings where the hilt or shaft of a weapon is tied to its sheath with a piece of white cloth.

Once they are settled in, read the following.

***Though the Lebolegido's Pride has only been off the pier for a few minutes and the party is well underway. With a full moon rising and a starry night beginning to form, the view off the ferry is breathtaking with the lights of the shoreline seeming to flicker with a life of their own. Aside from the buzz of gossiping, laughing and making merry, the serenity of the lake is only disturbed by the sound of oars cutting through the water. Around you, some of the most distinguished nobles in Pecal socialize with one another, dressed in their finest. You would guess that there are almost 60 people here, counting the nobles, military leaders and their entourages. Though you are strangers among them, you are met with courteous nods, smiles and the occasional bow.***

**DM NOTE:** This is where the PCs have the opportunity to find out some crucial information involving upcoming modules. The ferry has seven main areas to consider. For a detailed

description refer to *Appendix V: Map of the Lebolegido's Pride.*

\*Refer to *Appendix III: NPCs* for the personality and dress of the nobles. Below is what they can find out from each of them:

**DM NOTE:** On all Diplomacy or Bluff Checks to see what an NPC knows about the military leaders, the result listed is if the PC succeeds. If he does not succeed in this check, the NPC in question says that he does not know the people in question well enough to tell the PCs any information about them.

#### Talking With the Honorable Becue of the Eastern District

—On war? *Concerned, but if it comes—he welcomes the war with Tokis*

—On his District? *He is ready to finally see what his militia is made of, but he is afraid they won't be ready.*

—On him? *Ready to prove himself in battle and bring glory to his family name*

\***Sense Motive Check (DC 12)**—*As he is making his claims, there is a lack of conviction behind his words*

\*Information on the military leaders? *With the success of an appropriately worded **Diplomacy** or **Bluff Check (DC 12)**, he reveals that all three military leaders are fine tacticians and all of them have seen combat at some time or another. He also reveals that General Selemar saved his mother's life many decades ago.*

#### Talking With the Honorable Enshy of the River District

\**The Honorable Enshy has nothing to say to the PCs. He is curt, not answering any of the PCs questions. The only people he is even partially cordial to are fellow Dejy.*

#### Talking With Baron Cuvinson of the Wilderness District

—On war? *He says that war is always bad. Nothing good comes from war*

On his District? *He says that as long as the people in his district remain safe, adversity does not bother him. For now, his people and his district are doing fine.*

—On him? *He is short with the PCs on this matter and really has nothing to say to them. He is, however, a little more courteous to any elves among them*

\***Sense Motive Check (DC 14)**—*The baron is agitated and suspicious of the PCs*

\*Information on the military leaders? *With the success of an appropriately worded **Diplomacy** or **Bluff Check (DC 14)**, he reveals that he knows that General Kuwaki is prejudiced against anyone other than Kalamarans and he doesn't care for the general in the least. He knows little about Colonel Nolan Brightstar, but finds it humorous that a halfling could achieve the honor or status of being a Colonel. He admires General Selemar greatly and considers him a friend. He believes that General Selemar is one of the most honorable men he has ever met, especially being one of the Knights of the Empire.*

Talking With Baron Sepiter of the Lake District

—On war? *He tells you that the idea of war is horrible—it's bad for business!*

—On his District? *He tells you that the Lake District has always enjoyed good trade with neighboring countries and he is terribly nervous of the Tokite army massed at the eastern border, but he is confident in Baron Labeta's political savvy to steer the Eastern District*

—On him? *Baron Sepiter tells you that he enjoys collecting the finer things in life: priceless murals, fine wines and ancient weapons.*

**\*Sense Motive Check (DC 16)**—*Though the Baron seems pleasant and cordial enough, he seems uncomfortable speaking to large groups of people*

\*Information on the military leaders? *With the success of an appropriately worded **Diplomacy** or **Bluff Check (DC 16)**, he tells the PCs that he thinks General Kuwaki has always hated him, but he doesn't know why. He says that General Selemar scares him, so he avoids him. As for Colonel Nolan Brightstar, he is just glad to see a small guy make it in the Pekalese military, but other than that, he doesn't really know him that well.*

Talking With Baron Dolnvrindel of the Mounds District

*\*Baron Dolnvrindel is quite intoxicated and only babbles about Karamela Wines. The PCs should get the idea quickly that he is little help.*

Talking With Baron Labeta of the Elos District

—On war? *He tells the PCs that he detests the very idea of a war. He cannot believe that it seems to have finally come to this.*

—On his District? *He is afraid that the Elos District as well as the Eastern District will be hit*

*the hardest if war does indeed come and he is not sure that his district will be able to endure.*  
—On him? *He answers that he is a simple man trying to do the right thing for his people. He then asks the PCs about themselves, who they are, why they are there and from whom did they get their invitations? If the PCs fail their **Bluff Check (DC 24)**, he will not reveal that he knows such and accepts whatever story they muster.*

**\*Sense Motive Check (DC 27)**—*They are able to tell that the count is insincere about most everything he says and seems suspicious of the PCs.*

\*Information on the military leaders? *With the success of an appropriately worded **Diplomacy** or **Bluff Check (DC 19)**, he reveals that General Kuwaki has constantly been confrontational with all the nobles and does not treat them with the respect they have earned. On General Selemar, he tells the PCs that he keeps out of politics for the most part being a follower of the Fate Scribe and he gives much more attention to his own personal honor than anything else. On Colonel Nolan Brightstar, he leans in towards the PCs and tell them that he "thinks Colonel Nolan Brightstar is a loony."*

Talking With Count Highbrow of the Central District

—On war? *He is sad that his birthday has been dimmed by the prospect of war, but he says he is quite pleased with the turn out.*

—On his District? *He is disappointed that Prince Kafen could not come, but he understands that the Prince has much on his mind these days. He loves the Central District and says he is glad there is no corruption or evil entities in it.*

—On him? *He gleefully tells the PCs that it's his birthday and he questions the PCs as to who are they are and why they are there (with manners of course).*

**\*Sense Motive Check (DC 18)**—*Like most people here, he is genuinely in a jovial mood, but there does seem to be some preoccupation with his thoughts.*

\*Information on the military leaders? *With the success of an appropriately worded **Diplomacy** or **Bluff Check (DC 21)**, he reveals that General Selemar is an honorable soul, but he wouldn't want to get one of his temperament angry. As for General Kuwaki, he tells the PCs that the general has served faithfully for years despite the many hardships that accompany his command. He goes on to say that Kuwaki has recently obtained the rank of general. He believes that Colonel Nolan Brightstar lives a*



“charmed” life. Opposition hits General Kuwaki square in the face where Colonel Nolan Brightstar rarely even has to raise a finger to overcome such adversity.

#### Talking With Colonel Nolan Brightstar, Assigned to the River District

—On war? Colonel Nolan Brightstar is not happy about the prospect of war. He says that he has some large shoes to fill being a Colonel in the Pekalese army, but he thinks he can do it—despite what others may say. He constantly says that he would hate to have to get out his sling’.

—On his District? He says that he does much to guard the boarder of nearby Ek’Kasel. There are rumors of abductions of the locals to bolster the numbers of Ek’Kasel’s army for its war against Norga-Krangrel,

—On him? He tells you that he is happy just spending time with his family, being with his soldiers and shooting his sling.

**\*Sense Motive Check (DC 15)** – Colonel Nolan Brightstar seems a bit more preoccupied than any of the others, even to the point of worried. If this is pointed out, he just says that he is “seasick”, but a successful **Sense Motive Check (DC 15)** reveals that he seems to be lying on that statement.

\*Information on the military leaders? With the success of an appropriately worded **Diplomacy** or **Bluff Check (DC 15)**, he reveals that he does not suspect anyone in particular of treachery, but he knows there is a traitor among them. As for General Kuwaki, he doesn’t know what to think about him. He tells the PCs that he has been terribly moody the last few weeks. As for General Selemar, the colonel tells the PCs that he has never met a more dedicated soul to Pekal.

#### Talking With General Kuwaki, Assigned to the Eastern District

\*General Kuwaki is downright rude when approached by the PCs and does not answer any of their inquiries, nor give them the least amount of respect. He knows they don’t belong and asks them to leave his presence.

#### Talking to General Selemar, Assigned to the Kalokopeli District

—On war? He tells the PCs that if fate brings war, he will meet it.

—On his District? He tells the PCs that he is not assigned to any district because he goes where the problems are.

—On him? General Selemar says nothing about himself and defines humility.

**\*Sense Motive Check (DC 12)** – General Selemar is genuinely warm and sincere in his dealings.

\*Information on the military leaders? With the success of an appropriately worded **Diplomacy** or **Bluff Check (DC 12)**, he reveals that he is disappointed in the behavior of General Kuwaki lately. He says that the general has not been himself. As for Colonel Nolan Brightstar, he reveals that he admires the halfling’s courage and is confident he will do fine on the battlefield.

## **ENCOUNTER 2: Man Overboard!**

**SUMMARY:** A shrill scream outside gets the PCs’ attention. When Colonel Nolan Brightstar is assailed and pushed overboard with a ball and chain attached to his leg, the PCs have to act fast to save him. When saved, he does not know the identity of his attacker, but tells the PCs that the attacker told him “to learn to keep his little mouth shut”. The colonel has had a history of making vocal statements that a traitor is among the nobility and/or military.

**DM NOTE:** Read the following once the PCs are done socializing and speaking with all of the military leaders they wished to speak with:

***A couple of hours have passed and the party is in full swing. The atmosphere has mellowed some as most of the crowd listens to Count Highbow recount tales of the distant past. Just as the Count is telling the love story between a Krond Hobgoblin and an Amberhair eunuch, a shrill scream cuts across from the starboard side of the ferry.***

***Just seconds later, the diminutive wife of Colonel Nolan Brightstar slides around the corner from the outside and stumbles into the main area with a look of terror and desperation on her pretty face. She stammers in labored breath, “My husband is being attacked! He’s trying to push him into the water. He can’t swim in his armor! Somebody save him!” There is a loud SPLOOSH and with that, she turns on her heels and darts back out onto the exterior deck.***

—If the PCs do nothing—General Selemar will glare at everyone in the room with disgust and tear out of the room to go try to save Colonel Brightstar. It should be made known that he is in heavy ceremonial chainmail armor. He will dive into the depths after his comrade and both of these characters will die if the PCs do nothing again. The spirit of the party is lost and it is a long, somber ride back to the docks.

—If the PCs wish to investigate and try to save Colonel Nolan Brightstar—Roll for initiative. This is a time-based encounter where the PCs are in a race against time to prevent Colonel Brightstar from drowning.

Those PCs who do not attempt to rescue the colonel and search the crowd for the suspected culprit. A successful **Spot Check (DC 13)** finds a human-sized cloak laying further down the ferry. A successful **Sense Motive Check (DC 26)** causes the PC to be suspicious of Baron Labeta's "bodyguard."

