

YEO4-05

Whispers of Deceit

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

Version 1.1

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In the quiet town of Eastcot something strange is happening. A visiting noble has gone missing and the family is up in arms. Can you discover what has happened before the situation becomes a serious international incident? An investigative Yeomanry Regional adventure for APLs 2-12.

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.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. 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 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

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 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

There is an optional encounter at the end of this adventure that PCs may choose to participate in. If they do so, this optional encounter costs them an additional one Time Unit (or two if their PC is not native to the Yeomanry).

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 a spear for the nation, either now or in the past, is eligible to elect spokesmen on his behalf from his community, who, in turn, elect Grosspokesmen that serve 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. Many Yeomen have served in the Militia and are stout defenders of their homes.

Life in the Yeomanry is changing. There is a greater influx of magic as trade between the Sheldomar nations grows. And with constant rumors of giants gathering in the mountains, Scarlet Brotherhood agents sneaking into the country, and horrors creeping out of the Passage of Slerotin, the average Yeoman is now both more militant and more vigilant.

You can learn more about the Yeomanry at its official website: <http://yeomanry.living-greyhawk.com>.

Is this a 'Military Module?'

As the defense of the homeland is imperative in this module, members of the Yeoman military may count this adventure towards any annual TU requirement for their branch of the military.

Is this a "Dustdigger Module?"

As this module does not significantly involve archeological matters, students in the Academy of Lore may not count this adventure towards their Academy TU requirement.

Is this "Promotion Worthy?"

Heroic deeds in the name of the Yeomanry are possible in this module, and as such, the possibility for promotion

exists. In order for a PC to be considered for promotion at the end of this adventure, the PC must do the following:

1. The GM and all Yeomanry militia members present at the table must **unanimously** agree that the PC has performed an action and behaved in a manner that would make them a good leader of men in their unit. There must be at least two other military PCs playing the scenario besides the PC up for advancement. Only one PC can be nominated for advancement per scenario.
2. The player so nominated must then gather the names and email addresses of all Yeomanry militia players AND THE DM at the table.
3. The player must then submit a small summary of what happened in the adventure and why he or she should be considered for promotion. Emailing this information to yeomanry-triad@yahoogroups.com.
4. The Triad will then discuss your promotion and determine whether promotion is granted. You will be notified via email, and a promotion certificate will be sent to you via snail mail.

In order to be considered for promotion, the Yeomanry militia member must have spent a minimum of one year of REAL time as the rank below that being applied for. So in order to be considered for Serjeant, the player must have spent one full year as a Yeoman, and one full year below that as an unranked militiaman.

Eastcot (pop 600)

Eastcot is a small farming village of approximately 600 people that is well placed for two trades. First it is halfway between Tarris and Newick along the Westburn Road, so it is a popular stopover for travelers and trade caravans along the road. Second, it has become a popular vacation retreat for the well to do and some visiting nobility. Its largest structure is the hunting lodge that is rented out to the visiting nobles. It has The Tors to the south, woodlands to the east and plains to the northwest, giving a wide variety of hunting options. With Fort Omar nearby the land is usually relatively safe from raiders and humanoids. The hunting lodge will be where the PC's stay if they pay Luxury upkeep otherwise the PC's will stay at The Traveler's Roost. Most of the major trading companies maintain small warehouses, not much more than a barn, to store their caravans while stopped in town.

Background

The Scarlet Brotherhood has had a problem recently with an underground network helping slaves and enemies of the state escape from the Hold of the Sea Princes. They have discovered that the slaves are being moved along

the Westburn Road to points in the Yeomanry and beyond. With the Yeoman authorities being less than helpful, the Brotherhood has decided to take matters into their own hands. They have set up an operation to help recapture the slaves and to put a stop to this escape route.

They have people in high places; they have replaced both Eastcot's Grossspokesman and the bartender/owner of the Traveler's Roost. The brotherhood has also employed a band of mercenaries from the Hold of the Sea Princes to help with additional muscle to raid the caravans.

The Brotherhood now has a new problem: they have captured Jalab Kreshin who, while hunting, has stumbled into their camp.

Enter the PCs to save Jalab and end the plot of the Brotherhood.

DM's Note: It is very possible that this adventure could end with the rescue of Jalab Kreshin. Give the PCs the hints and let them make their own decisions. If they try to discover who is behind the raiders, the adventure could continue to the last two encounters. Also remember that the person who is acting as the Grossspokesman is one of the antagonists so if the PCs try to involve the militia too much the Grossspokesman will hear about it and would act accordingly.

This scenario does not need to be linear. Encounter One may proceed to encounter Two or Five. Encounter Five can be gotten to in a number of different ways, though the combats in Encounters Five, Six, and Eight should be done in that order.

Adventure Summary

The adventure begins with the PCs traveling along the Westburn Road, towards Eastcot, from Tarris. Along the road they will discover the remains of a caravan that was attacked by raiders.

Assuming the PCs continue to Eastcot, they are approached by an aid to Captain Jensen, who asks them to look into the attacks on the caravans along the Westburn Road. In Encounter Four they are able to talk to the Baron's servant to point the PCs in the correct direction.

In Encounter Five the PCs have their first encounter with a raiding party trailing the caravan they are protecting. It is also possible for the PCs to catch the raiding party if they leave immediately from the site of the ambush.

Encounter Six deals with the raiders' camp. Here the PCs find Jalab Kreshin and have the possibility of discovering other Brotherhood involvement in the town of Eastcot.

The mercenaries working for the Scarlet Brotherhood are part of a force operating in the Hold of the Sea Princes called the Death Falcons. They are no friends of the

Scarlet Brotherhood and do not know they are working for the brotherhood. They believe they are here to recapture escaped slaves for the still existing Princes who need the manpower to help defeat the Brotherhood forces.

In reality the brotherhood has managed to trick them into leaving the Hold of the Sea Princes and help further their own ends. If it is revealed to them that they are working for the Brotherhood they will leave their charge. The mercenaries are a long way from home. The only thing keeping their morale reasonable is their leader. They are more than willing to defend themselves, but if their leader falls they decide it is time to return home.

If the PCs follow the clues they discover the bartender's involvement in the raiders' activities. Encounter Eight is where the PCs encounter the bartender in his abode, the Traveler's Roost.

Introduction

A strong breeze blows through your hair as you travel down the Westburn Road. The day is warm and the journey has been pleasant so far. The rolling hills of the local grassland have made the journey quite relaxing, once in a while glimpsing a deer or buffalo off in the distance. Your group left early this morning from the town of Tarris with hopes of making Eastcot by nightfall. Traveling with the party are two others, a merchant with a rickety cart loaded down with various goods and an older ranger.

This is a good point for PCs to introduce themselves to each other. The merchant is Jeran Havershamp, traveling from Tarris to Newick to sell his goods. He is carrying some simple cloth and a couple of Kegs of Tarris' finest mead. He has helped the freed slaves from the Sea Princes to escape to up north. Unless the party gives him a reason to trust them now, he mentions none of this. Later on, he can be used to connect the dots for the PCs.

The ranger is Old Vernanon. He has been hired by Jalab Kreshin to help him track game. The ranger explains that he is running a couple of days late to meet Jalab at Eastcot for his hunting expedition.

After the PCs have introduced themselves and gotten all the information from their companions proceed to Encounter One.

Encounter One: Death Along the Roadway

Around midday you spy in the distance a wisp of smoke. It looks as if your group will have company for their midday meal.

Allow the PCs to do as they please here to prepare for this encounter. Once they make their preparations continue reading or paraphrasing the following box text.

While you are approaching the smoke you notice up in the sky some black birds are circling above head. Old Vernanon starts to become visibly worried.

A DC 15 Knowledge (nature) check identifies the birds as crows. If the PCs ask Old Vernanon he suggests that the birds are carrion birds and he is worried what is up ahead. He also suggests that the group hurry along.

As your group passes the crest of a small rise you see a disturbing sight. The remains of a merchant cart lay out in front of you. The corpses of what must have been the merchant and defenders lay strewn about the roadway. Looking around you see what must be the contents of the cart laying about in the roadway, some of it currently smoldering from being set on fire.

The bandits are long gone but the PCs have many options at this point. This wagon was traveling from Eastcot towards Tarris. The group of bandits attacked the caravan, because it was carrying a small group of escaped slaves. There are five corpses, four guards and one merchant.

First a Survival check (DC 8) gives the PCs the direction the caravan was headed. This should not be difficult, because it has not rained since the caravan was attacked earlier in the day and the tracks are still fresh.

A successful Heal check (DC 15) gives the approximate time of the attacks, which was four to six hours before the PCs arrive. Failure gives them that the attack happened in the past day or two.

Speak with dead on one of the guards reveals that they were ambushed from the grass with bow fire. The guards do not know what the merchant was carrying and had taken the job because the recent bandit attacks have made for a decent demand for their services.

Speak with dead on the merchant allows the PCs to discover the contents of the wagon. The caravan was carrying some furs and a couple of bolts of silk. The wagon was also carrying was three escaped slaves from the Hold of the Sea Princes. The slaves were a male and two females in their late teens, which had been servants to a member of the Scarlet Brotherhood.

The PCs have two choices at this point they could continue on to Eastcot or they may attempt to track the attackers. If they proceed to Eastcot continue with Encounter Two. If they attempt to track the attackers continue with Encounter Five: Pick Up the Raiders' Trail Now.

Encounter Two: Eastcot

As the sun sets in the western sky, you approach the small town of Eastcot. As you enter the town, you pass several warehouses each with the logo of a major trade company. To your left you can see, off some distance on the top of a small hill, a large, well appointed building which must be the famous Eastcot Hunting Lodge.

At this point the PCs may decide to report the destroyed caravan. They are directed to the barracks where they meet Yeoman Fanigan. If they decide to proceed to an inn, continue with the boxed text, and Old Vernanon makes the report about the incident on the road.

