



Sons of Pekal

A D&D Living Kingdoms of Kalamar[®] Adventure

by Tom Abbott

Edited By Alana Abbott and Troy Daniels

An old enemy revealed. A new threat discovered. A new challenge to be faced. New legends to be forged. We few, we happy few.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Calculating Average Table Level (ATL)

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

Once you calculate the ATL write it down here as you will need it later or setting the DC of certain skill checks.

ADVENTURE NOTES

This module is an official supplement to the Living Kingdoms of Kalamar campaign. It is designed for 4 to 6 characters ranging from 1st to 13th level. It is advised that PCs go through this adventure with a full party, as the challenges presented may overwhelm a small party of adventurers.

You, the Judge (the authority figure of the table and the administrator of the adventure), need a copy of the Dungeons & Dragons® 3rd Edition revised Player's Handbook and Dungeon Master's Guide (v.3.5) for this event. The adventure takes place in the Kingdoms of Kalamar setting in the Principality of Pekal. Therefore, the Judge should also have the Kingdoms of Kalamar® Core Sourcebook and the Kingdoms of Kalamar Player's Guide.

Specific statistics for key Non-Player Characters (NPCs) and other materials are included in the appendix at the back of this adventure as well as throughout the adventure text itself. Certificates that may be photocopied are also included. The Judge should read this adventure entirely no less than once before playing in order to ensure a precise flow of events, as there are many aspects relating to the flavor and culture that are important to the Living™ Kingdoms of Kalamar campaign and to this adventure.

CALENDAR AND CLIMATE

The last week of Mid-season Harvest, the weather is seasonably warm, but pleasant in Bet Rogala. Farther from the shores of Lake Eb'Sobet, the heat becomes sticky and uncomfortable.

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The Deji soothsayers in Independence Square are nearly twitchy with anticipation. Fistfights have broken out over differing interpretations. Some say the end is nigh. Some say victory is at hand. Others just watch the skies, with eyes full of tears. Staring at the sun will do that.

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MODULE NOTES

This is a highly combat intensive module, and uses a slightly different format than previous LKOK modules. Rather than a standard six encounter module, this module has 7 encounters, 4 (3A, and B and 4A, and B) of which are fairly short combat encounters, designed to enhance the sense of time in battle. These are timed encounters that must be done in order, because the success of earlier ones affects the difficulty of later ones. See the Development paragraphs in each encounter.

Encounter 1 has slightly different boxed text depending on the ATL played at, in order to match both the challenges needed for the ATL and to keep the plot from being ridiculous. At ATLs 1-7, the wizard and cleric are low level apprentices, but are still the most powerful casters available to Legion XIV at that time, because Legion X, on the western front, needs the more powerful casters to raise Kalamaran dead. At higher ATLs, the wizard and cleric are of sufficient level for them to actually be the most powerful casters in the Legion. Also, a description of the poison Zeakue is given.

Encounter 3 is the defense of a castle wall. Rules for the cover provided by the wall and the

high ground modifiers have been included. For encounter 3, rules have been included for how to deal with the bridge, cage, scaling ladders and grappling hooks.

There a large number of NPCs, both allies and foes, who are involved in battle. This is a lot to keep track of, so the more organized and prepared the Judge is for each encounter, the more smoothly the game will run.

BACKGROUND

Before the war with Tokis started, there was mounting evidence of a traitor amongst Pekal's nobles. The exiled Duke Matikis ("With Thine Eyes," "Reflections of a Shrouded Past," "Barriers of Mentality") had been investigating Baron Labeta of the Elos District, but was caught in a compromising position and forced into exile. The majority of the populace, unaware of treachery in the nobility, blamed Matikis for economic problems in the Eastern District and were shocked at the betrayal by one of the Honorable.

Unfortunately, Matikis was right, and Baron Labeta was the true traitor. Now that war with Tokis has broken out, Baron Labeta is hoping to ingratiate himself with Emperor Kabori of the Kalamaran Empire by turning coat and materially assisting the Tokite legions advancing in the southern front. The Tokite legions have been bogged down fighting along the road between Crenolm and Ludarido, after their disastrous defeat in their assault on Baneta ("War," "Song of Revival"). King Adoku of Tokis badly needs them to make some advances after certain embarrassments recently suffered ("Anchors Aweigh," "Kafen's Heroes"). Baron Labeta recently sent his best retainer, an assassin named Olarn, to contact the leaders of Kalamaran Legion XIV, offering them a stronghold set in the middle of the Elos District: Baron Labeta's own castle. This is not only a betrayal of Pekal, it's also a betrayal of the castle inhabitants, who are in general stout Pekalese peasants and armsmen, and who suspect nothing of their lord.

The Kalamaran Legion commanders have agreed to Labeta's plan. Legion XIV has marched southwest from Ludarido towards Pikiwido. Every night on their way they detached portions of the Legion to dash northwest across Crescent Way, and to make for Baron Labeta's castle. Pikiwido will be

assaulted with about one quarter of the Legion's strength, and the attack will be supported by Kalamaran marines and naval units. The remaining three quarters of Legion XIV are congregating near Baron Labeta's castle right now. Baron Labeta, accompanied by Olarn, will meet with the chief wizard and clerics of the Legion to advise them the best way to take his keep with a minimum of bloodshed and outcry. This will then give the Legion a stronghold in the heart of Pekal, easy striking to a large number of cities and towns, and a safe place to teleport in reinforcements.

Fortunately for Pekal, not everyone has forgotten about Baron Labeta. Duke Matikis had adventurers retrieve the Circlet of Su'Cleera, a powerful magic item allowing the wearer to discern lies and half-truths, and to pass the circlet on to his retainer, Kabarin. Kabarin took the circlet to Dean Zenith of the College of Magic, to help determine its properties and expose Labeta. Dean Zenith enlisted the aid of two influential and powerful allies: Prince Leshand, the son of Prince Kafen also known as Borgo of the Grey Legion, and Headmistress Amishanti of the School of Conjuration, Maru D'stor. Amishanti assisted gladly, as she had discovered that Baron Labeta was snooping around her finances and history ("Pelsday"), and wanted to find out why. After meeting with Kabarin, she wore the Circlet of Su'Cleera hidden beneath a glamour and invited Baron Labeta over for dinner. During the meal, she questioned Baron Labeta over why he was interested in her past. Between his evasive answers and the Circlet, she was able to determine that he was trying to determine if she was a spy or scout for a Shadow Elf war party, which would complicate his plans. In order to convince him of her sincerity, and to find out more about his treachery, she invited him to spend part of the summer at her lakeside retreat. He begged out, with sincere disappointment, because summer with a beautiful drow would certainly be better than with his wife. Unfortunately, he claimed he had affairs at home to attend to. The Circlet revealed this to be a half-truth, and so after consulting with Kabarin and Dean Zenith, she decided to hire the PCs to keep an eye on the odious man.

ADVENTURE SYNOPSIS

Introduction:

The PCs are approached by Kabarin for a meeting with Amishanti and Borgo (Prince Leshand). They are asked to keep an eye on their old adversary, Baron Labeta, as he heads for his castle in the Elos District. To alleviate any suspicion, they will be included in a patrol of adventuring groups arranged by Captain Thelis, and Borgo will accompany them.

Encounter 1:

In a small wood near Baron Labeta's castle, the PCs manage to overhear Baron Labeta and Olarn conferring with the lead wizard and cleric of Legion XIV about Labeta's betrayal, and have the opportunity to capture them. After this, Borgo leaves in haste to go gather the Pekalese Army, and sends the PCs, plus the other adventuring parties, to bolster the defenses of Labeta's castle.

Encounter 2:

The PCs go to Baron Labeta's castle and must convince the seneschal that his master is a traitor and that he needs to call out the guard, bring the people in the village into the castle and seal the gates. Anything else the PCs can think of to slow the Legions will also work.

Encounter 3A:

As night falls, the Tokite assault begins, and the PCs are on hand to defend the walls. The entire castle is surrounded, and the PCs need slow the legion as it approaches to cross the moat. The Legion also brings up its secret siege weapon: a rust monster.

Encounter 3B:

The Tokite shock troops have gained the wall and need to be pushed back. If the PCs can do this, they can gain enough of a reprieve to last until dawn.

Encounter 4A:

After a night of endless combat, the sun rises, and a lookout spies an armored man on a horse on a hill to the east, holding a banner. Prince Leshand leads a charge against the rear of the Tokite Legions. The surviving castle garrison, including the PCs, charge out to support him.

Encounter 4B:

Some of the Tokite legionnaires have broken past the castle garrison and are heading for the lowered drawbridge. The PCs must intercept them in time for the drawbridge to be raised.

Encounter 5:

The battle appears to be over. As they head towards the PCs, Prince Leshand and the Legion Commander, Michnal Rul, are assaulted by legionnaires who were feigning death. The loss of the prince would be a huge blow to the nation. The PCs must rescue Leshand and Rul.

Conclusion:

The end of the battle, and the PCs feel the aftermath of war.

INTRODUCTION

Summary: The PCs are approached by Kabarin for a meeting with Amishanti and Borgo (Prince Leshand). They are asked to keep an eye on their old adversary, Baron Labeta, as he heads for his castle in the Elos District. To alleviate any suspicion, they will be included in a patrol of adventuring groups arranged by Captain Thelis, and Borgo will accompany them.

On a day far too beautiful to stay inside, you find yourself wandering through Bet Rogala. Many of the taverns have set up shaded outdoor seating, and cold ale seems to be the drink of choice. It would be too warm for comfort, particularly in armor, but a light breeze is blowing off Lake Eb'Sobet. A day for picnics, and berry picking, and swimming off the docks.

Not a day for intrigue and death.

But you are adventurers, and that is your stock in trade. And it seems business is about to pick up for you, your friends, and your fellow adventurers who surround you now.