When the PCs go out to where Madam Brightstar is standing, read the following:

***As you make your way out into the night air, you see the Madam Brightstar staring out into the dark waters, reaching out toward the lake. Right where she is gesturing, some ten feet away, the head of her husband is consumed by the water, followed quickly by his thrashing arms.***

**DM NOTE:** Colonel Nolan Brightstar has a 10 lb. steel ball chained to his ankle. He will sink to the bottom of the lake and drown in 24 rounds. Here, the lake is 50 feet deep. With no available light source, the water is pitch black, so PCs without Darkvision that are underwater will need to succeed at a **Listen Check (DC 12)** to pinpoint his position. If the PCs find Colonel Nolan Brightstar and attempt to swim with him to the surface, they will have to add 50 pounds (-10 Swim Check—roll for Colonel Brightstar. On a roll of an 18 or better this penalty is negated) to their weight.

*\*Inventive solutions to this dilemma could come up: use of rope, flotation devices, spells, etc. Add any circumstance bonuses to sound plans as appropriate.*

**Swimming** – A successful Swim check allows you to swim one-quarter your speed as a move equivalent action or one-half your speed as a full round action. Roll once per round. If you fail,

you make no progress in the water. If you fail by 5 or more, you go underwater and start to drown. If you are underwater, you suffer a cumulative –1 penalty to your Swim check for each consecutive round you've been underwater.

*Lake Eb'Sobet*                      *DC 11*

**Special:** Instead of an armor check penalty, you suffer a penalty of –1 for each 5 pounds of gear you are carrying or wearing.

#### **Removing Armor**

—10 Rounds—Padded, Leather, Hide, Studded, Chainshirt

—10 Rounds—Scalemail, Chainmail, Banded, Splint

—1d4+1 x 10 Rounds—Half-Plate, Full Plate

\*If the PC has some help, these times can be cut in half. A single character doing nothing else can help one or two adjacent characters.

**Drowning**—Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a Constitution Check (DC 10) every round in order to continue holding her breath. Each round, the DC increases by 1. When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to –1 hit points and is dying. In the third round, she drowns.

**DM NOTE:** If the PCs save Colonel Brightstar, they will notice the quick-clamping ball and chain attached to his small ankle. He will explain what happened in his whiny little voice:

***"Thank you, friends, for saving me!  
<COUGH> I thought for sure that I was going to be <COUGH, COUGH> crab dinner! I was standing there, admiring the stars with my wife, <COUGH> when all of a sudden somebody with a black cloak was pinning me against the rail. He threw that gods forsaken ball on my ankle and hoisted me up over the side! <cough> Before I was tossed, he said that I 'need to learn to keep my little mouth shut'."***

—PCs Wish to Search or Track—Let the PCs roll, but they find nothing: no tracks, no evidence

of anything other than the colonel's and his wife's accounts.

—If the PCs ask about what he has been talking about that would cause such an attack—  
Colonel Brightstar shrugs and replies, **"Because I talk all the time? Because they are jealous of my slinging skills?!"**

—If the PCs Saved the Colonel—  
**Madam Nolan Brightstar walks up to your group and curtsies formally before you. With an appreciative smile and a relieved voice, she says, "I will never be able to repay you for saving my husband's life, but I can at least give a token of my appreciation..."**  
**With that, Madam Nolan Brightstar wrenches a small silver ring free from her middle right finger and presents it to you.**

**DM NOTE:** She insists that the PCs who saved her husband take her ring and she won't take no for an answer. This ring is a *Ring of Illumination* (see Appendix I)

**"Please take this and let it remind you of the light you bring to these dark times..."**  
**With that she turns and walks over to the side of her husband...**

**DM NOTE:** When the PCs have finished asking any appropriate questions, have said their goodbyes and are ready to head back to Duke Matikis' manor, proceed to Encounter 3.

### **ENCOUNTER 3: Unyielding Ruffians**

**SUMMARY:** As the PCs return from the ferry ride and traverse the dock area (regardless of which direction they choose), they find themselves surrounded by a band of ruffians who seem to be trying very hard to start a quarrel. After overcoming the "trouble," the PCs learn that this band of ruffians were actually all part of the Guild of the Eel, a small time outfit of cutthroats and thugs for hire. This guild has no love for the Principality of Pekal. Make sure to read up on the *Guild of the Eel*, *Night Spine bugbears* and *Blackfoot Society* in Appendix III.

**Large docking ropes are busily being bound to the pier side as the gangplank is lowered from the ferry. After just a few short minutes of waiting, the guests begin streaming off the ship onto dry land, saying their farewells, bound for their respective destinations.**

**Such formal good-byes seem that they will take as long as the party itself, but your presence is not required.**

Allow the PCs to choose to leave.

**Winding through the sparsely populated dock area, you make your way toward Duke Matikis' manor. Though covered lanterns light this section of town, deep shadows pervade the cobble streets. Your boots eerily echo through the lane leading to the main thoroughfare. Just as you are about to enter the main streets of Bet Rogala, numerous forms slowly detach themselves from the shadows in front of you.**

**A deep, menacing voice rings out from one of the interposing forms, "Well, well, well, lookin' like ye folks took a wrong turn somewhere. Ya wanna be tellin' me why ye ladies are in our streets or should we just go on ahead and make you gillies pay da price fer trespassin'?"**

**DM NOTE:** The PCs notice that there are easily six forms immediately visible in front of them. With a successful **Spot Check (DC 14)**, the PCs also notice a pair behind them lying in wait in the shadows among the debris and that there are two nearly a head taller than the others in the back wearing hooded cloaks (this is the half-hobgoblin and the bugbear). This lane is 15 feet wide and is stopped in the middle of a four-way intersection. The six are interspersed between four in the front, one rogue to the left and one rogue to the right of the PCs. The two in hiding are to the sides about 20 feet behind the party. Allow the PCs to arrange themselves however they see fit in the intersection...

—If the PCs ask what these ruffians are wearing and wielding?—

It is hard to tell from the dim lighting, but it looks like a couple of them are wielding spiked chains, two with morningstars and the two on the sides with shortswords. Those who made their **Spot Check** cannot tell what the two in hiding are wielding.

As far as what they are wearing, most of them are wearing blacks, browns and grays. Some of them have obvious studded leather or leather visible, the two wielding morningstars in the back are shrouded in hooded cloaks. Their tunics and breeches are ragged and worn.

—If the PCs explain why they are here, no matter what the explanation is—  
**"Yeah, yeah, yeah...we've heard it all 'round 'dese parts, but just 'cause yer ignorant of how tings work in our turf, don't mean 'dat ya get off 'dat easy. You gotta pay da tax to walk dese streets!"** [The ruffian will point out items they are wearing that look valuable, including Lady Brightstar's ring if someone is wearing it.]

—If the PCs threaten the thieves, refuse to pay the tax or pay too quickly—  
**"Oh yeah? Take 'em boys!"**

—*Enemy Tactics*—All of the opposition "facing" the party will fight to the death. The two rogues "behind" the party (Feadaaly and Brinlaat) will hesitate, waiting the first round to see how their allies fair. They run if four of the other six are slain. If one of them is knocked unconscious or killed, the other will immediately surrender.

—FACING PARTY

2 x 1st Gladiators (Half-Orc)—Spiked Chain  
2 x 1st Rogues (Half-Hobgoblins)—Shortswords  
1 x Bugbear—Morningstar  
1 x 2nd Cleric (Half-Hobgoblin)—Morningstar  
—BEHIND PARTY  
2 x 1st Rogues (Half-Elves)—Shortswords

## **APL 2**

### **Guild of the Eel Ruffians x2**

**Male, Mixed Half-Orc, Gladiator 1; Medium-Size Humanoid; HD 1d10+2; Hp 12; Init +2; Spd 30 ft; AC 15 (+2 Dex, +3 studded leather); At +6 Melee (2d4+6 spiked chain); AI NE; SV Fort +4, Ref +4, Wil+0; Str 18, Dex 14, Con 14, Int 12, Wis 10, Cha 8; Skills: Sense Motive +4, Spot +4, Tumble +5; Sp: Center of Attention (KPG p41), Darkvision; Feats: Exotic Weapon Proficiency: Spiked Chain, Weapon Focus: Spiked Chain; Possessions: Spiked Chain, Studded Leather Armor, 2 potions of Cure Light Wounds, 2 gp**

Languages: Low Kalamaran, Merchant's Tongue, Orcish

### **Guild of the Eel Initiates x2**

**Male Reanaarian Half-Elves, Rogues 1; Medium-Size Humanoids; HD 1d6+1; Hp 7; Init +4; Spd 30 ft; AC 16 (+4 Dex, +2 Leather Armor); At +1 Melee (1d6+1 short sword); AI NE; SV Fort +1, Ref +6, Wil+0; Str 12, Dex 18, Con 12, Int 12, Wis 10, Cha 10; Low Light Vision;**

**Skills, Bluff +4, Climb +5, Gather Information +4, Hide +8, Move Silently +8, Sense Motive +4, Spot +5, Tumble +8; Feats: Expert Timing (KPG p85); Possessions: Short sword, leather armor, 2 gp**

Languages: Low Kalamaran, Reanaarese

### **Guild of the Eel Thugs x2**

**Male, Mixed Half-Hobgoblins, Rogues 1; Medium-Size Humanoids; HD 1d6+1; Hp 7; Init +4; Spd 30 ft; AC 16 (+4 Dex, +2 Leather Armor); At +2 Melee (1d6+2 short sword); AI NE; SV Fort +2, Ref +6, Wil+0; Str 14, Dex 18, Con 12, Int 12, Wis 10, Cha 10; Darkvision; Skills Bluff +4, Climb +6, Gather Information +4, Hide +8, Move Silently +8, Sense Motive +4, Spot +5, Tumble +8; Feats: Expert Timing (KPG p85); Possessions: Shortsword, Leather Armor, 2 gp**

Languages: Hobgoblin, Low Kalamaran

### **Inshee'bia**

**Female, Mixed Half-Hobgoblin, Cleric 2 (Confuser of Ways); Medium-Size Humanoid; HD 2d8+2; Hp 19; Init +1; Spd 30 ft; AC 16 (+1 Dex, +4 Chainshirt); At +3 Melee (1d8+3 Club); AI NE; SV Fort +5, Ref +1, Wil+5; Str 14, Dex 12, Con 16, Int 10, Wis 14, Cha 10; Skills Knowledge: Religion +5, Concentration +9; Feats: Iron Touch of Kruk-Ma-Kali; Possessions: Large bronze key, club, blackened chainshirt, a potion of Cure Light Wounds, 5 gp  
Spells (4/3+1) DC=13+spell level: 0<sup>th</sup> = Cure Minor Wounds x2, Detect Magic x2; 1<sup>st</sup> = Bless, Cure Light Wounds, Sanctuary, (Spellscatter (KPG p186))  
Domains: Oblivion (KPG p155), Scalykind (KPG p157/FRCS p?)**

