

YEO5-01

Attack Dogs

A One-Round D&D® LIVING GREYHAWK™ Yeomanry Regional Adventure

Version 1.1

by **Bill Howell**

Reviewer: Yeomanry Triad

Circle Reviewer: Steven Conforti

Politics makes strange bedfellows. Perhaps that can explain why long-time enemies have joined forces and called upon you for help. Some of you are called out of respect for good deeds done. Others are called to atone for past betrayals. All will risk their lives to sink their teeth into the Scarlet Brotherhood's throat. Cry havoc and let slip the dogs of war. A Yeomanry regional adventure for PCs of APLs 6-12.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20.

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, LIVING GREYHAWK, D&D REWARDS, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc, in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc and the adventure author or authors.

Visit the LIVING GREYHAWK website at www.rpga.com.

For questions specific to this document and your region please e-mail your triad point of contact (POC) at beldred@midsouth.rr.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
7	7	9	10	11	

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Yeomanry. Characters native to the Yeomanry pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the LIVING GREYHAWK Campaign Sourcebook.

ADVENTURE BACKGROUND

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool Marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority, who has carried the spear for the nation, either now or in the past, is eligible to elect a spokesman on his behalf from his community who serves in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers.

DAYWINE (POP. 300)

Daywine is a small, sleepy farming village that serves at the marketplace for a number of small cotton and vegetable farms that surround it. It is home to one inn / tavern, the Belching Bugbear, run by a family of halflings (led by Pip Purpleberry). They make a fine beer, appropriately called "Hairfoot Stout," that is renowned in the region. There is a small temple to the Church of the Seven Faiths (Ernest, human CG Clr3) in town, as well as a mercantile, blacksmith, and mill. Blake Whitesheaf, a retired paladin, has a small manor in town. He is disinterested in further adventure and is content with his new life.

NEWICK (POP. 2,100)

Newick is a walled frontier town located near the border of the Hool Mashas. Its 2,100 residents make their living from farming, fishing, and light forestry. As one of the first sizable towns between seized lands and the relative freedom of the Yeomanry, Newick serves as the (temporary) home for dozens of refugees at any given time. Due to this large transitional population, Newick can get a bit rough at times, and the militia has a reputation for treating lawbreakers harshly. There are a

number of hastily-constructed inns and taverns in town - the one patronized by adventurers is called Haranshire House, named for the region in which Newick stands. It is run by an incredibly irritating gnome named Erdenson - nicknamed "Centipede" due to his ridiculously bushy eyebrows. Rumor has it that he is tolerated because he knows secrets that lead to a huge cache of magical treasure buried somewhere in the Hool.

The town's Grosspokesman is Melinda Windomere, a strong, slim, dark-haired woman in her early 40s who enjoys wearing fine silks. Although she is a bit unorthodox in her governance of the region, she is a woman of law and keeps her promises. As a result, she is respected locally but distrusted amongst other members of the Council. The Yeoman Dustdiggers, led by Olan Demeter, have a very strong presence in the town due to the significant archaeological discoveries that have been found in the region over the last few years.

Recently an important refugee from the Hold of the Sea Princes has taken refuge near Newick. She is Della, the 'Rogue Queen of Monmurg,' and is rumored to be a medusa. A number of local adventurers can confirm this, and as such the local residents give her a wide berth.

NIGHFORD (POP. 600)

Nighford is a small farming community north of Farvale along the Javan River. It sits at the confluence of the Javan and a small stream used by the town for its water supply. The most popular resting place for traveler and local alike is Millicent's Inn, a quaint old stone building known for its fine soups. Up until recently, Nighford had no Grosspokesman. However, two rivals vied for the position. The townsfolk decided to hold a bridge-building contest to replace their dilapidated bridge. Olmek Garshweth was declared the winner.

BACKGROUND

The history of the region which would become The Yeomanry begins with the destruction of the Suel Imperium in the Rain of Colorless Fire in CY -421. After the Suel migrated into the Sheldomar Valley, many of their number chose a more peaceful existence, eschewing the retreating Noble Houses and their ambitions to the north and east. Instead these peoples, primarily lowborn peasantry from the Old Imperium, did not venture far from where they emerged into the Flanaess. They settled the high valleys between the Jotens and the Tors and mixed with the local Flannae. These new lands, stretching all the way out to the Javan River, had been well explored by the Suel Imperium prior to the Twin Cataclysms. The explorers had established mining enclaves and listening outposts decades before the onset of the war, some of which produced notable settlements such as Melkot in the Tors and Alran on the Jeklean Coast. Certainly, dissident individuals had been escaping Imperial influence to the shores of Jeklea Bay over the dormant Hellfurnaces for centuries, but these lands were

not of great importance until the destruction of the empire.

In 576 CY, a long tunnel was discovered under the Hellfurnaces; a cavern that stretches for hundred of miles, intersecting huge caverns and tunnels hundreds of feet below the surface. Early explorers believed it was the legendary *Passage of Slerotin* that was said to link Yeoman territory to the Sea of Dust, and the old Suel Empire, all the way on the other side of the Hellfurnaces.

In 590 CY, a group of Yeoman adventurers known as the *Defenders of the Spear* emerged from the tunnel with strange weapons, armor, and other treasure that disintegrated upon contact with sunlight. They also returned with tales of great riches and wondrous magic located inside the tunnel.

Not surprisingly, the Scarlet Brotherhood wants access to *Slerotin's Tunnel*, not only to garner the supposed wealth that lies therein and beyond in the Sea of Dust, but also to unlock any secrets of the ancient Suel Imperium the tunnel might hold that could give them an advantage over their enemies. However, the Yeoman military presence at Dark Gate and the never-ending stream of adventurers that congregate at the mouth of the tunnel make assembling a force sizable enough to mount a crossing expedition nearly impossible.

In order to gain access to Slerotin's Tunnel, as well as to protect their control of the Hold of the Sea Princes, the Scarlet Brotherhood has made determined efforts since at least 590 CY to infiltrate and undermine the Yeomanry. In 591 CY, they attempted to prevent the escape and defection of Della, the Rogue Queen of Monmurg, to the Yeomanry. In 592 CY a group of Brotherhood slavers were discovered operating on The Long Pond and another group of Brotherhood operatives were captured after attacking the town of Tarris and murdering several citizens in the surrounding area. In 593 CY, their activities increased even more. First, a Brotherhood agent infiltrated a covert refugee assistance operation run by the Servants of Trithereon and arranged the deaths of several dozen refugees and two Servants. Then an attempt was made to kidnap Della, who had been advising the Yeomanry on Brotherhood activities. Finally, an attempt was made to disrupt the supply of giant owls for the Yeomanry's military. Most recently, in 594 CY, the Brotherhood actually murdered the Grosspokesman of the town of Eastcot and replaced him with an imposter in order to support an operation to recapture slaves escaping with the aid of the Servants of Trithereon from the Hold to the Yeomanry.

After all these brazen provocations, certain factions within the Yeomanry have decided that it is time to strike back. Despite their differences, they have banded together to exact vengeance upon the Scarlet Brotherhood and send the message that The Yeomanry will retaliate in kind for any further Brotherhood provocations.

ADVENTURE SUMMARY

Introduction

The adventure begins at the Haranshire House in Newick. The adventurers have been summoned there either by the Servants of Trithereon, Grosspokesman Melinda Windomere, or the Rascals.

Encounter 1

Encounter 1 begins at this inn, when the PCs meet with the leaders of the factions which have put aside their differences and joined forces against the Scarlet Brotherhood. Representatives of the Servants of Trithereon, the Rascals, Della, and Melinda Windomere are present. The PCs are informed of the factions' decision to ally and their mission for the PCs is described. The PCs are directed to locate a Brotherhood spy, codenamed The Mantis. He or she is believed to be someone close to Olmek Garshweth, Grosspokesman of Nighford. The PCs are directed to capture The Mantis alive, as he has valuable information about other Brotherhood agents in the Yeomanry, particularly the Alelteshkal Brouka, one of the triumvirs assigned by the Brotherhood to oversee Yeomanry operations. The next day the party heads out, following the road north to Nighford via the town of Daywine along the Javan River.

Encounter 2

Encounter 2 takes place after about ten miles of travel, when the party discovers a flatboat on the Yeomanry side of the Javan being attacked by a group of river pirates. The pirates are disguised as Keoish soldiers. The battle between the bargemen and the pirates is in progress when the party arrives at the top of a bluff overlooking the river. Assuming the party intervenes and saves the bargemen, they can discover a clue to the identity of The Mantis on the body of the leader of the river pirates. After defeating the pirates, the PCs can continue their journey, arriving in the town of Daywine at dusk.

Encounter 3

Encounter 3 takes place at The Belching Bugbear, the inn/tavern in Daywine. Here they will meet Blake Whitesheaf, retired paladin and former Defender of the Spear. He will be curious about the adventurers and asks them several questions. If treated politely and told that the PCs are heading to Nighford, he will tell them about his old friend, Amaris Honeysuckle, who lives there. This background information may help the PCs identify The Mantis. After spending the night in Daywine, the PCs continue on to Nighford.

Encounter 4

Encounter 4 Upon arrival in Nighford, the party can obtain rooms at Millicent's Inn and begin their investigation. Attempts to use Gather Information will

likely result in the PCs suspecting the wrong person, Alik Kreshin, son of Jaleb Kreshin. Talking to Olmek Garshweth, Grosspokesman of Nighford, will narrow the suspects to his two sons, Ithal and Olamn, Alik Kreshin, or his secretary, Amaris Honeysuckle. Eventually, the party should be able to identify Amaris Honeysuckle as the spy.

Encounter 5

The PCs confront Amaris Honeysuckle at her dwelling. They can either attempt to use Diplomacy to convince her to surrender and become a double agent for The Yeomanry or they can attack her. Assuming they either turn her or capture her, she will tell them where to find her Scarlet Brotherhood contact.

Encounter 6

The PCs set an ambush to capture or kill Alelteshkal Brouka. On her person they find a notebook written in code, which they should deliver (along with her) back to Newick. Decoding the notebook provides the information required to launch a surgical strike on the headquarters of the Brotherhood spy ring in Monmurg.

Conclusion

PCs receive their rewards (including a possible sign of divine favor from Trithereon).

PREPARATION FOR PLAY

Before beginning play, the DM must determine why each of the PCs finds themselves summoned at the start of the adventure. The DM needs to know the answers to the following questions:

- Are any of the PCs devout worshippers of Trithereon? Devout means that the PC is not only a worshipper, but they either are a member of a metaorganization dedicated to Trithereon or have a level in a class that grants divine spells.
- If they are not devout worshippers of Trithereon, are they members of (or have **Affinity** with) the Rascals, a Yeomanry metaorganization?
- If they are not in The Rascals, have they ever earned the **Favor of the Church of Trithereon**? Such favors were potentially earned in YEO3-01 *Guard Dogs* or COR3-05 *Circle of Sin*, for example.
- Do any of the PCs have **Infamy with the Followers of Trithereon** from YEO3-01 *Guard Dogs*?
- If none of the above, are any of the PCs in the Yeoman Army/Militia (or Gran March Army)?

Is This a Military Adventure?

As Yeoman officials consider the events of this adventure important to the defense of the Yeomanry, members of any branch of the Yeoman military may

count the TUs spent on this adventure toward any annual TU commitment required by their enlistment.

Is This a Servants of Trithereon Adventure?

Hounds and Falcons of Trithereon are considered activated for this adventure. Therefore they may count this adventure towards the TUs they must serve per year for that metaorganization.

Is This a Dustdigger Adventure?

As this adventure does not significantly involve archaeological matters, students in the Academy of Lore may not count this adventure toward any TUs they must spend per year in study.

INTRODUCTION

Note: Only read one of the following introductions to each PC. Choose the one which best fits their background. They are listed in the preferred order, i.e. if a PC fits into two or more categories; read them the introduction which comes first in the list below.

If any of the PCs are devout worshippers of Trithereon, read them this message:

You have received instructions via the Faithful of Trithereon to journey to the Haranshire House Inn in Newick, where Arvin Quincannon, Falcon and Priest of The Summoner will contact you. He is in need of assistance for a mission of the greatest importance to the Faith. May The Summoner smile upon your efforts. This mission will count toward your required yearly service to the Faith.

Yeoman PCs who either are members of The Rascals or have **Affinity** with that organization receive the following message:

The Rascals need you. Come to the Haranshire House in Newick. Ask for Weldon.

If any characters received the **Favor of the Church of Trithereon**, they receive the following message:

Greetings! As you have been of great assistance to the Followers of The Summoner in the past, we come to you again in the hour of our need. We ask your help on a matter of great importance to ourselves and to the future safety of the Yeomanry and the rest of Sheldomar Valley. If you are willing to help, please go to the Haranshire House Inn in Newick and ask for Arvin Quincannon.

PCs who have earned the **Enmity with the Followers of Trithereon** receive the following message:

Your treacherous betrayal of the Faithful has been noted and you are marked for vengeance. We give you one last chance to expiate your sin: Go to the Haranshire House Inn in Newick, seek out Arvin Quincannon and do as he asks. Fail to do this

and you will suffer the just vengeance of The Summoner!

PCs who are member of the Yeoman military or allied military organizations receive the following message from Grossspokesman Melinda Windomere:

Loyal Yeoman! Our country has need of your service! Meet me at the Haranshire House in Newick.

PCs who fall into none of the above categories receive the following message:

Adventurers! The Yeomanry has need of your service! Go to the Haranshire House in Newick if you are willing to be of service.

ENCOUNTER I: STRANGE BEDFELLOWS

You have followed the instructions you were given and have reached the town of Newick. Newick is a walled frontier town, the first settlement of any size between the Hool Marshes and the farmlands of the Yeomanry. Its walls are well-manned and the roads leading to and from the town seem well-patrolled by the Militia. You have no trouble finding the Haranshire House Inn, as it is the largest and busiest place in town. When you inquire as you were directed, you are taken into a back room, where you find several other adventurous looking types seated around a large table. At the head of the table there are 4 empty chairs.

Allow some time for players to roleplay their introductions and get to know one another, if they are not a group which regularly travels together. Once the players seem comfortable with continuing, proceed with the following:

As you finish your introductions, the back door to the room opens and four people enter.

The first is a tall, handsome man in his mid 30's. He has brown hair, green eyes, and a prominent, angular chin. He stands behind the first chair, smiles at you all and says "Hello! My name is Weldon. I lead a group called The Rascals. Most of you probably haven't heard of us, as we don't like to advertise much, but we've heard of you."

The second individual is a big man, with a large crooked nose that looks to have been broken once. He wears chainmail and clothes that appear worn from much travel. His faded blue cloak is pinned with a broach bearing the Rune of Pursuit. He stands behind the second chair and addresses you: "I am Arvin Quincannon. I speak for the Hounds and Falcons of The Summoner."

The third individual to enter is a thin, middle-aged woman with raven hair and dressed in simple

silks. She stands behind the third chair and speaks: "I am Melinda Windomere, Grosspokesman for Newick and the area surrounding it. I am also responsible for ensuring the security of the Yeomanry's border with the Hool Marsh. Thank you for coming."

The fourth individual appears to be female, but it is difficult to be sure, as she wears a heavy cloak, with its hood raised over her head and a veil across her face. She says nothing as she stands behind the fourth chair. Then all four of them take their seats.

After a moment of silence, Melinda Windomere continues speaking: "Some of you who know something of Yeomanry politics may be surprised to see the four of us working together, as that has not been the case in the past..."

Arvin Quincannon interrupts with a snort: "Hardly! You and your pet monster there have never missed a chance to persecute those of us who try to do The Summoner's will in this land! While we may be willing to cooperate for now, do not think for a moment that we have forgotten your past actions! I look forward to someday exacting the full measure of The Summoner's vengeance upon both of you!"

The veiled woman speaks for the first time. Her voice is husky but with a strange hint of sibilance. Venom practically drips from every word: "Threats are for the weak, priest of a foolish god. Save them for some child or old woman who might be frightened by them! It is lucky for you that we also need your assistance, or you would not leave this room alive!"

Weldon breaks in on this exchange: "Della! Arvin! This is no time to be exchanging insults. You both know what is at stake. When I spoke to each of you, you agreed to be allies for the duration of this operation. I hold you both to your promises! Time enough for our own disagreements later." He glares at both of them until they nod grudgingly.

Melinda smiles: "Thank you, Weldon; the voice of reason, as always."

"As I was saying, while we may not have always gotten along in the past, we are in agreement on one thing: the Scarlet Brotherhood is a threat to The Yeomanry and a scourge upon the face of Oerth! Several times during the last four years, agents of the Brotherhood have been discovered in our land. They have tortured and murdered our citizens, suborned our officials, and tried to capture their escaped slaves on our free soil. This is unendurable!"

"While we have stopped these activities when we learned of them, in the past we have done nothing to strike at their source: The Brotherhood itself. Now an opportunity to do just that seems to

have presented itself and we have joined forces to strike what we all hope will be a telling blow at our common foe."

"We have learned that there is a highly placed spy in our midst, one who goes by the codename of The Mantis. We have information that this spy is somehow learning our secrets from the office of the Grosspokesman from the town of Nighford, Olmek Garshweth. I know Olmek personally and trust him, but the spy is likely someone close to him." Melinda Windomere is silent for a moment as if in thought, then continues: "Of course, after the assassination and replacement of Grosspokesman Gerheart of Eastcot last year by an agent of The Brotherhood, it's hard to know if ANYONE can be trusted!"

Della interrupts at this point: "The important thing is not just to find this Mantis, but to capture him ALIVE! My sources in Monmurg tell me that a very high ranking Brotherhood official, one of the three charged with overseeing their infiltration of the Yeomanry, is on her way to meet with The Mantis. Captured, the Mantis can tell you when and where to find this person, one Alelteshkal Brouka. Capture Alelteshkal Brouka and bring her back to us. Give me some time to... discuss things with Brouka, and I'm sure she will tell us everything she knows about The Brotherhood and its plans for The Yeomanry." The tone of Della's voice make it clear to you that you would not enjoy being a party to her "discussions".

Arvin Quincannon speaks: "Some of you have been of great service to The Summoner in the past. We thank you and humbly beseech you to help us again in this just vengeance upon our foes! Others of you may have failed Him. We Hounds and Falcons are not usually the forgiving sort, but if you succeed in this, we shall make an exception in your case. However, if you fail us again, do not expect us ever to forget or forgive; the stakes are too great."

Now Weldon speaks: "The Rascals are in; we see this as a great chance to stick a blade in the Brotherhood's belly. What do you all say? Will you travel to Nighford, identify the spy, take him alive and use him to locate and capture this Alelteshkal Brouka and bring her back to us? You would be helping all the good folk of this land. What say you?"