Give the PCs some time to introduce and describe themselves, as necessary. If any of the PCs have played one of the following mods: "With Thine Eyes," "Reflections of a Shrouded Past" or "Barriers of Mentality", read the following text. If not, read the next block of text.

A man approaches you. He is familiar, but hard to place. You know you've seen his face, but it has been quite a while. At 6'6", he's quite tall, but his shoulders seem hunched beneath his chainmail, and his angular face is careworn and tired.

"Hello again. My name is Kabarin, former bodyguard to Duke Matikis, and we met

around the time of my master's fall from favor. At the time, we had obtained the Circlet of Su'Cleera and were attempting to ferret out a traitor amongst the Pekalese nobles, whom we suspect to be Baron Labeta of the Elos District. Do you remember? Are you still willing to help ferret out one of the most despicable men in Pekal?" As he finishes, a mask of hatred and anger crosses his face, clearly at some memory. "If so, then bring your friends and follow me. We'll explain shortly."

If none of the PCs have played "With Thine Eyes," "Reflections of a Shrouded Past" or "Barriers of Mentality," read the following text.

A man approaches you. At 6'6", he's quite tall, but his shoulders seem hunched beneath his chainmail, and his angular face is careworn and tired.

"Greetings. My name is Kabarin. I've heard of your prowess, and I need to contact people loyal to Pekal. I need help ferreting out a traitor to the crown, Baron Labeta of the Elos District. Are you willing to help me destroy this snake?" As he finishes, a mask of hatred and anger crosses his face, clearly at some memory. "If so, then bring your friends and follow me. We'll explain shortly."

- Knowledge: Local (Bet Rogala), Knowledge: History, or Knowledge: Nobility and Royalty, DC 10, reveals that Duke Matikis was exiled for past behavior unbecoming an Honorable, and for disrupting the economy of the Eastern District in an attempt to disgrace the local Honorable, who happened to be his no-good son-in-law. Players who have played parts of the Forebearance plot before should already have this knowledge in character and may be reminded if they ask.

Kabarin moves quickly through the city, in the direction of the College of Magic. He passes you through the gates without even paying the usual tax, and the College of Magic looms before you. He leads you to the School of Conjuration. His scowl keeps any curious apprentices away as he leads you up a long flight of stairs. He opens a door and walks right past the somewhat startled secretary sitting behind a desk, and into the

office behind. The sign on the door reads "Headmistress Amishanti."

Inside are two people: a female Shadow Elf in the robes of a headmaster, and young scruffy-looking half elf.

Characters who have played "Domino Effect," "Turn About Is Foul Play," and "Pelsday" recognize the Shadow Elf as Headmistress Amishanti, formerly Shantia Diamondeys, and PCs who have played "Anchor's Aweigh," or "Kafen's Heroes" recognize Prince Leshand, son of Prince Kafen and member of the Grey Legion, who goes by the name Borgo. Those characters who have not met either of them before are greeted kindly, with respect, and are introduced to Borgo, but are not told that he is Prince Leshand.

Amishanti invites everyone to sit. "Welcome, my friends. You may or may not know my half-elven friend Borgo, also known as Prince Leshand. We are here to discuss and prevent treason, and to catch a traitor. We suspect Baron Fatelus Labeta, and would like to see if we can catch him in the act."

"The exiled Duke Matikis arranged to have the Circlet of Su'Cleera retrieved and brought to your guide. The Circlet of Su'Cleera is a powerful magic item that allows the wearer to detect lies and half-truths, without the liar knowing. Kabarin sought help from Dean Zenith, who enlisted Borgo and me to assist him in determining Labeta's guilt. I was happy to assist. I caught him snooping into my finances last winter. I wore the Circlet of Su'Cleera behind an illusion and invited Labeta to my home for dinner. I was able to determine that he thought I was a scout for a Shadow Elven warparty." At this Amishanti grimaces. "This is in no way true, but I cannot dispute that my kin's reputation is well deserved."

Sense Motive: DC 10 determines that this is the absolute truth.

"In order to gain more information, I invited Baron Labeta to my lakeside estate for the summer, and he declined with a rather lecherous wistful glance. He said that he was busy and had to take care of his estate this summer. This came across as a half-

truth. Because of that, I sought out Borgo, to ask for his advice."

Borgo leans forward in his seat, steeping his hands before him. "Baron Labeta is leaving tomorrow to head back to his estate in the Elos District. Fortunately for us, the Prince had already arranged to hire three mercenary parties to do a patrol through the Elos District. The usual, monster hunting and suppression, and keeping an eye out for Tokite scouts or spies. What we propose to do, if you're willing, is increase it to four parties, and while we are patrolling, we'll just happen to patrol near Baron Labeta's home—see if we can find out what business he's hiding. I say we, because one condition to your acceptance is that I am a member of your party. I assure you, I'm capable and won't slow you down, but in certain circumstances you will be under my orders. Agreed?"

PCs say no, pass out the Disdain of Borgo cert and read the following. If they change their minds, a DC 25+ATL Diplomacy check reverses Borgo's decision, and they can give back the cert. If not, the module is over.—*Borgo's eyes tighten, and he says "Fine. Get out. Breathe a word of this to anyone, and you'll be arrested so quickly you'll never see another sunrise."*

PCs say yes—"Excellent. We'll need to move quickly, so if you don't already have a mount, go to the Army stables outside the South Gate, say you're from Borgo, and they'll loan you one. We'll be leaving tomorrow at 10 bells, about two hours after Labeta, with the three other groups."

The PCs may have several questions.

Who is Duke Matikis? How did he discover any of this?

Duke Matikis was one of Pekal's most loyal, albeit unconventional, members of the nobility. He often used nonstandard methods to achieve his aims, such as the use of adventurers like yourselves. While conducting a reconnaissance of the Tokite Legions, he discovered that a map, limited to the nobility and high generals of the army, had made its way into the hands of traitors and assassins. This could only mean that

one of the nobles or high generals was a traitor. He began to look for that traitor, and through various machinations, including the attempted murder of Legion Commander (then Colonel) Nolan Brightstar, and the successful murder of General Kuwaki, came to mistrust Baron Fatelus Labeta of the Elos District. Duke Matikis's downfall came shortly after his suspicions came out."

Under what kind of circumstances would we be expected to obey you?—"Any situation that directly impacts that security of Pekal."

Are we requested to keep your identity secret?—"I'd appreciate that, yes."

How much are we getting paid—"You will be compensated appropriately, depending on what we find out about Labeta. Of course, you'll have an equal share in any loot rightfully taken, as will the other parties."

Who are the other groups?—"Three groups of good reputation and solid, if not amazing, abilities: the White Knights, the Protectors of the Word, and the Grey Delvers. The White Knights are all followers of Deb'fo in one form or another, honest, upright, and pious. The Protectors of the Word are a scholarly, but not frail, group, interested in knowledge and mysteries. They frequently work for the Bookman's Guild. The Grey Delvers are a fairly straight up group of combatants and ruin explorers, rough, tough lads. Trustworthy folk, but not privy to what you are, or what we're doing here. Good backup as needed, should it come to that."

Player handout #1, which Borgo is happy to provide to the PCs, has information from Captain Theils about the party make-up of all of the accompanying adventuring parties.

What do we do with Labeta if we get proof?—"Ideally, we arrest him, and potentially any accomplices. If that's not feasible, we do what seems appropriate at the time."

What kind of proof are we looking for?—"Notes, letters, contacts, carrier pigeons, whatever we find. If we overhear him only, my word as a Prince is considered proof in a court of law"

Does Labeta have accomplices?—"We're not sure. At previous engagements with his suspected stooges, a rune-covered silver dart was found, and we'd like to find out who used them. Amongst the nobility, we don't know. That's why we want to catch him alive, so we can ask."

Where are the Tokite Legions?—"Latest intelligence indicates that the Tenth Legion is being held just inside Pecal from the Kalokapeli Forest. We've had to send a large number of clerics and holy supplies there, since they're raising the dead to augment their troops. The Fourteenth Legion is stalemated outside Crenolm and Ludarido, just southeast of Army Way. We've heard that they may break off contact there and rush to take Pikiwido."

Are we planning to sneak into the estate?—"Because we're posing as a normal adventuring party scouting the area, that kind of action would break our cover. I'm honestly hoping he makes a mistake before that becomes an issue. We may also be able to find information in the village near his estate, if it comes to that."

What kind of defenses does he have?—"We expect that he has bodyguards, besides his retinue. He's not known as an arcane caster, though it's possible he's hired someone under our watch, but we've been keeping a pretty close eye."

Can we assault his estate?—"I have no intention of attacking the estate of one of Pecal's honorable—at least, not until after we have proof that he's a traitor. Beyond that, there are any number of innocent Pekalese citizens living inside his walls. I have no interest in sacrificing them if we can catch Labeta out on his own."

The PCs have enough time to purchase any mundane (but not masterwork) items, memorize spells, and use any meta-org benefits or favors, before getting a good night's sleep and leaving tomorrow. Remind any characters needing horses to get them.

Encounter 1: Old Enemies

In a small wood near Baron Labeta's castle, the PCs manage to overhear Baron Labeta and Olarn conferring with the lead wizard and cleric of Legion XIV about Labeta's betrayal, and have the opportunity to capture them. After this, Borgo leaves in haste to go gather the Pekalese Army, and sends the PCs, plus the other adventuring parties, to bolster the defenses of Labeta's castle.

You follow South Merchant Way toward Lebolelegido with no incidents. Labeta's small entourage can be seen ahead of you on the roads, kicking up enough dust to be visible a few miles ahead. Every so often, Borgo rides out into the fields on either side of the road to talk to the farmers and see if they noted anything about the preceding caravan, but none have seen anything useful. Caravans pass you in the opposite direction, and, peering behind you, you can see the steady stream of commerce following you to Lebolelegido.