Languages: Low Kalamaran, Hobgoblin

### **Guild of the Eel Night Spine Bugbear**

**Male, Bugbear; Medium-Size Goblinoid; HD 3d8+3; Hp 16; Init +1; Spd 30 ft; AC 16 (+1 Dex, +3 Natural, +2 Leather); At +4 Melee (Morningstar 1d8+3); AI CE; SV Fort +2, Ref +4, Wil+1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9; Skills Climb +2, Hide +3, Listen +3, Move Silently +6, Spot +3; Feats: Alertness; Possessions: Morningstar, 2 gp**

Languages: Goblin, Low Kalamaran

## **APL 1**

*\*There are no half-hobgoblin thugs and all combatants are armed with saps. Their intention is to knock the PCs out and loot them while they are unconscious.*

### **APL 3**

*\*Same as APL 2, except for the following:*

1. Change Inshee'bia to this:

#### **Inshee'bia / Female Half-Hobgoblin 3rd Level Cleric (Confuser of Ways)**

*Medium-Size Humanoid; HD 3d8+3; Hp 27; Init +1; Spd 30 ft; AC 16 (+1 Dex, +4 Chainshirt); At +4 Melee (1d8+3 Morningstar); AI NE; SV Fort +5, Ref +2, Wil+5; Str 14, Dex 12, Con 16, Int 10, Wis 14, Cha 10; Skills KNO: Religion +6, Concentration +10; Feats: Combat Casting, Iron Touch of Kruk-Ma-Kali ; Possessions: Large bronze key, morningstar, blackened chainshirt, 2 gp*

*Spells (4/3+1/2+1) DC=13+spell level:*

*0<sup>th</sup>—Cure Minor Wounds x2, Detect Magic x2;  
1<sup>st</sup>—Bless, Cure Light Wounds, Sanctuary,  
(Spellscatter (KPG p186)); 2<sup>nd</sup>—Bull's Strength,  
Cure Moderate Wounds, (Animal Trance)*

*Domains: Oblivion (KPG p155),  
Scalykind (KPG p157/FRCS p?)*

*\*She will have Bull's Strength precast on one of the Night Spine Bugbears.*

2. Add another **Night Spine Bugbear** with 1d4+1 Strength from Inshee'bia's 'Bull Strength' spell

—*Post Combat*—The two ruffian half-elf rogues in the back are Brinlaat and Feadaaly. They are quick to tell the PCs whatever they want to know in exchange for their life. **If Brinlaat and Feadaaly die during the encounter, allow the PCs to begin their own investigation of who the assailants were. Brinlaat has a small scrap of paper that reads "Crying Angel Inn. Guild of the Eel. Barabas Whiteshadow." in Reanaarese. Barabas is an information broker. He tries to know as much about everything as possible. He spends most of his evenings at the Crying Angel.**

**This investigation will be free-form at the DM's discretion. If the PCs are incapable of finding the guildhall, Duke Matikis will arrange for a constable to aid them in their investigation.**

**DM NOTE:** At this point the PCs may begin questioning Brinlaat and Feadaaly. They will

quickly answer, almost trying to race one another to answer first...

A) Who are you people?

**"Oh...ummm...yeah...we are initiates, well at least Feadaaly and I are, into the Guild of the Eel seein' as how the local guild won't have us 'cause we ain't full-blooded human. The rest of 'em, they was all full members. We was told that we had to kill you people in order to become full members...ummm...but that didn't go well."**

B) What is the Guild of the Eel?

**"Oh man! Where have you folks been?! You not from around Bet Rogala, are ye? They were...ummm...are da meanest guild around these parts. We joined 'cause they promised us that we would bring the system down and get rich doin' it! We don't need no stink' king! Only problem is that they are havin' some hard times as of late. Seems one of their lieutenants was killed a few weeks back...what was his name...Halann, yeah that's it..."**

C) Halann? What do you know about him?

**"He was a creepy, big dude. He was hardly ever here. He and his mercenaries were out to the east for some reason. He always wore this blackened chainshirt and this eerie cloak. Somethin' just ain't right about that cloak...it gave me the willies!"**

**DM NOTE:** If a PC is wearing the "Cloak of Ashen Flesh", he will look over at them and point saying, "Like that one!"

D) Where is the lair of the Guild of the Eel?

**"Oh man...you will never find their lair. We...ummm...they change their lair every month to keep folks from finding them. I mean I know where they are now, but they won't be there in the morning."**

E) Can you take us to the lair of the Guild of the Eel?

**"Ummm...ok, but if we take ya there, ya gotta let us go...deal?"**

**DM NOTE:** Feadaaly and Brinlaat will not lead them to the lair until the PCs (at least some) promise to let them go.

F) Why is there a bugbear with your band?

***"Oh...yeah, we thought that was strange, but hey those weird creatures are part of a tribe or something and they's helping the Guild of the Eel...pretty vicious creatures, dem' bugbears! Their leader is called Jhisstle. He's one of Karosalaga's lieutenants, along with Grinby and Halann--but Halann is dead now."***

G) Who is the half-hobgoblin cleric?

***"Her? That there is Inshee'bia, she is one of Karosalaga's acolytes...I never liked her anyway."***

H) Who is Grinby?

***"That little halfling creeps me out. Somethin' just ain't right with him. He is one of Karosalaga's Lieutenants too..."***

I) Who is Karosalaga?

***"Don't you people know anything? Mistress Karosalaga is the Guildmaster of the Guild of the Eel."***

**DM NOTE:** These two initiates don't really know anymore than this. They are obviously scared and will cooperate with the PCs. If the PCs mention bringing these two to the Pekalese authorities, they beg not to be taken. In exchange for their freedom, they offer to lead the PCs to the Guild of the Eel's location and promise to go back to Reanaaria Bay and never return to Bet Rogala again.

**—PCs Decide to Inform Duke Matikis—**He will tell them that he will alert the Bet Rogalan authorities. With the connection to assassins near the Tokite border, though, it is more than just coincidence. He asks the PCs to investigate.

**—PCs Decide NOT to go to the Lair—**First, Feadaaly and Brinlaat will try and escape if the PCs do not let them go. If the PCs opt not to go to the Guild of the Eel lair, that is their choice. If they wake up Duke Matikis, he will tell them that they must investigate this opportunity. If the PCs still decide that they are not going to go, let the night pass and proceed to Encounter 5. If they return in the morning to the location, no one will be there at all.

## **ENCOUNTER 4: Lair of the Eels**

**SUMMARY:** Going into the Eels' lair, the PCs learn of their involvement in misdirection and sabotage with some of their number hired for jobs in southeast Pekal (killing Pekalese scouts). When the PCs report to Duke Larofin Matikis with their findings, he says he will look into the matter further, and he will see them in the morning.

**—Guildmaster of the Lair of Eels—**Mistress Karosalaga, Kalamaran (Cleric 3—Confuser of Ways)

**—Lieutenant—**Jhisstle, Bugbear (Ranger 1)

**—Lieutenant—**Grinby, Lightfoot Halfling (Infiltrator 1/Fighter 1/Rogue 1)

**—Lieutenant—**Halann, Mixed Human (Brigand 2) (DEAD)

**DM NOTE:** The current haven of the Guild of the Eel is in the Palace District, right under the nose of Prince Kafen.

***Wet from days of torrential downpours, the streets are slick and muddy beneath your feet. Carefully, you pick your way across the cobble pathways following the two 'initiates' of the Guild of the Eel. Surprisingly, they lead you straight to the Central District just a stone's throw away from Prince Kafen's palace. Though the overcast sky provides no moonlight, the streets in this area are fairly well lit by meticulously maintained oil-burning lanterns. At this hour, you have only passed a few men from the city watch, but aside from wary stares, they do not hinder your progress.***

***Nearly an hour later, your guides stop in front of a small cottage with coal-darkened windows. The structure blends perfectly with the many stores, inns, warehouses and other cottages around it. Feadaaly looks up and says simply, "This is it...can we go now?"***

**—What about Feadaaly and Brinlaat?—**Feadaaly and Brinlaat will try to leave as soon as they reach the cottage. They will ask first, but if the PCs say 'no', they will still make a break for it. What the PCs do in this situation is up to them, but if the PCs don't let them go, Brinlaat and Feadaaly will yell and scream until they do. If a lot of noise and racket is made out in the street, the Guild of the Eel will be alerted and ready for the PCs. Such a racket has a good chance of drawing the city guard as well.

**DM NOTE:** The door is locked. It can be opened with the key found on Inshee'bia or with a successful **Open Locks Check (DC 25)**. As long as the door is opened in a fairly quiet fashion, the Guild of the Eel will still be unaware of the PCs' presence. Regardless, read the following when the PCs enter the cottage:

***Crossing the threshold of the rickety abode, the wooden planks creak slightly under your weight. The interior is full of unattended trash and debris from months, perhaps even years of neglect. Broken chairs, busted lanterns and shredded wool blankets litter the small floor. It is a single room with no exits other than the one you stand in...***

With a successful **Tracking Check (DC 13)** or **Search Check (DC 15)**, the PCs can tell that though the small room is full of trash from years past, the room has been used quite recently, especially a pathway cleared to the back left corner of the room. If the PCs investigate that portion of the room, read the following:

***Searching around the dark corner of the cottage, you find a ragged winter blanket spread out haphazardly across the floor. It looks like it was placed there recently.***

If the PCs lift up the blanket, they can make out a square outline of a trap door. If the PCs search the door for traps, they do not find any and it is not locked. They are able to open it with a slight creaking noise. Read the following:

***Peering down into the trapdoor entrance, you can make out an unlit stairwell going down into a torch lit lair below. You hear someone sneeze from around the corner, at the bottom of the stairs.***

**DM NOTE:** At this point, refer to Appendix VI: Map of the *Guild of the Eel* as the PCs come to each area. The encounters will change if the interior has been alerted.

Below are the notes that correspond with each numbered area on the map:

**1)—Archway Entrance to the Lair**—It is an open archway at the bottom of the stairs. The stairs go down some twenty feet. From here they can see torchlight coming from a source down the hall to their left. A large black tapestry drapes the wall in front of you with a writhing green snake. A successful **Religion Check (DC 13)**

will reveal that this is the symbol of the Confuser of Ways, god of lies, deceit and mischief.

The sneeze came from down the hallway. If the PCs continue to listen, they can make a **Listen Check (DC 16)** to hear some sniffing from a male humanoid walking down the hallway in their direction.

**2)—Guard**—This is the 'sneezing' guard. He comes to this area and leans against the wall. The PCs can catch him by surprise if they beat his **Listen Check (DC 10)**. If he hears them, he tears off down the hallway, yelling to sound the alarm. The PCs need to take him down before he rounds the hallway corner past #7. If he rounds that corner, treat the lair as alerted. If the PCs made any loud racket outside, there are two guards here and they will not be able to be caught unawares.