Relatively quickly you arrive at the Traveler's Roost, a rather large inn for the size of town Eastcot is. Upon entering the inn you find a bustling place with several tables, many of which are filled. There is a minstrel playing a rather refreshing melody on a lute over in the corner of the room.

As you enter a rather tall man behind the bar looks your way and calls out, "Hail, and well met travelers. I am Nyrong owner of this establishment. Come over here and have a seat at the bar and tell me of your travels."

DM's Note: Nyrong is portraying the "cousin" of the original owner of The Traveler's Roost. He is actually a Scarlet Brotherhood agent who killed the original owner. He is well aware of what is going on and tries to befriend anyone who comes into the bar. He has built a rather good contact network within town and there is very little he is unaware of in town. He is very interested in the travels of the PCs and what they have done, he is a firm believer in knowledge is power.

Nyrong is a tall Suloise human approximately 6'1" tall. He is slightly overweight. His cheeks and nose are always rosy. Nyrong tries to be everyone's friend and is almost always found talking to someone. More details on him can be found in Encounter Eight and Appendix One.

If the PCs choose to talk to Nyrong and tell them of their travels, two events should occur:

1. Nyrong should spill a drink as he serves one of the PCs. He apologizes profusely and gives the PC a couple of drinks to make up for his clumsiness. This is an intentional accident. An opposed Sense Motive check against Nyrong's Bluff check may be warranted if the PCs are suspicious of him.
2. A young boy comes in and gives Nyrong a note. If asked, Nyrong tells the PCs the boy's name is Darius. He is one of the local farmers' children and he does some work for the Grosspokesman. Nyrong says this particular message is a request for him to make a pie for some event the Grosspokesman is holding in a couple of days.

This is a lie and therefore an opposed Sense Motive check against Nyrong's Bluff check may be warranted. Nyrong does not offer the information unless the PCs ask.

At this point let the PCs look around and talk to the people. There are a few locals and many caravan drivers and their guards.

Gather Information checks reveal the following, based on the DC made:

- DC 5 Captain Jensen has had difficulty in capturing the raiders along the road because he is receiving a payoff from him. (False)
- DC 10 There have been many caravans attacked along the road. There doesn't seem to be rhyme or reason as to which ones are picked, but there have been a number of refugees from the Hold of the Sea Princes that have given the local authorities trouble. (False)
- DC 15 Jalab Kreshin is missing from the hunting lodge. The family is up in arms and causing all sorts of trouble for the local militia. (True)
- DC 20 All the caravan attacks have happened west of town. (True)
- DC 25 The Grossspokesman has been relatively sick recently, so recently after the death of the original owner of The Traveler's Roost. Upon further questioning the person running The Traveler's Roost is revealed to be his cousin. Nobody had met his cousin until after the original owner had died.
- DC 30 Most of the caravans attacked were carrying escaped slaves from the Hold of the Sea Princes.

DM's Note: The "cousin" is a Scarlet Brotherhood agent who killed the original owner. He is well aware of what is going on. He is also the main information source for the Brotherhoods' operation in this area, so he keeps an eye on the PCs if they start asking too many questions.

After the role-playing has wound down a bit and the PCs are content with their investigations, the PCs are approached by a man wearing a red tabard.

A rather short and trim man wearing the red tabard of the Yeomanry Militia approaches you after talking to the caravan driver that you traveled here with. He smiles and begins, "Hello, I am Yeoman Fanigan. The Captain and I saw you enter town tonight and we were wondering if you are interested in some work."

Allow the PCs to decide if they are interested or not. Any questions asked of Yeoman Fanigan yield little information. He provides the PCs with what he's heard (roll a straight Gather Information for him, no modifiers, and compare to the chart above), states he is unsure of any of it, and tell the party that they need to speak with the captain.

Upon expressing interest in his offer Yeoman Fanigan states, "Please follow me to Captain Jensen's office. We can work out the details there."

Encounter Three: Captain Jensen's Office

You follow Yeoman Fanigan to what looks like a relatively small barracks. In the back portion of the barracks, in what looks to be the officers' area, you are led to a door. Through the half opened door, you hear a young man yelling quite loudly, "What have you done to find my father?"

A man calmly replies, "I have sent a patrol out to look for him. I have not heard back from them yet."

The young man yells angrily back, "A patrol, a single patrol? My father is a very important person! Captain I want this to be your top priority! Muster that entire militia you have and find my father!" With that a dark haired young man storms out of the room and runs into Yeoman Fanigan.

He glares at Yeoman Fanigan and says coolly, "Watch yourself; I have many important things to do without being slowed down by incompetent fools like you."

Yeoman Fanigan knocks on the door almost apologetically and you hear a gruff, "Enter," from the other side.

The captain waits for you to enter and then begins, "Thank you for coming. I am Captain Jensen in charge of Militia operations here in the Eastcot area. From what I understand you encountered a destroyed caravan. We have had many such attacks and, quite frankly, I am stumped. Every time we seem to catch up to the raiders they disappear from under our fingertips. We have found their camp a couple times, vacated less than a day before hand. It almost seems as if they know we are coming. This is why I would like outsiders to look into the problem."

Captain Jensen looks at you and almost sarcastically continues, "There is also the matter of the missing Jalab Kreshin. I do not know if it is related, but if you happen across Jalab please let him know to check in with his family. His son is giving me quite a headache."

At this point the Captain activates any militia or army members within the PCs ranks. He is more than willing to answer any questions.

What do we get paid?

"I can pay you the reward being offered for the elimination for the raiders." This is 25 gp times the APL per PC.

Where were the old camps found?

"In both cases they were north and west of the town. They were quite a few miles from the road and difficult to track from there. He shows the PCs the approximate location on the map."

Where should we start?

"You may want to start with the caravan drivers in town. It is a possibility there will be a caravan leaving town tomorrow. You may also want to talk to Jalab's son Alik also. If it is related, she may know where her husband went."

Can you lend us a tracker?

"All my trackers are out right now trying to hunt down these raiders, and one's working on the missing Jalab. You may try Old Vernanon the tracker Jalab hired, I have worked with him in the past and he is pretty decent in his trade."

Where can I find the Jalab's family?

"As far as I know they are staying at the hunting lodge."

At this point the PCs have a choice of what to do. They can:

1. Talk to Jalab's son Alik or Old Vernanon. Proceed to Encounter Four.
2. Go to the Traveler's Roost and try to find a caravan leaving tomorrow. Proceed to Encounter Five: The Caravan.
3. Go back to the place of attack and try to track from where the caravan was attacked. Proceed to Encounter Five: Pick Up the Raiders' Trail Later.
4. Attempt to track Jalab on their own. Proceed to Encounter Five: Pick Up Jalab's Trail.

Encounter Four: Alik's Story

As you approach the Hunting Lodge it seems to be at the height of elegance. The Lodge is somewhat out of place in a town as small as Eastcot. As you enter the large entryway the sweet smell of incense enters your nostrils. There are many trophies hung on the wall of different game, each of them have a plaque with a name under them. Just as you start to look around, an older gentleman approaches you and

introduces himself as Servant Yen manservant to Jalab Kreshin. Servant Yen says humbly, "What is your business with the Kreshin family?"

Assuming the PCs tell their story Servant Yen continues:

"Let me see if the young master is available. Please make yourself comfortable," Servant Yen states showing the PCs a sitting room.

About 10 minutes later a young man and a much older man enter the room. You recognize the older man as Old Vernanon. The younger man was the one who ran you over outside the captain's office.

"I am Alik Kreshin," says the young man, "Yen says you are here to find my father. I suppose you are expecting something from me, what is it? Come on now out with it, or are you just here to waste my time?"

If the PCs do not get directly to the point, Alik announces that they are useless and leave. He takes Old Vernanon with him.

❖ **Old Vernanon:** male human Rgr2; hp 15; see Appendix One.

The following are answers to some of the PCs' most likely questions:

When the Jalab left where was he headed?

"Since Old Vernanon here was late my father decided to head to the north and west towards the plains. He figured hunting would be easier on the plains without his tracker."

Who is Jalab's tracker?

"Old Vernanon."

Can we use Old Vernanon to help track down Jalab?

"Since my father is lost, I am most sure that he would be happy to be found. It would be a good use of my father's money to help get him found."

Can we use Old Vernanon to help track down the raiders?

"What makes you think I care one lick about the raiders? You need to be looking for my father; the raiders are for the incompetent Captain Jensen to deal with."

What do we get paid?

"What do you need payment for? All you are doing is sending a message to my father. I am already paying for Old Vernanon here and it seems he is what you need."

If Old Vernanon is asked his sentiment is the same. While he is worried about the plight of the town, but he

has also entered into an agreement with Jalab and is unwilling to break it.

Encounter Five: Mercs on Us

No matter how the PCs leave the city they are seen and the bartender of the Traveler's Roost sends a message to the other camp to have the party attacked by a patrol of mercenaries.

If the PCs instead have proceeded here directly from Encounter One, they eventually catch up to the mercenaries who are slowed down by the captured slaves.

Pick Up the Raiders' Trail Now

To pick up the trail a PC with the Track feat must make a Survival check (DC 12). If they succeed:

You follow the trail the raiders must have traveled in to the plains north of the road. After a few miles the trail enters into the stream.

The raiders traveled approximately a half-mile up stream within the water. The tracks have since washed away, but the PCs can pick up the trail where they exit.

The trail continues northwest. After a few hours of travel you see a group of people up ahead. Upon further inspection most seem to be wearing some sort of metal armor.

Let the PCs take any sort of precautions they wish to. If they are not trying to sneak up on the group read the following.

The party in front of you stops and spreads out. As you approach you see at least two of the group ahead of you fire arrows.

The mercenaries are not happy being followed and as soon as they discover that they are being followed they stop and start attacking the PCs. They attack at 215 feet away, and continue attacking as the PCs approach. If the PCs do something to get closer without the mercenaries noticing them they attack as soon as they are aware of the PCs. The mercenaries have the slaves found in Tent Three of Encounter Six with them.