- Characters with the Track feat may make Survival checks DC 15+ ATL to identify and recognize the particular tracks of the group of horses ahead of them.

Upon nearing Lebolelegido, you see Baron Labeta's caravan turn left outside the city, heading south on the road towards Famido. Borgo draws you aside and says, "Huh. He really is heading home. His keep is about 30 miles south of Famido, or about 60 miles south of us now. We should be there by evening the day after tomorrow, if nothing happens."

You camp outside Lebolelegido on the first night, and just south of Famido the second. The weather stays warm, but as you move away from Lake Eb'Sobet the breeze tapers off and sweat begins to run down your back, and your mounts require more frequent watering.

- Characters with the Track feat may make Survival checks DC 13+ATL, to determine that the same horses that left Bet Rogala are still ahead of them. If the PCs identified it earlier, they get a +2 bonus.

Several hours pass as you trot south, keeping your eyes open for both mundane and sinister dangers.

Spot check DC 22+ATL or Survival check DC 12+ATL sees A trail to the right of the road before Borgo. If none of the PCs see it, Borgo spots it. Borgo deceives the OTHER parties into following the trail to the LEFT, while he goes down the trail to the right.

Borgo glances to the right and then stares intently to the left. "Good sirs!" he calls to the White Knights, "I think that a large party of goblins went down that track to the left! They may be a danger! We will head down the trail to the right and see if there are any people in need of help after the passing of such a merciless band.

Looking at the trail to the right, characters who have the Track Feat can make a Survival check, DC 10, to see the tracks of only two of the horses they had been following heading into a small wooded area at a slow walk. The rest of the horses have continued on the road. Looking down the trail to the left, the same check says that there are absolutely no goblin tracks of any kind.

With that, the leader of the White Knights, a tall, blonde paladin in full plate raises his hand to halt his party. "Gentlemen, I believe that's exactly the kind of thing we've been hired for." Turning to you, he says "Good sirs, would you search for any in need of help whilst our parties go rout these foul beasts?" Without waiting for an answer, he spurs his horse forward, followed by the rest of the White Knights, the Protectors of the Word, and the Grey Delvers.

Borgo chuckles as they leave. "It's so easy to get a paladin to do what you want him to do. In this case, leave us alone for a minute.

Sense Motive DC 12 notes that this is ironic. If asked, Borgo will say that he himself is a paladin.

Borgo motions for silence. "Tether your horses. We need to move quietly, and see who went down here. You lead off, and I'll bring up the rear and brush out our tracks."

Have the PCs set their marching order, then make Move Silently and Hide checks. Labeta, Olarn, and the Fourteenth Legion casters are approximately 360 feet (12 rounds of regular

movement for standard mediums creatures) away from the point where the horses are being tethered. As reach PCs within 60 feet, they begin to make Listen and Spot checks, DC15+ATL. At this point, their Hide and Move Silently checks are opposed by Olarn's Listen and Spot Checks.

If PCs pass the Listen check, they hear the sounds of a conversation ahead of them in the wood. If they pass the Spot checks, they see a flash of light off a piece of metal up ahead. For each of these that they pass, they get a +2 bonus on both Hide and Move Silently to sneak up on Labeta, Olarn, and Fourteenth Legion's lead casters.

Because Olarn has the highest Listen and Spot checks, he is paying particular attention to possible dangers approaching. Only PCs that Olarn has not detected may act in the surprise round. Read the boxed text regardless of the checks.

If the party is separated (with some hanging back as others sneak forward), Borgo joins the front group, in order to overhear the conversation ahead.

The boxed text below is ATL dependent. For ATLs 1-7, read the following:

Ahead, in a slight clearing, you see Baron Labeta. He is about 5'9", and wearing an expensive tunic, doeskin breeches, and a rapier. There is a man in dark leathers and a grey cloak standing behind him and off to the side, with a shortspear in his backpack and something in each of his hands that glitters, but you can't make it out. They are facing two people. By the beard of the Battlerager, they're wearing the tabards of Tokite Legionnaires!

"I extend my welcome to you, and your imperial master, gentlemen," says Labeta. "I trust you were able to move your troops across Crescent Way unseen?"

"We were indeed, milord. I am Tralnin, lead wizard of this detachment, and this is my divine counterpart, Scorlin," says one of the Legionnaires, and you note that he's holding a quarterstaff, not a pilum.

"You two must have advanced very quickly, as you seem young for such rank," Baron Labeta says with a hint of a sneer.

With a slight grimace, the other Legionnaire replies, "Yes, we are young. In order to supply the Tenth Legion, in the west, with its ability to animate the dead, several of our superiors have been transferred. The rest of our masters are supporting the diversionary attack on Pikiwido. But I assure you, we're quite capable enough to occupy the castle of a traitor."

Labeta gives a humorless smile. "Touché. Very well. Here are my terms. You are to arrive at my castle with the elements of your legion just after dusk. This will give me time to drug my servants, who are not to be harmed. Olarn here--" Labeta waves at the man behind him, "--is my trusted retainer. He will guide you to my castle. In return for this, I will retain control of my lands, and add to them the lands currently comprising the Central and Kalokapeli Districts, and the title of Duke."

Tralnin replies, "Those are indeed the terms we were sent with. Here is a writ signed by His Imperial Majesty agreeing to those terms. Let us hurry. We're expected to report back to the Legion in a day, and from there it's a half-day march back north to the castle."

Borgo has listened to all of this with a face of grim death. "Take them alive, if possible. Most importantly, get that writ!"

Olarn looks in your direction. "My lord! Defend yourself!"

For ATLS 9-13, read the following:

Ahead, in a slight clearing, you see Baron Labeta. He is about 5'9", and wearing chainmail and a longsword. There is a man in dark leathers and a grey cloak standing behind him and off to the side, with a shortspear in his backpack and something in each of his hands that glitters, but you can't make it out. They are facing two people. By the beard of the Battlerager, they're wearing the tabards of Tokite Legionnaires!

"I extend my welcome to you, and your imperial master, gentlemen," says Labeta. "I

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"We were indeed, milord. I am Tralnin, lead wizard of this detachment, and this is my divine counterpart, Scorlin," says one of the Legionnaires, and you note that he's holding a quarterstaff, not a pilum.

"You honor me by sending ambassadors of such obvious rank," Baron Labeta says with a hint of a sneer.

With a matching sneer, Scorlin replies, "Yes, the Tokite Legions always send someone trustworthy to occupy the castle of a traitor."

Labeta gives a humorless smile. "Touché. Very well. Here are my terms. You are to arrive at my castle with the elements of your legion just after dusk. This will give me time to drug my servants, who are not to be harmed. Olarn here--" Labeta waves at the man behind him, "--is my trusted retainer. He will guide you to my castle. In return for this, I will retain control of my lands, and add to them the lands currently comprising the Central and Kalokapeli Districts, and the title of Duke."

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Borgo has listened to all of this with a face of grim death. "Take them alive, if possible, particularly Labeta. Most importantly, get that writ!"

Olarn's head whips around to your direction. "My lord! Defend yourself!"

Layout of the Clearing: The clearing is approximately a forty by thirty square area. The trail, which is 10 feet wide, runs straight through it. There are trees all along the path, and the heavily wooded area may provide cover for either the PCs or the NPCs, depending on how they position themselves. Trees can be laid out randomly, but should be scattered enough to make it difficult for characters to charge without using the path.

Tactics: Olarn, Tralnin, and Scorlin are tiered depending on the ATL, but Baron Labeta is not. He should be fairly easy at ATL1, but progressively easier at higher ATLs. Borgo charges him first of all. Borgo repeatedly calls to capture as many alive as possible.

At higher ATLs, Olarn makes himself invisible as quickly as possible and attacks as many characters as possible with his poisoned darts. He has the Rapid Shot Feat at ATL1, and at higher ATL's also has Two Weapon Fighting and Improved Two Weapon fighting. His statistics blocks in the Appendices have the Two Weapon Fighting and Improved Two Weapon Fighting attacks per round and penalties included, but do NOT have the Rapid Shot abilities included. At the highest ATL, Olarn gets up to 5 attacks per round, and he will hit as many characters as possible to spread around his poison. At all ATLs, Olarn makes every effort to take out any PCs threatening Labeta before attacking any others, and before he attacks Borgo. As soon as Labeta has taken 10 points of damage, he falls to the grounds and cowers.

Tralnin and Scorlin may use 1 or 2 charges from the certed items they have. If you as the JUDGE do use them, make sure to mark them in pen as partially used before giving them to the players.

All of Olarn's weapons are coated with the poison Zeakue (Contact DC12, Init 1d6 Con, Secondary 1d6 Con.) A character who comes into physical contact with Zeakue must make a Fortitude save to shake off the effects of the poison. If he succeeds on his initial save, there is no further effect and no further saving throws are required. If he fails, the victim suffers Initial damage to his Constitution, begins to sweat profusely, and starts to slowly perish.

Thereafter, a victim must make a Fortitude save each minute after contact, regardless of any successful secondary saves. Any failed save means that the victim suffers the secondary damage and begins to have trouble breathing. Within ten minutes, if still conscious, the victim's breathing is labored and ragged. After twenty minutes, the victim's eyesight begins to fade. If the victim is not cured within thirty minutes, whether he continues to successfully make his Fortitude saving throws or not, he dies.

Once combat is over, anybody who needs the Zeakue neutralized can get to the druid in the

Grey Delves for a *Neutralize Poison* spell in 3 minutes. PCs may make a Craft (Poisonmaking) check DC 15 or a Craft (Alchemy) check DC 20 to identify the type of poison and realize just how dangerous this poison is if they use the spell Detect Poison.