#### **Guild of the Eel Guard**

***Male, Hobgoblin, Fighter 1; Medium-Size Humanoid; HD 1d10+3; Hp 13; Init +2; Spd 20 ft; AC 17 (+2 Dex, +4 Low Quality Chainmail, +1 Small Shield); At +5 Melee (1d8+2 Longsword); AI NE; SV Fort +5, Ref +2, Wil+0; Str 16, Dex 14, Con 16, Int 10, Wis 11, Cha 9; Skills Climb +1, Knowledge: Bet Rogala (Local) +1, Ride +3, Spot +4, Listen +4; Feats: Weapon Focus (Longsword), Alertness; Possessions: longsword, low quality chainmail, small shield, 3 gp***

***Languages: Low Kalamaran, Hobgoblin***

**3)—Door**—This door is not locked or trapped. It is a simple wooden, iron-banded door.

**4)—Storeroom**—This room is not lit. Inside there are crates of dried rations, barrels of water, linens, blankets and kitchen supplies.

**5)—Door**—This door is not locked or trapped. It is a simple wooden, iron-banded door. There are primitive carvings covering the door.

It is written in Goblin and it says, "*Do not enter. Night Spine Home.*"

**6)—Bugbear Living Quarters**—As soon as the door opens, the PCs get the odor of rotten flesh and stale air. This room is unlit. There are five large, straw beds inside with half-eaten humanoid arms and legs with flies buzzing around within. A pair of large, spiked clubs lean against the far wall.

**7)–Door**—This door is not trapped, but it is locked. It is an iron-banded wooden door, but seems fortified a bit more than the others. It can be opened with a successful **Open Locks Check (DC 35)** or bashed down with a successful **Strength Check (DC 24)**. If it is bashed down, the area will be alerted.

**8)–Main Living Quarters**—This well-kept, torch-lit room is full of padded cots, each with a footlocker at the end. In all, there are ten of these on each side. The room itself is plain in appearance, purely utilitarian in purpose. There are two *Guild of the Eel Guards* asleep in here. They can be easily subdued if the PCs are quiet/smart about it.

If the PCs skip this room, these two come out of the living quarters and run to attack them as the PCs get to area 9.

If the PCs have caused the hideout to be alerted, they have moved to the front entrance and the room is empty.

*\*Guard Stats—(see above entry for "Guild of the Eel Guard." If the guards are asleep, they are not wearing their chainmail.)*

**9)–Door**—This door is not locked or trapped. It is also a simple, wooden banded door with a carved etching in the middle. With a successful **Knowledge: Religion Check (DC 20)**, the PCs will know it to be a symbol of the Confuser of Ways

**10)–Door**—This door is not trapped, but it is locked. It is an iron-banded wooden door, but seems fortified a bit more than some of the others. It can be opened with a successful **Open Locks Check (DC 35)** or bashed down with a successful **Strength Check (DC 24)**. If it is bashed down, the area will be alerted.

**11)–Shrine to the Confuser of Ways**—No one is in this small chamber. Two small, lit candles bathe the chamber in an eerie green radiance. A marble shrine to the Confuser of Ways is set into the wall at the end of the chamber. A lush, green rug is laid out before the altar seeming to be where worshippers would kneel. On the surface of the marble altar, there is a sticky, red substance (yes, it's blood). Sitting on a small, red velvet-covered table are a pair of corked vials with a thick, yellowish liquid within them (these are three potions of *Cure Light Wounds*).

**12)–Map Room**—This small, torch lit chamber is filled with maps of Pecal plastered on the walls. Two large tables are within, each with geographical maps of each of the districts of Pecal. With a successful **Search Check**:

—**DC 10**—The PCs notice that one of the maps laid out on a table has small blocks placed around the map, specifically on the eastern Pekalese-Tokite border

—**DC 15**—On the same map, most of the blocks are centralized by Vultari's bluff, similar to where the Tokis army is amassing.

—**DC 20**—One of the maps of Pecal on the wall has small X's dotting it, each with a specific address lightly written next to it. If this is noticed by someone with **Knowledge: Nobility, (DC 11) or Knowledge: Pecal (DC 21)**, he notices that all of these addresses correspond with the addresses of Pekalese nobles, including Duke Matikis.

\*If a PC has **Knowledge: Military Logistics or Pekalese Military, etc**, let them make a check (**DC 13**). If they succeed, they will notice that these maps are official military maps of Pecal.

**13)–Double Doors**—These thick, wooden doors are banded in brass. A red painting of an eel emerging from a hole, facing out with its fangs bared is on each door. These double doors are not locked or trapped.

**14)–Guild of the Eel Main Hall**—Read the following:

*Entering the large chamber, it is largely unlit with only a pair of large candles in the far corners glowing ominously with an eerie green flame. Looming shadows exist in pockets throughout the darkened room. There is enough light for you to notice a large table surrounded by dark chairs takes up the middle portion of the room. Behind it, on a raised dais, sits four plain, stone thrones...*

—If NOT alerted, continue reading this and use the combat tactics below it...

*It seems you have entered during some sort of heated discussion in a guttural tongue between a very large armor-clad bugbear and a scarred female Kalamaran clad in dark chainmail. They are flanked on one side by sword-wielding bugbear. To heighten your sense of foreboding, you think you catch a flash of movement off to your left...*



**ENEMY TACTICS:** The PCs have three obvious threats present: the bugbear guard, Jhisstle and Karosalaga. Opening the door, the PCs surprise all three. Regardless, roll initiative for Grinby separate from all the others. He heard the door opening and ducked into the shadows. If the PCs make a successful **Spot Check (DC 20)**, they will notice his small form pressed against the wall to their right. When the NPCs can act, they will do the following

—Karosalaga casts *Bull's Strength* on Jhisstle and then *Bless*. When she is done, she makes her way over to Jhisstle to heal him, casting *Graced by Saints* if the opportunity arises (please note the official errata, the duration of this spell is 1 round/level). If Grinby is nearby, she heals him as well. She heals herself in lieu of any of the above should she become terribly injured.

—Jhisstle engages the most obvious looking fighter, calling him or her out in challenge. With a broken Kalamaran accent, he repeatedly calls this person a "coward" and a "weakling."

—The Night Spine bugbear charges the nearest PC not engaged with Jhisstle and tries to flank.

—Grinby throws a dagger or partial charges the nearest "unaware" PC and then tumbles his way over to either Karosalaga or Jhisstle to get flanking on whatever PC has engaged them. If someone engages Karosalaga, he tumbles over to her in lieu of Jhisstle. If all goes bad, he attempts to escape.

—If alerted, continue reading instead and use the tactics below this text.

***A scarred chainmail-clad female chuckles viciously as you reveal yourself at the double doors. You do not immediately see anyone else in the room. She says in a cold, raspy voice, "You foolish beings--you may have killed Halann and informed the nobles of Pekal, but you will not live to tell this tale..."***

**ALERTED ENEMY TACTICS:**

—Karosalaga has *Bull's Strength* and *Graced by Saints* pre-cast on Jhisstle and *Faith Shield* on herself. She is ready to cast *Bless* on her initiative.

—Jhisstle is hiding in the shadows to the left (**Spot Check: DC 16**) and the Night Spine bugbear is hiding in the shadows to the right (**Spot Check: DC 13**). They attempt to catch the PCs flat-footed by charging from the darkness once the PCs enter the room and/or engage Karosalaga.

—Grinby is well hidden nearby Karosalaga (**Spot: DC 21**). The moment any PC engages her in melee, he will attack from the darkness by charging and then keep trying to maintain flanking.

*\*The Guild of the Eel will not stop to perform coup de graces on PCs during combat, but they will not hesitate to kill them once the combat is over.*

## **APL 2**

### **Karosalaga, Guildmaster of the Guild of the Eel**

**Female, Kalamaran, Cleric (Confuser of Ways) 3; Medium-Size Humanoid; HD 3d8+6; Hp 24; Init +0; Spd 20 ft; AC 18 (+5 Chainmail, +3 Large Shield); At +3 Melee (1d8+1 Morningstar); Al CE; SV Fort +5, Ref +1, Wil +6; Str 13, Dex 11, Con 14, Int 12, Wis 16, Cha 12; Skills Concentration +12, Knowledge: Bet Rogala (local) +4, Knowledge: Religion +7, Spellcraft +7; Feats: Combat Casting, Critical Spell Strike (KPG p83) Shield Specialization (KPG p89); Possessions: Morningstar, chainmail, large shield, 10 gp**

Spells (4/3+1/2+1) DC=13+spell level:  
0<sup>th</sup>—*Cure Minor Wounds* x3, *Detect Magic*, *Spot Invisible* (KPG p187); 1<sup>st</sup>—*Bless*, *Faith Shield* (KPG p172), *Graced by Saints* (KPG p174-175), (*Protection from Good*); 2<sup>nd</sup>—*Bull's Strength*, *Exile* (KPG p172), (*Hypnotic Pattern*)  
*Domains: Evil* (KPG p151/PHB p163), *Oblivion* (KPG p155)

### **Jhisstle, Guild of the Eel Lieutenant and War Chief of the Night Spine Tribe**

**Male Bugbear, Ranger 1; Medium-Size Goblinoid; HD 3d8+1d10+5; Hp 29; Init +5; Spd 20 ft; AC 16 (+3 Natural, +1 Dex, +3 Hide); At +4/+4 Melee (Battleaxe 1d8+2/Handaxe 1d6+1); Al CE; SV Fort +4, Ref +4, Wil+1; Str 15, Dex 12, Con 14, Int 10, Wis 10, Cha 9; Skills Climb +3, Hide +4, Listen +4, Move Silently +7, Spot +3; Feats: Alertness, Improved Initiative; Possessions: Battleaxe, Handaxe, 2 gp**

### **Grinby, Guild of the Eel Lieutenant**

**Male Lightfoot Halfling Fighter 1/Rogue 1/Infiltrator 1; Small Humanoid; HD**

1d10+1d6+1d6+6; Hp 24; Init +8; Spd 30 ft; AC 18 (+1 Size, +4 Dex, +3 Studded Leather); At +6 Melee (1d4+1 Dagger) or Ranged +7 (1d4+1 Dagger); Al NE; SV Fort +5, Ref +9, Wil+1; Str 12, Dex 18, Con 14, Int 12, Wis 10, Cha 12; Skills Hide +10, Listen +5, Move Silently +8, Spot +3, Tumble +6; SA: Sneak Attack +2d6; Feats: Improved Initiative, Weapon Finesse: Dagger, Weapon Focus: Dagger; Possessions: Daggers x6, Studded Leather Armor, 3 gp

**Night Spine Bugbear**

**Male Bugbear; Medium-Size Goblinoid; HD 3d8+3; Hp 16; Init +1; Spd 30 ft; AC 16 (+1 Dex, +3 Natural, +2 Leather Armor); At +4 Melee (Morningstar 1d8+3); Al CE; SV Fort +2, Ref +4, Wil+1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9; Skills Climb +2, Hide +3, Listen +3, Move Silently +6, Spot +3; Feats: Alertness Possessions: Morningstar, 2 gp**

**APL 1**

There is no Bugbear guard. Grinby was also surprised and sits at the table with Karosalaga and Jhisstle.