See **DM Aids: Map #1** for terrain but ignore the NPC setup on the map. Proceed to The Mercenaries below.

The Caravan

There is a caravan that leaves the next day; it is actually Jerram Havershamp's caravan. He is not prepared to pay for any protection. He is more than happy to have the well-armed PCs accompany him, however.

You have hooked up with the caravan of Jerram Havershamp. He is quite happy that you will be joining him on his journey back to Tarris. Accompanying the group are two others, a halfling

brother and sister that identify themselves as Othan and Xira.

Othan and Xira are rather quiet, being told directly by Jerram not to talk about their current situation. The PCs can make a Spot check (DC 20) to notice scars on their backs. This can be followed up by a Heal check (DC 20) to recognize the scars would be made by whips and these two look malnourished. If the PCs press the matter the pair stays stubbornly quiet, but Jeran jumps in.

He informs the PCs that the pair is escaped slaves from the Hold of the Sea Princes. He also explains that he is part of an organization operating here in the Yeomanry to transport these slaves to the northern sections of the country where they can start over. He is worried because the driver of the destroyed caravan was a member of his organization. Othan and Xira confirm this story. A Sense Motive check (DC 15) also confirms he is telling the truth.

Let the PCs make a Spot check (DC 8 + APL) to discover the ambush waiting for them off the road. The mercenaries had plenty of time to prepare. If PCs fail, the mercenaries get a surprise round. If the PCs are employing good scouting tactics, reward them for it. A wizard flying would have a much better chance of spotting the impending ambush.

You have traveled approximately four hours towards Tarris when suddenly you come under attack.

See **DM Aids: Map #1** for terrain and NPC setup. Proceed to The Mercenaries below.

Pick Up the Raiders' Trail Later

To pick up the trail a PC with the Track feat must make a Survival check (DC 15). If they succeed:

You have traveled back to the site of the attack. There is a patrol of troops wearing red tabards. After few pleasantries you easily pick up the trail headed off to the north. After a few miles the trail comes to an end at a stream.

The raiders traveled approximately a half-mile up stream within the water. The tracks have since washed away, but the PCs can pick up the trail where they exit. To pick up the trail the PCs must make a second check at the same DC 15:

After crossing the stream and picking up the trail again, you continue on for about an hour and a half, when you come upon a grove of trees. The trail continues on into the grove.

This is an ideal spot for an ambush. Let the players make any preparations necessary and continue on. The mercenaries have had plenty of time to set up an ambush. The grove is large enough that the party only gets the Spot check (DC 10 + APL) if they are in the grove of trees. If they decide to go around the grove, the mercenaries charge out eliminating any chance of surprise they had.

See **DM Aids: Map #2** for terrain and NPC setup. Proceed to The Mercenaries below.

Pick Up Jalab's Trail

To pick up the trail a PC with the Track feat must make a Survival check (DC 17). Old Vernanon can pick up the trail automatically (no check needed). If they succeed:

You have been following what must have been the route Jalab must have taken. It is a rather easy path to follow since he was not attempting to hide his tracks. After continuing along a few hours, you approach a grove of trees. The trail continues on into the grove.

This is an ideal spot for an ambush. Let the players make any preparations necessary and continue on. The mercenaries have had plenty of time to set up an ambush. The grove is large enough that the party only gets the Spot check (DC 10 + APL) if they are in the grove of trees. If they decide to go around the grove, the mercenaries charge out eliminating any chance of surprise they had.

See **DM Aids: Map #2** for terrain and NPC setup. Proceed to The Mercenaries below.

The Mercenaries

APL 2 (EL 4)

➤ **Archers** (3): Male Human Ftr1; hp 9 each; see Appendix One.

➤ **Sigil Narsan**: Male Human Ftr1; hp 9; see Appendix One.

APL 4 (EL 6)

➤ **Archers** (3): Male Human Ftr1; hp 9 each; see Appendix One.

➤ **Sigil Narsan**: Male Human Ftr5; hp 49; see Appendix One.

APL 6 (EL 8)

➤ **Archers** (3): Male Human Ftr2; hp 18 each; see Appendix One.

➤ **Sigil Narsan**: Male Human Ftr7; hp 69; see Appendix One.

APL 8 (EL 10)

➤ **Soldiers** (2): Male Human Ftr3; hp 30 each; see Appendix One.

➤ **Archers** (4): Male Human Ftr1; hp 9 each; see Appendix One.

➤ **Cleric** (1): Male Human Clr3; hp 21; see Appendix One.

➤ **Sigil Narsan**: Male Human Ftr9; hp 88; see Appendix One.

APL 10 (EL 12)

➤ **Soldiers** (2): Male Human Ftr5; hp 49 each; see Appendix One.

➤ **Archers** (4): Male Human Ftr2; hp 18 each; see Appendix One.

➤ **Cleric** (1): Male Human Clr5; hp 34; see Appendix One.

➤ **Sigil Narsan**: Male Human Ftr11; hp 108; see Appendix One.

APL 12 (EL 14)

➤ **Soldiers** (2): Male Human Ftr7; hp 69 each; see Appendix One.

➤ **Archers** (4): Male Human Ftr4; hp 36 each; see Appendix One.

➤ **Cleric** (1): Male Human Clr7; hp 48; see Appendix One.

➤ **Sigil Narsan**: Male Human Ftr13; hp 137; see Appendix One.

Tactics: At APLs 2, 4 and 6 the leader and all the soldiers will fire their bows (if they get a surprise round) and then attack the PCs in hand-to-hand combat. At the higher APLs, if the cleric has forewarning the PCs are coming, he starts casting spells. Be sure to give the PCs Listen checks (DC 0 +1 per 10 feet) to hear the cleric casting as they get close. Then the leader and the soldiers attack the PCs in hand-to-hand and the archers stay back and shoot at any casters. At all APLs, the mercenaries surrender if their leader falls.

Developments: Upon surrender the remaining mercenaries attempt to bargain for their life and their freedom in that order. They use the information they possess to attempt to gain both. Their morale is rather low because of their distance from home, they are also not sure they are doing the right thing. The only thing that was keeping the band together was their leader, Sigil Narsan, without him they are unwilling to continue to fight. They try to use this as leverage and tell the PCs that if they bring the medallion around Sigil's neck to the rest of the band they will probably surrender too.

The following are answers to common questions.

Who are you?

"We are part of the mercenary company the Death Falcons"

Where do you come from?

"We mainly operate out of the Hold of the Sea Princes."

What are you doing here?

"We have been hired to help recapture escaped slaves for one of the princes. To continue our fight against the Scarlet Brotherhood."

Who hired you?

"We were hired by Venmore Zolif."

Where can we find Venmore Zolif?

"At our camp."

Where is your camp?

"Hidden about an hour's walk northwest of here. There is a lone pine tree sitting in the middle of a field and the camp is about 100 yards to the west on the top of a small rise."

How many people are in the camp?

"Four"

If the PCs fail to get the information from the mercenaries they are stuck trying to backtrack the path or follow Jalab's path. To pick up the trail a PC with the Track feat must make a Survival check (DC 17). Again Old Vernanon can make the check automatically.

Encounter Six: Camp of the Scarlet Brotherhood

See DM Aids: Map #3 for the layout of the raiders' camp.

If the PCs got information about the location of the camp from the mercenaries:

You come across a lone pine tree in the middle of the grasslands. This is what the mercenary must have been talking about. About 100 yards to the west of where the tree is you see a small rise. Looking in that direction for a few minutes you see what is possibly some tents hidden in the tall grass. If you hadn't known where this camp is, you would have stumbled right into the middle of it.

At this point let the PCs decide how they are going to approach the camp. If they come up with a reasonable plan to get Sigil's medallion into one of the mercenary's hands without getting the entire camp alerted and can convince the mercenary not to sound an alarm (unfriendly to indifferent - Diplomacy check DC 15), the mercenaries leave within an hour, leaving the monk to fend for himself.

Otherwise, if the whole camp is alerted, the PCs can only get the mercenaries to disengage if they refrain from attacking them for a round so that they can show them the medallion and explain how they got it (hostile to indifferent - Diplomacy check DC 25). The morale of the mercenaries is low, so, if the PCs can negotiate successfully, the mercenaries will learn their leader has died fighting an obviously stronger party. If allowed to

disengage at this point, they head back home to the Hold of the Sea Princes.

If the PCs tracked to get here, allow them a Spot check (DC 20 + APL). If they succeed, read the above text and allow them the same opportunities as above. If they fail, continue with the following text instead:

Following the trail of the soldiers you stumble into a well-hidden camp. A single person standing outside a tent looks at you and yells, "Intruders!"

At this point three other people step out of tents and combat begins. If the PCs give the camp any reason to suspect an impending attack, they have the cleric buff them all.

Since the whole camp is alerted, the PCs can only get the mercenaries to disengage if they refrain from attacking them for a round so that they can show them the medallion and explain how they got it (hostile to indifferent - Diplomacy check DC 25). The morale of the mercenaries is low, so, if the PCs can negotiate successfully, the mercenaries will learn their leader has died fighting an obviously stronger party. If allowed to disengage at this point, they head back home to the Hold of the Sea Princes.

APL 2 (EL 5)

✚ **Venmore Zolif**: Male Human Mnk3; hp 23; see Appendix One.

✚ **Mercenary Soldiers (2)**: Male Human Ftr1; hp 10 each; see Appendix One.

✚ **Mercenary Cleric (1)**: Male Human Clr1; hp 7; see Appendix One.

APL 4 (EL 7)

✚ **Venmore Zolif**: Male Human Mnk5; hp 38; see Appendix One.

✚ **Mercenary Soldiers (2)**: Male Human Ftr2; hp 20 each; see Appendix One.

✚ **Mercenary Cleric (1)**: Male Human Clr3; hp 21; see Appendix One.