All ATLs

Baron Labeta: Male Kalamaran Ari 3

ATL1

Olarn: Male Kalamaran Rog 1

Tralnin: Male Kalamaran Wiz 2

Scorlin: Male Kalamaran Cle 1

ATL3

Olarn: Male Kalamaran Rog 3

Tralnin: Male Kalamaran Wiz 4

Scorlin: Male Kalamaran Cle 3

ATL5

Olarn: Male Kalamaran Rog 5

Tralnin: Male Kalamaran Wiz 6

Scorlin: Male Kalamaran Cle 5

ATL7

Olarn: Male Kalamaran Rog 5/Asn 2

Tralnin: Male Kalamaran Wiz 8

Scorlin: Male Kalamaran Cle 7

ATL9

Olarn: Male Kalamaran Rog 5/Asn 4

Tralnin: Male Kalamaran Wiz 10

Scorlin: Male Kalamaran Cle 9

ATL11

Olarn: Male Kalamaran Rog 5/Asn 6

Tralnin: Male Kalamaran Wiz 12

Scorlin: Male Kalamaran Cle 11

ATL13

Olarn: Male Kalamaran Rog 5/Asn 8

Tralnin: Male Kalamaran Wiz 14

Scorlin: Male Kalamaran Cle 13

After the combat is over, and any healing is done, let the PCs search the enemies. Those characters who have played "With Thine Eyes" and "Reflections of a Shrouded Past" recognize both the runically engraved silver darts and the poison that Olarn uses as the same found on the dead scouts in "With Thine Eyes" and near General Kuwaki's body in "Reflections of a Shrouded Past." They automatically find Player Handouts 1 and 2, and can take the following certed items:

Treasure:

All equipment has been totaled in the treasure summary, but cannot be sold until the end of the module. Only certified items are included here.

All ATLS:

From the Wizard

- Wand of *Magic Missiles*-(1st), 10 charges
- Scroll of *Summon Monster I* (arcane), *Color Spray*, *Grease*
- 2 Potions of *Mage Armor*

From the Cleric

- Scroll of *Entangle*, *Cure Light Wounds*, *Produce Flame*
- Wand of *Cure Light Wounds*-(1st), 10 charges
- Scroll of *Cure Light Wounds*, *Bless*, *Divine Favor*
- 2 Potions of *Bull's Strength*

From Olam

- 1 dose of *Zeakue*

ATLS 1-5:

From the Wizard

- Ring of Protection +1

From the Cleric

- Ring of Protection +1

ATLS 7-13

From the Wizard

- Ring of Protection +2
- Headband of Intellect +2

From the Cleric

- Ring of Protection +2
- Cloak of Charisma +2
- Periapt of Wisdom +2

Borgo intends to get some information from the survivors, using a stored *heightened zone of truth* spell. Spellcraft DC: 20 determines that "lying dog" is the activation word. Modifying as appropriate, read the following:

Borgo is standing behind Labeta, tying his arms tightly behind his back. "Well, Baron, fancy meeting you here. I'm amazed you had the guts to make this play. Now stand there a moment."

The half-elf steps in front of Labeta, grips an amulet he's wearing, and says "Lying Dog. Now, Labeta, I have all kinds of questions to ask you, and no time to do it. So, any of you, what will the legion do when you don't report back, and how long until they expect you?"

Labeta replies, "Damn you! They'll assault the castle, take it, destroy the village outside, and make it a base for the army to use in the heart of your homeland. If the castle is caught unawares, the legion can be inside an hour, even without treachery."

Borgo curses under his breath. He looks at you. "You have to take the other parties and go warn the castle and villagers. Bolster the castle defenses. Tell them Prince Leshand ordered them to obey you. It's a half day ride south to the castle. That'll give you a night and a day to warn the village and convince the seneschal to trust you. Will you do it?"

The PCs ask where Prince Leshand will be?—"I have to go get the nearest Pekalese Army unit to save the castle. Moreover, we have, if we're lucky, a golden opportunity to crush the army on our southern flank, IF they don't know we're coming. You must hold them at the castle walls."

How do we convince the seneschal?—"Good question, particularly since you'll be arriving with their liege lord in chains." He glances around. "I know! Take the writ from Kabori with you. The seneschal should recognize Kabori's seal. He may think it's a fake, but I haven't got anything better."

PCs say yes—"Good. Grab the other parties and go! Tell them about Labeta--the time for secrecy is past. May the gods be with you."

PCs say no—Prince Leshand blinks. "You don't understand. We can finally gain an advantage in this war. We've been outnumbered, depending on allies and clustering around the College of Magic. We've been holding our own, but just barely. This could break the entire war wide open, end this stalemate, get us our southern border back, put us in striking distance of Tokis. Your names will be legend, but ONLY if you hurry to the castle! As a Prince of

Pekal, I demand that you do this, and I promise to see you properly rewarded."

PCs say no again—"Then be damned with you. The White Knights will certainly do it instead of you cowards."

Let the PCs know that refusal of a Prince's order is treason, and is punishable by death or exile. If the PCs refuse twice, they can make one final Diplomacy check, DC 35+ATL, to change the Prince's mind and finish the mod. If they fail or choose not to try, the mod is over. If the mod ends now, the PCs receive the "Exiled from Pekal" cert, and can never play another mod taking place in Pekal.

ENCOUNTER 2

New Friends

The PCs go to Baron Labeta's castle and must convince the seneschal that his master is a traitor and that he needs to call out the guard, bring the people in the village into the castle and seal the gates. Anything else the PCs can think of to slow the Legions will also work.

Faster, faster! You trot south, your horses' muscles surging beneath you. If you galloped the whole way, the horses would play out and die, which would slow you down even further. With your blood pounding in your ears at the sense of urgency overwhelming you, you barely notice the terrain. Lather from your horse whips away in the breeze, and still you have no time to delay. The White Knights ride beside you, and the Grey Delvers bring up the rear, keeping the exhausted and scholarly Protectors of the Word in the middle.

Finally, after five hours of hard riding through the hills, your horses on their last legs, you crest the last hill. Below you to the south is a horseshoe shaped basin. There is a castle surrounded by a moat in the center of the basin, with a village to the south, towards the open end of the horseshoe, and opposite the castle from you. Nowhere can you see the signs of the legion. You've arrived in time to make a stand.

The PCs at this point have a large variety of options, and being PCs, will probably use some or all of them. Any PC who goes south to scout

the Legion's advance gets full XP for the defense of the town, even though they are "absent". The following MUST be accomplished:

- The seneschal of the castle, Lorma Falgo, must be convinced that the PCs are telling the truth, and to raise the alarm. This requires a role-played Diplomacy check, DC 15+ATL. He is not considered a commoner for the use of certain certs. Showing him Baron Labeta in chains (or dead) is a -2 penalty if unsupported by any other evidence, but is not a penalty if other evidence is supplied. Showing Tralnin and Scorlin alive is a +2 bonus each, and dead is a +1 bonus each. The writ from Emperor Kabori is a +4 bonus. Let the PCs try over again and aid one another if they must. If they STILL can't get it, the paladins of the White Knights also aid, giving an additional +4 bonus. If they can't get it then, smack the players for choosing Charisma as a dump stat, and make them roleplay it until they get enough circumstance bonuses that they can't fail.
- The village must be emptied and all livestock brought into the castle. Convincing the villagers to enter the castle is a Diplomacy or Intimidate check, DC 14+ATL. If the PCs have already convinced the seneschal, they get a +4 bonus. Moving the animals requires either a DC 10 Handle Animal check, or judicious uses of spells and special abilities.
- Place any prisoners (Labeta, Olarn, Scorlin, and Tralnin) in the castle dungeon. These prisoners should stay there for the duration of the module.

Some things the PCs MIGHT do:

- Rest and regain spells. They have a full night and a day, and once they've convinced the seneschal, quiet rooms for rest and study are made available to those who need it.
- Scout to find the 14th Legion. This is perfectly appropriate, as long as they JUST scout. If they attack, alone, unsupported, with no defenses, they die. Try and convince them not to attack. If you can't take their character sheet and contact the campaign staff. If they scout, they find Legion 1/2 day south of the castle, with about 1000 Legionnaires, that should arrive at the castle at dusk of the day after they captured Labeta.

- Train the villagers. This is perfectly acceptable, but provides no bonus to the PCs. One day's training is not enough.
- Trap the walls, moat, or surrounding areas. If they succeed at three Craft (trapmaking) checks DC 20, reduce all subsequent enemies' hit points by 2. If they succeed at three Craft (trapmaking) checks DC 30, the enemies lose 4 hp. The rogues from the Grey Delvers may aid in this attempt, but the primary roll must be a PCs. Craft (Trapmaking) is NOT a Trained Only skill, so any PC may make this check, with or without ranks in the skill. Due to the time needed to construct enough traps to be effective, PCs may not take 20, but can take 10. PCs who cast magical traps all count as DC 30 checks, but also count against spells cast in the preceding 8 hours.
- Look for reinforcements. There are no other villages near enough to provide aid. However, characters may get aid from animals nearby. If they succeed at three Wild Empathy checks DC: 20, they can reduce all subsequent enemies hit points by 1.
- Check the stores: There is a well within the castle, and sufficient stores for several weeks of siege (which will not be necessary). There are also bales of arrows, bolts, sling stones, and catapult ammunition, so characters should not worry about running out of ammunition.

The opening to the horseshoe of the valley is about a mile wide, so it would be impossible to the entire area, but players may be able to funnel the area that the enemy can travel through.

Players are creative. Be flexible with their desires, but grant them no more than 1 additional HP damage per badguy than has been already mentioned, and no more than a 2 hour delay of the Legion. If they delay the Legion for 2 hours, adjust the times in the boxed text for in encounters 3 and 4, and reduce the DC of the Fort save at the the beginning of Encounter 4 for nonlethal damage to DC 13.