**APL 3**

1. Change Karosalaga to 4<sup>th</sup> Level Cleric:

**Karosalaga, Guildmaster of the Guild of the Eel**

**Female Kalamaran, Cleric 4 (Confuser of Ways); Medium-Size Humanoid; HD 4d8+8; Hp 31; Init +4; Spd 20 ft; AC 18 (+5 Chainmail, +3 Large Shield); At +4 Melee (1d8+1 Morningstar); Al CE; SV Fort +6, Ref +1, Wil +7; Str 13, Dex 11, Con 14, Int 12, Wis 16, Cha 13; Skills Concentration +13 Knowledge: Bet Rogala (local) +4½, Knowledge: Religion +8, Spellcraft +8; Feats: Combat Casting, Critical Spell Strike (KPG p83) Shield Specialization (KPG p89); Possessions: Morningstar, Chainmail, Large Shield, 10 gp**

Spells (5/4+1/3+1) DC 13+spell level:  
0<sup>th</sup>—Cure Minor Wounds x2, Detect Magic, Spot Invisible (KPG p187) x 2; 1<sup>st</sup>—Bless, Faith Shield (KPG p172), Graced by Saints (KPG p174-175), Sanctuary,, (Protection from Good); 2<sup>nd</sup>—Bull's Strength, Exile, Icy Hands (KPG p176), (Hypnotic Pattern)

Domains: Evil (KPG p151/PHB p163), Oblivion (KPG p155)

2. Add another Night Spine Bugbear (see stats above).

**DM NOTE:** If the PCs decide to go see Duke Matikis after clearing the Guild of the Eel, he will see them briefly and then tell them to get some much needed sleep so that they can discuss it coherently in the morning.

Allow the PCs to finish out their evening resting, relaxing and spending their hard earned pay in "The Mermaid's Trident" or whatever fashion they desire.

**ENCOUNTER 5: The Ferryman**

**SUMMARY:** The next morning, Duke Matikis asks them to investigate another "unrelated" matter for another small fee. Apparently, during the night, an outpost on the north shore of Lake Eb'Sobet was attacked. He asks the PCs to investigate that outpost. Getting to the outpost involves them taking a ferry across the lake and meeting an interesting ferryman in the process. Make sure to familiarize yourself with the ferryman (*Neywog, Appendix III*) before proceeding.

*The incessant drizzle of light rain continues throughout the night and into the morning. With the rising of the sun, the sky begins to lighten to a dismal gray, foreshadowing yet another gloomy and overcast day in Pekal. From the depths of slumber, a hurried knocking at each of your chamber doors awakens you all.*

*Before you stands the small, sopping wet frame of Haylain, Duke Matikis' servant boy. He shivers slightly from the chill in the air.*

*"Good (sir/lady), my master bade me deliver this most urgent message to you."*

*Reaching into the folds of his cloak Haylain carefully produces a scroll, seeming to regard it with great reverence and presents it to you.*

**DM NOTE:** Pass out the player handout from Appendix VII.

—PCs refuse?—

*Haylain stands quietly and patiently as your eyes scan the letter and present your refusal. With a slight sigh of disappointment and an almost hurt look in his eyes, Haylain nods and adjourns from your chambers.*

\*The module is over.

—When will the ferry leave?—

***“The first ferry leaves in two hours from the Salisden dockside, so you must make haste, should you deem to entreat my master’s request.”***

—PCs Accept?—

***Haylain smiles and nods his head slowly. “Very well my (lord/lady). The ferryman known as Neywog has been chartered for this endeavor and awaits your arrival. My master thanks you once again.”***

***Haylain turns, pulls his hood back over his head and scampers away.***

**DM NOTE:** Allow the PCs a short time to gather their things and then read the following:

***With cool rain misting down, you gather your things and hurry to the Salisden dockside. A thick fog hovers just above the surface of Lake Eb’Sobet, partially obscuring the piers. The dockside is already alight with activity. Various sundry individuals dart in and out of the fog like shadows, loading and unloading crates and barrels on small vessels.***

***It takes little effort to find the pier where Neywog’s ferry is moored, as he is a well-known ferryman who has worked the lake for countless years.***

***A single lantern dangles from a post on the pier, illuminating the ferry. It is long and narrow, carrying no more than eight passengers with two men across. It is obviously old, but well cared for, a distant cry from the luxurious accommodations of the previous evening. For the moment, however, the pier appears to be empty.***

**Behind the Scenes:** Neywog is seated near a window in “The Merman’s Trident” and is engaged in a business dealing trying to confirm rumors about a rival guild attack on the Eel’s lair. After completing his discussion, he approaches the PCs with caution. His detect thoughts spell is still active.

***A few minutes pass before the door to the Merman’s Trident opens, revealing a tall, broad, figure cloaked in a faded blue robe. He speaks in a deep yet soft voice as he approaches slowly.***

***“Well met, sires. I am Neywog the ferryman. Do you have need of my services?”***

**DM NOTE:** Word has spread to the other guild members and Neywog knows exactly who the PCs are. He plays absent-minded, trying to gauge the PCs and their motives, along with seeking out their thoughts.

After the introductions, read the following:

***Neywog carefully loads your gear and secures it snugly in the ferry, humming a simple tune to himself. Quickly ushering you aboard, he removes the ropes from the pier and sets out into the wall of mist enshrouding the distant shore.***

**DM NOTE:** The boat ride takes nearly two days. During the trip, Neywog is very nosey and ask questions as to how the PCs came to Pekal, what they do, where they are from, where they picked up any items of note which he may have noticed, and what they are headed to do. He endeavors to make astute observations that they seem to have a good deal of gear for “hunters,” too much for hunting small game, but not enough provisions for an extended trip.

Neywog lets the PCs purpose alone after several attempts. Some time later, he will attempt to draw them into conversation on yesterday’s incident with the Eels.

***Neywog snaps his large fingers and his eyes widen slightly, “That’s where I recognize you from. I remember now. You were involved in that scuffle last night, near the docks, weren’t you? Gods, the whole dock district’s been talking about that all morning. Glad to see you weren’t hurt. Those Eels can be pretty mean. What was all that about, anyway?”***

Further into the journey, Neywog’s deep voice will break the silence with random questions and tidbits of information. Some examples are:

***“Were you aware that, up until ten years ago, it was lawful to grow corn in Bet Rogala proper?”***

***“Did you know that by ancient Bet Rogalan law, all taverns are required to furnish a***

***special horn by the entrance for sounding in the event of a dragon attack?”***

***“So I hear that the Honorable Enshy is once again making his case today for expansion of the boundaries of the River District to include a small portion of the Central District. Do you believe it will benefit commerce as much as he claims?”***

***“Have you heard that grain stores are mysteriously disappearing in the Kalokopeli district?”***

If the PCs still refuse to talk, Neywog will sigh audibly, turn, and begin singing (in a quite captivating voice) a sad tale about an angel by the name of Cerithel, who’s heart was broken by a mortal and fell from the sky into Lake Eb’Sobet, where she sleeps forever more.

***—PCs ask Neywog about himself?—***

Telling tales of his life brings a smile to Neywog’s face and a gleam of reminiscent youth to his eyes. Neywog is more than happy to tell stories about how his mother was human and his father orc, about how he was raised in human society but was always an outcast. Because of this, he turned to the “care-free” life of the road at an early age, where he sang for his meals. After many years and many adventures, he decided it was time to settle down. So he made the journey to Pekal where a fellow adventurer had arranged for him to take up his position as ferryman. He is quite content with his station and finds Pekal and Lake Eb’Sobet peaceful.

This train of thought is a segue for Neywog to bring up the rumors of the upcoming war and his concern over what is going to happen to his home, his livelihood and the lake. Once the interaction slows down, read the following:

**The lake breeze pushes past your face, carrying upon it a sign that the sun should now be reaching its peak. Neywog unloads your gear and bids you well on your journey.**

## **ENCOUNTER 6: Revelations of Carrion**

**SUMMARY:** When the PCs get to Fort Alinade, they find the outpost already burned to the ground. They find General Kuwaki—and his journal—among the dead. In his journal, there

are entries where he suspects Baron Labeta as part of a grand conspiracy against Pekal as well as his involvement with the Guild of the Eel.

***The empty road up to Fort Alinade winds its way through the verdant forest. Smoke still lingers high above the canopy of the treetops and hangs thick upon the air. Shrouded shadows of winged creatures dart in and out amidst the chaos in the distance.***

***—Winged Creatures?—***

Though difficult to spot through the mist and smoke, these birds are nothing more than carrion vultures that are circling the fort.

***—Tracks on the Road Leading to and from the Fort?—***

Those with tracking may make a **Wilderness Lore Check (DC 11)** or PCs can make a **Search Check (DC 19)**, the PCs may discern a set of four heavily laden horses came through this way some time last evening. Four different sets return a short time later.

**Knowledge: Pekal** or **Knowledge: Military (DC 15)** reveals that the tracks were made by the group of guards taking up station at the fort. The return tracks are the off-duty guards returning home.

**DM NOTE:** When the PCs decide to continue to the fort, read the following:

***As you round the last bend leading to the fort, the noxious odor of charred flesh fills your nostrils. There before you lays Fort Alinade, blackened and hollow, burnt from within. Embers still smolder, spewing black wisps of smoke into the overcast sky.***

***As you near, a pack of coyotes scatter from their feast that is scattered about the ground. A blackened husk of a man lies face down in the mud, partially obscured by pools of bloody rain filling the pockets of uneven ground surrounding him.***

***—Search the Body?—***

***The crimson puddles shift and ebb to fill the void left as you disturb the body. Barely discernable through a half-scorched head, is the face of General Kuwaki. Clenched tight about his chest he still holds a muddy, leather-bound book. The fingernails of his left hand have dug indentations into the binding.***

—Read the Journal?—  
(See the handout in *Appendix VIII*)

—Search the Outpost—  
Little remains of the once proud outpost. One of the four guards asphyxiated in the tower. Two others horrifically burned to death in their rooms, unable to escape.

—Search Outside the Outpost—  
A **Search Check (DC 12)** finds a dead body in a peculiar position. A **Heal Check (DC 15)** reveals the following:

***Below the guard tower, hidden among the brush, a Pekalese soldier's body lies limp and broken from impacting the ground with great force.***

**DM NOTE:** This soldier was attempting to escape by climbing down from the tower. Further investigation of his body reveals bits of stone beneath his fingernails.

Another **Search Check (DC 18)** reveals the the following:

***Not far from the body of General Kuwaki, partially obscured by the mud lays a small, silver dart, forged from steel and etched with strange wavy bands about the shaft.***

**DM NOTE:** PCs having participated playing in the *With Thine Eyes* module of *Forbearance* will recognize the dart as the same type that was used in the murder of a Pekalese scouting party. The markings upon the dart are incomprehensible, regardless of the investigation roll.