APL 6 (EL 9)

✚ **Venmore Zolif**: Male Human Mnk7; hp 53; see Appendix One.

✚ **Mercenary Soldiers (2)**: Male Human Ftr4; hp 39 each; see Appendix One.

✚ **Mercenary Cleric (1)**: Male Human Clr5; hp 34; see Appendix One.

APL 8 (EL 11)

✦ **Venmore Zolif:** Male Human Mnk9; hp 68; see Appendix One.

✦ **Mercenary Soldiers (2):** Male Human Ftr6; hp 59 each; see Appendix One.

✦ **Mercenary Cleric (1):** Male Human Clr7; hp 48; see Appendix One.

APL 10 (EL 13)

✦ **Venmore Zolif:** Male Human Mnk11; hp 83; see Appendix One.

✦ **Mercenary Soldiers (2):** Male Human Ftr8; hp 84 each; see Appendix One.

✦ **Mercenary Cleric (1):** Male Human Clr9; hp 61; see Appendix One.

APL 12 (EL 15)

✦ **Venmore Zolif:** Male Human Mnk13; hp 98; see Appendix One.

✦ **Mercenary Soldiers (2):** Male Human Ftr10; hp 105 each; see Appendix One.

✦ **Mercenary Cleric (1):** Male Human Clr11; hp 75; see Appendix One.

Tactics: If the PCs give the mercenaries or the brotherhood agent any forewarning, the cleric casts his protection and enlargement spells. The Scarlet Brotherhood monk fights to the death to protect their operations here in the Yeomanry. The mercenaries surrender, if the Scarlet Brotherhood monk goes down.

Developments: The mercenaries have the same information the ones in Encounter Five had.

After completing the combat the PCs find the following when searching the tents:

Tent 1

This tent contains all of the mercenaries' sleeping stuff.

Tent 2

The PCs discover a runner from Eastcot, and **Player Handouts #1** and **#2**. The runner is just one of the farmer boys, Darius, who was hired by the bartender (Nyrong Sindan) of the Traveler's Roost to carry messages to this search party. He is completely unaware that these are the actual raiders. In fact, he thinks the PCs are the raiders.

Answers to typical questions asked of Darius:

Who are you?

"I am Darius, son of one of the farmers near town."

What are you doing here?

"Nyrong the bartender of the Traveler's Roost paid me to deliver some messages to Venmore Zolif."

What do you know of the raids?

"Nothing, why? I haven't done anything."

Tent 3

This tent contains all the prisoners. There are currently four people tied up here (or one if the PCs intercepted the three slaves in Encounter Five: Pick Up the Raiders' Trail Now). The first is Jalab Kreshin. The other three are the slaves that were captured from the caravan that was attacked in Encounter One. Once Jalab is free, he thanks the PCs profusely (rewarding them in the Conclusion) and requests that the PCs escort him back to Eastcot.

Answers to typical questions asked of Jalab:

Who are you?

"I am Jalab Kreshin."

What are you doing here?

"I was out hunting here in the plains when I stumbled across the camp. The men here roughed me up and then brought me here. They tied me up and seemed to have an argument on what to do with me."

Answers to typical questions asked of the slaves:

Who are you?

"I am Laster; these are my companions Sinwa and Veluth."

What are you doing here?

"We were traveling with a caravan westward when it was attacked. They killed everyone but us. We have been transported back here."

Why do you think they kept you alive?

"If I had to guess we were slaves to a member of the Scarlet Brotherhood. They probably wanted to bring us back to the Hold."

Did anyone help you escape?

"Yes we made contact with a group of merchants in Newick that were rumored to help escaped slaves. One of them offered to take us west to Tarris and help us get north after that. The merchant was killed when the bandits attacked."

Encounter Seven: Eastcot Again

Upon returning to Eastcot, the PCs have two real choices: go take on the bartender at the Traveler's Roost or talk to

the Captain. If the PCs choose to take on the bartender immediately, proceed to Encounter Eight.

Upon entering the barracks you are greeted by Yeoman Fanigan. He says, "Welcome back, have you discovered anything?"

Assuming the PCs tell their story continue. If they didn't bring Jalab, the slaves, or Darius with them paraphrase as appropriate. The captain is not able to connect the bartender without Darius' testimony.

Captain Jensen has you recount your tale along with Jalab, the rescued slaves, and Darius. He contemplates the matter for a few minutes and then begins.

"I wish that I had known we had such an operation was going on right under my nose. It would have saved quite a bit of time trying to discover what these raiders were after. We might have even been able to arrange an escort for those particular caravans. You have been a great service to the Yeomanry, but I do have one more request. The raiders seem to have quite a bit of information about what is going on here in town including my patrol schedule. I have to discover who is behind this and providing the information. It looks like young Darius here has been carrying messages for Nyrong (the bartender of the Traveler's Roost if the PCs have not met him). He probably knows more of who is involved. I would like to arrest him without tipping him and his contacts off. Right now I am unsure of who I can trust and who I can't, so please arrest him for me. I will deputize you for the job and I would prefer you to capture him alive if possible. In the mean time I will work from my end to discover who has been feeding them information."

Encounter Eight: The Traveler's Roost

Nyrong has eyes and ears all over town. He has heard from one of his customers that Jalab Kreshin is back. He is preparing a message to the Grosspokesman Gerheart as the PCs walk in. He will assume the PCs are here to arrest him, but he will pretend not to know why and act comfortably.

At APL 6 and above, Nyrong is a Drunken Master and he tries to buff himself up before the combat begins. Nyrong attempts to delay the PCs by talking to them while he imbibes drinks. At APL 6 he needs two, at APL 8 he needs four, at APL 10 he needs six, and at APL 12 he needs eight. Apply the drinks to his strength so he can take down his opponents faster. If given the chance, Nyrong will drink his potions next, pretending to fill his tankard with ale while actually pouring a potion into it.

If the PCs decide to do something other than walking in the front door, feel free to paraphrase the following as needed.

As you enter the Traveler's Roost the jovial atmosphere continues on. The bartender looks at up as you enter and smile. He takes a drink of ale and states, "Welcome my friends come have a drink with me and tell me of your recent travels." He picks up another ale and downs it and looks your way expectantly.

See DM Aids: Map #4 for the layout of the Traveler's Roost. There are a number of bar patrons in the bar at this time.

☛ Bar Patrons (10): Male Human Com1; hp 4 each.

APL 2 (EL 4)

☛ Nyrong Sindan: Male Human Mnk1; hp 8; see Appendix One.

☛ Thugs (2): Male Human Rog1; hp 6 each; see Appendix One.

APL 4 (EL 6)

☛ Nyrong Sindan: Male Human Mnk5; hp 38; see Appendix One.

☛ Thugs (2): Male Human Rog1; hp 6 each; see Appendix One.

APL 6 (EL 8)

☛ Nyrong Sindan: Male Human Mnk5/DrunkenMaster2; hp 53; see Appendix One.

☛ Thugs (2): Male Human Rog3; hp 18 each; see Appendix One.

APL 8 (EL 10)

☛ Nyrong Sindan: Male Human Mnk5/DrunkenMaster4; hp 68; see Appendix One.

☛ Thugs (2): Male Human Rog5; hp 30 each; see Appendix One.

APL 10 (EL 12)

☛ Nyrong Sindan: Male Human Mnk5/DrunkenMaster6; hp 83; see Appendix One.

☛ Thugs (2): Male Human Rog7; hp 42 each; see Appendix One.

APL 12 (EL 14)

☛ Nyrong Sindan: Male Human Mnk5/DrunkenMaster8; hp 98; see Appendix One.

☛ **Thugs (2):** Male Human Rogg; hp 63 each; see Appendix One.

Tactics: Give the PCs a chance to answer. Remember he continues to take drinks as the PCs approach him. If they state he is under arrest he states he surrenders. He does anything at this point to get his fill of drinks and try to keep the PCs talking. As soon as he gets his fill and a PC is in range, he attacks. The two rogues are sitting at tables as shown on the map and attempts to sneak up as the remaining patrons attempt to run out of the place. The ten other patrons marked on the map take the quickest route to the door. Nyrong and the thugs fight to the death to protect the Brotherhood's secrets here.

Upon defeating Nyrong and his thug buddies, the PCs are free to search the inn. They will find **Player Handout #3** under the bar.

It is about this time that the Watch shows up. The PCs will have some quick explaining to do, especially with possibly three corpses on the ground, if they were not deputized by Captain Jensen.

If captured alive, Nyrong reveals nothing of value. *Speak with dead* on Nyrong can potentially reveal the following:

Who do you work for?

"The Scarlet Brotherhood."

What is the Scarlet Brotherhood Doing here?

"Recapturing escaped slaves, and getting intelligence on Yeoman troop movements."

Are there any more agents in town?

"Yes."

Who are the other agents in town?

"The Grosspokesman."

Conclusion

Returning to the captain with the additional evidence allows the captain to continue his investigation. He tells you, "Thank you very much for your help in this matter. I was stuck thinking the problem was smaller than it actually was. If you are willing to stick around over night I may have some additional work for you."

If the PCs are interested in participating in the optional encounter, which costs one additional TU (two for out of region PCs) and time permits, proceed to Optional Encounter Nine and then continue with the below once that encounter is completed. Otherwise, proceed directly to the below.

After a few weeks you receive a letter from Captain Jensen. He thanks each of you for your great service to the Yeomanry and welcomes you to come to him if you ever need his recommendation.

Later that month a messenger from Jalab Kreshin contacts you. He offers if you are ever in the area again he has a copy of one of his fine collection of hunting crossbows made for you.

The PCs receive an Influence Point with Captain Jensen and, if they rescued Jalab, the Favor of Jalab Kreshin (see the Treasure Summary). In the weeks following the adventurers' departure, the position of Grosspokesman of Eastcot is declared vacant and a new election is held. Jalab Kreshin is elected Grosspokesman.