ENCOUNTER 3 **New Enemies**

Encounter 3 is the defense of the castle wall, broken into 2 sections, both of which should be

quick combats, with very little time between them for rest and reorganization. Every round, have two javelins aimed from the ground arc toward the PCs from "unknown" enemies, using the bonus listed at each ATL. The PCs have the advantage of being behind a castle wall, so they have cover (+4 to their AC) against any ranged attacks. This does not apply to any Legionnaire who gains the wall. The PCs may have the high ground, which grants +1 on melee attacks but no bonus on ranged attacks. It is still light enough to see during Encounter 3A (unless the PCs delayed the Legion in Encounter 2), but in 4B it is dark. There is sufficient torchlight to illuminate the wall. However, NPCs on the ground are in shadowy illumination from their own torches and yours, and thus have concealment from those characters without low light vision or darkvision, granting a 20% miss chance. Time is blurred between encounters, but the combat is assumed to continue with very small outlet and no description. Characters have time to take two full-round actions between encounters, for spells and healing.

Development: Encounter A has an effect on B. If the characters complete the goals in A, fewer enemies gain the wall in C. The PCs do NOT have time to rest and regain spells at any point between the beginning of Encounter 3A and the end of Encounter 5. You as the DM are welcome to tell them this, so that they can conserve their resources. PCs should also understand that, while the combat in these encounters lasts a short number of rounds, the module assumes that there is fighting going on for the duration of the night; these are the only combats worth noting as they continue to defend the walls. Because of this, Encounter 4 takes place 10 hours after Encounter 3, which means that while buff spells might remain active for both parts of Encounter 3, they may have run their duration by the time PCs start Encounter 5.

How to use the NPC Parties: During Encounter 3, the players may call on help from one member of the other parties in each encounter, if they need support. (Stat blocks are included in the appendices.) This may be done during the encounter or immediately after. Calling on one of these NPCs counts as a free action, but it should be agreed upon by the players which NPC they are utilizing and what they want the NPC to do.

Encounter 3A:

As night falls, the Tokite assault begins, and the PCs are on hand to defend the walls. The entire castle is surrounded, and the PCs need slow the legion as it approaches to cross the moat. The Legion also brings up its secret siege weapon: a rust monster.

Nineteen bells. As the sun sets and the torches are lit, you can see the dust rising as the Tokites march into view, right through the village. Stationed as you are on the 40 foot high south wall, right above the gate and drawbridge, the Legion is heading straight for you. You can see detachments splitting off as they surround the castle, and in the rear, engineers begin the long process of assembling siege weapons.

A man with a crest on his helmet steps out to the front of the army, some 450 feet from the castle wall. "Surrender, in the name of Emperor Kabori!"

Let the PCs respond however they want. The messenger offers no terms, and will not talk long.

Their charge is awe inspiring. Javelins arc past your heads, keeping you busy dodging. You see four men carrying a portable bridge to cross the moat, and two men, strangely unarmored, carrying a cage behind them. Through the bars of the cage, you can see what look like brown antennae waving. On either side of the cage run groups of six men, each carrying a scaling ladder.

- Knowledge Monster DC: 20 to identify the creature in the cage as a Rust Monster
- Knowledge Dungeoneering DC: 15 to identify it as a Rust Monster
- If the PCs fail both these checks one of the garrison calls out that it's a rust monster.

If you let the rust monster get to the gate, they could break down the portcullis with a ram. If you let the ladders be raised, they could storm the castle. Decisions, decisions.

Tactics: The goal of this encounter is to keep the rust monster away from the portcullis for at least 12 rounds and to make it impossible for people to scale the two ladders. These happen AT THE SAME TIME. Killing the rust monster and destroying the ladders certainly fulfills these

requirement. All humans in this encounter use the Tokite Legionnaire statistics in the Enemies Appendix, but use the Touch Armor Classes provided for the people carrying the cage, since they are unarmored. This is ONLY true for the people carrying the cage.

The men carrying the bridge, cage, and ladders can be replaced as they fall. It should take 2 rounds for them or their replacements to lay the bridge.

The Rust Monster challenge:

The rust monster has been fed a potion of Mage Armor, a potion of Resist Energy (electricity), and a potion of Protection From Energy (fire). Its statistics block includes these additions.

If unhindered, it takes 6 rounds from the start to get to the portcullis (2 to lay the bridge, 1 to open the cage, and 3 for the rust monster to decide where to go and get there). If it gets to the portcullis, it destroys it instantly, leaving only the wooden drawbridge as an external defense. All of the garrison and militia are engaged in killing Legionnaires and are unable to help, but the PCs can call on one member of one of the other parties as a free action.

All ATLS

[Moat bridge: 2 inch. thick wood; hardness 5; hp 20, AC 1; Break DC 23]

[Cage: 1 inch thick wood; hardness 5, hp 10, AC 3; Break DC 21]

Rust Monster: Medium Abberation, (27 hp), Mage Armor, Protection from Fire (60), Resist Energy (electricity)

The Scaling Ladder Challenge

The scaling ladders are 55 feet long and weigh 200 lbs. They will be raised from the far side of the moat, and reach all the way to the top of the castle.

It takes 2 rounds to raise a scaling ladder. Killing both of the legionnaires raising it in the first round drops the ladder back, destroying it. If it happens in the second round, the ladder will fall toward the castle unless pushed back. Scaling ladders can be pushed off to the side to fall and shatter with a DC 15+ATL Strength check. Using polearms adds a +5 to the Strength check. The Tokites have an added

trick: at the tops of the scaling ladder are flasks of *sovereign glue* that shatter as soon as they make contact. If the ladder is not pushed back within 1 round from reaching the top, it becomes stuck, unable to be pushed back, and must be destroyed. If it is sundered, it must be sundered 1 foot below the sovereign glue, at which point it can be dropped or pushed back as normal. There is also one Legionnaire who rides the top of the ladder up, and if the ladder makes contact with the wall, hops down to the wall. Once it has made contact, one man arrives off the ladder every 2 rounds.

Scaling ladders can be pushed back with a DC 15+ATL Strength check (before the sovereign glue hardens, or after the ladder has been sundered), if there is 1 soldier on it. If there are no soldiers on the ladder, the Strength check is DC 14+ATL, and if there are 2 soldiers on the ladder, it is DC 16+ATL. No more than 2 people can be on a ladder at a time. Killing the two soldiers holding the ladder at the base also decreases the Strength check by 1 each. Using polearms to push back a ladder adds +5 to the Strength check. If there is only one soldier still raising the ladder, the PCs gain a +5 bonus to push the ladder back.

[Scaling Ladders: 2 inch. thick wood; hardness 5; hp 20, AC 1; Break DC 23]

ATL1

Tokite Legionnaires (6): Human, Kalamaran War1

Javelins: 2 per round, +1 to hit (1 range increment) 1d6+3 damage

ATL3

Tokite Legionnaires (6): Human, Kalamaran Ftr2

Javelins: 2 per round, +2 to hit (1 range increment) 1d6+3 damage

ATL5

Tokite Legionnaires (6): Human, Kalamaran Ftr4

Javelins: 2 per round, +6 to hit (1 range increment) 1d6+3 damage

ATL7

Tokite Legionnaires (6): Human, Kalamaran Ftr6

Javelins: 2 per round, +8 to hit (1 range increment) 1d6+3 damage

ATL9

Tokite Legionnaires (6): Human, Kalamaran Ftr8

Javelins: 2 per round, +10 to hit (1 range increment) 1d6+3 damage

ATL11

Tokite Legionnaires (6): Human, Kalamaran Ftr10

Javelins +1: 2 per round, +12 to hit (1 range increment) 1d6+4 damage

ATL13

Tokite Legionnaires (6): Human, Kalamaran Ftr12

Javelins +1: 2 per round, +14 to hit (1 range increment) 1d6+4 damage

Encounter 3B:

The Tokite shock troops have gained the wall and need to be pushed back. If the PCs can do this, they can gain enough of a reprieve to last until dawn.

***Development:** If the PCs were successful in Encounter 3A, reduce the number of Tokite barbarians on the wall by 2. There is a time limit on this encounter of 12 rounds.

Twenty-one Bells. A space to breathe. Seconds stretch forever, and there are three, four seconds of safety. Heaven. But while you were busy keeping your head on your shoulders, the Tokites have made some progress. You see five grappling hooks have made it up to your section of the wall, and some of the castle garrison on your left and right have been overcome. There are ax-wielding Tokites on the wall!

Have one or two barbarians come in at one corner of the castle, and the other 2 come from the other side. The grappling hooks are holding at least 2 men each, can be tossed off with a DC 25 Strength check, or they can be cut free. The ropes can be damaged only by slashing weapons, fire, and acid. Any grappling hook still present after 4 rounds has one barbarian hop off it onto the wall, and one more every round thereafter.

All ATLs

[Scaling Ropes: 1 in. thick; hardness 0; hp 2; AC 5; Break DC 23.]

ATL1

Tokite Barbarians (4 or 3*): Half-orc, Bbn 1
Javelins: 2 per round, +1 to hit (1 range increment) 1d6+3 damage

ATL3

Tokite Barbarians (5 or 4*): Half-orc, Bbn 3
Javelins: 2 per round, +2 to hit (1 range increment) 1d6+3 damage

ATL5

Tokite Barbarians (5 or 4*): Half-orc, Bbn 5
Javelins: 2 per round, +6 to hit (1 range increment) 1d6+3 damage

ATL7

Tokite Barbarians (5 or 4*): Half-orc, Bbn 7
Javelins: 2 per round, +8 to hit (1 range increment) 1d6+3 damage

ATL9

Tokite Barbarians (5 or 4*): Half-orc, Bbn 9
Javelins: 2 per round, +10 to hit (1 range increment) 1d6+3 damage

ATL11

Tokite Barbarians (5 or 4*): Half-orc, Bbn 11
Javelins +1: 2 per round, +12 to hit (1 range increment) 1d6+4 damage

ATL13

Tokite Barbarians (5 or 4*): Half-orc, Bbn 13
Javelins +1: 2 per round, +14 to hit (1 range increment) 1d6+4 damage

ENCOUNTER 4 **New Hope**

Encounter 4 is the relief and breakout from the castle, putting the Tokites between the Legion of Thunder and the castle and its defenders. The Tokites are in an untenable position, but like any cornered animal will fight, and fight hard. No more javelins should be coming randomly at the PCs.