Military PCs are considered activated and under orders, so they cannot refuse. PCs who are members of the Servants or The Rascals are also required to accept, upon pain of being expelled from those metaorganizations. Other PCs can refuse to accept or attempt to bargain with Windomere.

If any of the PCs refuse, then the adventure is over for them. They are ushered from the room. If they

already had **Enmity of the Servants** from YEO3-01, they now receive the **Greater Enmity** on their AR. If they had a **Favor of Trithereon** or **Affinity with the Rascals** and refused to help, these are considered voided.

If the PCs attempt to bargain or haggle about their reward, read the following:

When you mention your reward, Windomere, Quincannon, and Weldon all look disappointed. A low laugh issues from behind Della's veil, and she says: "See, I told you. I dealt with these adventuring types before; gold is the color of their heroism."

Windomere shakes her head and addresses you: "I afraid this mission is too important to assign to mercenaries; we are looking for heroes and patriots. If gold is what stirs your souls, I suppose we shall have to seek elsewhere."

Hopefully, the PCs will take the hint, but if any of them continue to insist upon being paid, the adventure is over for them. Finish their ARs as if they had refused the adventure.

Assuming the PCs agree to undertake the task, Windomere and the rest will answer any questions that they are asked to the best of their abilities. Some possible questions and answers are given below:

Q. How do you know The Mantis is someone close to Olmek Garshweth?

A. At Della's suggestion, we inserted different pieces of false information into reports sent to the various Grosspokesmen. She then learned via her contacts in Monmurg that the false info sent to Grosspokesman Garshweth had been leaked to The Brotherhood.

Q. Do you know who is a suspect?

A. We do not have any details about the inner organization of Grosspokesman Garshweth's office. There are bound to be at least three or four individuals besides him with legitimate access to such sensitive reports (assistants and the like). It may also be possible that The Mantis is not a spy but just a very clever thief, who obtains the information via undiscovered theft.

Q. Can we identify ourselves to the authorities?

A. I will provide you with a writ which will identify you as special agents from my office. However, you should avoid bringing the local militia or town watch into this if at all possible. If word of your activities were to reach The Mantis or Alelteshkal Brouka, they would likely flee. Nighford is right on the Javan; a quick boat trip across into Keoland and they would be permanently beyond our reach.

Q. Have you tried Divination magic?

A. We do not have access to a trustworthy spellcaster of sufficient power.

At higher APLs, the PCs themselves may have access to powerful divination spells. Guidelines for the results of those spells are below:

- *Commune* will provide correct yes or no answers to the PCs' questions. At this point, the PCs do not have enough information to do more than learn some basic facts about The Mantis. This spell could be used effectively to confirm suspicions later in the adventure.
- *Contact other plane* will require the caster to contact an outer plane to have any chance of a true answer. It will yield answers similar to *commune*.
- *Divination*, if successful, will yield the following answer: *"There is no rose without thorns and when a man sets his foot upon an adder, he asks not its size."* This cryptic clue refers to the fact that The Mantis is a beautiful and petite woman.

When all of the PCs' questions have been answered, read the following:

After all your questions are answered, Melinda Windomere continues: "Well, that's it then. Here is the writ I promised."

Give the party *Player Handout #1*.

"I would emphasize again that both discretion and haste are called for. We think Alelteshkal Brouka is likely to be in The Yeomanry for only a week at most, and it is a two day journey from here to Nighford. Good luck to you all. We look forward to your return with this Brotherhood spymaster in chains!"

If the PCs wish to purchase any standard supplies, they are available close by in Newick. The PCs will no doubt want to rest, and then head out in the morning. Proceed to Encounter 2.

ENCOUNTER 2: KEEWEE PIRATES

When you awake the next morning, the day is warm and clear, though there are some clouds on the southern horizon.

Any PC who makes a DC 15 Survival check will know that those clouds represent a storm front which should move through by the end of the day, bringing several hours of very heavy rains. The rain should arrive at about sunset. PCs with higher checks will know that this rain should be followed by clear weather (out to the duration allowed by their roll, as per the *Player's Handbook*).

You head out moving north along the River Road. This well-maintained road runs along the western bank of the River Javan. It is mainly used by travelers and farmers from The Little Hills heading to and returning from the markets in Newick and Nighford; most serious commerce moves either down the Javan by flatboat or upriver via keelboat. The Javan is about 200 yards wide here, with bluffs about 30' high on both banks. The River Road generally runs along the top of these bluffs, though your view of the river is occasionally screened by copses of trees. As you travel you see considerable traffic on the river, with a flatboat passing by going down river perhaps every hour. You also meet the occasional farmer and wagon load of produce headed south toward Newick.

By noon, you reckon that you have come ten miles, and should be about halfway to the village of Daywine. You are beginning to think of picking a spot to stop for lunch. Just then, as the road emerges from a small copse of trees at the top of the bluff, you hear sounds of combat from the direction of the Javan. Moving to the edge of the bluff and looking down towards the river, you can see that there is a fight in progress!

See DM Aid: Map #1.

A flatboat is grounded on the Yeomanry bank of the river, and its crew appears to be in a pitched battle with a group of soldiers. The flatboat crew appears to be losing. You can see perhaps half a dozen of them still fighting, but at least two others lie on the deck in pools of blood. Five armed and armored soldiers press them hard against the far rail and deckhouse of the flatboat, while a sixth stands back and shouts orders and encouragement. The soldiers apparently arrived via a smaller boat which is beached next to the flatboat.

A DC 10 Spot check will allow PCs to notice that the device on the "soldiers" tunics is a black lion rampant on a red field. A DC 5 Knowledge (nobility and royalty) or DC 10 Knowledge (local – Sheldomar Valley Metaregion) or DC 10 Bardic Knowledge check allows the PCs to recognize the arms of the Kingdom of Keoland (Keoland PCs recognize it automatically). These pirates disguise themselves as soldiers of the opposite nation from that of their victims. Their packs contain Yeomanry Militia tabards. Shortly before the party arrived, they approached the flatboat and demanded that its captain allow them on board for an "inspection". Smelling a rat, the captain managed to beach his boat on the western bank, but before his men could escape, they were cut off by the pirates. They are now engaged in a hopeless resistance and are in the process of being cut down.

The bluff running down to the riverbank is sloped and severely obstructed with small bushes and rocks. It is at about a 45 degree slope, so the 30' drop to the riverbank occurs over a 60' horizontal distance. To run or

charge down it requires a DC 15 Balance check. If the PC attempts to run or charge and fails by 4 or less (i.e. a Balance skill result of 11-14), they can't run or charge but can still move normally. Failure by 5 or more indicates they fall and roll to the bottom, taking 2d6 damage on the fall down, and ending up prone on the riverbank. If a PC attempts to move normally, the Balance check to do so is DC 10. Failure indicates the PC must move at half speed. A PC may move at half speed to avoid the need to make any Balance checks.

All APLs

👤 **Flatboat Captain:** Male human Exp3; hp 17.

👤 **Flatboat Crew (5):** Male human Exp1; hp 9 (but see below).

Currently, the pirates are completely focused on eliminating the flatboat crew, so they will not notice the PCs until they interfere or a PC reaches the riverbank. Unless the PCs do something to alert the pirates of their presence, they may get a surprise round. The flatboat crew is fighting totally defensive, just to stay alive. The two wounded crewman are both at -1 hp and bleeding out.

Do not bother with actually rolling the combat between the pirates and the crew. Just describe it as a desperate fight with the crewman totally outclassed by their opponents. Each round that the PCs delay in intervening, the pirates drop another crewman to -1 hp and those crewmen already down lose another hit point. When the PCs do intervene, the pirates will shift their focus to them completely. The crewmen will use this respite to stabilize their wounded comrades and catch their breath. They will not assist the PCs. If the PCs are defeated, the crew will use the distraction to jump in the Javan and escape the pirates by swimming downstream.

Note: Keep track of any crewmen who are killed, as each one slain will cost the PCs some xp for this encounter.

APL 6 (EL 8)

👤 **Brotherhood Pirates (5):** Male human Ftr1; hp 9 each; see *Appendix 1*.

👤 **Pirate Leader:** Male human Clr7 of Syrul; hp 48; see *Appendix 1*.

APL 8 (EL 10)

👤 **Brotherhood Pirates (5):** Male human Ftr2; hp 18 each; see *Appendix 2*.

👤 **Pirate Leader:** Male human Clr9 of Syrul; hp 61; see *Appendix 2*.

APL 10 (EL 12)

👤 **Brotherhood Pirates (5):** Male human Ftr4; hp 36 each; see *Appendix 3*.

👉 **Pirate Leader:** Male human Clr11 of Syrul; hp 75; see Appendix 3.

APL 12 (EL 14)

👉 **Brotherhood Pirates (5):** Male human Ftr6; hp 54 each; see Appendix 4.

👉 **Pirate Leader:** Male human Clr13 of Syrul; hp 88; see Appendix 4.

Tactics: As soon as the pirates become aware of the PCs, their leader will order his men to break off their attack on the sailors and engage the PCs. The pirates will line the rail of the grounded flatboat, which is a good 4' above the riverbank. This will give them +1 to hit any PCs fighting with them from the bank (due to their higher elevation). To gain the boat's deck, a PC on the bank will either have to make a DC 10 Climb check to pull themselves up (being denied their Dex while doing so) or make a Jump check sufficient for a 4' vertical height. Until the PCs close, the pirates will make best use of their heavy crossbows and their Rapid Reload feats.

At APL 6, the Pirate Leader will begin by casting *summon monster IV*, calling 1d3 hell hounds to attack the PCs. On the 2nd round he will cast *unholy blight*. On the 3rd round he will cast *blindness* on a wizard or sorcerer. On the 4th round, he will cast *hold person* on a fighter or barbarian. If the Pirate Leader determines that the pirates are likely to lose the fight, he will try to escape, by first casting *invisibility* on himself, then *water walk*. Then he will slip over the far side of the flatboat and walk across the Javan to Keoland and safety. His men will fight to the death, since they know the Yeomanry executes pirates.

At APL 8, the Pirate Leader will begin by casting *summon monster V*, calling an achaierai to attack the PCs. On the 2nd round he will cast *unholy blight*. On the 3rd round he will cast *summon monster IV*, calling 1d3 hell hounds to attack the PCs. On the 4th round he will cast *blindness* on a wizard or sorcerer. On the 5th round, he will cast *hold person* on a fighter or barbarian. If he is seriously hurt, he will heal himself with the best spell available. If the Pirate Leader determines that the pirates are likely to lose the fight, he will try to escape, by first casting *invisibility* on himself, then *water walk*. Then he will slip over the far side of the flatboat and walk across the Javan to Keoland and safety. His men will fight to the death, since they know the Yeomanry executes pirates.

At APL 10, the Pirate Leader will begin by casting a quickened *silence* near any obvious spellcasters and then *mislead* upon himself, moving 20 ft. from the location of the image. On the 2nd round he will drop his concentration on *mislead* and cast *summon monster V*, calling an achaierai to attack the PCs. On the 3rd round he will cast *flame strike*. On the 4th round he will cast *summon monster IV*, calling 1d3 hell hounds to attack the

PCs. On the 3rd round he will cast *unholy blight*. On the 5th round the image will disappear but he will still be invisible and will cast *unholy blight*. On the 6th round he will cast *blindness* on a wizard or sorcerer. If he is seriously hurt, he will heal himself with the best spell available. If the Pirate Leader determines that the pirates are likely to lose the fight, he will try to escape, by first casting *invisibility* on himself (if he has been made visible), then *water walk*. Then he will slip over the far side of the flatboat and walk across the Javan to Keoland and safety. His men will fight to the death, since they know the Yeomanry executes pirates.

At APL 12, the Pirate Leader will begin by casting a quickened *silence* near any obvious spellcasters and then *mislead* upon himself, moving 20 ft. from the location of the image. On the 2nd round he will drop his concentration on *mislead* and cast a quickened *hold person* on a fighter-type and a *mass inflict serious wounds*, targeting it to catch as many PCs as possible. On the 3rd round he will cast *summon monster V*, calling an achaierai to attack the PCs. On the 4th round he will cast *flame strike*. On the 5th round the image will disappear but he will still be invisible and will cast *unholy blight*. If, at the start of any round he has two or more PCs within 30 ft. of him, he will cast *blasphemy*. If he is seriously hurt, he will heal himself with the best spell available. If the Pirate Leader determines that the pirates are likely to lose the fight, he will try to escape via *word of recall*. If he is prevented from doing so (by a *dimensional anchor*, for example), he will cast *invisibility* on himself (if he has been made visible), then *water walk*. Then he will slip over the far side of the flatboat and walk across the Javan to Keoland and safety. His men will fight to the death, since they know the Yeomanry executes pirates.

Treasure:

APL 6: L: 365 gp, C: 20 gp, M: +1 mithral breastplate (433 gp), brooch of shielding (125 gp).

APL 8: L: 309 gp, C: 20 gp, M: +1 mithral breastplate (433 gp), brooch of shielding (125 gp), +1 heavy mithral shield (168 gp), periapt of wisdom +2 (333 gp) 5 +1 chain shirts (104 gp each).

APL 10: L: 240 gp, C: 20 gp, M: +1 mithral breastplate (433 gp), brooch of shielding (125 gp), +1 heavy mithral shield (168 gp), periapt of wisdom +4 (1,333 gp) 5 +1 chain shirts (104 gp each), 5 +1 longswords (193 gp each).

APL 12: L: 171 gp, C: 20 gp, M: +1 mithral breastplate (433 gp), brooch of shielding (125 gp), +1 heavy mithral shield (168 gp), periapt of wisdom +4 (1,333 gp), lesser strand of prayer beads (800 gp), 5 +1 chain shirts (104 gp each), 5 +1 longswords (193 gp each), 5 +1 bucklers (97 gp each).

Development: Given the high regard the Pirate Leader has for his own skin, it's likely he (and all his valuable items) will escape. If the PCs do manage to capture or kill him, in addition to all the treasure on his

person, he has a journal. It is written in Ancient Suloise, and contains clues to the identity of The Mantis. If the PCs can somehow read the journal, give them *Player Handout #2*.

If any of the flatboat crew survives, they will volunteer to take custody of any of the surviving pirates and transport them to Newick for trial and punishment. This will relieve the PCs of having to delay their mission to escort prisoners.

After the PCs have finished with the river pirates, proceed to Encounter 3.

ENCOUNTER 3: LIVING HAPPILY EVER AFTER?

Another eight miles upstream from the fight with the pirates, the storm front which has been pursuing you all day finally overtakes you. The dark clouds open and a heavy, driving rain pours down upon you. Even though it is still almost an hour until sunset, the clouds and rain turn the day almost into night. After struggling through this torrent for another thirty minutes, you are cheered by the sight of lighted windows ahead. You have reached the village of Daywine at last!

Daywine appears to be a sleepy farming village of perhaps three hundred souls. However, in the town square there is a large and welcoming inn, The Belching Bugbear. From what you can see through the rain, it seems to be the only place in town where a traveler could expect to purchase a hot meal and a dry bed.

You should strongly encourage the PCs to spend the night at the inn. Suspicious parties may choose to do otherwise, but doing so will cause them to miss meeting Blake Whitesheaf, who provides information about Amaris Honeysuckle. Assuming the PCs decide to stop at the inn, read the following:

Upon entering the Belching Bugbear, you are greeted by warmth and good cheer. The owner, a halfling who introduces himself as Pip Purpleberry, greets you. He offers you dinner and a room for the night at a reasonable price, as "Tain't a fit night out there for man nor beast!" He also recommends you try the Bugbear's Hairfoot Stout, the best ale in Haranshire, at least according to him.

If the players stay and order food & drink, read the following:

The Belching Bugbear's large common room is almost empty this evening, probably because of the horrendous weather. A middle-aged human, a cleric of the Seven Faiths by his garb, takes a meal alone, though he does chat pleasantly with the halfling waitress when she serves him. Another human, older with hair streaked with gray, sits by the fire

nursing a tankard and smoking a pipe. When he turns his head on occasion, you can see that he bears a ugly set of scars on the right side of his face and head, as if he was once clawed very badly by something huge and nasty.

The waitress is Marissa Purpleberry, daughter of the proprietor. The cleric is Father Ernest, assigned to the small temple of the Seven Faiths in Daywine. The older human is Blake Whitesheaf, a retired paladin who has a small manor just outside of Daywine.

All APLs

☛ **Father Ernest:** Male human Clr3; AL NG

☛ **Blake Whitesheaf:** Male human Pal9; AL LG.

The PCs may want to approach either or both of these people. Father Ernest will be polite, especially so to any fellow clergy or laymen of the Seven Faiths. If any of the PCs openly display symbols of Trithereon, he will be curt almost to the point of rudeness. Other than local gossip, he knows nothing of value.

Blake Whitesheaf, on the other hand, does know something which could be of use to the PCs. Until his retirement in CY 590, he was part of the Defenders of the Spear, an adventuring group that included Amaris Honeysuckle. His last adventure with the Defenders was in Slerotin's Tunnel, during which he received the injuries which effectively ended his adventuring days.

If the PCs approach Blake, alter the text below as required. Assuming they do not approach him, once they have finished their meal, read the following:

Master Purpleberry proves to be as good as his word; the supper is excellent and the Hairfoot Stout is superb! With your bellies full and the chill of the soaking rain warmed away, you all feel much happier.

As you finish your meal and the plates are cleared away, the older man by the fire knocks out his pipe, stands, and walks over to your table. He walks with quite a severe limp, favoring his right leg. He addresses you: "Greetings, travelers! Welcome to Daywine on this stormy night. My name is Blake Whitesheaf. Might I join you for a few moments?"

PCs with Bardic Knowledge or ranks in Knowledge (local – Sheldomar Valley Metaregion) may make checks to recognize the name. As usual, succeeding at a higher DC also gains all information from the lower DCs:

- **DC 5:** Blake Whitesheaf is the name of a well-known paladin of Pelor. He was last active several years ago.
- **DC 10:** He was a member of a group of Yeoman adventurers known as the Defenders of the Spear
- **DC 15:** In 590 CY, the Defenders of the Spear emerged from Slerotin's Tunnel with strange

weapons, armor, and other treasure that disintegrated upon contact with sunlight. They also returned with tales of great riches and wondrous magic located inside the tunnel.

- **DC 20:** Blake Whitesheaf was horribly injured during that adventure defending his companions from some horror of the UnderOerth. Afterwards, he retired to a small manor outside of Daywine.

Assuming the PCs agree, Blake continues:

"I notice that you have the look of seasoned adventurers about you. It takes one to know one, they say, and I wasn't always the cripple you see before you. Once upon a time, I too sought to shine the light of Pelor in the dark places of Oerth..."