## CONCLUSION

**SUMMARY:** When the PCs present themselves to the palace steward, he escorts them to Duke Matikis. He is waiting outside two wooden doors that stand at least fifteen feet tall. Without commenting, he turns and a herald opens the doors.

**“Duke Larofin Matikis and his Troupe of Perilous Endeavor,”** the herald states loudly. The Duke gives the PCs a half-hearted glance and looks back to the prince, expecting them to follow suit.

***Although the palace is an intimidating sight in comparison to most of the buildings of Bet Rogala, none of this compares to the man that sits on its throne. Prince Kafen, although half-elf, holds himself in the manner of the greatest Fhokki warrior. The armed guards that line both sides of his throne and more at the door seem almost unnecessary. The prince's will, alone, could overcome any would-be assailant. He eyes you with both concern and scrutiny.***

***Duke Matikis approaches the throne, stops exactly twenty feet away and bows, turning his head to the side and expecting you to do the same.***

**DM NOTE:** At this point and for the remainder of the time spent in the palace, if any PCs are disrespectful, harsh or outwardly offensive or antagonistic, they are removed from the chambers. The duke later tells them that their manner could have been improved in the sight of royalty.

Duke Matikis takes what information they have to provide and reports it to the prince privately. Skip to the ending boxed text. The PCs are not rewarded the daggers nor will their services be asked for in the future.

If the PCs show the appropriate respect, continue with the boxed text.

***“Duke Matikis has told me of your involvement with his investigation of the Tokite army, although he was less forthcoming on this information than I would have cared for.” A raised hand prevents the duke from replying.***

***“He has informed me that you have gained yet more information on your most recent journey. Please state what you have learned.”***

Prince Kafen and a court scribe listen and document what the PCs have to tell, listening attentively. When their story is complete, he will raise his hand, calling forth a butler.

***“For your services to the principality, at risk of your own lives, I present to you the Fangs of Vevisalakale. It is said that the great Thedorus gave such a blade to my forefathers five generations past. My family has used such blades ever since as a mark of esteem and honor. I offer them to you***

*now, both as an earned reward and as a pledge on behalf of yourselves.*

*“Dark times lie on the horizon and patriots such as you will be what determine whether Pekal falls to her enemies. Vivisalakale is a sign of duty and honor. I will call on the bearer of such a blade when the principality needs his or her aid. Accepting such a gift is a promise that you will give such aid and work for the betterment of the principality, as you have done with Duke Matikis”*

The butler is holding an oaken box. Within the box are six finely crafted silver daggers. If the PCs accept the daggers, Duke Matikis bows and begins to exit the chamber, waving at the PCs to follow as he passes.

With the PCs having reported the information they discovered, the duke returns home, bringing the party along. He is obviously worried about the grave news and tells the PCs that he may have a task for them in the near future involving this information.

*With the storm clouds slowly heading east, you make your way once again to Duke Matikis’ manor. With Kabarín waiting at the manor gate, he escorts your band to the library.*

*You can tell that the Duke is fighting back strong emotions as tears begin to well in his wise eyes. Looking up at your band, he says, “There was a time when we were sure in our freedom and our people were safe. It now seems that both of these securities are in jeopardy. I will have to consider carefully how to proceed with your findings. Implicating a Count of treason is no easy or forthright task....”*

*Seeming to be once again lost in his thoughts for a few moments, he suddenly looks up and stares at each of you with his glistening gray eyes and inquires hopefully, “Can I count on you in the near future to aid me in this rather fragile situation?”*

**DM NOTE:** Allow the PCs to respond. Duke Matikis will nod appreciatively if they say ‘yes’ and nod in understanding if they say ‘no’. In either case, read the following:

*Duke Matikis reaches down and hands each of you a cloth bag full of your promised coin and says, “My most sincere thanks for the many risks you have taken for me and our beloved Pekal. Your efforts will not go forgotten.”*

**THE END**

## **APPENDIX I: TREASURE SUMMARY**

### **—Encounter 2 (3 day units):**

Ring of Illumination (see the description in the *KoK PG*)—\*Only if Colonel Nolan Brightstar is saved

\*This ring bears the family crest of Nolan Brightstar. Merchants will not barter for it, thinking it stolen. Those merchants of the right “disposition” won’t pay more than 750gp for it.

### **—Encounter 3 (0 day units):**

Shortsword x4 (can be sold for 5gp each)

Cheap leather armor x5 (can be sold for 3gp each)

Rusted spiked chains x2 (can be sold for 5gp each)

Ragged studded leather x2 (can be sold for 10gp each)

Bronze morningstars (can be sold for 1gp)

Inshee’bia’s blackened chainshirt (can be sold for 60gp)

Potion of *Cure Light Wounds* x3 (can be sold for 30gp each)

19gp

Looted gold this encounter: 145gp+3 potions of *Cure Light Wounds*

Total possible gold (with selling the potions) is 235gp

### **—Encounter 4 (1 day unit):**

Potion of *Cure Light Wounds* x3 (can be sold for 30gp each)

Old long swords x3 (can be sold for 6gp each)

Poor quality chainmail x3 (can be sold for 35gp)

Old morningstars x2 (can be sold for 3gp each)

Poor quality battleaxe (can be sold for 2gp)

Poor quality handaxe (can be sold for 1gp)

Ragged hide armor (can be sold for 5gp)

Damaged studded leather (can be sold for 10gp)

Daggers x6 (can be sold for 1gp each)

17gp

Looted gold this encounter: 170gp

Total possible gold (with selling the potions) is 260gp

### **—Conclusion (4 day units):**

**The Fangs of Vevisalakale: Masterwork Silver Dagger x6**

**\*Hidden on the hilt is the crest of the royal family. Regardless of their disposition, no merchants trade for or purchase this item once the crest is found. Removing the crest makes it salable, but the ruin to the weapon lowers its cost to 100gp.**

50gp (or 60gp) each character for the Ferryboat social

30gp each character for the Outpost investigation

Total treasure this module: 315gp +80gp (90gp if the PCs haggled) per player

Ring of Illumination x1

Potion of *Cure Light Wounds* x6

Silver Masterwork Daggers x6

**THESE REWARDS COME AT THE EXPENSE OF 8\* DAY UNITS**

**\*This number increases equal to any days spent resting or for any other delays in their progress. If the adventure ends early, modify the expenditure of day units accordingly.**

## **APPENDIX II: EXPERIENCE POINT SUMMARY**

—Encounter 1:	Socializing <u>appropriately</u> on the Ferry	25 experience points
—Encounter 2:	Attempting to save Colonel Nolan Brightstar Actually saving Colonel Nolan Brightstar	25 experience points 25 experience points
—Encounter 3:	Defeating the Guild of the Eel gang	25 experience points
—Encounter 3:	Discovering the Lair of the Guild of the Eel	25 experience points
—Encounter 4:	Defeating Karosalaga and her Lieutenants	50 experience points
—Encounter 6:	Discovering General Kuwaki's Journal	25 experience points
—Conclusion:	Giving Duke Matikis General Kuwaki's Journal	50 experience points
<b><i>*Discretionary Experience for Role Playing</i></b>		<u>50 experience points</u>
		300 experience points



## **APPENDIX III: NPCs**

### **—Night Spine Bugbears—**

These bugbears are prevalent around the Pekalese districts and are easily one of the most brutal and ruthless humanoid tribes in the surrounding area. They are well known for their cunning and subtle ways preferring to strike their enemies from surprise and fade into the night. Their typical dress varies, but the common theme among their garb is always the snakelike trappings including skins, fangs, rattles and scales in reverence to the whole tribes patronage to the Confuser of Ways as well as large black hide furs taken from black bears or panthers. A new chieftain has risen among their ranks and has organized them in a frighteningly efficient fashion. Jhisstle, a sub chieftain, has taken a group of the Night Spines and recently allied with the Guild of the Eel for profit...

### **—Guild of the Eels—**

This guild makes its own profit through trade, crime and generous donations from Baron Labeta. The leader of the Guild of the Eels is a Cleric by the name of Karosalaga. Karosalaga is a Black Foot Society zealot who has made a powerful ally among a rather brutal tribe of bugbears known as the "Night Spine", especially with their tribe worshipping the "Confuser of Ways". One of their leaders present is a Sub chieftain called Jhisstle. He is in charge of the Guild of the Eels' security with his tribe. The common residents of Bet Rogala are beginning to suspect a presence of some sort of humanoid beings in their town, but do not inquire about them out of fear. Jhisstle is one of three Lieutenants in the Lair of the Eels. Halann was one of Karosalaga's Lieutenants who was approached by Zalvah to kill the Pekal scouts along the eastern border. Halann was a recruiter and a warrior for the Guild. Grinby is an enterprising lightfoot halfling who has been running most of the illicit business in Lebolegido. Many rumors and myths surround Grinby, most of them saying that "he is a huge humanoid that wields powerful death magic and can crush a man with his bare hands." Of course, Grinby does nothing to dispel these beliefs...

### **—The Blackfoot Society—**

"The Blackfoot Society is a loose-knit group of anti-monarchists. They dispute the popularly held belief that royal families have the divine right to rule. The Society's goal is the overthrow of all monarchies, whether oppressive or benevolent. The Society enjoys its largest support in the Kalamaran Empire, Eldor, Meznamish and Shynabath. Even in countries where the regime is especially oppressive and the environment is ripe for dissent, the Blackfoot Society has been unable to foster much of an uprising, largely due to weak and ineffective leadership."

### **—Duke Larofin Matikis, Noble of the Lake District—**

Duke Matikis is primarily responsible for the Lake District, which includes the northern shores of Lake Eb'Sobet from Fort Renthar, along 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. The Duke is among a small circle of nobles who assists Prince Kafen in the ruling of Pekal. Duke Matikis is known to be a bit eccentric and unorthodox, yet fair and honorable in his dealings. He has a shrouded past, but his noble heart is undeniable. The last few years have not been kind to Duke Matikis. His wife died from a rare disease just over two years ago. His only remaining family is his twenty year-old daughter who resides in the Eastern District married to an humble farmer there. His respect for Prince Kafen is immense and he supports him in almost everything. It is Duke Matikis who personally negotiated with the Stone Dwarves in order to allow them to settle Nebago in Udo Bog. Rumor has it that Lord Matikis was an adventurer when he was much younger. They say that in his a Stone Dwarf saved his life many adventures during this point in his life, more than once. Anytime it has been addressed, the Duke deftly avoids giving direct answers...

*\*Roleplaying Tips—*Duke Larofin Matikis is a kind, elderly man who longs to be young again. As the decades have passed, he has decided to 'make a difference' not with a sword, but with policy and understanding. He is a kind and sincere man, but perhaps a bit eccentric. The Duke carries himself humbly, yet with confidence. His eyes are kind, but firm. His voice is aged, but strong. He will always make eye contact and treat each individual as an individual. Insults cast in his direction are taken in stride, addressed with kindness and manners. He is questioning in all things having to do with politics, but he is unshakably confident in the competence of Prince Kafen. However, he trusts

no other nobles in Pekal besides himself and his Prince, however he would never reveal such. He is quick to compliment others and slow to anger. A kind smile is seen much more often than a frown of any sort, although as of late he has been doing an awful lot of frowning. There is perhaps more to this enigmatic individual, but such will not be revealed until later...