The PCs have NOT had a chance to rest, naturally heal, or memorize spells. If the PCs are fatigued and do not get healed of the nonlethal damage, the fatigue lasts through Encounter 5. The PCs can no longer call upon members of the other adventuring parties for help, and in fact will be called upon to save members of the Protectors of the Word.

Development: If the PCs succeed in Encounter 4A, there are fewer Tokites in Encounter 4B.

Encounter 4A:

After a night of endless combat, the sun rises, and a lookout spies an armored man on a horse on a hill to the east, holding a banner. Prince Leshand leads a charge against the rear of the Tokite Legions. The surviving castle garrison, including the PCs, charge out to support him.

Six Bells. Fighting on and off through the night has left the defenders exhausted. Another enemy falls back from the castle wall, and beside him, another defender. The sky is slowly growing light in the east, but hope is failing. The walls have been assaulted almost continuously, and several times enemies who fell from the wall to lie groaning on the ground were carried away, only to return, healed of their wounds. The castle garrison is slowly succumbing to attrition.

In a brief lull in the fighting, Seneschal Falgo comes up to you, keeping low against the parapet. "Sir, we can't hold. We've taken too many losses, and the Tokites have almost finished assembling their siege weapons. I'm having horses saddled, and just after dawn I hope to make a run through the legion with as many villagers as possible. We'll head north for Leboleigido, to let our legions know. You can come or stay as you like, and I don't presume to order you. Good luck to you either way."

Hope is failing, the night was endless, and exhaustion is creeping up on you.

Have the PCs make Fortitude saves, DC 15 (DC 13 if they delayed the legion in Encounter 2), or take 1d6 nonlethal damage and become fatigued. Fatigued characters can neither run nor charge, and take a -2 to Strength and Dexterity. Eliminating the nonlethal damage also removes the fatigue.

After the Fortitude check, have the PCs make Spot checks, DC 10+ATL. If none of the PCs pass, have one of the Grey Delvers point to the following.

You can see that despair is creeping into the hearts of your fellow defenders, but the dawn still comes. As the sun rises, you notice a reflected sunbeam to the west, at the crest of the hill surrounding the basin. A mounted

man in full armor crests the hill, holding a spear pointing toward the sky. The man shakes the spear, and a banner loosens, and snaps straight, as if flying in a strong wind.

Knowledge: Military (Logistics, Tactics) or Knowledge: History, Local (Bet Rogala/Baneta) and Nobility and Royalty DC 12 to recognize the banner of the Legion of Thunder, the premier mounted Legion of Pekal.

More armored men begin to crest the hill, slowly appearing as helmets, then breastplates, then horses. From one man to the west, to ten, to a hundred, to a thousand, the line spreads around the basin. Sunlight gleams off a forest of raised lances and bright shields. A horn rings out, and goes on and on. And when it finally ends, the lances snap down, the earth thunders, and a thousand voices cry out as the legion charges.

The Tokites scramble to reorient their lines, and just barely manage to form a shield wall as the knights crash into them.

Have the PCs make a Wisdom check. There is no DC for this, but the following box text should be directed to the person with the highest score.

You see the White Knights dashing from the walls down to the courtyard and you realize something. The Tokites' backs are now turned to you, and there are saddled horses in the courtyard.

Tactics: The PCs get a +1 morale bonus to attack rolls because of the presence of a relief force for the rest of Encounter 4A and 4B. If the PCs receive any other morale bonus from items or class abilities, it supersedes this one.

Assume that the PCs may take three rounds to ready their horses and charge; if they would like to make any standard actions during these three rounds—such as healing their nonlethal damage to get rid of their fatigue—they may do so.

As you leave the safety of the walls behind, you see a Tokite engineering crew scrambling to aim their catapult toward the oncoming cavalry charge.

The PCs get a surprise round as the Tokites try and defend their rear from the Legion of

Thunder. This surprise round should start from the instant the PCs cross the drawbridge. DM NOTE: The PCs have 12 rounds to destroy the catapult. If they do not destroy it and just kill the people assembling it, other Tokites will take it back and continue to use it. If it takes more than 12 rounds, consider this encounter failed. Feel free to describe the raising of the portcullis and the slamming down of the drawbridge as the White Knights and the PCs charge. The other adventuring parties also make their way out, but it seems as though the PCs are the only ones who recognize and target the catapult that the Tokites are aiming.

Aiming the catapult are several soldiers. The Tokite Barbarians are armed with greataxes, but the Tokite Legionnaires are armed with shortbows and shortswords, and try to use ranged combat as much as possible. The Tokite clerics aim to damage the PCs and heal the barbarian first.

The PCs must destroy the catapult. They can kill the 5 legionnaires, and then find any number of ways of destroying the catapult. The PCs may not use the catapult themselves, as the Tokites are too close.

To destroy the catapult, sundering, fire, or any number of magical attacks will work. If the PCs choose to use Disable Device, they must make two checks at DC 15 (tricky, as per the PHB pg. 72), each taking 1d4 rounds.

[Catapult: 8 inch. thick wood; hardness 5; hp 80, AC 1; Break DC 23]

ATL1

Tokite Legionnaires (2): Human, Kalamaran War1

Tokite Barbarians (1): Half-orc, Bbn 1

Tokite Cleric (2): Human, Kalamaran, Cle1

ATL3

Tokite Legionnaires (2): Human, Kalamaran Ftr2

Tokite Barbarians (1): Half-orc, Bbn 3

Tokite Cleric (2): Human, Kalamaran, Cle3

ATL5

Tokite Legionnaires (2): Human, Kalamaran Ftr4

Tokite Barbarians (1): Half-orc, Bbn 5

Tokite Cleric (2): Human, Kalamaran, Cle5

ATL7

Tokite Legionnaires (2): Human, Kalamaran
Ftr6

Tokite Barbarians (1): Half-orc, Bbn 7

Tokite Cleric (2): Human, Kalamaran, Cle7

ATL9

Tokite Legionnaires (2): Human, Kalamaran
Ftr8

Tokite Barbarians (1): Half-orc, Bbn 9

Tokite Cleric (2): Human, Kalamaran, Cle9

ATL11

Tokite Legionnaires (2): Human, Kalamaran
Ftr10

Tokite Barbarians (1): Half-orc, Bbn 11

Tokite Cleric (2): Human, Kalamaran, Cle11

ATL13

Tokite Legionnaires (2): Human, Kalamaran
Ftr12

Tokite Barbarians (1): Half-orc, Bbn 13

Tokite Cleric (2): Human, Kalamaran, Cle13

Encounter 4B:

Some of the Tokite legionnaires have broken past the castle garrison and are heading for the lowered drawbridge. The PCs must intercept them in time for the drawbridge to be raised.

The rush of combat flows away from you, leaving a breathing space. The clash of sword on shield fills your ears, but your eyes can still pick out important details. Prince Leshand, mounted and in full armor, is pointing and waving desperately with his sword, while fending off blows with his shield. Following his arm, you see a small band of Tokites rushing for the lowered drawbridge, and no one else is close enough to stop them from entering the castle.

Development: If the PCs succeed in Encounter 4A, there are no Tokite Clerics in Encounter 4B.

Tactics: The goal here is to allow 6 rounds for the drawbridge to be raised. This could be accomplished any number of ways using spells or combat.

The four (ATL 1) or six (ATLs 3-13) Tokites are charging the open gate from 200 feet south of the drawbridge, and the PCs are 120 feet off to the southeast of the drawbridge and can hopefully intercept them. See the map in the Appendix for starting positions. The Tokites are

on foot, and the PCs may or may not be mounted. If the PCs are mounted, or have Fast Movement from any class, they can easily get in front of the Tokites. If all of the PCs are dismounted, it should be more challenging to stop the Tokites. The Tokites are spread out enough that no single *fireball* or *lightning bolt* spell can catch them all. At ATLs 3-13, the Tokites send two shortsword wielders out to slow down the PCs, letting the remaining four aim for the gates unimpeded. To do this, the Tokites leave 5 foot wide lanes open through their lines, but moving through these lanes provokes attacks of opportunity. The clerics attempt to slow or delay any of the PCs, allowing the Legionnaires to continue making for the castle. Both the clerics and the Tokites move and shoot either longbows or javelins, your choice, aiming for the PCs mounts if they have them, until the PCs have closed to melee.

ATL1

Tokite Legionnaires (3): Human, Kalamaran
War1

Tokite Cleric (1 or 0): Human, Kalamaran, Cle1

ATL3

Tokite Legionnaires (5): Human, Kalamaran
Ftr2

Tokite Cleric (1 or 0): Human, Kalamaran, Cle3

ATL5

Tokite Legionnaires (5): Human, Kalamaran
Ftr4

Tokite Cleric (1 or 0): Human, Kalamaran, Cle5

ATL7

Tokite Legionnaires (5): Human, Kalamaran
Ftr6

Tokite Cleric (1 or 0): Human, Kalamaran, Cle7

ATL9

Tokite Legionnaires (5): Human, Kalamaran
Ftr8

Tokite Cleric (1 or 0): Human, Kalamaran, Cle9

ATL11

Tokite Legionnaires (5): Human, Kalamaran
Ftr10

Tokite Cleric (1 or 0): Human, Kalamaran,
Cle11

ATL13

Tokite Legionnaires (5): Human, Kalamaran
Ftr12

Tokite Cleric (1 or 0): Human, Kalamaran, Cle1

ENCOUNTER 5:
New Despair

The battle appears to be over. As they head towards the PCs, Prince Leshand and the Legion Commander, Michnal Rul, are assaulted by legionnaires who were feigning death. The loss of the prince would be a huge blow to the nation. The PCs must rescue Leshand and Rul.