He is silent for a moment, as if remembering, and then continues: "Anyway, I was wondering if you might be headed northward? I have recently heard that an old friend of mine has settled in Nighford, and I was hoping you might take her a message for me. I'm afraid I don't travel much these days, what with my leg and all, and I've never been much of a letter writer, but I'd sure like her to know where I am living these days. Perhaps she might even find the time to come and visit an old comrade."

Assuming the PCs agree to take his message, Blake continues:

"Her name is Amaris Honeysuckle, and I heard via a mutual friend that she is living in Nighford. She's a beautiful lady with pale blonde hair and emerald eyes. She is also highly accomplished bard, so I am sure you will have no difficulty locating her. As for the message... Well, just tell her that Blake Whitesheaf is living in Daywine and would like to see her again."

Make a secret Sense Motive DC15 for each of the PCs. A successful check will reveal that Blake is holding something back and is more anxious about meeting Amaris than he lets on. This is because he and Amaris were once deeply in love, but he would never consummate their relationship or commit to her due to his duties as a paladin of Pelor. Amaris grew angry that he would put his paladinhood before his love for her. She left the Defenders just before Blake's final adventure in the Passage. He feels guilty about disappointing her and now that he has learned that she is in Nighford, he would like to talk to her again, possibly even restart their relationship. He fears that she may still be angry with him, which is the main reason he has delayed sending her word. Seeing the PCs has caused him to finally decide to make the effort to contact her again. Blake will reveal none of this, of course.

Assuming the PCs treat Blake with respect and friendship, he will chat with them for about an hour,

exchanging stories of his adventuring days with them. If asked about his injuries, he will simply say:

"Well, let's just say that tapping a gold coin on the wall of a tunnel to attract xorn isn't such a good idea..."

If asked about Amaris, he will wax lyrical about how beautiful and talented she is and what a good friend she was to him during their adventuring days. See DM Aid: Amaris Honeysuckle for details on Amaris. Make another secret Sense Motive DC15 check for each of the PCs to realize Blake is deeply in love with Amaris.

After about an hour of chatting, Blake will say:

"Well, it's about time I tottered off to bed. Thank you again for your willingness to help. Safe journey and may The Sunfather shine his blessings upon you all."

Blake will then leave and the PCs can take their rest. Proceed to Encounter 4.

ENCOUNTER 4: PREYING MANTIS

The next day dawns bright and clear; the storms of yesterday have passed on by. After a fine breakfast, you leave Daywine behind and continue of your way toward Nighford. You stay alert for any trouble on the river or the countryside, but nothing occurs more exciting than passing a few farmers on the road and seeing a few more flatboats on the river.

After a break for lunch, you continue your trek towards Nighford. Just after 4 o'clock, you come to a turn off from the main road. A sign labeled "Nighford" points down the road, which leads to a small stream running into the Javan. The stream is spanned by a fine looking bridge, which cannot be more than three or four years old. On the other side of the bridge is the town of Nighford.

Nighford appears to be about twice the size of Daywine, with perhaps six hundred inhabitants all told. Asking about a place to stay, you are quickly directed to Millicent's Inn, the only one in town, and given a recommendation to try one of its outstanding soups.

Assuming the PCs go to the inn to check in before doing anything else, read the following:

Millicent's seems to be a fine old establishment, though your rooms will not be available until after supper and "smoke", which seems to be local slang for an hour of drinking, smoking and conversing after dinner. The staff is more than willing to take care of your gear and mounts until then, of course. Supper will be in about half an hour and you are invited to wait in the tap room until then.

At this point, PCs may take the opportunity to gather information, or they may choose to seek out Grosspokesman Olmek Garshweth, Amaris Honeysuckle, or Jaleb Kreshin immediately.

Note: This is a very free form encounter, as the PCs may try any number of ways in any order to identify The Mantis. The most likely tactics are addressed below, but the DM should be thoroughly familiar with the information about Amaris Honeysuckle in the DM *Aid* in order to adjudicate any creative means employed by the PCs.

GATHERING INFORMATION

Sweet pipeweed smoke wafts up to the eaves and rafters of this spacious country inn. Dinner was wonderful, with enough steamed fish, braised vegetables, and butter-baked bread to satiate your road-weary appetite. Your mugs never went dry, and your plates stayed full throughout the evening.

Now as the help tidies the rooms upstairs, bloated relaxation seems the fashion of the evening time in Nighford. Weary from the road, it is easy to appreciate the simple comforts of a soft chair, a warm mug, and the company of those whose only aim is to enjoy the same. There are quite a few locals present, also enjoying a smoke and a pint after a day's work.

The PCs may attempt to use the Gather Information skill at some point in their investigation. Rumors/information that can be gained on various topics are listed below. As usual, a higher roll also provides all the information available at lower DCs. Gather Information on a given topic takes 1d4+1 hours and cost 3d6 gp.

Topic: Olmek Garshweth

- **DC 5:** Olmek Garshweth is a fine grosspokesman. He'll probably get re-elected.
- **DC 10:** Olmek's a "forgive and forget" kind of guy. Why, he even hired Jaleb Kreshin's boy, that weasel Alik, after beating Old Man Kreshin in the bridge-building contest in '91 to see who'd be grosspokesman. Now that's generosity, if you ask me.
- **DC15:** Olmek's hired himself a nice looking secretary, let me tell you! That Amaris Honeysuckle is sure a beauty. No way would my wife let me spend my days working with a looker like that!
- **DC 20:** Olmek argued strongly in favor of sending the Army of Freedom to Geoff. Said it was better to fight the Giants there than here. I heard that the grosspokesman down in Newick — what's-her-name Windomere -- weren't too happy with him about that!

Topic: Jaleb/Alik Kreshin

- **DC 5:** I don't like talking about Old Man Kreshin or his weasel of a son. They've got too much money and don't mind using it against folks who talk bad about 'em!
- **DC 20:** Don't quote me on this, but that Alik Kreshin is as crooked as they come! He'd sell his own mother if the price was right and the old lady wasn't dead! He ain't nicknamed Weasel for nothing!

Topic: Amaris Honeysuckle

- **DC 5:** Olmek's hired himself a nice looking secretary, let me tell you! That Amaris Honeysuckle is sure a beauty. No way would my wife let me spend my days working with a looker like that!
- **DC 10:** Amaris Honeysuckle? Oh yes, the pretty lady who works for Olmek Garshweth. Sure, I know her! Where is she? Well, Olmek's office closes before supper, so I expect she's gone home. Right nice lady, if you ask me. She comes in here sometimes when she gets off work, but I don't see her tonight. She'll be at Olmek's office tomorrow; she's there everyday, rain or shine.
- **DC 15:** I heard Amaris perform at Olmek's birthday party last month. I never knew anyone could sing or play the harp half as well as she does!
- **DC 20:** Amaris arrived in town about six months ago, from Keoland I think. Olmek hired her as his legal secretary and translator after she'd been here about two weeks. I think he gives her a place to live, too. It's an old farmhouse located on the western part of his property. I ain't exactly sure where...

VISITING JALEB KRESHIN

The PCs could be suspicious of Jaleb Kreshin and/or his son Alik; either because of what they read in the Pirate Leader's Diary or rumors they have heard in Nighford. The PCs may also be acquainted with Jaleb and Alik from YEO1-02 *Throwing Stones* or YEO4-05 *Whispers of Deceit*, possibly having a **Favor** from him.

Neither Jaleb nor his son Alik has anything to do with The Mantis. However, Jaleb is a grasping and corrupt business man and his son is a nasty and devious little weasel (hence his nickname), so the PCs may jump to the wrong conclusion. While Jaleb is Neutral in alignment, Alik is Neutral Evil, which may also lead PCs astray.

At his father's suggestion, Alik asked Olmek for a job. Jaleb has not forgiven the Grosspokesman for beating him in the bridge-building contest four years ago, and wanted his son in a position to spy on Olmek and possibly sabotage him politically. Seeking to mend fences, Olmek happily gave Alik a job in his office and has kept him on, even though Alik is lazy and

untrustworthy. For his part, Alik has spent his time spying on Olmek and his sons, hoping to find some dirt his father could use. Unfortunately for the Kreshins, the Garshweths are about as honest as they come and Alik is as incompetent at political sabotage as he is at everything else.

Jaleb has a large estate in the suburbs of Nighford. If any of the PCs have a Favor with Jaleb, he will be more than willing to speak with them. Otherwise, they will have to show their writ from Windomere to be admitted. If the PCs ask him any questions about the pirates, he will truthfully deny knowing anything about it and be angered if they make any accusations.

If the PCs seem inclined to threaten Jaleb Kreshin or break into his home to search for clues, etc, remind them that the Writ they have does not give them the authority to violate Yeomanry law. Kreshin is a rich and powerful man, who can and will have any such actions prosecuted to the full extent of the Law! He has excellent security at his estate, including numerous permanent *alarm* spells, which the DM should use to discourage the PCs from following this false trail too far. You should play Jaleb as the proverbial “sharp customer”; he’s not evil, but he’s doesn’t mind bending the rules to his own advantage, either.

If the PCs reveal the purpose of their investigation to Jaleb, he will become thoughtful, and then say the following:

“A Brotherhood spy in Garshweth’s office? I always knew that farmer was too stupid and trusting to make a good grosspokesman! Someone with access to sensitive reports, you say? I know something about how his office is organized; my boy Alik works there. Let me think for a moment...”

After a few moments thought, Jaleb nods his head and then continues: “Yes, that’s got to be it. There are only five people with access to those reports: Olmek, his sons Ithal and Olamn, my boy Alik, and that secretary of his, Amaris Honeysuckle. I’ve known Olmek and his boys for nearly twenty years, and not a one of them has brains enough to be doing this. I know my Alik isn’t involved, so by process of elimination, your spy must be the secretary. Amaris Honeysuckle is The Mantis!”

All APLs

🐛 **Jaleb Kreshin:** Human male Rog3; AL N.

Note: If the PCs accuse Jaleb Kreshin or his son of being The Mantis or are disrespectful towards him in any way, any Favor from him they might have should be voided.

TALKING TO OLMEK GARSHWETH

At some point the PCs are likely to seek out Olmek Garshweth. This section is written assuming they do so

the morning after their arrival in Nighford. The PCs may try to see Olmek the night they come to town. In this case, anyone they ask for directions should tell them that Olmek will be in his office bright and early tomorrow, but that he refuses to do any business in his home. He believes “Politics needs to be conducted in the light of day. When you start doing it after dark at home, trouble’s a brewin’!”

The PCs may also decide they want to burgle Olmek’s offices in order to snoop around. Doing so is not hard for an experienced rogue, but there is no useful information that can be gathered after hours. The Town Watch does patrol at irregular intervals, and will check the building 5d6 minutes after the PCs enter. If they have left any door or window open or are using any light source within the office, they will be apprehended. Resisting the Watch is a crime, regardless of their Writ, so the PCs would be well advised to go peacefully and use Windomere’s authority to have the matter dropped. However, having to do so will result in word of their activities leaking to both The Mantis and Alelteshkal Brouka. The latter will immediately flee the Yeomanry, while the former will prepare for a suicidal last stand at her home.

Arising the next morning after a good night’s rest, you have no trouble finding Grosspokesman Garshweth’s office. You are directed to a modest, single story building that was probably once a dry goods store. When you arrive, the front door is propped open, so they are obviously open for business.

See DM Aid: Map #2 for the office floor plan. The external doors and windows, as well as the door to Olmek’s office, are all equipped with average locks (DC 25 to open). The desks all have very simple locks (DC 20 to open). The Records Room door has a very good lock (DC 35 to open). The walls are of sturdy timber and stone construction and the floor is solid planking. None of the locks, walls, or floors displays any evidence of tampering.

Entering the building, you find yourself in a large open room. Directly in front of you is a long counter, which separates the public portion of the room from the area behind it. In your portion, there are several chairs lined up along the wall beneath the front windows; obviously this is where citizens wait until it is their turn.

Behind the counter are three desks. In the back wall there are two doors, both closed. The center desk is currently unoccupied, though the papers scattered across it indicate it sees some use. At the rightmost desk is seated a large young man in his early twenties, who appears to be carefully reading some papers. At the leftmost desk is seated a beautiful young woman, with pale blonde hair and emerald eyes, who appears to be transcribing information from one document to another.

Standing behind the counter is a very well-dressed and finely groomed young man. His black hair glistens with a faint sheen of oil. He is currently cleaning his finger nails with a small needle-pointed poniard. When you enter, he looks up from what he is doing, and addresses you:

“Welcome to the office of Grosspokesman Olmek Garshweth. I am Alik Kreshin. How may we be of assistance to you good folk?”

While his words are polite, he cannot seem to keep a strong note of boredom and disdain out of his tone. It obvious to you he’s anything but eager to be of assistance. Hearing his tone, the man at the rightmost desk looks up from his reading and frowns, but then goes back to his work.

All APLs

🦊 **Alik “The Weasel” Kreshin:** Human male Rog2; AL NE.

Alik should be played as the typical arrogant and bored clerk. He hates his job, he hates the people he works with, and he hates the PCs for disturbing his boredom. While he will not insult them outright, he will make every effort to take out his petty vindictiveness on them.

Assuming the PCs ask to see the Grosspokesman, Alik will talk about how busy Olmek is and ask the PCs what their business is about. He will try to fob them off with an appointment in a week’s time. If that doesn’t work, he will suggest one in two days. Feel free to use every nasty bureaucratic delaying tactic that comes to mind, e.g. filling out forms, getting letters of reference, etc. etc.

At some point, the PCs should lose patience and present Windomere’s writ. At that point, Olmek’s son Ithal will intervene:

The young man at the rightmost desk speaks up. “I’ll handle this, Alik, thank you.” Alik Kreshin shoots him a quick look that drips with venom and resentment, but nods and goes back to cleaning his nails. The young man addresses you: “I am Ithal Garshweth, son of the Grosspokesman. May I see that Writ, if you please?” Taking it, he walks over to consult with the young woman, who seems to take notice of all of you for the first time. Ithal shows her the document, which she seems to examine carefully, holding it up in the light coming from the window near her desk. Seeming to be satisfied with the results of her examination, she and Ithal speak quietly for a moment, and then he returns to you. “My father is with a citizen right now, but as soon as they are finished I will tell him that you are here. Please step this way.” He opens the counter top and invites you through into the rear portion of the room.

The young woman now seems to be curious about all of you and to be studying each of you carefully. She is very petite, only about 4’10” tall, with long golden hair braided into a pony-tail and emerald green eyes. She has what appears to be a harp bag sitting on the floor by her desk.

If the PCs do not seem inclined to initiate a conversation, read the following:

As you wait, the young woman speaks politely to you. “Hello, I am Amaris Honeysuckle. Could I get your names to enter in the Grosspokesman’s Visitor Log?”

This is the PCs’ opportunity to talk with Amaris Honeysuckle and to deliver Blake Whitesheaf’s message. Depending on the sequence of events, they may or may not be suspicious of her at this point. Having read the Writ, she has put two and two together and has realized that she is the object of the PCs’ investigation. As soon as the PCs go into their meeting with Olmek, she will claim not to be feeling well and flee for home. Additional information on Amaris can be found in the DM Aid: Amaris Honeysuckle and her stats are in the appropriate Appendix for the APL being played.

Note: Amaris has a good Bluff modifier (+11 to checks at APLs 6-10, +16 at APL 12). She will do her best to avoid having to tell any outright lies but if the PCs ask her any direct questions regarding The Mantis or the theft of information, secretly roll a Sense Motive check for the PCs talking to her. If a PC beats Amaris’ Bluff check, inform them that Amaris seems uncomfortable with the question. If the PC beats her Bluff check by 5 or more, tell the PC that he or she thinks Amaris is lying or hiding something.

Assuming the PCs deliver Blake Whitesheaf’s message, read the following:

Amaris appears to be taken aback by your words. Unusually for a bard, she seems at a loss for words as she stammers a reply. “B-b-blake Whitesheaf is in Daywine? And he wants to see m-m-e?” After a moment she seems to regain her composure. “Really? And how is my old friend Blake doing? What’s he up to these days.”

Amaris will also be uncomfortable talking about her relationship with Blake Whitesheaf, though for different reasons. Any PC talking to her about Blake and beating her Bluff DC will realize that she has very deep and powerful feelings towards the paladin.

When you feel the interaction with Amaris should come to a close, read the following:

At this point, the right hand door opens, and an old man walking with a cane hobbles out. Over his shoulder back into the office, he says: “Thank ‘ee, Olmek. You can count on my vote next election, so long as I’m still kicking!” Seeing Ithal standing by

the door, he says: "Good day to you, Ithal." Ithal responds with a polite "And to you, sir." The old man hobbles out, nodding politely to you as he passes. He smiles at Amaris but seems to pointedly ignore Alik. Ithal enters the office and closes the door behind him.

Returning after a few moments, Ithal says: "My father will see you now." He ushers you into Grosspokesman's personal office. This office is well-lit by bright sunshine streaming in from the large windows. Standing behind a desk is large, older man with broad shoulders, who bears a striking resemblance to Ithal, or rather Ithal bears one to him. He holds your Writ in his hand, as if he has just finished studying it. There is also a large conference table in the along the side wall of the office.

Coming around the desk, he greets each of you warmly with a firm handshake. "Hello! I am Olmek Garshweth, very pleased to make your acquaintance. Please have a seat." Once he has greeted each person and everyone is seated, Olmek will nod to Ithal, who will exit, closing the door on his way out. Olmek will take a seat at the head of the conference table and ask: "Very well then, just what is this all about?"

All APLs

🔪 **Olmek Garshweth:** Human male Ftr4; AL LG.

Note: It is possible, though unlikely, that Olmek may already be acquainted with one or more of the PCs from YEO1-02 *Throwing Stones*. If this is the case, adjust his dialogue accordingly.

Assuming the PCs tell Olmek what they are investigating, at first he will be incredulous.

"A spy! In my office? Ridiculous! This sounds like some sort of political trick from Melinda. I knew she was angry that I opposed her in the Army of Freedom debates, but to claim something like this..."

The PCs will need a successful Diplomacy check DC 30 to move Olmek from Indifferent to Helpful. If the PCs do an especially fine job of roleplaying their case to Olmek, feel free to waive the roll altogether or at least give them a substantial circumstance bonus.

If the PCs fail to convince Olmek, read the following:

"Enough! You can tell Melinda Windomere for me that I don't appreciate her little game of character assassination. In the past, I've always tried to give her the benefit of the doubt, but this time she's gone too far! Get out of my office and stop wasting my time!"

Olmek stands and escorts them out of his office.