*\*AI CG; STR 12, DEX 14, CON 12, INT 14, WIS 12, CHA 16; Hp 42*

### **—Haylain (mixed human), Servant boy of Duke Matikis—**

Larofin Matikis and his wife raised Haylain. They found the child years ago clutching his long dead mother in a village that been ransacked by a horde of hobgoblins. As a noble by blood, Duke Matikis felt he could not raise the boy as his son, but he did care for the child and trained him in the ways of seneschal and social protocol—a servant. The child still has nightmares about this tragic occurrence and harbors a deep, well-hidden hate for hobgoblins. Haylain loves Duke Matikis for what he has done for him and misses his foster mother greatly as well.

*\*Roleplaying Tips—*Haylain is quiet, demure and dutiful. He hides his emotions and thoughts well for a child his age. This child is well spoken and quite competent in social matters for a child his age.

*\*Rog1; AI NG; STR 10, DEX 14, CON 11, INT 12, WIS 11, CHA 13; Hp 5*

### **—Kabarin (Dejy), Duke Matikis' bodyguard and the Matikis Manor Guards—**

Kabarin is a dutiful Dejy whose sole purpose is to protect Duke Matikis. He has been his bodyguard for several years and has indeed foiled a couple of attacks against the Duke while traveling. He also commands the house guard in times of crisis. The rest of the Matikis Manor Guards have also been serving for some time and are quite loyal to the Duke, not to mention they are paid quite well...

*\*Roleplaying Tips –* Kabarin is grim and no nonsense. The protection of the Duke is his prime concern. Though the Duke may wish to speak to guests alone, Kabarin is never more than one room away. He is quiet and physically intimidating. The rest of the guards are serious “customers” as well, with humor being lost to them...

*\*Kabarin – Ftr5/Devoted Defender3; AI LN; STR 16, DEX 12, CON 15, INT 12, WIS 12, CHR 10; Hp 71*

*\*Matikis House Guard (4) – Ftr3; AI NG; STR 14, DEX 10, CON 12, INT 10, WIS 10, CHR 10; Hp 25*

### **—Baron Dolnvrindel (Brandobian); Mounds District—**

Baron Dolnvrindel is a small, heavy-set man standing 5'5". His hair is a jet black in color, with matching eyes that seem to draw you in. He appears young very young, but is in fact one of the oldest humans among Pekalese nobility. Dolnvrindel is well known for his honesty and forthrightness, having received his barony through exposing the corruption of the previous baron of the district.

*\*Roleplaying Tips –* Dolnvrindel has a warm smile. He is very gregarious and jovial, but slow in his movements. He is very down to earth and straightforward. Politically, he is disliked because he has a propensity to address the topics no one else wants to. Years of hefty pipe smoking have left Baron Dolnvrindel with a raspy voice. He loves food and will most likely always have something to eat around him. In his spare time, Baron Dolnvrindel collects rare books.

### **—The Honorable Becue (Brandobian Half-Elf); Eastern District—**

For as long as there has been an Eastern District, there has been a member of the Becue family holding a position. The family has long been a pillar of the district. Becue is the most recent in the line, and undeniably the least accomplished...and of course the one with the most stigma being a “half-breed”. He stands at 5'10" with blonde hair, fair skin, blue eyes and a moderate build. He has no distinguishing features aside from his pointed ears and soft angular features. He got his start in the Pekal military as a member of the Watchers of Twilight

*\*Roleplaying Tips—*The Honorable Becue dislikes politics, but was forced into the position to follow in his family footsteps. He lives in the shadow of a long line of leaders and his attitude often reflects a certain amount of standoffishness due to this fact. Becue is certainly concerned about the coming war and is very critical of the current state of the Pekal military.

### **—Baron Labeta (Kalamaran); Elos District—**

Baron Labeta is 5'9" with short, wavy black hair. His eyes are a deep hazel and his facial features are chiseled. Labeta is a thin man with an air of nobility that seems to emanate from him. He appears to be

around 34 years old. He is one of the longest standing and most trusted advisors to the Prince and is well known for his hard work ethic.

*\*Roleplaying Tips* – Baron Labeta is quiet and reserved. He enjoys discussing politics and different ideas he has on how to fix Pekal's problems. He is concerned about the coming war but feels that Pekal will prevail. Labeta is very patriotic and pro-Pekal.

### **—Baron Sepiter (Kalamaran); Lake District—**

One of the newer additions to the Lake District, Baron Sepiter is a Fhokki-like 7'0 tall. His eyes are a stunning sky blue that are difficult to miss, set against his light, oaken colored skin and stark white hair and matching neatly-trimmed beard. This largely intimidating man is actually a very intellectual soul, who is much more likely to analyze and discuss, rather than act.

*\*Roleplaying Tips* – Baron Sepiter handles all matters of finances in the Eastern district. Generally speaking, he is all business, with a very even-keeled personality and an eternal scowl that seems to be etched into his face. Sepiter is concerned about the effects of the War on trade and commerce with neighboring lands. He clings to his Kalamaran nobility, but is constantly pursued by rumors that his mother was unfaithful with a Fhokki master-at-arms.

### **—Baron Cuvinson (Wood Elf); Kalokopeli District—**

Quiet and soft-spoken, Baron Cuvinson is very attractive, standing at 4' 8" tall with a thin, muscular build that is typical of wood elves. His deep copper-colored hair is typically bound in a long ponytail. His eyes are a yellowish brown, the color of leaves in the fall.

*\*Roleplaying Tips* – Baron Cuvinson is typically aloof and evasive, a true politician who is a master at being noncommittal. He is not overly opinionated on most matters, and would rather spend hours discuss his horses, which he raises at his home. Politically, Baron Cuvinson's primary concern is for the Elves of the Kalokopeli district, but this is not something he would ever say.

### **—Count Highbow (High Elf); Central District—**

The slightest of the attending dignitaries with the strongest personality, Count Highbow is a willowy 5'4" tall with short, black hair. His broad, cheesy smile in combination with his narrow silvery eyes gives him the appearance of being up to no good. His voice is somewhat nasal, but with a pleasant, musical quality to it. As a political leader, Highbow relies upon his own counsel above all else, and has been known to "bend" the law where necessary in order to get things done. On the positive side, he is respected for his accomplishments through his many years of service and accredited with the flourishing of the Central District.

*\*Roleplaying Tips* – Count Highbow loves to talk. He will talk about absolutely anything in an attempt to be the center of attention, even if it means embellishing the truth. He wants everyone to believe he is the smartest and is a sucker for anyone who will listen to him. Most of the other dignitaries will attempt to avoid him.

### **—The Honorable Enshy (Dejy); River District—**

An accomplished archer and respected leader, Enshy rose quickly through the ranks of the Pekalese military to receive the honored position of Knight of the Mounds District. The Honorable Enshy is a rugged and hearty man, standing 5'9" with a full head of black hair and deep, searching brown eyes. He is an intelligent man with honed tactical and strategic instincts he has focused on the political masses.

*\*Roleplaying Tips* – Enshy misses the call of the battlefield. While he has no desire for a war to ensue, he would gladly put down his title to take up his bow once again. Most likely he will be found with other military dignitaries, trying to keep on top of the current events and reliving his days of glory. He is very pleasant, personable and friendly.

### **—General Morisato Kuwaki (Kalamaran) of the Eastern District—**

Known for his pride and arrogance, General Morisato Kuwaki wears his feelings on his sleeve. Many suspect that he still harbors a deep-seated dislike for all the demi-humans that surround him in Pekal. He certainly makes no bones about making his opinion known about the nobles around him--none of the comments are good. He seems to find fault in every noble in Pekal. In fact, he says that none of them are to be trusted. His red hair and hawkish nose easily show his Brandobian heritage. General Kuwaki is

broad in stature, standing an easy 6'3". It is rumored that he is one of the best Cavalry tacticians the Pekalese military has at their disposal. He was once a member of both the Riders of the Lance.

*\*Roleplaying Tips* – General Morisato Kuwaki wears a consistent, devious smirk on his square-jawed face. He will treat the PCs with disdain and cold aloofness. He will not hesitate to inquire as to who they are and what they are doing here. General Kuwaki will treat any demi-human much worse than any human. Though his remarks sting, he will word it in such a way that it is not an open insult...he is arrogant, but with some tact.

### **—Colonel Nolan Brightstar (Lightfoot Halfling) of the River District—**

Bustling with energy, this unlikely Colonel in the Pekalese military possesses insight that simply would not be expected from this seemingly inept halfling. Many believe that the Colonel is stricken with madness due to his quick changes in personality. In one instant, he is a bumbling buffoon that cannot even remember where he had his last meal; in the next instant, he is mounted atop his pony, sling in hand and barking out orders to subordinates with frightening efficiency. Tall for a halfling, Colonel Nolan Brightstar stands near 3'6", but is certainly wiry in stature. His blond hair is pulled back into a tight ponytail and his eyes carry a light shade of gray.

*\*Roleplaying Tips* – Colonel Nolan Brightstar at first glance seems to almost be schizophrenic. He goes from being completely oblivious to what is going on to discussing military theory. He regards all strangers with guarded distance, but once they prove themselves, he will be a bit more 'warm'.

### **—Colonel Selemar (Kalamaran) of the Kalokopeli District—**

Truly, Colonel Selemar defines noble. He is a knight in the truest sense of the word. He adheres to an ancient code of chivalry that most find antiquated and downright odd. Nonetheless, none can deny his character and his position as one of the *Knights of the Empire*. Hardly ever found outside of military dress, this Kalamaran is widely respected for his bravery and cool nerves in times of duress, specifically battle. Colonel Selemar stands a proud 5'7" with long, silvery hair and intense green eyes. Though handsome, his face is one of stony seriousness.

*\*Roleplaying Tips* – Colonel Selemar will treat the PCs respectfully and honorably. He is serious to the point that jokes have no effect with him. In fact, no one can even recall him smiling—ever.

### **—Neywog Gromgul (Kalamaran Half-Orc), Singing Ferryman of Lake Eb'Sobet—**

Neywog is an aging half-orc, riddled with scars from his many adventures as a bard in his youth. He stands six feet tall, with a muscular build, broad shoulders and a wide jaw. His skin barely reveals a tinge of gray from his orc parent. Neywog is very well traveled and knowledgeable in the ways of the world. This character will appear again in future modules.

*\*Roleplaying Tips*—Neywog is talkative, friendly, and inquisitive to the point of nosiness. He will almost always try to draw a story from his passengers, but is never short on songs of his own which he will share regardless of anyone else's desires. Neywog is soft-spoken and well educated, despite his gruff appearance. He loathes prejudice in every form.