Eight Bells. Finally, the battle appears to be over. The surviving Tokites are being rounded into two separate groups, on either side of the castle and disarmed. Once disarmed, they are sitting upon the grass, surrounded by men of the Legion of Thunder, on horseback. Many are crying, in relief, despair, or simple exhaustion. Some members of the Legion of Thunder are setting up a field kitchen, to feed both themselves and the prisoners, and village men have been pressed into service carrying buckets of water to the tired soldiers of both armies. The members of the other adventuring companies are either providing what healing they can, or are slumped down against the wall of the castle, exhausted and filthy.

Other Pekalese soldiers are gathering the wounded of both sides, and slowly beginning to gather in the dead. Vultures circle above the battlefield.

“Shoot any bird that closes on any man, Pekalese or Tokite! We will hold to civility and honor!” rings out a voice. You see a man in the armor of a Legion Commander riding his horse between the two camps. At his side is another man, in full plate armor, but wearing no helmet, and whom you recognize as Prince Leshand.

“Commander Rul, I’d like to go thank the brave men and women who held the castle. I think you should meet such brave souls, if you haven’t already,” the prince says, nudging his horse toward you.

About 50 feet from you, they pass a small cluster of dead Tokite legionnaires. Suddenly, several of these ‘dead’ Tokites spring up, and hurl javelins straight at Prince Leshand and Rul. Rul’s horse rears, taking a

javelin in the chest, and Rul loses his seat, falling with a clatter. Leshand fails even worse, with a javelin in his belly and two in his horse, but he manages to keep his seat. No one is closer than you.

The PCs need to save Prince Leshand and Rul. Between three and six of the Tokites step away from Leshand and Rul and face the PCs to slow them down, while Borgo and Rul must contend with the remaining three until the PCs intervene.

Development: Keep track of whether the PCs succeed in Encounter 3B and 4B, as they effect the difficulty of Encounter 6. If the PCs failed in both Encounters 3B and 4B, there are 7 Tokite Legionnaires. If the PCs succeeded in either Encounter 3B or 4B, there are 6 Tokite Legionnaires. If the PCs succeeded in both 3B and 4B, there are 5 Tokite Legionnaires

At lower ATL tables, Leshand and Rul are appropriately leveled, but have taken repeated damage in the battle before, and are fatigued, reducing their fighting abilities. At higher ATLs, they are appropriately leveled, healed, and refreshed. This is done because it makes no sense for a 1st level fighter to command a legion, but an 11th level fighter would greatly overmatch the Tokite Legionnaires for lower ATLs.

ATL1

Tokite Legionnaires (7, 6, or 5): Human, Kalamaran War1

ATL3

Tokite Legionnaires (7, 6, or 5): Human, Kalamaran Ftr2

ATL5

Tokite Legionnaires (7, 6, or 5): Human, Kalamaran Ftr4

ATL7

Tokite Legionnaires (7, 6, or 5): Human, Kalamaran Ftr6

ATL9

Tokite Legionnaires (7, 6, or 5): Human, Kalamaran Ftr8

ATL11

Tokite Legionnaires (7, 6, or 5): Human, Kalamaran Ftr10

ATL13

Tokite Legionnaires (7, 6, or 5): Human, Kalamaran Ftr12

CONCLUSION

We few

The end of the battle, and the PCs feel the aftermath of war.

If the PCs succeeded in Encounter 6, read Conclusion A. If the PCs succeed in Encounter 6 but had fatalities amongst the PCs, read Conclusion B. If the PCs failed in Encounter 6, read Conclusion C.

Conclusion A:

Prince Leshand looks at you, and then around the battlefield. He walks to a pile of weapons taken from the Tokites, reaches down and picks up a javelin. "Mighty Deb'Fo, to thee!" he says as he snaps the javelin across his knee.

"My comrades, be proud. The gods strike down those whose pride is unwarranted, but this day, you few have every right to hold your heads high and accept the accolades due unto you. On this day, you have saved Pekal. You have fought for my homeland, and my people, and I honor you! The gods of deception, and of malice, and of conquest, tonight are weeping! Those of hatred, and betrayal, and vice savor nothing but ashes! But those of valor, and strength, and yes, even peace, rejoice! Because of you."

"We here, today, have won a victory. And such a victory it is! Because of your bravery, and intelligence, and loyalty, Pekal has a chance to end the war! Our southern front is open, and Kabori has lost an entire legion."

"None of us here will be immortal in life. But all of us will be immortal in song. We are few, we are victorious, we are the sons and daughters of Pekal. And Kabori should FEAR OUR NAMES!"

Read Conclusion B if the PCs succeeded in Encounter 6, but one or more PCs died during the module.

Conclusion B:

Prince Leshand looks at you, and then around the battlefield. He walks to a pile of weapons taken from the Tokites, reaches down and picks up a javelin. "Mighty Deb'Fo, to thee!" he says as he snaps the javelin across his knee.

Dropping to his knees, Prince Leshand prays for the fallen. His devotions finished, he rises, and looks at you. "My friends, words cannot describe the grief I feel for the loss of your compatriots. It is a dark day that we should be called upon to defend our lands from treachery, and that so many strong, brave defenders must fall. But their deaths light a beacon of hope for us. We have not fallen, and Pekal has triumphed. Your friends' sacrifices will not be forgotten, and now that we have a fighting chance, we will wring justice from Kabori for his crimes. I will have a statue built, in Independence Square, depicting this great battle, and the names of all the fallen, on both sides, will be inscribed upon it, never to be forgotten. And we few here, we survivors, and our fallen comrades, the sons and daughters of Pekal, will make the gods proud, when we extract our due from Kabori."

If the PCs failed in Encounter 6 and either Rul or Borgo died, read Conclusion C.

Conclusion C:

The journey back to Bet Rogala is disheartening. You bear with you the caskets of those who died, and bring terrible news to Prince Kafen. His southern front was defended, but at a cost perhaps too high to bear.

Prince Kafen receives you, his eyes sad and weary. "I know you tried. Have my thanks, good folk. There is no blame to you, only to the traitor Labeta."

As he speaks, a courier comes running in, gasping for air and holding out a note for the Prince. He takes the missive, reads it, and slumps back on his throne. "The Legion of Thunder was caught in a trap as they honored the fallen. It has been all but annihilated. Our southern border is greatly weakened. Go, my subjects. I must decide whether we sue for peace, or continue this war at any price."

Experience and Treasure

Experience is awarded to PCs based on the number of adventures the PCs have played. Tier 1 is awarded to PCs who have played up to 25 adventures. Tier 2 is awarded to PCs who have played between 26 and 74 adventures. Tier 3 is for PCs who have played 75+ adventures.

The Campaign Staff recommends that Discretionary Experience for Role Playing be rewarded in full to all players who engage in appropriate and game enhancing role play over the course of the module.

EXPERIENCE

All characters who participate receive the following:	Tier 1	Tier 2	Tier 3
Encounter 1: Defeating the traitors	50	100	150
Capturing Baron Labeta alive	50	100	150
Encounter 2: Convincing the seneschal, villagers, and preparing for battle	10	20	30
Encounter 3A: Keeping the rust monster from the gate	50	100	150
Pushing back the scaling ladders	50	100	140
Encounter 3B: Defeating the Tokites on the wall	50	100	150
Encounter 4A: Destroying the catapult	50	100	150
Encounter 4B: Keeping the Tokites from the drawbridge	75	150	225
Encounter 6: Saving Michnal Rul and Prince Leshand	100	200	300
<i>Discretionary Role Playing Experience</i>	15	30	45
Total Possible	500	1000	1500

TREASURE

None of the equipment found in Encounter 1 can be sold until after the module is over. The money given in the Conclusion includes the payment for tracking Labeta, plus a bonus from the seized funds and equipment of the XIV Legion

Encounter 2: **All ATLs:** 1 Dose of Zeakue (2200 gp, 1100 if sold)
 Potion of Bull's Strength (300 gp, 150 if sold),
 Potion of Mage Armor, (50 gp, 25 if sold)
 Wand of Magic Missiles (1st, 10 charges) (125 gp, 63 if sold)
 Wand of Cure Light Wounds (1st, 10 charges) (125 gp, 63 if sold)
 Arcane Scroll of Three Spells (75 gp, 38 if sold)
 2 Divine Scrolls of Three Spells (75 gp each, 38 if sold)
 900 gp of other equipment (Olam's specific equipment, including his darts, cloak, boots, and other items, is not saleable, as it is needed as evidence of Labeta's involvement in the death of General Kuwaki)

ATLs 1-5: 2 Rings of Protection +1 (2000 gp each, 1000 if sold)
 ATLs 7-13: 2 Rings of Protection +2 (8000 gp each, 4000 if sold)
 Headband of Intellect +2 (4000 gp, 2000 if sold)
 Periapt of Wisdom +2 (4000 gp, 2000 if sold)
 Cloak of Charisma +2 (4000 gp, 2000 if sold)

Conclusion: All ATLs: True Heart Certs (including the Judge cert)
 If successful in Encounter 5: Order of the Children of Pekal
 ATL 1-5: 300 Victories per character
 ATL 7-13: 900 Victories per character

Appendix I: NPCs and Monsters

Kabarin: Kabarin is a large, competent, but bitter man. His friend and liege lord, Duke Matikis, was exiled for trying to aid his daughter, and the skunk Labeta got away clean. He knows he cannot clear Duke Matikis's name, but will do anything he is able to bring down Labeta

Prince Leshand/Borgo: The lesser known middle son of Prince Kafen, Prince Leshand was trained initially as a paladin of the Knight of the Gods. However, he came to a realization that he could more effectively help his beloved homeland if he took on training as one of the elite infiltrators. Prince Leshand is one of the more accomplished and most trusted members of the Grey Legion, deeply loves Pekal, and has a happy but realistic nature.