Optional Encounter Nine: Going After the Grosspokesman

The captain determines through his investigation that only three people knew the patrol schedule so well. Grosspokesman Gerheart, Yeoman Fanigan, and himself are the only possible suspects. He has questioned Yeoman Fanigan and determined he was not involved. He has not been able to question the Grosspokesman since he has left town the previous evening while the PCs were arresting Nyrong. He is headed to Newick and a safe house there. The captain sends them with his recommendation to Grosspokeswoman Wendolene in Newick. He states that she has a very good contact to discover Brotherhood activity in the Newick area.

The following morning Captain Jensen calls you to his office. "Welcome back," he says, "Well I have completed my investigation and determined only three people have had access to the information on the map you gave me. Two are sitting in this room Yeoman Fanigan and myself. The third is the Grosspokesman Gerheart. We attempted to contact him yesterday evening and were unable to. Apparently he left town about the time you arrested Nyrong. I felt there was enough cause to search his house and we found several letters signed by the mysterious N. This is the last piece of evidence I needed to have him arrested. This is what I have to ask of you: will you accept the responsibility of chasing down and arresting Grosspokesman Gerheart?"

The captain awaits the PCs answer.

Captain Jensen smiles and says, "Again it seems the Yeomanry is in debt to you. Grosspokesman Gerheart was seen leaving town to the east towards Newick. I am not sure if that is his final destination, but it is definitely a place to start. I have some pull with Grosspokeswoman Wendolene and I'll write you a letter of recommendation." He quickly writes up a letter of recommendation for you to speak with Grosspokeswoman Wendolene. He hands it to you and says, "I suggest you leave immediately, you do not want him to get too much of a head start."

The journey from Eastcot to Newick is relatively peaceful. As the sun just is beginning to set over the western horizon you arrive at the city of Newick.

Allow the PCs to decide what to do here. They can go through Grosspokeswoman Wendolene or they could go directly to the rascals. They both accomplish the same thing. Assuming the PCs go to the Grosspokeswoman's office continue.

Arriving at the office just before it closes you see an elderly gentleman who some may recognize as Kiers, the Grosspokeswoman's assistant. Kiers looks up and asks, "May I help you?"

Kiers grants immediate access to the PCs if they show him the letter that Captain Jensen gave them.

If the PCs have played YEO1-04 **Rogue Rescue**, YEO1-06 **Cold Blooded**, or YEO3-03 **Sticks and Stones**, Grosspokeswoman Wendolene recognizes them and addresses them by their name. Kiers gives her Captain Jensen's letter.

After looking over the letter that Captain Jensen has given you, she looks a little disturbed. She says, "Well it looks like you have spoiled another Brotherhood plot within our borders. These are becoming alarmingly frequent. I doubt that it is the true Grosspokesman Gerheart we are looking for, because I have had many dealings with the man and I do not believe he would betray his country. This is very disturbing. I will ask my contact here in Newick to see if there was any unusual Brotherhood activity here in Newick. Please wait for my messenger at the Haranshire House.

While having dinner the following day, almost twenty four hours since you spoke to the Grosspokeswoman, a young boy not out of his early teens approaches you. He hands you a note wordlessly and heads off.

The note gives the PCs the location of a Brotherhood safe house that has had more activity recently. The boy is a member of the Rascals and claims that he is working for Grosspokeswoman Wendolene.

Safe House

See **DM Aids: Map #5** for the layout of the Safe House.

1. Front Door

The front door of the house is locked.

🔒 **Wooden Door:** 1 in. thick; Hardness 5, hp 10; Break DC 15; lock (Open Lock DC 18+ the APL).

2. Back Door

The back door of the house is locked.

🔒 **Wooden Door:** 1 in. thick; Hardness 5, hp 10; Break DC 15; lock (Open Lock DC 18+ the APL).

3. Kitchen

This is the kitchen; it looks as if it has been used recently. There is a door here with a set of steps going down behind the door. The door to the wine cellar has a bell attached to the side of the frame to warn those below of intruder.

🔔 **Warning Bell:** mechanical, touch trigger, automatic reset, Search DC 18+ the APL; Disable Device DC 23+ the APL.

4. Living Room

The living room is relatively well furnished. There is a robe laying over one of the chairs that looks relatively recently used.

5. Bed Room

This room looks relatively unused recently. The bed is still made and nothing has been touched on any of the shelves.

6. Stairs to the Wine Cellar

These stairs lead down to what must be a pantry or a wine cellar. There is a pressure plate about halfway down the stairs that are tripped by someone walking down the stairs. The trap involves the stairs becoming a slide and opening a spiked pit trap at the bottom. When the trap deploys anyone within the 10 feet between the bottom of the stairs and the wall are caught on the trap along with anyone on the stairs. After the trap is sprung, anyone who managed to not slide down the stairs into the pit must make a Balance check (DC 12) to walk down the slope without sliding into the pit.

APL 2 (EL 3)

🔔 **Sliding Stairs to Spiked Pit Trap:** CR 3; mechanical; location trigger; manual reset; DC 18 Reflex save avoid; 10 ft deep (1d6, fall); multiple targets (anyone on the stairs or in each of two adjacent 5-ft. squares between the bottom of the stairs and the wall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+1 each); Search DC 18; Disable Device DC 18.

APL 4 (EL 4)

🔔 **Sliding Stairs to Spiked Pit Trap:** CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoid; 20 ft deep (2d6, fall); multiple targets (anyone on the stairs or in each of two adjacent 5-ft. squares between the bottom of the stairs and the wall); onset delay 3 rounds; pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 20; Disable Device DC 20.

APL 6 (EL 6)

🔔 **Sliding Stairs to Spiked Pit Trap:** CR 6; mechanical; location trigger; manual reset; DC 22 Reflex save avoid; 30 ft deep (3d6, fall); multiple targets (anyone on the

stairs or in each of two adjacent 5-ft. squares between the bottom of the stairs and the wall); onset delay 2 rounds; pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+3 each); Search DC 22; Disable Device DC 22.

APL 8 (EL 8)

↗ **Sliding Stairs to Spiked Pit Trap:** CR 8; mechanical; location trigger; manual reset; DC 24 Reflex save avoid; 40 ft deep (4d6, fall); multiple targets (anyone on the stairs or in each of two adjacent 5-ft. squares between the bottom of the stairs and the wall); onset delay 1 round; pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 each); Search DC 24; Disable Device DC 26.

APL 10 (EL 10)

↗ **Sliding Stairs to Spiked Pit Trap:** CR 10; mechanical; location trigger; manual reset; DC 24 Reflex save avoid; 50 ft deep (5d6, fall); multiple targets (anyone on the stairs or in each of two adjacent 5-ft. squares between the bottom of the stairs and the wall); onset delay 1 round; pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 26; Disable Device DC 28.

APL 12 (EL 11)

↗ **Sliding Stairs to Spiked Pit Trap:** CR 11; mechanical; location trigger; manual reset; DC 28 Reflex save avoid; 60 ft deep (6d6, fall); multiple targets (anyone on the stairs or in each of two adjacent 5-ft. squares between the bottom of the stairs and the wall); onset delay 1 round; pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 28; Disable Device DC 28.

7. Wine Cellar

This place looks to be set up as living quarters for someone. The Grosspokesman is hiding out here (with guardians at higher APLs).

APL 2 (EL 5)

☛ **Grosspokesman** **Gerheart:** Male Human Mnk4/Sor1; hp 31; see Appendix One.

APL 4 (EL 7)

☛ **Grosspokesman** **Gerheart:** Male Human Mnk5/Sor1; hp 38; see Appendix One.

☛ **Gargoyle (1):** hp 39; see *Monster Manual*.

APL 6 (EL 9)

☛ **Grosspokesman** **Gerheart:** Male Human Mnk5/Sor3; hp 45; see Appendix One.

☛ **Gargoyles (2):** hp 39 each; see *Monster Manual*.

APL 8 (EL 11)

☛ **Grosspokesman** **Gerheart:** Male Human Mnk6/Sor4; hp 56; see Appendix One.

☛ **Shield Guardian (1):** hp 135; see *Monster Manual*.

APL 10 (EL 13)

☛ **Grosspokesman** **Gerheart:** Male Human Mnk8/Sor4; hp 69; see Appendix One.

☛ **Shield Guardians (2):** hp 135 each; see *Monster Manual*.

APL 12 (EL 15)

☛ **Grosspokesman** **Gerheart:** Male Human Mnk8/Sor6; hp 77; see Appendix One.

☛ **Shield Guardians (4):** hp 135 each; see *Monster Manual*.

Tactics: The grosspokesman attempts to flank with the gargoyle(s) at APLs 4 and 6. If the PCs have set either of the traps off or bashed down the door or a window, the grosspokesman is aware of the PCs' presence and will have cast both *mage armor* and *shield* on himself and will prepare his potions for consumption. At higher APLs, he uses the shield guardian(s) to protect him and take half of his damage. At APL 10 and APL 12 all of the shield guardians are controlled by a single amulet; therefore, if the PCs destroy the amulet on the grosspokesman it disables all of them. Once the grosspokesman dies, the shield guardians execute their last given command and attack the PCs until destroyed. The shield guardians each have a spell stored in them (caster level = APL) that they use if commanded by the grosspokesman (use #1 at APL 8, #1 and #2 at APL 10, and all four at APL 12): #1 – *stoneskin*, #2 – *fire shield*, #3 – *enervation*, #4 – *Evard's black tentacles*.

The End

Experience Point Summary

The player characters receive the following experience point awards, by APL and encounter:

Encounter Five

Defeat Sigil

APL 2 – 120 xp.

APL 4 – 180 xp.

APL 6 – 240 xp.

APL 8 – 300 xp.

APL 10 – 360 xp.

APL 12 – 420 xp.