If the PCs succeed in convincing Olmek, read the following:

Olmek is silent in thought for a moment then shakes his head. "Hard to believe what you say is true, but I suppose I have to at least entertain the possibility. Well, we keep the reports in question in the Records Room next door. It's a good, secure room, as we also use it to store official records for our citizenry: wills, land transfers, tax records and such. You're welcome to examine it, but to my knowledge we haven't had any indication of a breach in its security." He sounds as if he would welcome proof that someone other than his staff was responsible.

"There are only three keys to the door. This is one." He shows you a key on a chain about his neck. "Alik and Amaris each have one also." Olmek shakes his head again: "I've known Alik Kreshin all his life. He's not the sort of fellow I'd want marrying my daughter but I can't believe he'd stoop to treason! And Amaris is a wonderful girl. I could hardly run this office without her. Very bright and talented. She's just the sort of girl a father would like to see his son marry."

"To think that one of them is a spy and a traitor..."

Olmek will discuss this with the PCs for as long as they wish, but he knows nothing else. He is truly saddened by the thought that his trust has been so badly misused, not to mention the harm done by the leaked information.

Whether they succeed or fail in convincing Olmek, as they exit the office, read the following:

Olmek leads you all back into the outer office. Ithal and Alik are still there, but Amaris is no where to be seen. "Ithal, where is Amaris?" asks Olmek. Ithal replies: "Right after these folks went into your office, she said she wasn't feeling well and was going to go home to lie down. She looked pale and sick. Is everything all right, sir?"

If the PCs failed to convince Olmek previously, they can now try again, in light of Amaris' sudden departure. This time, Olmek will believe them.

Amaris' sudden departure will probably clue the PCs in that she is the guilty party, if they haven't figured it out already. Her desk is not locked, but a search of it reveals nothing incriminating. If Alik is questioned he will deny having anything to do with the thefts. He has his key on a thong around his neck. The PCs may also examine the Records Room if they wish, but they will find no additional clues there either.

At some point, the PCs will want to pursue Amaris Honeysuckle. Olmek can give them directions to the old farmhouse on his property she has been living in. It's

about half a mile north of town. Before the PCs leave, Olmek will say the following:

“I know it looks like Amaris is a bad ‘un; the Seven know I can’t dispute what’s happened. I’d just ask you not to be any harder on her than you have to. In spite of all she’s done, I can’t help thinking there’s still a good person inside her somewhere.”

Proceed to Encounter 5.

ENCOUNTER 5: THE MANTIS AT BAY

Amaris Honeysuckle has gone to ground at the farmhouse where she has been staying. A truly evil person would have taken the opportunity to flee The Yeomanry altogether, recognizing that as their only chance of survival. However, since Amaris is motivated primarily by despair over her unrequited love for Blake and has already begun to regret her decision to spy for The Scarlet Brotherhood, she has decided not to flee. Instead, like a wounded animal, she has returned to her lair and, armed and armored, she now awaits the coming of the hunters, knowing and welcoming her eventual demise at their hands.

Note: Savvy PCs may be able to use good role-playing and Diplomacy to avoid combat in this encounter completely. Other parties may choose to go in, guns blazing. Amaris will be willing to talk, until the PCs threaten her or initiate combat. Once combat has started, the option for talking will no longer be available; Amaris will fight until she is killed or incapacitated.

Following Olmek’s directions, you have no trouble locating the farmhouse which he has loaned to Amaris Honeysuckle. Following the dirt path over the fields of barley, you see the farmhouse on a small hilltop, rising out of the fields perhaps a hundred yards ahead. Faintly to your ears comes the sound of wonderful music, a beautiful voice singing a sad, old song of love and loss, masterfully accompanied on a harp.

Paranoid PCs will assume Amaris is trying to use her Bardic Music on them, but this is not the case. She is simply singing what is in her heart.

See DM Aid: Map #3 for the layout of the farm. Amaris has cast *fire trap* on the back door of her farmhouse. If it is set off, she will assume the PCs are trying to sneak up and kill her, so she will move immediately to combat.

APL 6 (EL 4)

↗ **Fire Trap.** CR 4; spell; spell trigger; no reset; spell effect (*fire trap*, 7th level druid, 1d4+7 fire, DC 14 Reflex save half damage); Search DC 27; Disable Device DC 27.

APL 8 (EL 5)

↗ **Fire Trap.** CR 5; spell; spell trigger; no reset; spell effect (*fire trap*, 9th level druid, 1d4+9 fire, DC 14 Reflex save half damage); Search DC 27; Disable Device DC 27.

APL 10 (EL 5)

↗ **Fire Trap.** CR 5; spell; spell trigger; no reset; spell effect (*fire trap*, 10th level druid, 1d4+10 fire, DC 14 Reflex save half damage); Search DC 27; Disable Device DC 27.

APL 12 (EL 6)

↗ **Fire Trap.** CR 6; spell; spell trigger; no reset; spell effect (*fire trap*, 11th level druid, 1d4+11 fire, DC 16 Reflex save half damage); Search DC 27; Disable Device DC 27.

Amaris is waiting for the PCs on the porch of the farmhouse. Her animal companion is in hiding as marked on the map, with orders not to attack until Amaris does or the PCs attack her. Amaris’ dire wolf will be very difficult to Spot, due to his taking 20 to Hide, being motionless, and having *camouflage* cast on him (APL 6 and 8 – Spot DC 30, APL 10 and 12 – Spot DC 32). Remember to impose a -1 penalty to the Spot check for every 10 ft. of distance from the potential observer to the dire wolf’s hiding place.

As the PCs approach Amaris, read the following:

As you step into the farmyard, the lovely old song draws to its end, with the suicide of a betrayed lover. Amaris carefully puts her harp back into its bag, then stands up, picking up her scimitar from where it stood leaning against the porch rail. She addresses you:

“Well, here we are, at the ending of all things. I felt this was more appropriate than fighting in Olmek’s office. He’s a fine man, if a bit naïve. I’m sorry I took such advantage of him. Nothing personal against any of you either.”

“It’s just the way things happen, sometimes.”

At this point, ask the PCs what they do. If they choose to initiate hostile actions, roll for initiative and go to the Combat section below. If they seem inclined to talk before fighting, Amaris is willing to listen, though she will not let them come any closer than the edge of the farmyard. In this case, proceed to Diplomacy section below

DIPLOMACY

The root causes of Amaris’ actions are her love for Blake and his previous rejection of that love. The PCs can use that information as a lever to convince Amaris to surrender without a fight. This encounter is designed to be primarily a role-playing one, with the PCs talking

Amaris out of her suicidal impulse to fight them to the death. If the PCs role-play properly, an actual Diplomacy check is not required. The DM should encourage the PCs to role-play this situation out. In order to convince Amaris to surrender, the PCs must tell or promise her the following things:

- Blake Whitesheaf still loves her.
- She will not be executed.
- She will not be exiled.
- Her treason will not be revealed publicly, so her family will not be shamed.

If the PCs ask, you should inform them that their Writs do give them the authority to make such offers on behalf of Melinda Windomere. Amaris already knows this, having read the Writ in Olmek's office. Feel free to have her hint at these concessions if the PCs haven't considered them. Followers of Trithereon may have a problem with agreeing to waive punishment for her actions!

If the PCs are unwilling to role-play and want to use a straight Diplomacy roll, the DC is 40 (Unfriendly to Helpful) if the PCs conveyed Blake's message to her. Otherwise, it is DC 50 (Hostile to Helpful).

If the PCs fail in their Diplomacy, trigger the *fire trap* on the back door of the farmhouse, make any direct threats, or cast any offensive spells at Amaris or her dire wolf companion, go immediately to Combat section below.

If the PCs are successful in their diplomacy, read the following:

Amaris seems to consider your words thoughtfully then nods her head. "Perhaps you are right. Perhaps there is such a thing as redemption for someone like me. Perhaps there is even a hope for love... Very well, I shall risk it." With those words she sheathes her scimitar and says: "Grey Eyes my friend, I release you. Where I must go next, you cannot follow. Long life, my good and loyal friend."

At these words, a fearsome Dire Wolf stands up from where it lay hidden in the barley. The beast seems to look at you all for a moment, as if sizing you up, then in the blink of an eye, it bounds away through the barley and is gone.

Amaris smiles as she watches the animal disappear, then picking up her harp bag, she steps down off the porch, walks over to you, and holds out her wrists: "I surrender myself to Yeomanry justice in the hope that you will honor your promises to me."

Development: If asked, Amaris will disclose when and where she is to meet Alelteshkal Brouka: that evening in this very spot. She has no knowledge of

Brouka's current location, only that they are to meet at midnight at this farmhouse.

COMBAT

If Diplomacy fails or the PCs simply attack Amaris, combat begins:

APL 6 (EL 7)

🐾 **Amaris Honeysuckle:** Female human Brd3/Drd4; hp 38; see *Appendix 1*.

🐾 **Amaris' Animal Companion:** Male dire wolf; hp 50; see *Appendix 1*.

APL 8 (EL 9)

🐾 **Amaris Honeysuckle:** Female human Brd4/Drd5; hp 50; see *Appendix 2*.

🐾 **Amaris' Animal Companion:** Male dire wolf; hp 50; see *Appendix 2*.

APL 10 (EL 11)

🐾 **Amaris Honeysuckle:** Female human Brd5/Drd6; hp 59; see *Appendix 3*.

🐾 **Amaris' Animal Companion:** Male dire wolf; hp 66; see *Appendix 3*.

APL 12 (EL 13)

🐾 **Amaris Honeysuckle:** Female human Brd6/Drd7; hp 69; see *Appendix 4*.

🐾 **Amaris' Animal Companion:** Male dire wolf; hp 66; see *Appendix 4*.

Tactics: At APL 6, Amaris has already cast *barkskin* and *camouflage* on her dire wolf. As a free action, she will order her animal companion to attack. The dire wolf will make every effort to trip his opponents. On her 1st round she will cast *summon nature's ally II* to call a hippogriff to appear next to an obvious wizard or sorcerer. On her 2nd round, she will cast *Tasha's hideous laughter* on an obvious fighter or barbarian. On her 3rd round, she will cast *heat metal* on a cleric or someone in heavy metal armor. On the 4th round, she will cast *produce flame* and make ranged touch attacks. She will cast defensively as required and use her Tumble skill to attempt to avoid attacks of opportunity as she moves about to avoid being flanked. Remember her 25% chance of arcane spell failure when casting bard spells with somatic components.

At APL 8, Amaris has already cast *barkskin* and *camouflage* on her dire wolf and *barkskin* and *embrace the wild* (20 ft. blindsense of a bat) upon herself. As a free action, she will order her animal companion to attack. The dire wolf will make every effort to trip his opponents. On her 1st round she will cast *call lightning*. On her 2nd round, she will call down her first bolt on an obvious spellcaster and cast *hold person* on an obvious fighter or barbarian, preferably one engaging her wolf.

On her 3rd round she will call another bolt down on an obvious spellcaster or someone in heavy metal armor. On her 4th round she will cast *Tasha's hideous laughter* on an obvious fighter or barbarian. On her 5th round, she will call another bolt down. On the 6th round she will cast *produce flame* and make a ranged touch attack. She will alternate between bolts and flames until the spells are exhausted. She will cast defensively as required and use her Tumble skill to attempt to avoid attacks of opportunity as she moves about to avoid being flanked. Remember her 25% chance of arcane spell failure when casting bard spells with somatic components.

At APL 10, Amaris has already cast *barkskin*, *greater magic fang*, and *camouflage* on her dire wolf and *barkskin*, *resist energy (fire)*, and *embrace the wild* (20 ft. blindsense of a bat) upon herself. As a free action, she will order her animal companion to attack. The dire wolf will make every effort to trip his opponents. On her 1st round she will cast *call lightning*. On her 2nd round, she will call down her first bolt on an obvious spellcaster and cast *hold person* on an obvious fighter or barbarian, preferably one engaging her wolf. On her 3rd round she will call another bolt down on an obvious spellcaster or someone in heavy metal armor. On her 4th round she will cast *Tasha's hideous laughter* on an obvious fighter or barbarian. On her 5th round, she will call another bolt down. On the 6th round she will cast *produce flame* and make a ranged touch attack. She will alternate between bolts and flames until the spells are exhausted. She will cast defensively as required and use her Tumble skill to attempt to avoid attacks of opportunity as she moves about to avoid being flanked. Remember her 25% chance of arcane spell failure when casting bard spells with somatic components.

At APL 12, Amaris has already cast *barkskin*, *greater magic fang*, and *camouflage* on her dire wolf and *barkskin*, *resist energy (fire)*, and *embrace the wild* (20 ft. blindsense of a bat) upon herself. As a free action, she will order her animal companion to attack. The dire wolf will make every effort to trip his opponents. On her 1st round she will cast *languor* on any obvious fighter or barbarian, preferably one engaging her wolf. On her 2nd round she will cast *flame strike* on any obvious wizard or sorcerer (unless the PCs are gathered in such a way to make a more inviting target. On her 3rd round she will cast *Tasha's hideous laughter* on an obvious fighter or barbarian. On her 4th round she will cast *call lightning*. On her 5th round, she will call a bolt down and cast *infestation of maggots*. Whenever a PC moves adjacent to her, she will attempt to touch him, giving preferences to rogues and spellcasters, if she has more than one target. If there is not adjacent target to touch, she will call down another bolt of lightning instead. She will cast defensively as required and use her Tumble skill to attempt to avoid attacks of opportunity as she moves about to avoid being flanked. Remember her 25% chance of arcane spell failure when casting bard spells with somatic components.

Development: If the PCs manage to defeat Amaris without killing her, she will be very sad at having survived. In a dejected voice, she will tell them if asked that Brouka is supposed to come to her farmhouse at midnight to meet with her. If the PCs kill Amaris, their only hope of learning this information is a successful *speak with dead* spell, as her spirit will not consent to being *raised*. There is currently no cleric in Newick capable of casting the spell and the meeting with Brouka is less than 12 hours away, so if the PCs do not have the spell memorized or on a scroll, they are out of luck

After the PCs have finished with Amaris Honeysuckle, if they have learned about the scheduled meeting with Brouka, proceed to Encounter 6. Otherwise, proceed to the Conclusion, Brouka Escapes section.

Treasure:

APL 6: L: 35 gp, C: 60 gp, M: +2 *dragonhide breastplate* (392 gp), *Heward's handy haversack* (167 gp).

APL 8: L: 35 gp, C: 60 gp, M: +2 *dragonhide breastplate* (392 gp), *Heward's handy haversack* (167 gp), *Keoghtom's ointment* (333 gp).

APL 10: L: 35 gp, C: 60 gp, M: +2 *dragonhide breastplate* (392 gp), *Heward's handy haversack* (167 gp), *Keoghtom's ointment* (333 gp), *minor ring of energy resistance – electricity* (1,000 gp).

APL 12: L: 35 gp, C: 60 gp, M: +2 *dragonhide breastplate* (392 gp), *Heward's handy haversack* (167 gp), *Keoghtom's ointment* (333 gp), *minor ring of energy resistance – electricity* (1,000 gp), *ioun stone – incandescent blue sphere* (667 gp), *lesser choker of eloquence* (500 gp).

ENCOUNTER 6: ENDGAME WITH ALETESHKAL BROUKA

Assuming the PCs have somehow learned from Amaris that Aleleshkal Brouka is coming to her farmhouse at midnight, they will be able to lay a trap for the Brotherhood leader. Since the PCs can essentially ambush Brouka and might even have some aid from Amaris in the fight, the actual EL of this combat may end up one less than the number given below. However, xp are awarded based on the EL of the combat if the PCs don't have help or fail to achieve an ambush.

Note: If the PCs have been clumsy or careless in their investigation, it is possible that Brouka has gotten word of their activities and will have aborted the meeting. If the PCs have involved the town watch or have used their Writ to do anything in Nighford other than gain admittance to Olmek Garshweh and/or Jaleb Kreshin, you should assume that word of their activities has made it back to Brouka, causing her to abort her meeting with The Mantis and flee over the Javan to Keoland and safety. The PCs will be forced to return

empty-handed. If the PCs have convinced Amaris to surrender and then ask her to assist them, she will do so by using her Bardic Music to Inspire Courage in them during combat. She will not take a more active role and she will not play act to deceive Brouka.

If the PCs have tipped off Brouka, read the following:

Having laid your plans and taken your positions, you have nothing to do but wait. The long slow hours of darkness pass in breathless anticipation, but no one appears at midnight or any time thereafter. It would seem that the Brotherhood leader will not be coming, after all. Somehow, she must have guessed that her meeting with The Mantis had been compromised.

Proceed to Conclusion, Brouka Escapes section.

If the PCs have not tipped off their quarry and have learned enough to plan an ambush for Brouka at the farm, read the following:

Having laid your plans and taken your positions, there is little to do but wait. Time seems to pass slowly after sunset, the long minutes ticking by as you wait to see if your quarry will walk into your trap. The moon rises in the sky, its pale round face bathing the landscape in a ghostly light.

At last, just past midnight, your eyes make out two figures approaching the farmhouse along the path. The ghostly light makes them hard to make out, though it is clear that one stands well over 6 ft. tall, while the other is perhaps 5 ft. tall.

Alelteshkal Brouka and her bodyguard are approaching the farmhouse. They are not particularly suspicious, but they are alert. Make Spot and Listen checks for them every round as they approach the farmhouse. Brouka and her guard know there should be no one here besides Amaris and her wolf, so if they detect anyone else, they will immediately suspect a trap and make ready to defend themselves. As a standard precaution, Brouka has one or more extraplanar mercenaries waiting off in the woods, within shouting distance, in case of any surprises.

If the PCs are clever and well-hidden, they may be able to lure them all the way into the farmyard before springing their trap and have a better chance of preventing their escape. Brouka and her companion will stop 20 ft. from the porch and call out for Amaris. If they do not receive an answer by the following round, they will draw their weapons and begin to slowly withdraw.

APL 6 (EL 8)

👉 **Alelteshkal Brouka:** Female human Rog7; hp 37; see Appendix 1.

👉 **Brouka's Bodyguard:** Male human Ftr5; hp 45; see Appendix 1.

👉 **Extraplanar Mercenary (1):** male imp; hp 18; see *Monster Manual*, page 56.

APL 8 (EL 10)

👉 **Alelteshkal Brouka:** Female human Rog9; hp 54; see Appendix 2.

👉 **Brouka's Bodyguard:** Male human Ftr5/Occult Slayer2; hp 60; see Appendix 2.

👉 **Extraplanar Mercenaries (2):** male imps; hp 18 each; see *Monster Manual*, page 56.

APL 10 (EL 12)

👉 **Alelteshkal Brouka:** Female human Rog11; hp 66; see Appendix 3.