Headmistress Amishanti: An escaped dark elven wizard, Amishanti is somewhat cynical of her acceptance here on the surface, but is very grateful to Dean Zenith of the College of Magic for both her position and his trust. Holding no deep affection for Pekal, she willingly works on its behalf to earn the trust given her by Prince Kafen and Dean Zenith.

The Gray Delvers: A competent, diversified adventuring party, the Gray Delvers are a hardy band. They enjoy good times, good fights, and most importantly, good loot. They feel themselves ready to take on all reasonable problems. Barring dragons. No dragons. Don't even ask.

The Protectors of the Word: A scholarly group, this adventuring party seeks to expand their knowledge of a number of different subjects. Each member has their own special interests, but they work as a team to aid the learning of all. Frequently hired by the Bookbinders Guild, they do classic mercenary work just to pay the bills. Think Indiana Jones, but not as tough, or as good with women.

The White Knights: A group of holy warriors joined by faith, these worshippers of the Knight of the Gods seek to enhance the safety and security of the people of Pekal, particularly the poor. They spend time monster hunting, healing villagers, and teaching both faith and self-defense to people around Pekal. Kind of like the Salvation Army. With guns.

Baron Labeta: A middle aged noble, Baron Labeta feels that the time is ripe for his betrayal. He has long wished for greater standing, and when his position as advisor to Prince Kafen made it clear that he would get no larger realm, he decided upon treachery. A clever, patient man, he is not particularly brave when faced with his own mortality.

Olarn: A quiet, vicious man, Olarn loves to play darts. He just gets bored using a round piece of cork as a target, so he uses people instead. He is soft spoken, but loyal to Baron Labeta, who pardoned him from a death sentence on the condition that Olarn would work for Labeta. Labeta sees him well supplied and equipped. Olarn is responsible for leading the parties that killed the scouts in "With Thine Eyes" and personally killed General Kuwaki in "Reflections of a Shrouded Past."

Tralnin: An up and coming mage of the Kalamaran Legions, he was charged to take Baron Labeta's castle personally by Emperor Kabori. He is ambitious, and more than a little afraid of failing. Emperor Kabori is not known to be forgiving.

Scorlin: Scorlin is a devout worshipper of the Overlord, and everywhere sees iniquity, disorder, and misbehavior that can only be tempered by the firm might of a tyrant. He signed on willingly to Kabori's legions, viewing Kabori as an agent of destiny, a firm ruler who both knows how to and is willing to use power for the betterment of the world, his way.

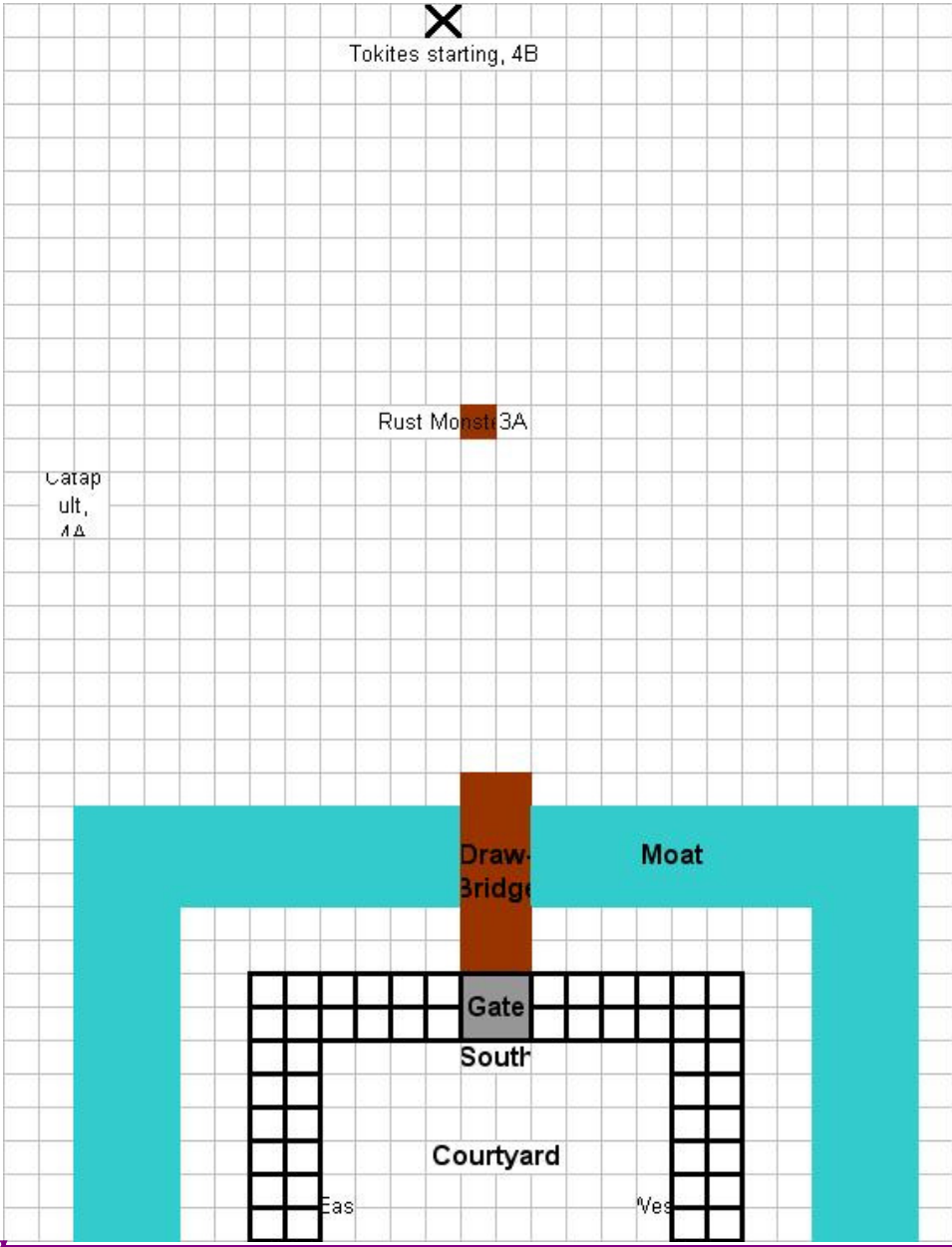
Lorma Falgo: Baron Labeta's seneschal, Falgo is a competent butler and estate manager. He has no notion that his liege is involved in treachery, and would be appalled to hear it. He is efficient, quiet, and well liked by Baron Labeta for these qualities.

Michnal Rul: The Commander of the Legion of Thunder, Michnal Rul has been hardened in battle and seems older than his years. An outstanding horseman, he is not the strongest, nor the quickest, nor the toughest member of his legion, but he is the most knowledgeable about all things military. His men would follow him anywhere.

Appendix II: Additional Rules

All of Olarn's weapons are coated with the poison Zeakue (Contact DC12, Init 1d6 Con, Secondary 1d6 Con.) A character who comes into physical contact with Zeakue must make a Fortitude save to shake off the effects of the poison. If he succeeds on his initial save, there is no further effect and no further saving throws are required. If he fails, the victim suffers Initial damage to his Constitution, begins to sweat profusely, and starts to slowly perish.

Thereafter, a victim must make a Fortitude save each minute after contact, regardless of any successful secondary saves. Any failed save means that the victim suffers the secondary damage and begins to have trouble breathing. Within ten minutes, if still conscious, the victim's breathing is labored and ragged. After twenty minutes, the victim's eyesight begins to fade. If the victim is not cured within thirty minutes, whether he continues to successfully make his Fortitude saving throws or not, he dies.



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APPENDIX III: Player Handout 1

The White Knights:

A gray elven musician, proficient in the rapier
Two divine servants of Deb'fo, human
Two holy warriors of Deb'fo, human
A high elven wilderness tracker, adept with the longbow and rapier

The Protectors of the Word:

A human musician adept with the rapier and shortbow
A divine servant of the Speaker of the Word, human
A human monk, master of unarmed combat
A wilderness tracker and wielder of a shortsword and longbow, human
A gnomish sorcerer of the College of Magic
A gray elven wizard of the College of Magic

The Gray Delvers:

Two disciplined human men proficient with the battleaxe
A divine servant of Deb'fo, human
A user of nature magic, human
A nimble fingered high elf who is adept with the rapier
A registered wizard, human, of the College of Magic

APPENDIX III: Player Handout 2

This writ granting land to Baron Labeta in return for treachery was delivered by Tralnin, wizard of the XIV Legion.

To My Dear Baron Labeta,

Your foresight and fealty are to be commended, dear Baron. In return for your help and loyalty, in the form of the use of your castle and aid in the endeavor of returning Pekal to its rightful place as a province of the Vast, we hereby grant you the title of Duke. Your lands shall encompass all of the areas currently known as the Elos, Central, and Kalokapeli Districts, and your status as a Peer of the Realm will be announced throughout the Vast. We congratulate you on your choice and advancement.

*His Most August Supremacy,
Emperor Kabori I of the House of Bakar*

Player Handout 3

These orders were found on the wizard.

Orders to Captain Tralnin:

We are granting Baron Labeta the title of Duke and the Elos, Central, and Kalokapeli districts in return for his treachery. Deal with him honestly. We want no betrayals on our part. This may influence other nobles to join us peaceably. However, be aware, he is a traitor. Do not put yourself in a position to be betrayed.

Emperor Kabori