Encounter Six

Defeat Venmore Zolif

APL 2 – 120 xp.
APL 4 – 180 xp.
APL 6 – 240 xp.
APL 8 – 300 xp.
APL 10 – 360 xp.
APL 12 – 420 xp.

Rescue Jalab Kreshin

APL 2 – 45 xp.
APL 4 – 60 xp.
APL 6 – 75 xp.
APL 8 – 90 xp.
APL 10 – 105 xp.
APL 12 – 120 xp.

Encounter Eight

Defeat Nyrong Sindan

APL 2 – 120 xp.
APL 4 – 180 xp.
APL 6 – 240 xp.
APL 8 – 300 xp.
APL 10 – 360 xp.
APL 12 – 420 xp.

Conclusion

Bring all the evidence to Captain Jensen

APL 2 – 45 xp.
APL 4 – 75 xp.
APL 6 – 105 xp.
APL 8 – 135 xp.
APL 10 – 165 xp.
APL 12 – 195 xp.

Total Possible Experience w/o Optional Encounter

APL 2 – 450 xp.
APL 4 – 675 xp.
APL 6 – 900 xp.
APL 8 – 1,125 xp.
APL 10 – 1,350 xp.
APL 12 – 1,575 xp.

Optional Encounter Nine

Disarm or survive the trap

APL 2 – 75 xp.
APL 4 – 127 xp.
APL 6 – 180 xp.
APL 8 – 232 xp.
APL 10 – 285 xp.
APL 12 – 338 xp.

Defeat the Grosspokesman

APL 2 – 150 xp.
APL 4 – 210 xp.
APL 6 – 270 xp.
APL 8 – 330 xp.
APL 10 – 390 xp.
APL 12 – 450 xp.

Total Possible Experience w/ Optional Encounter

APL 2 – 675 xp.
APL 4 – 1,012 xp.
APL 6 – 1,350 xp.
APL 8 – 1,687 xp.
APL 10 – 2,025 xp.
APL 12 – 2,383 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 scenario, 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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Three

APL 2: L: 0 gp; C: 50 gp; M: 0 gp.

APL 4: L: 0 gp; C: 100 gp; M: 0 gp.

APL 6: L: 0 gp; C: 150 gp; M: 0 gp.

APL 8: L: 0 gp; C: 200 gp; M: 0 gp.

APL 10: L: 0 gp; C: 250 gp; M: 0 gp.

APL 12: L: 0 gp; C: 300 gp; M: 0 gp.

Encounter Five

APL 2: L: 212 gp; C: 0 gp; M: 3 potions of protection from arrows 10/magic (25 gp each), potion of bear's endurance (25 gp).

APL 4: L: 193 gp; C: 0 gp; M: 3 potions of protection from arrows 10/magic (25 gp each), potion of bear's endurance (25 gp), +1 full plate (221 gp), +1 heavy steel shield (98 gp).

APL 6: L: 193 gp; C: 0 gp; M: 3 potions of protection from arrows 15/magic (125 gp each), potion of bear's endurance (25 gp), +1 full plate (221 gp), +1 heavy steel shield (98 gp), oil of greater magic weapon +1 (63 gp), ring of protection +1 (167 gp).

APL 8: L: 700 gp; C: 0 gp; M: 4 potions of protection from arrows 15/magic (125 gp each), potion of bear's endurance (25 gp), +1 full plate (221 gp), +1 heavy steel shield (98 gp), oil of greater magic weapon +4 (200 gp), ring of protection +1 (167 gp), bead of force (250 gp), 2 potions of shield of faith +4 (50 gp each), potion of owl's wisdom (25 gp), potion of barkskin +2 (25 gp).

APL 10: L: 700 gp; C: 0 gp; M: 4 potions of protection from arrows 15/magic (125 gp each), potion of bear's endurance (25 gp), +1 full plate (221 gp), +1 heavy steel shield (98 gp), oil of greater magic weapon +4 (200 gp), ring of protection +1 (167 gp), bead of force (250 gp), necklace of adaptation (750 gp), 2 potions of shield of faith +5 (75 gp each), potion of owl's wisdom (25 gp), potion of barkskin +2 (25 gp), 2 brooches of shielding (125 gp each), quiver of Ehlonna (150 gp).

APL 12: L: 700 gp; C: 0 gp; M: 4 potions of protection from arrows 15/magic (125 gp each), 4 oils of greater magic weapon +2 (100 gp each), potion of bear's endurance (25 gp), +1 full plate (221 gp), +1 heavy steel shield (98 gp), oil of greater magic weapon +5 (250 gp), ring of protection +1 (167 gp), bead of force (250 gp), necklace of adaptation (750 gp), gem of brightness (1,083 gp), 2 potions of shield of faith +5 (75 gp each), periapt of wisdom +2 (333 gp), 2 brooches of shielding (125 gp each), quiver of Ehlonna (150 gp), 2 Quaal's feather tokens - whip (42 gp each), ring of sustenance (208 gp), ring of swimming (208 gp).

Encounter Six

APL 2: L: 72 gp; C: 0 gp; M: potion of owl's wisdom (25 gp), ring of protection +1 (167 gp), potion of cat's grace (25 gp), wand of cure light wounds – 1st level caster (63 gp), 2 potions of barkskin +2 (25 gp each).

APL 4: L: 463 gp; C: 0 gp; M: potion of owl's wisdom (25 gp), ring of protection +1 (167 gp), potion of cat's grace (25 gp),

wand of cure light wounds – 1st level caster (63 gp), 2 potions of barkskin +2 (25 gp each), necklace of fireballs – type I (138 gp).

APL 6: L: 463 gp; C: 0 gp; M: potion of owl's wisdom (25 gp), ring of protection +1 (167 gp), potion of cat's grace (25 gp), wand of cure moderate wounds – 25 charges, 3rd level caster (188 gp), 2 potions of barkskin +2 (25 gp each), necklace of fireballs – type III (363 gp), potion of bear's endurance (25 gp), elixir of swimming (21 gp), dust of illusion (100 gp), goggles of minute seeing (104 gp).

APL 8: L: 463 gp; C: 0 gp; M: potion of owl's wisdom (25 gp), ring of protection +1 (167 gp), potion of cat's grace (25 gp), wand of cure serious wounds – 5 charges, 5th level caster (94 gp), 2 potions of barkskin +5 (100 gp each), necklace of fireballs – type III (363 gp), potion of bear's endurance (25 gp), elixir of swimming (21 gp), dust of illusion (100 gp), goggles of minute seeing (104 gp), Nolzur's marvelous pigments (333 gp), periapt of wisdom +2 (333 gp), potion of barkskin +4 (75 gp), 2 oils of magic vestment +2 (100 gp each).

APL 10: L: 463 gp; C: 0 gp; M: potion of owl's wisdom (25 gp), monk's belt (1,083 gp), potion of cat's grace (25 gp), wand of cure critical wounds – 5 charges, 7th level caster (175 gp), 2 potions of barkskin +5 (100 gp each), necklace of fireballs – type III (363 gp), potion of bear's endurance (25 gp), elixir of swimming (21 gp), dust of illusion (100 gp), goggles of minute seeing (104 gp), Nolzur's marvelous pigments (333 gp), periapt of wisdom +2 (333 gp), potion of barkskin +4 (75 gp), 2 oils of magic vestment +4 (200 gp each), 2 oils of greater magic weapon +4 (200 gp each), 2 Quaal's feather token – swan boat (38 gp each), figurine of wondrous power – silver raven (317 gp).

APL 12: L: 463 gp; C: 0 gp; M: potion of owl's wisdom (25 gp), monk's belt (1,083 gp), potion of cat's grace (25 gp), wand of cure critical wounds – 5 charges, 7th level caster (175 gp), 2 potions of barkskin +5 (100 gp each), necklace of fireballs – type III (363 gp), potion of bear's endurance (25 gp), elixir of swimming (21 gp), dust of illusion (100 gp), goggles of minute seeing (104 gp), Nolzur's marvelous pigments (333 gp), periapt of wisdom +2 (333 gp), potion of barkskin +4 (75 gp), 2 oils of magic vestment +5 (250 gp each), 2 oils of greater magic weapon +5 (250 gp each), 2 Quaal's feather token – swan boat (38 gp each), figurine of wondrous power – silver raven (317 gp), boots of speed (1,000 gp), ring of the ram (717 gp), helm of comprehend languages and read magic (433 gp), ever-smoking bottle (450 gp).

Encounter Eight

APL 2: L: 100 gp; C: 0 gp; M: 2 elixirs of sneaking (21 gp each), badge of Nyrong Sindan (83 gp), bracers of armor +2 (333 gp).

APL 4: L: 100 gp; C: 0 gp; M: 2 elixirs of sneaking (21 gp each), badge of Nyrong Sindan (83 gp), bracers of armor +2 (333 gp).

APL 6: L: 100 gp; C: 0 gp; M: 2 elixirs of sneaking (21 gp each), badge of Nyrong Sindan (83 gp), bracers of armor +2 (333 gp), potion of barkskin +4 (75 gp), potion of shield of faith +4 (50 gp), 2 potions of barkskin +3 (50 gp each), 2 potions of cat's grace (25 gp each), 2 oils of magic vestment +1 (63 gp each).

APL 8: L: 100 gp; C: 0 gp; M: 2 elixirs of sneaking (21 gp each), badge of Nyrong Sindan (83 gp), bracers of armor +2 (333 gp), potion of shield of faith +4 (50 gp), 3 potions of barkskin +4 (75 gp each), 2 potions of cat's grace (25 gp each), 2 oils of magic vestment +1 (63 gp each), 2 javelins of lightning (125 gp each), robe of useful items (583 gp).

APL 10: L: 100 gp; C: 0 gp; M: 2 elixirs of sneaking (21 gp each), badge of Nyrong Sindan (83 gp), bracers of armor +3 (750 gp), potion of barkskin +5 (100 gp), potion of shield of faith +5 (75 gp), 2 potions of barkskin +4 (75 gp each), 2 potions of cat's grace (25 gp each), 2 oils of magic vestment +1 (63 gp each), 2 javelins of lightning (125 gp each), robe of useful items (583 gp).