👉 **Brouka's Bodyguard:** Male human Ftr5/Occult Slayer4; hp 82; see Appendix 3.

👉 **Extraplanar Mercenary (1):** male bearded devil; hp 50; see *Monster Manual*, page 52.

APL 12 (EL 14)

👉 **Alelteshkal Brouka:** Female human Rog13; hp 78; see Appendix 4.

👉 **Brouka's Bodyguard:** Male human Ftr6/Occult Slayer5; hp 100; see Appendix 4.

👉 **Extraplanar Mercenaries (2):** male bearded devils; hp 50 each; see *Monster Manual*, page 52.

Tactics – Brouka's Bodyguard: Brouka's Bodyguard is totally and absolutely loyal to her; he will not hesitate to sacrifice himself to ensure her escape. Once he is aware of trouble, he will quaff his potion at the first opportunity that presents itself where it will not cause his charge to become vulnerable. As soon as attack is apparent, he will draw his greatsword and charge whichever PC appears to be the most immediate threat to Brouka. He will use Improved Sunder and his adamantine weapon to hopefully destroy the PC's weapon. Once a PC is effectively disarmed, if there is another that is threatening Brouka, he will shift to that target. His goal is to defend Brouka; killing PCs is just a bonus. He will continue to sunder weapons at every opportunity, reasoning that if the PCs have no weapons, they cannot attack Brouka.

At APL 8 and above, Brouka's bodyguard follows an Improved Sunder attack with a *Sundering Cleave* against the PC whose weapon he sundered and. in the next round, a *Momentum Swing* on that same foe so as to triple his Power Attack. He will use his *Mind Over Magic* ability on the first hostile spell used on him (and second one as well at APLs 10 and 12).

Tactics – Brouka: Brouka will fight much more circumspectly. Her initial action will be to throw the 6d6 *fireball* from her *necklace* at the PCs. She will want to linger long enough to see what they are up against and to

try to determine whether The Mantis has betrayed her or if she has perhaps escaped. However, she will not put herself in any serious jeopardy, but will use her ability to Tumble to keep her on the periphery and out of any tight spots. She will use Improved Feint, then Hamstring any PC she successfully hits. If hard pressed, she will use her Combat Expertise to boost her AC. As soon as she falls below half her initial hit points, she will do her best to escape by fleeing into the barley and using Hide and Move Silently to escape and tossing her remaining fireballs as cover. If she is somehow prevented from escaping, she will fight to the last.

At APL 10, Brouka will add Staggering Strike to her Hamstring attempts, using both simultaneously. At APL 12, she will try to work around the edges, using her Opportunist ability when possible. At both APL 10 and 12, her Skill Mastery of Bluff, Escape Artist, Hide, Move Silently, and Tumble should make her very difficult to pin down.

Tactics – Extraplanar Mercenary: If the mercenary hears Brouka engage in obvious combat, he will head to the farmhouse and engage her attackers to the best of his abilities. He will flee if it becomes clear she can not be saved or if he is close to death himself. He will not use his *summon baatezu* ability if he possess it as he is on Oerth without permission from his superiors.

An imp will use *invisibility* and flight to attack from the most advantageous positions. He will target the most obvious fighter or barbarian-type with a suggestion that they should depart for the capital of the Yeomanry immediately, hoping to remove them completely from the combat. A bearded devil will *greater teleport* to the farmhouse and then charge into combat against the weakest looking opponents using its battle frenzy.

Development: If the PCs fail to capture Brouka alive, but do manage to kill her, when they search her body, they will find a notebook. The contents of the notebook are written in a private cipher. The Decipher Script DC to crack the code is 6 + the APL. It takes a full day of uninterrupted work to attempt to crack a cipher. Re-tries take a full week. If the PCs crack the cipher, they will learn that the notebook contains detailed information about the Brotherhood's spy network in The Yeomanry. If they cannot crack it, they should turn it over to Melinda Windomere in Newick.

Once the PCs have killed Brouka, captured her, or let her escape, the adventure is essentially over. The PCs can return to Newick without incident. Read the appropriate Conclusion below.

Treasure:

APL 6: L: 46 gp, C: 20 gp, M: +1 rapier (193 gp), +1 mithral chain shirt (175 gp), necklace of fireballs (type II) (225 gp), masterwork adamantite greatsword (254 gp), potion of haste (63 gp).

APL 8: L: 17 gp, C: 70 gp, M: +1 rapier (193 gp), +1 mithral chain shirt (175 gp), necklace of fireballs (type II) (225 gp), +1 adamantite greatsword (421 gp), potion of haste (63 gp), amulet of health +2 (333 gp), +1 breastplate (113 gp).

APL 10: L: 17 gp, C: 70 gp, M: +1 rapier (193 gp), +2 shadow silent moves mithral chain shirt (1,050 gp), necklace of fireballs (type II) (225 gp), +1 adamantite greatsword (421 gp), potion of haste (63 gp), amulet of health +2 (333 gp), +1 breastplate (113 gp), potion of barkskin +3 (50 gp), gauntlets of ogre power (333 gp).

APL 12: L: 18 gp, C: 70 gp, M: +1 deadly precision rapier (1,527 gp), +2 shadow silent moves mithral chain shirt (1,050 gp), necklace of fireballs (type II) (225 gp), +1 adamantite greatsword (421 gp), potion of haste (63 gp), amulet of health +2 (333 gp), +1 breastplate (113 gp), potion of barkskin +3 (50 gp), girdle of giant strength +4 (1,333 gp).

CONCLUSION

If the PCs have convinced Amaris Honeysuckle to surrender, modify the statements below to reflect Melinda Windomere agreeing to honor the PCs agreements, over the objections of Arvin Quincannon, who wants her to be punished for her treason.

BROUKA CAPTURED

With your prisoner(s) in tow, you return uneventfully to Newick. Presenting yourself at the offices of Melinda Windomere, you are soon admitted into her presence. Also present are Weldon, Arvin Quincannon, and Della. They are all very pleased by your success. Della seems particularly happy at the prospect of interrogating Brouka. Brouka does not look at all happy to see Della...

The Grosspokesman addresses you all: "Congratulations on a job well-done! You have struck a serious blow against The Scarlet Brotherhood today. With what we can learn from this spy, we should be able to eliminate many Brotherhood agents in The Yeomanry, not to mention identify the location of their headquarters in Monmurg."

"I did not tell you this before, but I can tell you now: If we can learn what we need from Brouka, we plan to launch a punitive strike back at The Brotherhood! We shall teach them that The Yeomanry is not to be trifled with and show them that we too have teeth!"

"You have made this possible, so once again, I must give you all my sincerest thanks." Weldon and Arvin Quincannon second Melinda's gratitude. Even Della seems slightly impressed with your deeds.

PCs that had **Infamy with the Followers of Trithereon** have their **Infamy** cancelled. PCs who are not devout worshippers of Trithereon who already had the **Favor of Trithereon** gain the **Greater Favor of Trithereon**. Those who had neither Favor nor Infamy gain the **Favor of Trithereon**. Devout Followers of Trithereon gain the **Blessing of the Summoner**.

BROUKA KILLED BUT NOTEBOOK IS RETURNED

With Brouka's notebook in hand, you return uneventfully to Newick. Presenting yourself at the offices of Melinda Windomere, you are soon admitted into her presence. Also present are Weldon, Arvin Quincannon, and Della. They are all disappointed by your failure to capture Brouka alive, but seem intrigued by the coded document you found. Della seems particularly upset at the prospect of not interrogating Brouka, until she begins to study the notebook.

The Grosspokesman addresses you all: "It is too bad that you could not bring Brouka back as a prisoner; we could certainly have gained much valuable information from her! Still, you have struck a serious blow against The Scarlet Brotherhood today. You have stopped a dangerous leak of information and killed a senior enemy leader. We should all be grateful, I suppose..."

Della interrupts at this point: "We may be in better shape than we think, in spite of these clumsy fools. I think this notebook contains much of the information we are looking for. Given a few weeks, I am sure I can decipher it. With what we can learn from it, we should be able to eliminate many Brotherhood agents in The Yeomanry, not to mention identify the location of their headquarters in Monmurg."

Melinda resumes speaking: "I did not tell you this before, but I can tell you know: If we can learn what we need from this book, we plan to launch a punitive strike back at The Brotherhood! We shall teach them that The Yeomanry is not to be trifled with and show them that we too have teeth!"

"Even though you failed to bring us Brouka, you have made this possible, so I give you all my thanks." Weldon and Arvin Quincannon second Melinda's lukewarm gratitude. Della is too engrossed in studying the notebook to pay you any further attention.

PCs that had **Infamy with the Followers of Trithereon** have their **Infamy** cancelled. PCs who already had the **Favor of Trithereon** gain the **Greater Favor of Trithereon**. Those who had neither Favor nor Enmity gain the **Favor of Trithereon**.

BROUKA ESCAPES OR BROUKA SLAIN, NOTEBOOK IS NOT RETURNED

Read this Conclusion if the PCs do not capture Brouka alive or at least return with her notebook.

When you return to Newick without Brouka, Melinda Windomere and the rest refuse to even see you. You get the distinct feeling that she and the rest are trying to distance themselves from what they see as your failure to complete your mission. The Mantis is no more, but Alelteshkal Brouka will surely just recruit another operative to continue the subversion of The Yeomanry.

PCs that had **Infamy with the Followers of Trithereon** now have **Greater Infamy**. PCs that already had the **Favor of Trithereon** lose that **Favor**. Those that are not devout worshippers of Trithereon who had neither **Favor** nor **Infamy** gain the **Infamy of Trithereon**.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 2

Defeat the pirates and save the flatboat crew

APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Note: Subtract 30 xp from the above xp award for each member of the flatboat crew who dies.

Encounter 5

Survive or disarm the fire trap

APL 6: 30 xp.
APL 8: 30 xp.
APL 10: 30 xp.
APL 12: 30 xp.

Defeat Amaris Honeysuckle or convince her to surrender without a fight

APL 6: 210 xp.
APL 8: 270 xp.
APL 10: 330 xp.

APL 12: 390 xp.

Encounter 6

Defeat Brouka and her bodyguard

APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Story Award

PCs can earn only one of these awards:

Take Brouka alive and bring her back to Newick

APL 6: 180 xp.
APL 8: 225 xp.
APL 10: 270 xp.
APL 12: 315 xp.

Slay Brouka but bring her notebook back to Newick

APL 6: 90 xp.
APL 8: 112 xp.
APL 10: 135 xp.
APL 12: 157 xp.

Do neither of the above

APL 6: 0 xp.
APL 8: 0 xp.
APL 10: 0 xp.
APL 12: 0 xp.

Total possible experience

APL 6: 900 xp.
APL 8: 1,125 xp.
APL 10: 1,350 xp.
APL 12: 1,575 xp.

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter 2:

APL 6: L: 365 gp, C: 20 gp, M: +1 mithral breastplate (433 gp), brooch of shielding (125 gp).

APL 8: L: 309 gp, C: 20 gp, M: +1 mithral breastplate (433 gp), brooch of shielding (125 gp), +1 heavy mithral shield (168 gp), periapt of wisdom +2 (333 gp) 5 +1 chain shirts (104 gp each).

APL 10: L: 240 gp, C: 20 gp, M: +1 mithral breastplate (433 gp), brooch of shielding (125 gp), +1 heavy mithral shield (168 gp), periapt of wisdom +4 (1,333 gp) 5 +1 chain shirts (104 gp each), 5 +1 longswords (193 gp each).

APL 12: L: 171 gp, C: 20 gp, M: +1 mithral breastplate (433 gp), brooch of shielding (125 gp), +1 heavy mithral shield (168 gp), periapt of wisdom +4 (1,333 gp), lesser strand of prayer beads (800 gp), 5 +1 chain shirts (104 gp each), 5 +1 longswords (193 gp each), 5 +1 bucklers (97 gp each).

Encounter 5:

APL 6: L: 35 gp, C: 60 gp, M: +2 dragonhide breastplate (392 gp), Heward's handy haversack (167 gp).

APL 8: L: 35 gp, C: 60 gp, M: +2 dragonhide breastplate (392 gp), Heward's handy haversack (167 gp), Keoghtom's ointment (333 gp).

APL 10: L: 35 gp, C: 60 gp, M: +2 dragonhide breastplate (392 gp), Heward's handy haversack (167 gp),

Keoghtom's ointment (333 gp), minor ring of energy resistance – electricity (1,000 gp).

APL 12: L: 35 gp, C: 60 gp, M: +2 dragonhide breastplate (392 gp), Heward's handy haversack (167 gp), Keoghtom's ointment (333 gp), minor ring of energy resistance – electricity (1,000 gp), ioun stone – incandescent blue sphere (667 gp), lesser choker of eloquence (500 gp).

Encounter 6:

APL 6: L: 46 gp, C: 20 gp, M: +1 rapier (193 gp), +1 mithral chain shirt (175 gp), necklace of fireballs (type II) (225 gp), masterwork adamantite greatsword (254 gp), potion of haste (63 gp).

APL 8: L: 17 gp, C: 70 gp, M: +1 rapier (193 gp), +1 mithral chain shirt (175 gp), necklace of fireballs (type II) (225 gp), +1 adamantite greatsword (421 gp), potion of haste (63 gp), amulet of health +2 (333 gp), +1 breastplate (113 gp).

APL 10: L: 17 gp, C: 70 gp, M: +1 rapier (193 gp), +2 shadow silent moves mithral chain shirt (1,050 gp), necklace of fireballs (type II) (225 gp), +1 adamantite greatsword (421 gp), potion of haste (63 gp), amulet of health +2 (333 gp), +1 breastplate (113 gp), potion of barkskin +3 (50 gp), gauntlets of ogre power (333 gp).

APL 12: L: 18 gp, C: 70 gp, M: +1 deadly precision rapier (1,527 gp), +2 shadow silent moves mithral chain shirt (1,050 gp), necklace of fireballs (type II) (225 gp), +1 adamantite greatsword (421 gp), potion of haste (63 gp), amulet of health +2 (333 gp), +1 breastplate (113 gp), potion of barkskin +3 (50 gp), girdle of giant strength +4 (1,333 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 446 gp, C: 100 gp, M: 2,027 gp – Total: 2,573 gp (900 gp).

APL 8: L: 361 gp, C: 150 gp, M: 3,994 gp – Total: 4,505 gp (1,300 gp).

APL 10: L: 292 gp, C: 150 gp, M: 8,217 gp – Total: 8,659 gp (2,300 gp).

APL 12: L: 224 gp, C: 150 gp, M: 13,003 gp – Total: 13,377 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Favor of the Followers of Trithereon:** You have gained the respect of the Hounds and Falcons of Trithereon for your deeds. They will remember your actions and will be willing to assist you in the future.

☛ **Greater Favor of the Followers of Trithereon:** Your deeds on behalf of the Hounds and Falcons of Trithereon have earned you great renown. They will remember your actions and will be willing to assist you in the future. You have a +2 circumstance bonus to all Charisma-based checks when dealing with worshippers of Trithereon in the Yeomanry for one year from the date on this AR.

☛ **Infamy with the Followers of Trithereon:** Due to your actions, you have become known to the Followers of Trithereon in a manner you'd probably rather not. You must show this AR in any event or encounter in which you deal with a Hound or Falcon of Trithereon, or any cleric of that deity. To determine if they recognize you, he or she must make an Intelligence check (DC 15) with a +2 circumstance bonus if inside the Yeomanry and with a +2 synergy bonus if the individual in question possesses 5 or more ranks in Knowledge (religion). If the individual recognizes you, you suffer a –2 circumstance penalty to all Charisma-based checks with that individual (and any other worshipper of Trithereon he or she might inform). The following NPCs AUTOMATICALLY make this check: Arvin Quincannon. In no case will an NPC worshipper of Trithereon who recognizes you aid you.

☛ **Greater Infamy with the Followers of Trithereon:** Due to your actions, you have become known to the Followers of Trithereon in a manner you'd probably rather not. You must show this AR in any event or encounter in which you deal with a Hound or Falcon of Trithereon, Knight of the Chase, Holy Liberator, or any cleric of Trithereon. To determine if they recognize you, he or she must make an Intelligence check (DC 15) with a +2 circumstance bonus if inside the Sheldomar Valley Metaregion (+4 in the Yeomanry itself) and with a +2 synergy bonus if the individual in question possesses 5 or more ranks in Knowledge (religion). If the individual recognizes you, you suffer a –4 circumstance penalty to all Charisma-based checks with that individual (and any other worshipper of Trithereon he or she might inform). The following NPCs AUTOMATICALLY make this check: Arvin Quincannon. In no case will an NPC worshipper of Trithereon who recognizes you aid you, and they are likely to attempt to hinder you if they can.

☛ **Blessing of the Summoner:** You are a devout follower of Trithereon, and your great deeds have been noticed by him. As a sign of his blessing, a mark in the shape of the Rune of Pursuit has spontaneously appeared upon your forearm. Any worshipper of Trithereon will recognize it for what it is and be eager to aid you in whatever way they can. Should you ever behave in a manner not in keeping with the dogma and tenets of Trithereon, this mark will vanish.

Item Access

APL 6 (all of the following):

- +1 Mithral Breastplate (*Adventure; Dungeon Master's Guide*)

- +1 Mithral Chain Shirt (*Adventure; Dungeon Master's Guide*)
- +2 Dragonhide Breastplate (*Adventure; Dungeon Master's Guide*)
- Brooch of Shielding (*Adventure; Dungeon Master's Guide*)
- Heward's Handy Haversack (*Adventure; Dungeon Master's Guide*)
- Masterwork Adamantine Greatsword (*Adventure; Dungeon Master's Guide*)
- Necklace of Fireballs, Type II (*Adventure; Dungeon Master's Guide*)

APL 8 (all of APL 6 plus the following):

- +1 Adamantine Greatsword (*Adventure; Dungeon Master's Guide*)
- +1 Heavy Mithral Shield (*Adventure; Dungeon Master's Guide*)
- Keoghtom's Ointment (*Adventure; Dungeon Master's Guide*)

APL 10 (all of APLs 6, 8 plus the following):

- +2 Shadow Silent Moves Mithral Chain Shirt (*Adventure; Dungeon Master's Guide*)
- Periapt of Wisdom +4 (*Adventure; Dungeon Master's Guide*)
- Ring of Energy Resistance, Minor – Electricity (*Adventure; Dungeon Master's Guide*)

APL 12 (all of APLs 6, 8, 10 plus the following):

- +1 Deadly Precision Rapier (*Adventure; Complete Adventurer*)
- Belt of Giant Strength +4 (*Adventure; Dungeon Master's Guide*)
- Choker of Eloquence, Lesser (*Adventure; Dungeon Master's Guide*)
- Ioun Stone, Incandescent Blue Sphere (*Adventure; Complete Adventurer*)
- Strand of Prayer Beads, Lesser (*Adventure; Dungeon Master's Guide*)

ENCOUNTER 2

Pirate Leader: Male human Clr7 of Syrul; CR 7; Medium-sized Humanoid (Human); HD 7d8+7; hp 48; Init +5; Spd 30 ft.; AC 19, touch 11, flat-footed 18 (+1 Dex, +2 shield, +6 armor); BA +5/Grp +6; Atk +7 melee (1d8+1/20, masterwork morningstar); Full Atk +7 melee (1d8+1/20, masterwork morningstar); SA spells, rebuke undead; SQ aura, spontaneous casting; AL LE; SV Fort +6, Ref +5, Will +8; Str 13, Dex 12, Con 12, Int 12, Wis 16, Cha 11.