**APPENDIX IV: Count Highbow's Birthday Celebration Invitation:**

Esteemed Guest,

You are cordially invited to Count Deshabbin Highbow's 250<sup>th</sup> Winter Birthday Celebration three nights from this eve under the stars of The Keeper. We will meet at twilight's last light at Central Landing within the docks of the Central District. We will board the ferryboat *The Leboligido's Pride* to celebrate this momentous occasion and cruise about scenic Eb'Sobet. Please have this invitation on your person so that the boarding process can be expedient and without difficulty. We look forward to your company.

Sincerely,

**Makeby Sepiter**  
**Baron of the Lake District**

## **APPENDIX V: Map of the *Lebolegido's Pride***

—**Bow (front portion of the ferry)**—Outside of the Main Room, this clear deck area has plenty of room to stand. Covered lanterns are strung from the bridge to the front of the ferry keeping this area illuminated. Most of the guests come out here to take in the night sights of Lake Eb'Sobet

—**Baron Dolnvrindel**

—**Port (left side of the ferry)**—Exterior portion of the ship that basically serves as a side walkway to get from the Aft portion of the ferry to the Forward.

—**The Honorable Becue, Baron Labeta**

—**Starboard (right side of the ferry)**—Exterior portion of the ship that basically serves as a side walkway to get from the Aft portion of the ferry to the Forward.

—**Colonel Nolan Brightstar**

—**Aft (rear of the ferry)**—Also adjacent to the Main Room, this area has a few chairs placed in a semi circle and the lighting is not as good as it is in the Forward area. Nonetheless, nobles and military leaders alike come out here and speak in hushed tones.

—**General Kuwaki, the Honorable Enshy**

—**Main Room (Level 1)**—Decorated with streamers and banners in recognition of Count Highbow's birthday, this room is the most active in the way of the number of guests within. The wine and refreshments are in this room, as well as the gifts.

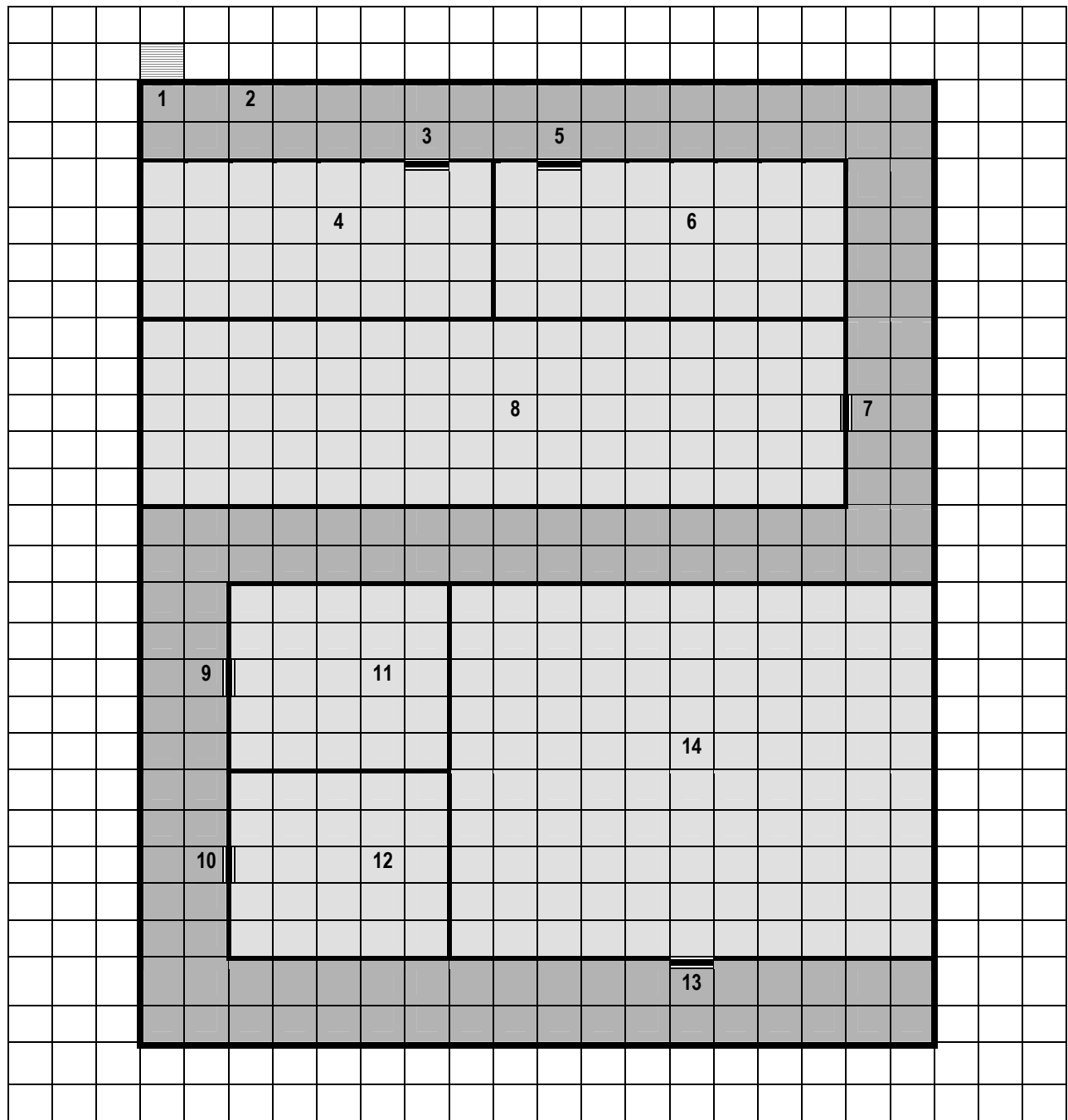
—**General Selemar, Count Highbow**

—**Main Room (Level 2)**—This room is right behind the bridge and right above the Main Room on the first level. It has a few tables and chairs scattered about. Stairs on the Port and Starboard sides can only access this area.

—**Baron Sepiter, Baron Cuvinson**

—**Bridge**—Captain Grendy is up here with his twelve-year old son. They do not come out and do not let anyone into the bridge. The doors to this area can be accessed from Main Room (Level 2), the Port Starboard stairwell. The nobles and generals are spread out on the ferry like so:

**APPENDIX VI: Map of the "Eel's Lair":**



## **APPENDIX VII: Outpost Message from Duke Matikis**

*Noble Souls,*

*I apologize in advance for the impersonal nature of this missive, but I am left with no other choice. The events of last evening have me locked in council and time is of the essence.*

*Fort Alinade, our outpost on the north shore of Lake Eb'Sobet was reportedly set ablaze under cover of darkness yester eve. I implore you to investigate what has happened there and seek out any clues. I can offer you each another 30 Victories in return for your efforts.*

*Should you agree to aid me in this, inform Haylain and he shall secure passage for you across Lake Eb'Sobet to the north shore.*

*When you have completed this task, report to the palace. The steward has your names and will bring you to me..*

*Sincerely,*

*Duke Larofin Matikis*



## APPENDIX VIII: General Kuwaki's Journal Entries

DM NOTE: Portions of the book have been burned away, but these passages still read clearly.

### REDTAIL ENTRY 1 (Day 146)

Today I had a meeting with a noble from the Elos District concerning border defense in light of the news of Tokis' to our eastern border. I was taken aback when he made it clear that our current forces stationed along the Elos District border were sufficient. I could barely contain my anger at the audacity of this noble believing that he knew what was best for our Province's defenses. Any strategist worth his salt would know that should an invasion occur, we would require at the very minimum another 300 hundred soldiers made up of Archers, Calvary and Infantry. I expected much more from Baron Labeta...

### REDTAIL ENTRY 2 (Day 150)

Baron Labeta has once again frayed my every last nerve. Count Highbow has been the subject of numerous assassination attempts in the Central District. As such, considering our state of affairs, General Selemar recommended dispatching a small group of soldiers to act as escort for the Count during these dark times. I was not terribly surprised when Baron Labeta maneuvered to have this request denied.

### REDTAIL ENTRY 3 (Day 152)

These are dire times, indeed. Though I have never favored the appointment of all these demi-humans in positions of leadership, I would never act against the law of the land in a way less than honorable. It seems that Baron Labeta has no such conscience when it comes to doing the honorable thing, though I cannot prove such things right now. I have decided to make a few inquiries and perform my own investigation into the activities of our beloved Baron Labeta. Naturally, such actions carry no piece of legality to them so if I am wrong—I am finished.

Additionally, there seems to be some diverting of funds from the Eastern District as a whole, not to mention frequent disappearances of merchant wagons carrying trade items and essentials to working the land in the Eastern District. I cannot tell if this is a coordinated effort against the Eastern District as a whole, but the people in this district have been suffering greatly in the last few weeks because of it.

How sad that the Eastern District, one of the most vulnerable districts to a Tokite advance, is having to suffer economically from acts of banditry as well.

#### REDTAIL ENTRY 4 (Day 158)

I am now certain that someone is seeking to cause the Eastern District hardship. Nearly thirty wagons of crops have been destroyed or stolen in the last few months. The farmers are seeing less and less of their crop make it to market. They have yet to make a profit off of their labors, regardless the precautions. It is as if someone within Pekal wishes to see the Eastern District in ruin. As soon as I get a handle on the potential traitor among us, I will seek out this criminal.

My earlier observations of Baron Labeta have me believe that his best interests are not with the principality. My sources tell me that his actions have been questionable, at best. In my opinion, he has left his borders wide open for the enemy, has supported the Guild of the Eel in their insurrectionist activities and is working for the enemies of this Province. I am now in a bind--I know with my heart that Baron Labeta is a traitor, but solid proof is nigh. He is a baron from a line of barons reaching well into the years of the empire while my family's patency finds its birth with the independence of Pekal and the crowning of Prince Kafen. I am merely a soldier, so what chance do I have--I cannot accuse the baron of such activities without solid proof.

#### REDTAIL ENTRY 5 (Day 168)

Unfortunately for me, my inquiries into the activities of Baron Labeta did not go unnoticed. My informant was found murdered last night and I fear I may be next. I will see if I can arrange a meeting with Prince Kafen as soon as I can to present my observations. May the Lady of Fate deem it fit that my investigation is brought to light for the sake of Pekal...

## **After Action Report**

Based on the decisions the players made during the course of this module, it will affect the actions and possibilities of future modules. Please take a moment to respond to the following questions so that we may better determine the course of the campaign.

- Did Colonel Brightstar die?
- Did Count Highbow Die?
- Did Baron Labeta discover who sent the PCs?
- Did the PCs suspect Baron Labeta's bodyguard?
- Did the PCs go to the outpost?
- Did they find Kuwaki's journal?
- Did they find the dart?
- Did Prince Kafen offer them the Fangs of Vevisalakale?
- Did they accept the daggers?

Please return this form to the Living Kingdoms of Kalamar representative at your convention or email the results to [joe@kenzerco.com](mailto:joe@kenzerco.com) with "Reflections AAR" in the subject line.