APL 12: L: 100 gp; C: 0 gp; M: 2 elixirs of sneaking (21 gp each), badge of Nyrong Sindan (83 gp), bracers of armor +3 (750 gp), potion of barkskin +5 (100 gp), potion of shield of faith +5 (75 gp), 2 potions of barkskin +4 (75 gp each), 2 potions of cat's grace (25 gp each), 2 oils of magic vestment +1 (63 gp each), 2 javelins of lightning (125 gp each), robe of useful items (583 gp), monk's belt (1,083 gp), ring of jumping (208 gp), potion of greater magic fang +2 (100 gp), 2 pairs of slippers of spider climbing (400 gp each).

Total Possible Treasure (Maximum Reward Allowed) w/o Optional Encounter

APL 2: L: 0 gp; C: 0 gp; M: 0 gp – Total: 0 gp (450 gp).

APL 4: L: 0 gp; C: 0 gp; M: 0 gp – Total: 0 gp (650 gp).

APL 6: L: 0 gp; C: 0 gp; M: 0 gp – Total: 0 gp (900 gp).

APL 8: L: 0 gp; C: 0 gp; M: 0 gp – Total: 0 gp (1,300 gp).

APL 10: L: 0 gp; C: 0 gp; M: 0 gp – Total: 0 gp (2,300 gp).

APL 12: L: 0 gp; C: 0 gp; M: 0 gp – Total: 0 gp (3,300 gp).

Optional Encounter Nine

APL 2: L: 0 gp; C: 150 gp; M: potion of cat's grace (25 gp), potion of bear's endurance (25 gp), potion of owl's wisdom (25 gp), potion of protection from arrows 10/magic (25 gp), hat of disguise (150 gp), wand of magic missile – 1st level caster, 25 charges (32 gp), wand of shield – 1st level caster, 25 charges (32 gp), wand of mage armor – 1st level caster, 25 charges (32 gp).

APL 4: L: 0 gp; C: 150 gp; M: wand of magic missile – 3rd level caster, 25 charges (94 gp), potion of nondetection (63 gp).

APL 6: L: 0 gp; C: 150 gp; M: wand of magic missile – 5th level caster, 25 charges (156 gp), stone of alarm (225 gp).

APL 8: L: 0 gp; C: 150 gp; M: wind fan (458 gp).

APL 10: L: 0 gp; C: 150 gp; M: monk's belt (1,083 gp).

APL 12: L: 0 gp; C: 150 gp; M: staff of fire (1,479 gp).

Total Possible Treasure (Maximum Reward Allowed) w/ Optional Encounter

APL 2: L: 0 gp; C: 0 gp; M: 0 gp – Total: 0 gp (675 gp).

APL 4: L: 0 gp; C: 0 gp; M: 0 gp – Total: 0 gp (975 gp).

APL 6: L: 0 gp; C: 0 gp; M: 0 gp – Total: 0 gp (1,350 gp).

APL 8: L: 0 gp; C: 0 gp; M: 0 gp – Total: 0 gp (1,950 gp).

APL 10: L: 0 gp; C: 0 gp; M: 0 gp – Total: 0 gp (3,450 gp).

APL 12: L: 0 gp; C: 0 gp; M: 0 gp – Total: 0 gp (4,950 gp).

Items for the Adventure Record

Special

☛ Favor of Jalab Kreshin

This favor may be used directly after any Yeomanry Regional adventure to gain access (Frequency: Adventure) to purchase a darkwood longbow, darkwood composite longbow, darkwood shortbow, darkwood composite shortbow, or an upgrade to an existing crossbow to a +2 or +3 enhancement bonus. Mark this favor as USED when it is consumed.

☛ Influence Point with Captain Jensen

This PC has earned an influence point with Captain Jensen. This counts as an influence point with the Yeoman Army. Contact the Yeomanry Triad for further details.

☛ Badge of Nyrong Sindan

Taken from the body of Nyrong Sindan, a spy of the Scarlet Brotherhood operating in the Yeomanry town of Eastcot, this ivory badge (about the size of a fist) confers a +1 resistance bonus to all saves made by the wearer.

Additionally, it identifies the wearer as sympathetic to the goals of the Scarlet Brotherhood to other members of the order, who recognize its significance immediately upon sight.

Faint abjuration; CL: 5th; Prerequisites: Craft Wondrous Item, resistance, item must be created in the secret city of Hesuel Ilshar, located somewhere on the Tilvanot Peninsula; Market Price: 1,000 gp; Weight: ½ lb.

Item Access

APL 2:

- ❖ Badge of Nyrong Sindan (Adventure, see above)
- ❖ Bracers of Armor +2 (Adventure, DMG)
- ❖ Elixir of Sneaking (Adventure, DMG)
- ❖ Hat of Disguise (Adventure, DMG) – Optional Encounter Only
- ❖ Wand of Cure Light Wounds (1st level caster, Adventure, DMG)
- ❖ Wand of Mage Armor (1st level caster, Adventure, DMG) – Optional Encounter Only
- ❖ Wand of Magic Missile (1st level caster, Adventure, DMG) – Optional Encounter Only
- ❖ Wand of Shield (1st level caster, Adventure, DMG) – Optional Encounter Only

APL 4 (APL 2 Items plus):

- ❖ Necklace of Fireballs – Type I (Adventure, DMG)
- ❖ Wand of Magic Missile (3rd level caster, Adventure, DMG) – Optional Encounter Only

APL 6 (APL 2, 4 Items plus):

- ❖ Dust of Illusion (Adventure, DMG)
- ❖ Elixir of Swimming (Adventure, DMG)
- ❖ Goggles of Minute Seeing (Adventure, DMG)
- ❖ Necklace of Fireballs – Type III (Adventure, DMG)
- ❖ Potion of Barkskin +4 (Adventure, DMG)
- ❖ Potion of Protection from Arrows 15/magic (Adventure, DMG)
- ❖ Stone of Alarm (Adventure, DMG) – Optional Encounter Only
- ❖ Wand of Cure Moderate Wounds (3rd level caster, Adventure, DMG)
- ❖ Wand of Magic Missile (5th level caster, Adventure, DMG) – Optional Encounter Only

APL 8 (APL 2, 4, 6 Items plus):

- ❖ Bead of Force (Adventure, DMG)
- ❖ Javelin of Lightning (Adventure, DMG)
- ❖ Nolzur's Marvelous Pigments (Adventure, DMG)
- ❖ Oil of Greater Magic Weapon +4 (Adventure, DMG)
- ❖ Oil of Magic Vestment +2 (Adventure, DMG)
- ❖ Potion of Barkskin +5 (Adventure, DMG)
- ❖ Robe of Useful Items (Adventure, DMG)
- ❖ Wand of Cure Serious Wounds (5th level caster, Adventure, DMG)
- ❖ Wind Fan (Adventure, DMG) – Optional Encounter Only

APL 10 (APL 2, 4, 6, 8 Items plus):

- ❖ Bracers of Armor +3 (Adventure, DMG)
- ❖ Brooch of Shielding (Adventure, DMG)
- ❖ Figurine of Wondrous Power – Silver Raven (Adventure, DMG)
- ❖ Monk's Belt (Adventure, DMG)
- ❖ Necklace of Adaptation (Adventure, DMG)
- ❖ Oil of Magic Vestment +4 (Adventure, DMG)

- ❖ Potion of Shield of Faith +5 (Adventure, DMG)
- ❖ Quaal's Feather Token – Swan Boat (Adventure, DMG)
- ❖ Quiver of Ehlonna (Adventure, DMG)
- ❖ Wand of Cure Critical Wounds (7th level caster, Adventure, DMG)

APL 12 (APL 2, 4, 6, 8, 10 Items plus):

- ❖ Boots of Speed (Adventure, DMG)
- ❖ Eversmoking Bottle (Adventure, DMG)
- ❖ Gem of Brightness (Adventure, DMG)
- ❖ Helm of Comprehend Languages and Read Magic (Adventure, DMG)
- ❖ Oil of Greater Magic Weapon +2 (Adventure, DMG)
- ❖ Oil of Greater Magic Weapon +5 (Adventure, DMG)
- ❖ Oil of Magic Vestment +5 (Adventure, DMG)
- ❖ Potion of Greater Magic Fang +2 (Adventure, DMG)
- ❖ Quaal's Feather Token – Whip (Adventure, DMG)
- ❖ Ring of Jumping (Adventure, DMG)
- ❖ Ring of Sustenance (Adventure, DMG)
- ❖ Ring of Swimming (Adventure, DMG)
- ❖ Ring of the Ram (Adventure, DMG)
- ❖ Slippers of Spider Climbing (Adventure, DMG)
- ❖ Staff of Fire (Adventure, DMG) – Optional Encounter Only

Appendix One: NPCs

All APLs

Encounter Four

Old Vernanon: Male Human Ranger 2; CR 2; Medium Humanoid (Human); HD 2d8+4; hp 15; Init +4; Spd 30 ft; AC 18 (touch 14; flat-footed 14); BAB +2; Grap +2; Atk +2 melee (1d8/19-20, longsword) or +6 ranged (1d8/x3 long bow); Full Attack +2 melee (1d8/19-20 longsword) or +6 ranged (1d8/x3 long bow) or +4/+4 ranged (1d8/x3 long bow); SA Favored enemy (+2 Animals); AL LG; SV Fort +5, Ref +7; Will +2; Str 11, Dex 18, Con 15, Int 15, Wis 14, Cha 11.

Skills and Feats: Handle Animal +5, Hide +9, Knowledge (Geography) +7, Knowledge (Nature) +7, Listen +7, Move Silently +9, Spot +7, Survival +7; Point Blank Shot, Precise Shot, Rapid Shot, Track, Wild Empathy.