Skills and Feats: Bluff +10, Concentrate +11, Disguise +5, Knowledge (religion) +10, Spellcraft +7; Combat Casting, Eschew Materials, Improved Initiative, Lightning Reflexes.

Spells Prepared (6/5+1/4+1/3+1/1+1; save DC = 13 + spell level): 0 – create water, cure minor wounds (x4), resistance; 1st – bless, cure light wounds (x3), disguise self*, obscuring mist; 2nd – hold person (x2), invisibility*, silence, spiritual weapon; 3rd – blindness/deafness, cure serious wounds, magic circle against good*, water walk; 4th – summon monster IV, unholy blight*.

* Domain Spell. Domains: Trickery (Bluff, Disguise, and Hide are class skills), Evil (cast Evil spells at +1 caster level).

Possessions: +1 mithral breastplate, masterwork morningstar, masterwork heavy steel shield, brooch of shielding, wooden holy symbol of Syrul, 60 gp, diary.

Pirates (5): Male human Ftr1; CR 1; Medium-sized Humanoid (Human); HD 1d10+2; hp 9 each; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15 (+1 Dex, +4 armor, +1 shield); BA +1/Grp +3; Atk +5 melee (1d8+2/19-20, masterwork longsword) or +3 ranged (1d10/19-20, masterwork heavy crossbow); Full Atk +5 melee (1d8+2/19-20, masterwork longsword) or +3 ranged (1d10/19-20, masterwork heavy crossbow); AL LE; SV Fort +4, Ref +1, Will +0; Str 15, Dex 12, Con 14, Int 13, Wis 11, Cha 10.

Skills and Feats: Climb +4, Jump +4, Ride +5, Swim +2; Power Attack, Rapid Reload, Weapon Focus (longsword).

Possessions: masterwork longsword, masterwork heavy crossbow, chain shirt, buckler, 12 gp, Yeomanry Militia tabard.

ENCOUNTER 5

Amaris Honeysuckle: Female human Brd3/Drd4; CR 7; Medium-sized Humanoid (human); HD 4d8+3d6; hp 38; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17 (+1 Dex, +7 armor); BA +5/Grp +6; Atk +7 melee (1d6+1/18-20, masterwork scimitar); Full Atk +7 melee (1d6+1/18-20, masterwork scimitar); SA spells; SQ bardic knowledge, bardic music 3/day (countersong, fascinate, inspire courage +1, inspire competence), spontaneous casting,

animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure; AL CN; SV Fort +5, Ref +5, Will +9; Str 12, Dex 12, Con 10, Int 12, Wis 14, Cha 16.

Skills and Feats: Bluff +11, Concentrate +10, Diplomacy +17, Gather Information +6, Handle Animal +7, Knowledge (local – Sheldomar Valley Metaregion) +6, Knowledge (nature) +9, Perform (sing and string instruments) +11, Sense Motive +7, Sleight of Hand +2, Spellcraft +7, Survival +5, Tumble +8; Natural Bond*, Practiced Spellcaster (druid)***, Spell Focus (enchantment), Versatile Performer*. *Complete Adventurer, ***Complete Divine.

Bard Spells Known (3/2; save DC = 13 + spell level, 14 + spell level for enchantment spells; 25% arcane spell failure): 0 – dancing lights, daze, detect magic, ghost sounds, prestidigitation, read magic; 1st – disguise self, Tasha's hideous laughter, ventriloquism.

Druid Spells Prepared (5/4/3; save DC = 12 + spell level, 13 + spell level for enchantment spells; casts as 7th level druid): 0 – create water, cure minor wounds (2), detect poison, resistance; 1st – camouflage, cure light wounds (x2), produce flame; 2nd – barkskin, heat metal, summon nature's ally II.

Possessions: +2 dragonhide breastplate, masterwork scimitar, Heward's handy haversack, masterwork lap-harp, 360 gp.

Amaris' Animal Companion: male dire wolf; Large animal; HD 6d8+18; hp 50; Init +2; Spd 50 ft.; AC 17, touch 11, flat-footed 15 (-1 size, +2 Dex, +3 natural [+6 natural w/ barkskin]); Base Atk/Grp: +4/+15; Atk/Full Atk +11 melee (1d8+10, bite); SA trip; SQ low-light vision, scent, link, share spells, bonus tricks (1); AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0 (+10 w/ camouflage), Listen +7, Move Silently +4, Spot +7, Survival +2 (+6 tracking by scent); Alertness, Run, Track^B, Weapon Focus (bite).

Tricks: attack (all creatures), come, defend, down, guard, track.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

ENCOUNTER 6

Alelteshkal Brouka: Female human Rog7; CR 7; Medium-sized Humanoid (human); HD 7d6+7; hp 37; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 18 (+3 Dex, +5 armor); BA +5/Grp +6; Atk +9 melee (1d6+2/18-20, +1 rapier); Full Atk +9 melee (1d6+2/18-20, +1 rapier); SA sneak attack +4d6; SQ trapfinding, evasion, uncanny

dodge, trap sense +2; AL LE ; SV Fort +3, Ref +8, Will +3; Str 12, Dex 16, Con 12, Int 14, Wis 12, Cha 10.

Skills and Feats: Bluff +10, Decipher Script +12, Disable Device +12, Disguise +10, Escape Artist +5, Gather Information +10, Hide +13, Jump +8, Move Silently +13, Open Lock +13, Search +8, Spot +8, Tumble +15; Combat Expertise, Hamstring*, Improved Feint, Weapon Finesse. *Complete Warrior.

Possessions: +1 rapier, +1 mithral chain shirt, necklace of fireballs (type II), 2 tanglefoot bags, masterwork thieves' tools, encoded notebook, 70 gp.

Brouka's Bodyguard: Male human Ftr5; CR 5; Medium-sized Humanoid (human); HD 5d10+10; hp 45; Init +5; Spd 20 ft.; AC 16, touch 11, flat-footed 15 (+1 Dex, +5 armor); BA +5/Grp +8; Atk +10 melee (2d6+6/19-20, masterwork adamantite greatsword); Full Atk +10 melee (2d6+6/19-20, masterwork adamantite greatsword); AL LE; SV Fort +6, Ref +2, Will +4; Str 16, Dex 12, Con 15, Int 12, Wis 12, Cha 8.

Skills and Feats: Intimidate +7, Knowledge (arcana) +5, Spellcraft +5, Swim +5; Improved Initiative, Improved Sunder, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: masterwork adamantite greatsword, masterwork breastplate, 50 gp, *potion of haste*.

APPENDIX 2 – APL 8

ENCOUNTER 2

Pirate Leader: Male human Clr9 of Syrul; CR 9; Medium-sized Humanoid (Human); HD 9d8+9; hp 61; Init +5; Spd 30 ft.; AC 20, touch 11, flat-footed 19 (+1 Dex, +3 shield, +6 armor); BA +6/Grp +7; Atk +8 melee (1d8+1/20, masterwork morningstar); Full Atk +8/+3 melee (1d8+1/20, masterwork morningstar); SA spells, rebuke undead; SQ aura, spontaneous casting; AL LE; SV Fort +7, Ref +6, Will +10; Str 13, Dex 12, Con 12, Int 12, Wis 17 (19), Cha 11.

Skills and Feats: Bluff +12, Concentrate +13, Disguise +5, Knowledge (religion) +12, Spellcraft +9; Combat Casting, Eschew Materials, Improved Initiative, Lightning Reflexes, Quicken Spell.

Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; save DC = 14 + spell level): 0 – create water, cure minor wounds (x4), resistance; 1st – bless, cure light wounds (x3), disguise self^{fe}, obscuring mist; 2nd – hold person (x2), invisibility^{fe}, silence, spiritual weapon (x2); 3rd – blindness/deafness (x2), cure serious wounds, magic circle against good^{fe}, water walk; 4th – cure critical wounds (x2), summon monster IV, unholy blight^{fe}; 5th – dispel good^{fe}, summon monster V.

* Domain Spell. Domains: Trickery (Bluff, Disguise, and Hide are class skills), Evil (cast Evil spells at +1 caster level).

Possessions: +1 mithral breastplate, masterwork morningstar, +1 heavy mithral shield, periapt of wisdom +2, brooch of shielding, wooden holy symbol of Syrul, 60 gp, diary.

Pirates (5): Male human Ftr2; CR 2; Medium-sized Humanoid (Human); HD 2d10+4; hp 18 each; Init +5; Spd 30 ft.; AC 17, touch 11, flat-footed 16 (+1 Dex, +5 armor, +1 shield); BA +2/Grp +4; Atk +6 melee (1d8+2/19-20, masterwork longsword) or +4 ranged (1d10/19-20, masterwork heavy crossbow); Full Atk +6 melee (1d8+2/19-20, masterwork longsword) or +4 ranged (1d10/19-20, masterwork heavy crossbow); AL LE; SV Fort +5, Ref +1, Will +0; Str 15, Dex 12, Con 14, Int 13, Wis 11, Cha 10.

Skills and Feats: Climb +6, Jump +6, Profession (sailor) +1, Ride +6, Swim +4; Improved Initiative, Power Attack, Rapid Reload, Weapon Focus (longsword).

Possessions: masterwork longsword, masterwork heavy crossbow, +1 chain shirt, buckler, 12 gp, Yeomanry Militia tabard.

ENCOUNTER 5

Amaris Honeysuckle: Female human Brd4/Drd5; CR 9; Medium-sized Humanoid (human); HD 5d8+4d6; hp 50; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17 (+1 Dex, +7 armor, +4 natural [barkskin]); BA +6/Grp +7; Atk +8 melee (1d6+1/18-20, masterwork scimitar); Full Atk

+8/+3 melee (1d6+1/18-20, masterwork scimitar); SA spells; SQ bardic knowledge, bardic music 4/day (countersong, fascinate, inspire courage +1, inspire competence), spontaneous casting, animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 1/day; AL CN; SV Fort +5, Ref +6, Will +10; Str 12, Dex 12, Con 10, Int 12, Wis 15, Cha 16.

Skills and Feats: Bluff +11, Concentrate +12, Diplomacy +17, Gather Information +8, Handle Animal +9, Jump +0, Knowledge (local – Sheldomar Valley Metaregion) +6, Knowledge (nature) +10, Perform (sing and string instruments) +15, Sense Motive +7, Sleight of Hand +2, Spellcraft +8, Survival +5, Tumble +10; Natural Bond*, Practiced Spellcaster (druid, bard)**, Spell Focus (enchantment), Versatile Performer*. *Complete Adventurer, **Complete Divine.

Bard Spells Known (3/3/1; save DC = 13 + spell level, 14 + spell level for enchantment spells; **casts as 8th level bard**): 0 – dancing lights, daze, detect magic, ghost sounds, prestidigitation, read magic; 1st – disguise self, Tasha's hideous laughter, ventriloquism; 2nd – hold person, mirror image.

Druid Spells Prepared (5/4/3/1; save DC = 12 + spell level, 13 + spell level for enchantment spells; **casts as 9th level druid**): 0 – create water, cure minor wounds (2), detect poison, resistance; 1st – camouflage, cure light wounds (x2), produce flame; 2nd – barkskin (x2), embrace the wild^{fe}; 3rd – call lightning. *Complete Adventurer.

Possessions: +2 dragonhide breastplate, masterwork scimitar, Heward's handy haversack, Keoghtom's ointment, masterwork lap-harp, 360 gp.

Amaris' Animal Companion: male dire wolf; Large animal; HD 6d8+18; hp 50; Init +2; Spd 50 ft.; AC 18, touch 11, flat-footed 16 (-1 size, +2 Dex, +3 natural [+7 natural w/ barkskin]); Base Atk/Grp: +4/+15; Atk/Full Atk +11 melee (1d8+10, bite); SA trip; SQ low-light vision, scent, link, share spells, bonus tricks (1); AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0 (+10 w/ camouflage), Listen +7, Move Silently +4, Spot +7, Survival +2 (+6 tracking by scent); Alertness, Run, Track^B, Weapon Focus (bite).

Tricks: attack (all creatures), come, defend, down, guard, track.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

ENCOUNTER 6

Alelteshkal Brouka: Female human Rog9; CR 9; Medium-sized Humanoid (human); HD 9d6+18; hp 54;

Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 18 (+3 Dex, +5 armor); BA +6/Grp +7; Atk +10 melee (1d6+2/18-20, +1 rapier); Full Atk +10/+5 melee (1d6+2/18-20, +1 rapier); SA sneak attack +5d6; SQ trapfinding, evasion, uncanny dodge, trap sense +3, improved uncanny dodge; AL LE; SV Fort +5, Ref +9, Will +4; Str 12, Dex 17, Con 12 (14), Int 14, Wis 12, Cha 10.

Skills and Feats: Bluff +12, Decipher Script +14, Disable Device +14, Disguise +10, Escape Artist +7, Gather Information +12, Hide +15, Jump +8, Move Silently +15, Open Lock +13, Search +9, Spot +13, Tumble +17; Combat Expertise, Hamstring*, Improved Feint, Staggering Strike**, Weapon Finesse. *Complete Warrior, **Complete Adventurer.

Possessions: +1 rapier, +1 mithral chain shirt, necklace of fireballs (type II), amulet of health +2, 2 tanglefoot bags, masterwork thieves' tools, encoded notebook, 300 gp.

Brouka's Bodyguard: Male human Ftr5/Occult Slayer2; CR 7; Medium-sized Humanoid (human); HD 5d10+2d8+14; hp 60; Init +5; Spd 20 ft.; AC 17, touch 11, flat-footed 16 (+1 Dex, +6 armor); BA +7/Grp +10; Atk +12 melee (2d6+7/19-20, +1 adamantite greatsword); Full Atk +12/+7 melee (2d6+7/19-20, +1 adamantite greatsword); SA weapon bond (+1 adamantite greatsword), vicious strike; SQ magical defense +1, mind over magic 1/day; AL LE; SV Fort +6, Ref +2, Will +7; Str 16, Dex 12, Con 15, Int 12, Wis 12, Cha 8. *Complete Warrior*, page 66.

Skills and Feats: Intimidate +7, Knowledge (arcana) +5, Sense Motive +9, Spellcraft +5, Swim +5; Combat Brute*, Improved Initiative, Improved Sunder, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword). *Complete Warrior.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at least masterwork quality as the focus over her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spellcaster or a creature with spell-like abilities deals an extra 1d6 damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else – no adventuring) to create a new weapon bond.

Mind over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level +5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

Possessions: +1 adamantite greatsword, +1 breastplate, 120 gp, *potion of haste*.

APPENDIX 3 – APL 10

ENCOUNTER 2

Pirate Leader: Male human Clr11 of Syrul; CR 11; Medium-sized Humanoid (Human); HD 11d8+11; hp 75; Init +5; Spd 30 ft.; AC 20, touch 11, flat-footed 19 (+1 Dex, +3 shield, +6 armor); BA +8/Grp +9; Atk +10 melee (1d8+1/20, masterwork morningstar); Full Atk +10/+5 melee (1d8+1/20, masterwork morningstar); SA spells, rebuke undead; SQ aura, spontaneous casting; AL LE; SV Fort +8, Ref +6, Will +12; Str 13, Dex 12, Con 12, Int 12, Wis 17 (21), Cha 11.

Skills and Feats: Bluff +14, Concentrate +15, Disguise +5, Knowledge (religion) +14, Spellcraft +11; Combat Casting, Eschew Materials, Improved Initiative, Lightning Reflexes, Quicken Spell.

Spells Prepared (6/7+1/5+1/5+1/4+1/3+1/1+1; save DC = 15 + spell level): 0 – create water, cure minor wounds (x4), resistance; 1st – bless, cure light wounds (x3), disguise self*, obscuring mist, shield of faith; 2nd – hold person (x2), invisibility*, silence, spiritual weapon (x2); 3rd – blindness/deafness (x2), cure serious wounds, dispel magic, magic circle against good*, water walk; 4th – cure critical wounds (x2), freedom of movement, summon monster IV, unholy blight*; 5th – dispel good*, flame strike, summon monster V, true seeing; 6th – mislead*, quickened silence.

* Domain Spell. Domains: Trickery (Bluff, Disguise, and Hide are class skills), Evil (cast Evil spells at +1 caster level).

Possessions: +1 mithral breastplate, masterwork morningstar, +1 heavy mithral shield, periapt of wisdom +4, brooch of shielding, wooden holy symbol of Syrul, 60 gp, diary.

Pirates (5): Male human Ftr4; CR 4; Medium-sized Humanoid (Human); HD 4d10+8; hp 36 each; Init +5; Spd 30 ft.; AC 17, touch 11, flat-footed 16 (+1 Dex, +5 armor, +1 shield); BA +4/Grp +7; Atk +9 melee (1d8+6/19-20, +1 longsword) or +6 ranged (1d10/19-20, masterwork heavy crossbow); Full Atk +9 melee (1d8+6/19-20, +1 longsword) or +6 ranged (1d10/19-20, masterwork heavy crossbow); AL LE; SV Fort +6, Ref +2, Will +3; Str 16, Dex 12, Con 14, Int 13, Wis 11, Cha 10.

Skills and Feats: Climb +8, Jump +8, Profession (sailor) +2, Ride +6, Swim +5; Improved Initiative, Iron Will, Power Attack, Rapid Reload, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 longsword, masterwork heavy crossbow, +1 chain shirt, masterwork buckler, 12 gp, Yeomanry Militia tabard.

ENCOUNTER 5

Amaris Honeysuckle: Female human Brd5/Drd6; CR 11; Medium-sized Humanoid (human); HD 6d8+5d6; hp 59; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17 (+1 Dex, +7 armor, +4 natural [barkskin]); BA +7/Grp +8; Atk

+9 melee (1d6+1/18-20, masterwork scimitar); Full Atk +9/+4 melee (1d6+1/18-20, masterwork scimitar); SA spells; SQ bardic knowledge, bardic music 5/day (countersong, fascinate, inspire courage +1, inspire competence), spontaneous casting, animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 2/day; AL CN; SV Fort +6, Ref +7, Will +11; Str 12, Dex 12, Con 10, Int 12, Wis 15, Cha 16.

Skills and Feats: Bluff +11, Concentrate +14, Diplomacy +17, Gather Information +8, Handle Animal +12, Jump +0, Knowledge (local – Sheldomar Valley Metaregion) +6, Knowledge (nature) +10, Perform (sing and string instruments) +17, Sense Motive +7, Sleight of Hand +5, Spellcraft +8, Survival +7, Tumble +12; Natural Bond*, Practiced Spellcaster (druid, bard)***, Spell Focus (enchantment), Versatile Performer*. *Complete Adventurer, **Complete Divine.

Bard Spells Known (3/4/2; save DC = 13 + spell level, 14 + spell level for enchantment spells; **casts as 9th level bard**): 0 – dancing lights, daze, detect magic, ghost sounds, prestidigitation, read magic; 1st – charm person, disguise self, Tasha's hideous laughter, ventriloquism; 2nd – hold person, mirror image, tongues.

Druid Spells Prepared (5/4/4/2; save DC = 12 + spell level, 13 + spell level for enchantment spells; **casts as 10th level druid**): 0 – create water, cure minor wounds (2), detect poison, resistance; 1st – camouflage, cure light wounds (x2), produce flame; 2nd – barkskin (x2), ~~embrace the wild*~~, resist energy; 3rd – call lightning, ~~greater magic fang~~. *Complete Adventurer.

Possessions: +2 dragonhide breastplate, masterwork scimitar, Heward's handy haversack, Keoghtom's ointment, minor ring of energy resistance (electricity), masterwork lapharp, 360 gp.

Amaris' Animal Companion: male dire wolf; Large animal; HD 8d8+24; hp 66; Init +3; Spd 50 ft.; AC 21, touch 12, flat-footed 18 (-1 size, +3 Dex, +5 natural [+9 natural w/ barkskin]); Base Atk/Grp: +6/+18; Atk/Full Atk +16 melee (1d8+14, bite w/ greater magic fang +2); SA trip; SQ low-light vision, scent, link, share spells, bonus tricks (2), evasion; AL N; SV Fort +9, Ref +9, Will +7; Str 26, Dex 16, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +3 (+13 w/ camouflage), Listen +7, Move Silently +5, Spot +7, Survival +2 (+6 tracking by scent); Alertness, Run, Track^B, Weapon Focus (bite).

Tricks: attack (all creatures), come, defend, down, fetch, guard, track.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+14 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

ENCOUNTER 6

Alelteshkal Brouka: Female human RogII; CR 11; Medium-sized Humanoid (human); HD 11d6+22; hp 66; Init +3; Spd 30 ft.; AC 19, touch 13, flat-footed 19 (+3 Dex, +6 armor); BA +8/Grp +9; Atk +12 melee (1d6+2/18-20, +1 rapier); Full Atk +12/+7 melee (1d6+2/18-20, +1 rapier); SA sneak attack +6d6; SQ trapfinding, evasion, uncanny dodge, trap sense +3, improved uncanny dodge, skill mastery (bluff, escape artist, hide, move silently, tumble); AL LE; SV Fort +5, Ref +10, Will +4; Str 12, Dex 17, Con 12 (14), Int 14, Wis 12, Cha 10.

Skills and Feats: Bluff +14, Decipher Script +15, Disable Device +14, Disguise +10, Escape Artist +17, Gather Information +12, Hide +17 (+22), Jump +8, Move Silently +17 (+22), Open Lock +13, Search +10, Spot +15, Tumble +19; Combat Expertise, Hamstring*, Improved Feint, Staggering Strike**, Weapon Finesse. *Complete Warrior, **Complete Adventurer.

Possessions: +1 rapier, +2 shadow silent moves mithral chain shirt, necklace of fireballs (type II), amulet of health +2, 2 tanglefoot bags, masterwork thieves' tools, encoded notebook, 300 gp.

Brouka's Bodyguard: Male human Ftr5/Occult Slayer4; CR 9; Medium-sized Humanoid (human); HD 5d10+4d8+27; hp 82; Init +5; Spd 20 ft.; AC 17, touch 11, flat-footed 16 (+1 Dex, +6 armor); BA +9/Grp +13; Atk +15 melee (2d6+9/19-20, +1 adamantite greatsword); Full Atk +15/+10 melee (2d6+9/19-20, +1 adamantite greatsword); SA weapon bond (+1 adamantite greatsword), vicious strike; SQ magical defense +2, mind over magic 2/day, auravision, nondetection cloak; AL LE; SV Fort +8, Ref +5, Will +8; Str 16 (18), Dex 12, Con 16, Int 12, Wis 12, Cha 8. *Complete Warrior*, page 66.

Skills and Feats: Intimidate +7, Knowledge (arcana) +5, Sense Motive +13, Spellcraft +8, Swim +7; Combat Brute*, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword). *Complete Warrior.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at least masterwork quality as the focus over her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spellcaster or a creature with spell-like abilities deals an extra 1d6 damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement

weapon (and doing very little else – no adventuring) to create a new weapon bond.

Mind over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level +5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su): At 3rd level, an occult slayer gains the ability to see magical auras at a range up to 60 feet as a free action. This ability otherwise functions as the *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Nondetection Cloak (Su): Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detection spells. The occult slayer gains magical protection from divination equivalent to a nondetection spell (caster level equals the character's occult slayer level), except that it affects only the occult slayer and her possessions.

Possessions: +1 adamantite greatsword, +1 breastplate, 120 gp, potion of haste, potion of barkskin +3, gauntlets of ogre power.

ENCOUNTER 2

Pirate Leader: Male human Clr13 of Syrul; CR 13; Medium-sized Humanoid (Human); HD 13d8+13; hp 88; Init +5; Spd 30 ft.; AC 20, touch 11, flat-footed 19 (+1 Dex, +3 shield, +6 armor); BA +9/Grp +10; Atk +11 melee (1d8+1/20, masterwork morningstar); Full Atk +11/+6 melee (1d8+1/20, masterwork morningstar); SA spells, rebuke undead; SQ aura, spontaneous casting; AL LE; SV Fort +9, Ref +7, Will +14; Str 13, Dex 12, Con 12, Int 12, Wis 18 (22), Cha 11.

Skills and Feats: Bluff +16, Concentrate +17, Disguise +6, Knowledge (religion) +15, Spellcraft +13; Combat Casting, Eschew Materials, Improved Initiative, Lightning Reflexes, Quicken Spell, Spell Focus (conjunction).

Spells Prepared (6/7+1/7+1/5+1/5+1/4+1/3+1/1+1; save DC = 16 + spell level, 17 + spell level for conjuration spells): 0 – create water, cure minor wounds (x4), resistance; 1st – bless, cure light wounds (x4), disguise self*, obscuring mist, shield of faith; 2nd – cure moderate wounds (x2), hold person (x2), invisibility*, silence, spiritual weapon (x2); 3rd – blindness/deafness (x2), cure serious wounds, dispel magic, magic circle against good*, water walk; 4th – cure critical wounds (x2), freedom of movement, restoration, summon monster IV, unholy blight*; 5th – dispel good*, flame strike, summon monster V (x2), true seeing; 6th – mislead*, quickened hold person, quickened silence, word of recall; 7th – blasphemy*, mass inflict serious wounds.

* Domain Spell. Domains: Trickery (Bluff, Disguise, and Hide are class skills), Evil (cast Evil spells at +1 caster level).

Possessions: +1 mithral breastplate, masterwork morningstar, +1 heavy mithral shield, periapt of wisdom +4, brooch of shielding, wooden holy symbol of Syrul, 60 gp, diary, lesser strand of prayer beads.

Pirates (5): Male human Ftr6; CR 6; Medium-sized Humanoid (Human); HD 6d10+12; hp 54 each; Init +5; Spd 30 ft.; AC 18, touch 11, flat-footed 17 (+1 Dex, +5 armor, +2 shield); BA +6/Grp +9; Atk +11 melee (1d8+6/19-20, +1 longsword) or +8 ranged (1d10/19-20, masterwork heavy crossbow); Full Atk +11/+6 melee (1d8+6/19-20, +1 longsword) or +8 ranged (1d10/19-20, masterwork heavy crossbow); AL LE; SV Fort +7, Ref +3, Will +4; Str 16, Dex 12, Con 14, Int 13, Wis 11, Cha 10.

Skills and Feats: Climb +10, Jump +10, Profession (sailor) +3, Ride +7, Swim +6; Combat Reflexes, Combat Expertise, Improved Initiative, Iron Will, Power Attack, Rapid Reload, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 longsword, masterwork heavy crossbow, +1 chain shirt, +1 buckler, 12 gp, Yeomanry Militia tabard.

ENCOUNTER 5

Amaris Honeysuckle: Female human Brd6/Drd7; CR 13; Medium-sized Humanoid (human); HD 7d8+6d6; hp 69; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17 (+1 Dex, +7 armor, +4 natural [barkskin]); BA +9/Grp +10; Atk +11 melee (1d6+1/18-20, masterwork scimitar); Full Atk +11/+6 melee (1d6+1/18-20, masterwork scimitar); SA spells; SQ bardic knowledge, bardic music 6/day (countersong, fascinate, inspire courage +1, inspire competence, suggestion), spontaneous casting, animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 3/day; AL CN; SV Fort +7, Ref +8, Will +14; Str 12, Dex 12, Con 10, Int 12, Wis 16 (18), Cha 16.

Skills and Feats: Bluff +11 (+16), Concentrate +16, Diplomacy +17 (+22), Gather Information +8, Handle Animal +13, Jump +0, Knowledge (local – Sheldomar Valley Metaregion) +6, Knowledge (nature) +14, Perform (sing and string instruments) +19 (+24), Sense Motive +13, Sleight of Hand +5, Spellcraft +8, Survival +8, Tumble +14; Combat Casting, Natural Bond*, Practiced Spellcaster (druid, bard)***, Spell Focus (enchantment), Versatile Performer*. *Complete Adventurer, ***Complete Divine.

Bard Spells Known (3/4/3; save DC = 13 + spell level, 14 + spell level for enchantment spells; **25% arcane spell failure; casts as 10th level bard**): 0 – dancing lights, daze, detect magic, ghost sounds, prestidigitation, read magic; 1st – charm person, disguise self, Tasha's hideous laughter, ventriloquism; 2nd – hold person, mirror image, tongues.

Druid Spells Prepared (6/5/4/3/2; save DC = 14 + spell level, 15 + spell level for enchantment spells; **casts as 11th level druid**): 0 – create water, cure minor wounds (3), detect poison, resistance; 1st – camouflage, cure light wounds (x2), produce flame (x2); 2nd – barkskin (x2), embrace the wild*, resist energy; 3rd – call lightning, greater magic fang, infestation of maggots**, 4th – flame strike, languor**. *Complete Adventurer, **Complete Divine.

Possessions: +2 dragonhide breastplate, masterwork scimitar, Heward's handy haversack, Keoghtom's ointment, minor ring of energy resistance (electricity), lesser choker of eloquence*, masterwork lap-harp, ioun stone (incandescent blue sphere), 360 gp. *Complete Adventurer.

Amaris' Animal Companion: male dire wolf; Large animal; HD 8d8+24; hp 66; Init +3; Spd 50 ft.; AC 21, touch 12, flat-footed 18 (-1 size, +3 Dex, +5 natural [+9 natural w/ barkskin]); Base Atk/Grp: +6/+18; Atk/Full Atk +16 melee (1d8+14, bite w/ greater magic fang +2); SA trip; SQ low-light vision, scent, link, share spells, bonus tricks (2), evasion; AL N; SV Fort +9, Ref +9, Will +7; Str 26, Dex 16, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +3 (+13 w/ *camouflage*), Listen +7, Move Silently +5, Spot +7, Survival +2 (+6 tracking by scent); Alertness, Run, Track^B, Weapon Focus (bite).

Tricks: attack (all creatures), come, defend, down, fetch, guard, track.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+14 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

ENCOUNTER 6

Alelteshkal Brouka: Female human Rog13; CR 13; Medium-sized Humanoid (human); HD 13d6+26; hp 78; Init +4; Spd 30 ft.; AC 20, touch 14, flat-footed 20 (+4 Dex, +6 armor); BA +9/Grp +10; Atk +14 melee (1d6+2/18-20, +1 *deadly precision* rapier*); Full Atk +14/+9 melee (1d6+2/18-20, +1 *deadly precision* rapier*); SA sneak attack +7d6, opportunist; SQ trapfinding, evasion, uncanny dodge, trap sense +4, improved uncanny dodge, skill mastery (bluff, escape artist, hide, move silently, tumble); AL LE; SV Fort +6, Ref +12, Will +7; Str 12, Dex 18, Con 12 (14), Int 14, Wis 12, Cha 10.

Skills and Feats: Bluff +16, Decipher Script +15, Disable Device +14, Disguise +10, Escape Artist +20, Gather Information +12, Hide +20 (+25), Jump +8, Move Silently +20 (+25), Open Lock +14, Search +14, Sense Motive +7, Spot +17, Tumble +22; Combat Expertise, Hamstring*, Improved Feint, Iron Will, Staggering Strike**, Weapon Finesse. *Complete Warrior, **Complete Adventurer.

Possessions: +1 *deadly precision* rapier*, +2 *shadow silent moves mithral chain shirt*, *necklace of fireballs (type II)*, *amulet of health +2*, 2 tanglefoot bags, masterwork thieves' tools, encoded notebook, 300 gp. *Complete Adventurer.

Brouka's Bodyguard: Male human Ftr6/Occult Slayer5; CR 11; Medium-sized Humanoid (human); HD 6d10+5d8+33; hp 100; Init +5; Spd 20 ft.; AC 17, touch 11, flat-footed 16 (+1 Dex, +6 armor); BA +11/Grp +16; Atk +18 melee (2d6+10/17-20, +1 *adamantine greatsword*); Full Atk +18/+13/+8 melee (2d6+10/17-20, +1 *adamantine greatsword*); SA weapon bond (+1 *adamantine greatsword*), vicious strike; SQ magical defense +3, mind over magic 2/day, auravision, nondetection cloak, blank thoughts; AL LE; SV Fort +9, Ref +6, Will +9; Str 16 (20), Dex 12, Con 16, Int 12, Wis 12, Cha 8. *Complete Warrior*, page 66.

Skills and Feats: Intimidate +11, Knowledge (arcana) +7, Sense Motive +14, Spellcraft +11, Swim +8; Combat Brute*, Improved Critical (greatsword), Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword). *Complete Warrior.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at least masterwork quality as the focus over her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spellcaster or a creature with spell-like abilities deals an extra 1d6 damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else – no adventuring) to create a new weapon bond.

Mind over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level +5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su): At 3rd level, an occult slayer gains the ability to see magical auras at a range up to 60 feet as a free action. This ability otherwise functions as the *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Nondetection Cloak (Su): Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detection spells. The occult slayer gains magical protection from divination equivalent to a nondetection spell (caster level equals the character's occult slayer level), except that it affects only the occult slayer and her possessions.

Blank Thoughts (Ex): At 5th level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects). She can suppress or resume this ability as a free action.

Possessions: +1 *adamantine greatsword*, +1 *breastplate*, 120 gp, *potion of haste*, *potion of barkskin* +3, *girdle of giant strength* +4.

DM AID – NEW RULES ITEMS

NEW FEATS

Combat Brute [Tactical] (Complete Warrior)

You employ strength and leverage to great effect in battle.

Prerequisite: Improved Sunder, Power Attack, base attack bonus +6.

Benefit: The Combat Brute feat enable the use of three tactical maneuvers.

Advancing Blows: To use this maneuver, you must make a successful bull rush attempt against a foe. During your next round, all your attacks against that foe gain +1 bonus on attack and damage rolls for each square your bull rush moved that foe. For example, if you pushed an orc back 10 (2 squares) feat with a bull rush, you would gain +2 on attack and damage rolls against that orc on the following round.

Sundering Cleave: To use this maneuver, you must destroy a foe's weapon or shield with a successful sunder attempt (see page 158 of the Player's Handbook). If you do so, you gain an additional immediate melee attack against the foe. The additional attack is made with the same weapon and at the same attack bonus as the attack that destroyed the weapon or shield.

Momentum Swing: To use this maneuver, you must charge a foe in the first round, and you must make an attack using your Power Attack feat in the second round. The penalty you take on your attack roll must be -5 or worse. Your attacks during the second round gain a bonus equal to your attack roll penalty x 1-1/2, or x3 if you're using a two-handed weapon or a one-handed weapon wielded in two hands. Fro instance, if you choose to take a -6 penalty on your attack roll, you can deal an extra 9 points of damage, or an extra 18 points if you're using a two-handed weapon or a one-handed weapon wielded in two hands.

Special: A fighter may select Combat Brute as one of his fighter bonus feats.

Hamstring (Complete Warrior)

You can wound an opponent's legs, hampering their movement.

Prerequisite: Sneak attack ability, base attack bonus +4.

Benefit: If you hit with a melee sneak attack, you may choose to forego 2d6 points of extra sneak attack damage to reduce your opponent's base speed by half. This speed reduction ends after 24 hours have passed or a successful DC 15 Heal check or the application of any cure spell or other magical healing is made. Creatures immune to sneak attack damage and creatures with no legs or more than four legs can't be slowed down with a hamstring attack. It takes two successful hamstring attacks to affect quadrupeds. Other speeds (fly, burrow, and so on) aren't affected. You may use this ability once per round.

Natural Bond (Complete Adventurer)

Your bond with your animal companion is exceptionally strong.

Prerequisite: Animal companion.

Benefit: Add three levels to your effective druid level for the purpose of determining the bonus Hit Dice, extra tricks, special abilities and other bonuses that your animal companion receives (see page 36 of the Player's Handbook). This bonus can never make your effective druid level exceed your character level.

Practiced Spellcaster (Complete Divine)

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by +4. This can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-level HD you may be able to apply the rest of the bonus.

For example, a human 5th-level cleric/3rd-level fighter who selects this feat would increase his cleric caster level from 5th to 8th (since he has 8 HD). If he later gained a fighter level, he would gain the remainder of the bonus and his cleric caster level would become 9th (since he now has 9 HD).

A character with two or more spellcasting classes (such as a bard/sorcerer or ranger/druid) must choose which class gains the feat's effect.

This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric, 5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

Staggering Strike (Complete Adventurer)

You can deliver a wound that hampers an opponent's movement.

Prerequisite: Base attack bonus +6, sneak attack.

Benefit: If you deal damage with a melee sneak attack, you can also deliver a wound that limits your foe's mobility. For 1 round (or until the target is the beneficiary of a DC 15 Heal check or any magical healing that restores at least 1 hit point, whichever comes first), your target is treated as if it were staggered, even if its nonlethal damage doesn't exactly equal its current hit points. A target can resist this effect by making a successful Fortitude save (DC equal to damage dealt). Multiple staggering strikes on the same creature do not stack. This feat has no effect on creatures not subject to sneak attack damage.

Versatile Performer (Complete Adventurer)

You are skilled at many kinds of performances.

Prerequisite: Perform (any) 5 ranks.

Benefit: Pick a number of Perform categories equal to your Intelligence bonus. For the purpose of making Perform checks, you are treated as having a number of ranks in those skills equal to the highest number of ranks you have in any Perform category. You cannot change these categories once you have picked them, but your score in them automatically increases if you later add additional ranks in your highest ranked Perform category. You gain new categories of your choice if your Intelligence bonus permanently increases.

In addition, you gain a +2 bonus on a combined Perform check when using two or more forms of performance at the same time, such as a bard strumming a lyre while singing. In such cases, add the bonus to the higher of your two Perform skill modifiers.

NEW ITEMS

Deadly Precision Weapon Special Ability (Complete Adventurer)

A *deadly precision* weapon deals an extra 2d6 points of damage when its wielder makes a successful sneak attack. This ability does not bestow the ability to make sneak attacks upon a user who does not already have it.

Moderate transmutation; CL 12th; Craft Magic Arms and Armor, *keen edge*, Price +2 bonus.

Choker of Eloquence (Complete Adventurer)

Coveted by bards, singers, and public speakers, this beautiful necklace is carved from ivory and jade. There are two versions of these chokers. A *lesser choker of eloquence* grants a +5 competence bonus on Diplomacy, Bluff, and Perform (sing) checks. A *greater choker of eloquence* increases the bonus to +10.

Moderate transmutation; CL 6th; Craft Wondrous Item, creator must be a spellcaster of at least 6th level; Price 6000 gp (*lesser*), 24,000 (*greater*).

NEW SPELLS

Camouflage (Complete Divine)

Transmutation

Level: Drd 1, Rgr 1

Components: V, S,

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

You change the coloring of your skin and clothing to match the environment around you. Throughout the duration of the spell, your coloration changes instantly to match the background of any new environment you enter, with no effort on your part. This effect grants you a +10 circumstance bonus on Hide checks.

Embrace The Wild (Complete Adventurer)

Transmutation

Level: Drd 2, Rgr 1

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

This spell allows you to adopt the nature and some of the abilities of a particular animal. Upon casting the spell, you choose any animal whose Hit Dice are equal to or less than your caster level. You retain your own form, but you gain the natural and extraordinary senses of the creature you choose, including blindsense, blindsight, darkvision, low-

light vision, and scent, as applicable. You can choose to replace either or both of your Listen and Spot check modifiers with those of the animal chosen.

For example, a 3rd-level druid casting this spell might choose to adopt the nature of a wolverine to gain low-light vision, scent, and Listen and Spot checks modifiers of +6. Alternately, she could select the eagle and gain low-light vision, Listen +2 and Spot +14. If the druid's Listen check modifier were better than +2, she could retain her own Listen check modifier while gaining the eagle's Spot check modifier.

Infestation Of Maggots (*Complete Divine*)

Necromancy

Level: Drd 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: One round/2 levels

Saving Throw: Fortitude negates

Spell Resistance: Yes

With a successful melee touch attack, you infest a creature with maggotlike creatures. They deal 1d4 points of temporary Constitution damage each round. The subject makes a new Fortitude save each round to negate the damage of that round and end the effect.

The infestation can be removed with a *cure disease* or *heal* spell.

Material Component: A handful of dead, dried flies.

Languor (*Complete Divine*)

Transmutation

Level: Drd 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes creatures it hits to become weak and slow. A subject who fails a Will save is *slowed* as the spell and suffers a cumulative enhancement penalty to Strength equal to 1d6-1 per two caster levels (minimum additional penalty of 0, maximum of -10) each round. If the subject's Strength drops below 1, it is helpless. The spell's *slow* effect counters and is countered by *haste*. However, the Strength penalty is not countered by *haste*.

DM AID – AMARIS HONEYSUCKLE

Character History: Amaris Honeysuckle was born in the town of Shalehal 28 years ago, the child of a druid and a wandering bard. Growing up in the Sylvan woods, she felt drawn to both the ways of nature and the songs and travel of a bard. In the end, she followed both paths.

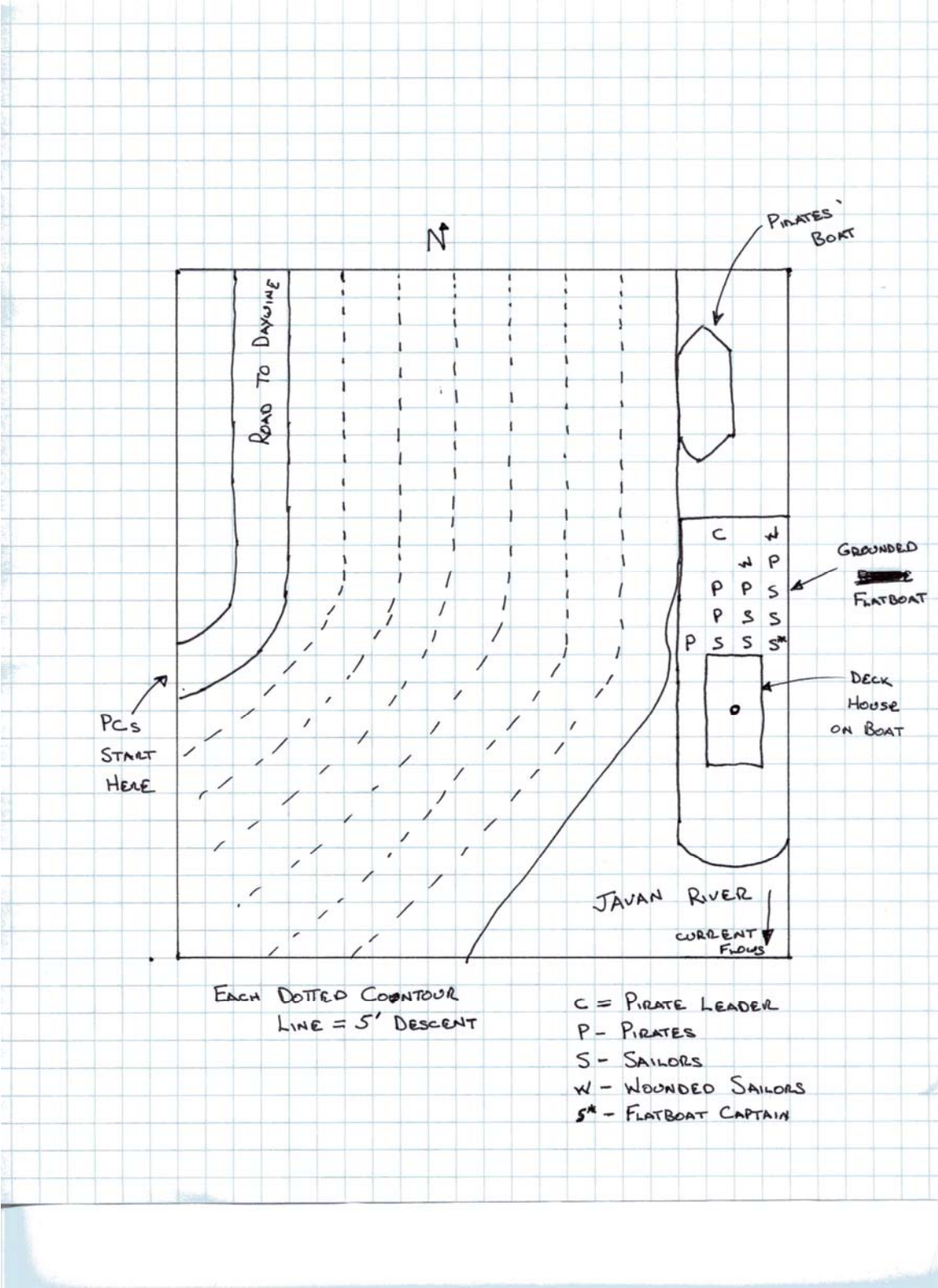
After leaving home and traveling much of the Sheldomar, she eventually joined the Defenders of the Spear. As a part of that group, she had many adventures and did much good for the Yeomanry. She also fell in love with Blake Whitesheaf, a paladin of Pelor and Defender of the Spear. Her love for Blake was her main motivation for staying a part of the Defenders. For several years she was afraid to voice her true feelings, until she realized that he was also in love with her. Finally, in CY 590, she confronted Blake about their feelings for each other. Blake admitted that he loved her but then said that there could not be anything between them, because his duties as a Paladin of Pelor would always come first. Amaris was crushed. She became very angry with Blake and left the Defenders, just before their foray into the Passage of Slerotin and the UnderOerth. Deeply hurt and in despair, she left the Yeomanry all together and traveled east.

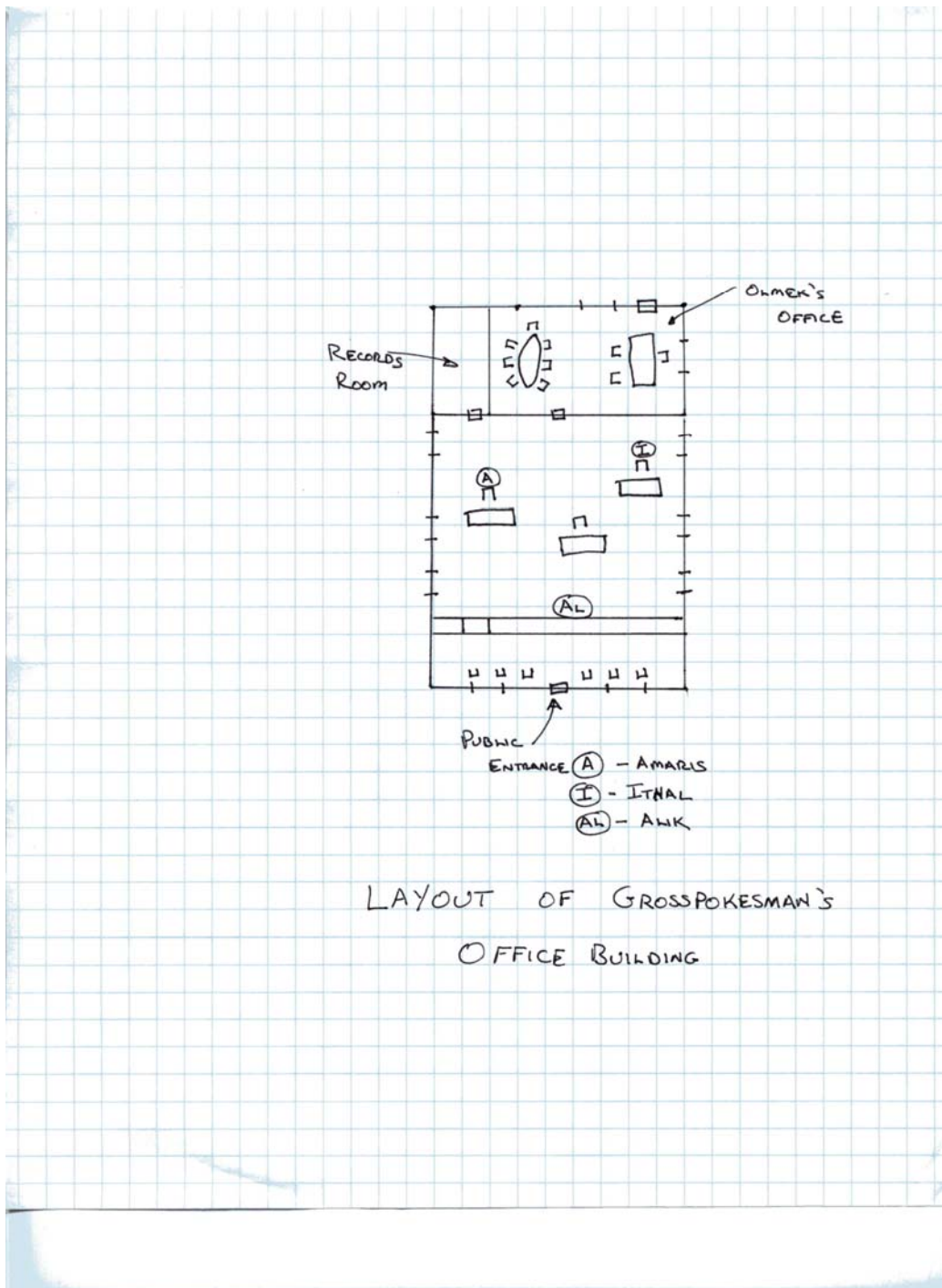
Over two years later, she was performing in Greyhawk, when she was noticed by an agent of the Scarlet Brotherhood. Given the significance of Slerotin's Tunnel to The Brotherhood, they were on the look out for anyone who might have any information about it or the Defenders of the Spear. After befriendng Amaris and seeing her bitterness and despair over her treatment by Blake Whitesheaf, the agent was able to recruit her to be a spy for the Brotherhood. She was dispatched to Nighford, with instructions to work her way into a position with the Grosspokesman. She did as she was told and since then has been passing along sensitive information to the Brotherhood.

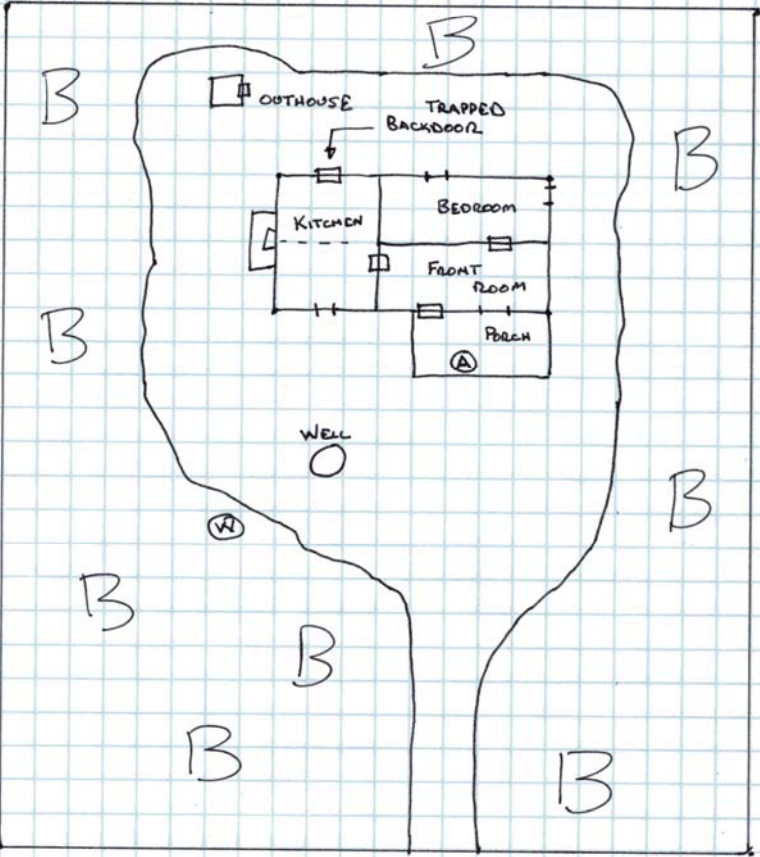
She established herself as Olmek Garshweth's assistant and quickly became indispensable, due to her skill with languages and writing. Olmek is at heart a simple farmer and it never occurred to him to think that such a pretty face could hide an evil mind. He even provided her with an isolated farmhouse to live in, which is ideal for her, as it allows her to conceal her comings and goings and the existence of her druidic animal companion.

Character Personality: Amaris Honeysuckle is the classic jilted lover. At heart she is not a bad person, but she is very angry and depressed because of her treatment by Blake and feels justified in lashing out at the rest of the world in her pain. However, she has come to regret agreeing to be an agent for the Brotherhood and would welcome a way out if she could find one that didn't involve being executed for treason or having to flee The Yeomanry forever. When she receives news that Blake Whitesheaf is nearby and wants to see her, especially if the PCs tell her that they think he still loves her, she will become even more conflicted. If the PCs offer her an acceptable way out in suitably diplomatic terms, she would take it. Such an offer would have to include no public disclosure of her treason and no imprisonment. She would be willing to tell everything she knows about The Brotherhood and work to oppose it (a la Della).

Roleplaying Suggestions: Play Amaris as someone who uses her outward cheerfulness to mask her inner pain. She is always friendly and smiling, quick to laugh or help out. At the same time, deep inside, she has a dark center of anger and pain. In the end, if confronted by the PCs and not offered surrender terms which will allow her to avoid death or exile and protect her family's good name, she will fight with suicidal abandon. If captured, she will require carefully watching to keep her from killing herself. The key to turning her back from despair is her love for Blake Whitesheaf and that knowledge that he still loves her and is finally free from the duties which kept them from being together in the past.







- Ⓐ = AMARIS HONEY SUCKLE
- Ⓜ = HIDDEN DIRE WOLF
- B = 4' TALL BARLEY

PLAYER HANDOUT #1

The PCs receive the following writ (bearing the current date and the signature and seal of Melinda Windomere):

The bearer of this writ is acting with my full knowledge and authority. I will honor all agreements made by this individual in my name. All Yeomanry officials are requested to extend to the bearer any reasonable assistance requested. Under no circumstances should the bearer be questioned, searched or hindered in any way.

In the event that the bearer is killed, please return the body and all equipment to my office in Newick.

*Melinda Windomere
Grosspokesman of Newick*

PLAYER HANDOUT #2

The diary of the leader of the River Pirate's indicates that he is a priest of Syrul and a member of the Scarlet Brotherhood. He and his men were sent to disrupt Keoish and Yeoman river trade, with an eye towards generating hostility between the two nations.

One recent entry, dated 6 days ago, seems to be of particular interest...

I had a meeting with one of The Brotherhood's local agents last night, the one called The Mantis. He's quite the paranoid one we met in the woods outside Nighford well after dark. All I could see was a short, heavily cloaked figure speaking in a hoarse whisper. He had some kind of animal with him as well; I heard something checking my back trail, making sure I was alone..

still, he delivered valuable information about the Yeomanry patrols on the river. with it, we should be able to avoid them with ease

He also gave me strict instructions to avoid attacking any boats belonging to the merchant Jaleb Kreshin. when I questioned this, as it would mean giving up many fat cargoes, The Mantis said "scapegoats can come in handy" and told me to do as I was ordered.