Possessions: longsword, longbow, quiver w/ 20 arrows, chain shirt.

APL 2

Encounter Five

Archer: male human Ftr1; CR 1; medium humanoid (human); HD 1d10+2; hp 9; Init +3; Spd 20 ft; AC 20, touch 13, flat-footed 17 (+3 Dex, +5 armor, +2 shield); BA/Grp +1/+4; Atk/Full Atk +5 melee (1d8+3/19-20, longsword) or +4 ranged (1d8+3/x3, composite longbow); AL CN; SV Fort +4, Ref +3; Will +0; Str 16, Dex 16, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Intimidate +3, Ride +7; Dodge, Mobility, Weapon Focus (longsword).

Possessions: longsword, composite longbow (+3 Str bonus), quiver w/ 20 arrows, breastplate, heavy steel shield, *potion of protection from arrows* 10/magic.

Sigil Narsan: male human Ftr1; CR 1; medium humanoid (human); HD 1d10+2; hp 9; Init +2; Spd 20 ft; AC 19, touch 12, flat-footed 17 (+2 Dex, +5 armor, +2 shield); BA/Grp +1/+4; Atk/Full Atk +5 melee (1d8+3/19-20, longsword) or +3 ranged (1d8+3/x3, composite longbow); AL N; SV Fort +4, Ref +2; Will +0; Str 16, Dex 14, Con 15, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +4, Ride +6; Dodge, Power Attack, Weapon Focus (longsword).

Possessions: longsword, composite longbow (+3 Str bonus), quiver w/ 20 arrows, breastplate, heavy steel shield, *potion of bear's endurance*, medallion.

Encounter Six

Venmore Zolif: male human Mnk3; CR 3; medium humanoid (human); HD 3d8+6; hp 23; Init +2; Spd 40 ft; AC 15, touch 15, flat-footed 13 (+2 Dex, +2 Wis, +1 ring); BA/Grp +2/+4; Atk +4 melee (1d6+2, unarmed strike); Full Atk +2/+2 melee (1d6+2, flurry of blows); SA unarmed strike, flurry of blows; SQ evasion, still mind;

AL LE; SV Fort +5, Ref +5; Will +5; Str 14, Dex 14, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Diplomacy +6, Escape Artist +8, Listen +8, Spot +8, Tumble +8; Combat Reflexes, Dodge, Extra Stunning [three extra stunning attacks per day], Improved Unarmed Strike, Mobility, Stunning Fist.

Possessions: *potion of owl's wisdom*, *potion of cat's grace*, *ring of protection* +1.

Mercenary Soldier: male human Ftr1; CR 1; medium humanoid (human); HD 1d10+3; hp 10; Init +1; Spd 20 ft; AC 19, touch 11, flat-footed 18 (+1 Dex, +6 armor, +2 shield); BA/Grp +1/+4; Atk/Full Atk +6 melee (1d8+3/19-20, mw longsword); AL CN; SV Fort +5, Ref +1; Will +1; Str 16, Dex 12, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Intimidate +3, Ride +5; Dodge, Mobility, Weapon Focus (longsword).

Possessions: mw longsword, banded mail, heavy steel shield, *potion of barkskin* +2.

Mercenary Cleric: male human Clr1 of Kord; CR 1; medium humanoid (human); HD 1d8+1; hp 7; Init +0; Spd 20 ft; AC 16, touch 10, flat-footed 16 (+6 armor); BA/Grp +0/+2; Atk/Full Atk +2 melee (2d6+3/19-20, greatsword) or +0 ranged (1d8/19-20, light crossbow); SA spells, turn undead 3/day; SQ aura, spontaneous casting; AL CN; SV Fort +3, Ref +0; Will +5; Str 14, Dex 10, Con 12, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +5, Heal +7, Knowledge (religion) +5, Spellcraft +5; Combat Casting, Scribe Scroll.

Spells Prepared (3/2+1, base DC = 13 + spell level): o—guidance, light, resistance; 1st—enlarge person*, protection from law, shield of faith.

*Domain spell. Domains: Luck, Strength.

Possessions: greatsword, light crossbow, quiver w/ 20 bolts, splint mail, *wand of cure light wounds* (1st level caster).

Encounter Eight

Nyrong Sindan: male human Mnk1; CR 1; medium humanoid (human); HD 1d8+2; hp 8; Init +6; Spd 30 ft; AC 16, touch 14, flat-footed 14 (+2 Dex, +2 Wis, +2 bracers); BA/Grp +0/+1; Atk +1 melee (1d6+1, unarmed strike); Full Atk -1/-1 melee (1d6+1, flurry of blows); SA unarmed strike, flurry of blows; AL LN; SV Fort +5, Ref +5; Will +5; Str 12, Dex 15, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Diplomacy +4, Escape Artist +6, Profession (Bartender) +6, Sense Motive +6, Tumble +6; Dodge, Improved Initiative, Improved Unarmed Strike, Stunning Fist.

Possessions: badge of Nyrong Sindan, bracers of armor +2.

Thug: male human Rog1; CR 1; medium humanoid (human); HD 1d6+2; hp 6; Init +7; Spd 30 ft; AC 16, touch 13, flat-footed 13 (+3 Dex, +3 armor); BA/Grp +0/+1; Atk/Full Atk +2 melee (1d6+1/19-20, mw short sword); SA sneak attack +1d6; SQ trapfinding; AL CN; SV Fort +2,

Ref +5; Will +0; Str 12, Dex 16, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Bluff +4, Disguise +4, Escape Artist +7, Hide +7, Knowledge (local – Sheldomar Valley Metaregion) +5, Move Silently +7, Sense Motive +4, Sleight of Hand +7, Spot +4, Tumble +7; Dodge, Improved Initiative.

Possessions: mw short sword, mw studded leather, tanglefoot bag, thunderstone, alchemist's fire, *elixir of sneaking*.

Optional Encounter Nine

Grosspokesman Gerheart: male human Mnk4/Sor1; CR 5; medium humanoid (human); HD 4d8+1d4+5; hp 31; Init +6; Spd 40 ft; AC 14, touch 14, flat-footed 12 (+2 Dex, +2 Wis); BA/Grp +3/+4; Atk +4 melee (1d8+1, unarmed strike); Full Atk +2/+2 melee (1d8+1, flurry of blows); SA unarmed strike, flurry of blows, ki strike (magic); SQ evasion, still mind, slow fall 20 ft.; AL LN; SV Fort +5, Ref +6; Will +8; Str 12, Dex 14, Con 12, Int 12, Wis 14, Cha 16.

Skills and Feats: Bluff +4, Concentration +8, Diplomacy +10, Knowledge (arcana) +3, Knowledge (local – Sheldomar Valley Metaregion) +4, Profession (politician) +9, Sense Motive +9, Spellcraft +3, Tumble +9; Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Improved Unarmed Strike, Stunning Fist.

Spells Known (5/4, base DC = 13 + spell level): o—detect magic, message, ray of frost, read magic; 1st—charm person, magic missile.

Possessions: *potion of cat's grace*, *potion of bear's endurance*, *potion of owl's wisdom*, *potion of protection from arrows 10/magic*, *hat of disguise*, *wand of magic missile* (1st level caster, 25 charges), *wand of mage armor* (1st level caster, 25 charges), *wand of shield* (1st level caster, 25 charges).

APL 4

Encounter Five

Archer: male human Ftr1; CR 1; medium humanoid (human); HD 1d10+2; hp 9; Init +3; Spd 20 ft; AC 20, touch 13, flat-footed 17 (+3 Dex, +5 armor, +2 shield); BA/Grp +1/+4; Atk/Full Atk +5 melee (1d8+3/19-20, longsword) or +4 ranged (1d8+3/x3, composite longbow); AL CN; SV Fort +4, Ref +3; Will +0; Str 16, Dex 16, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Intimidate +3, Ride +7; Dodge, Mobility, Weapon Focus (longsword).

Possessions: longsword, composite longbow (+3 Str bonus), quiver w/ 20 arrows, breastplate, heavy steel shield, *potion of protection from arrows 10/magic*.

Sigil Narsan: male human Ftr5; CR 5; medium humanoid (human); HD 5d10+15; hp 49; Init +6; Spd 20 ft; AC 23, touch 11, flat-footed 22 (+1 Dex, +9 armor, +3 shield); BA/Grp +5/+8; Atk/Full Atk +9 melee (1d8+5/19-20, longsword) or +7 ranged (1d8+3/x3, composite longbow); AL N; SV Fort +7, Ref +3; Will +1; Str 16, Dex 14, Con 16, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +8, Ride +10; Combat Reflexes, Dodge, Improved Initiative, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: longsword, composite longbow (+3 Str bonus), quiver w/ 20 arrows, +1 full plate, +1 heavy steel shield, *potion of bear's endurance*, medallion.

Encounter Six

Venmore Zolif: male human Mnk5; CR 5; medium humanoid (human); HD 5d8+10; hp 38; Init +2; Spd 40 ft; AC 16, touch 16, flat-footed 14 (+2 Dex, +2 Wis, +1 ring, +1 monk); BA/Grp +3/+5; Atk +5 melee (1d8+2, unarmed strike); Full Atk +4/+4 melee (1d8+2, flurry of blows); SA unarmed strike, flurry of blows, ki strike (magic); SQ evasion, still mind, slow fall 20 ft., purity of body; AL LE; SV Fort +6, Ref +6; Will +6; Str 14, Dex 14, Con 14, Int 10, Wis 15, Cha 10.

Skills and Feats: Diplomacy +8, Escape Artist +10, Listen +10, Spot +10, Tumble +10; Combat Reflexes, Dodge, Extra Stunning [three extra stunning attacks per day], Improved Unarmed Strike, Mobility, Stunning Fist.

Possessions: *potion of owl's wisdom*, *potion of cat's grace*, *ring of protection* +1, *necklace of fireballs* – type I.

Mercenary Soldier: male human Ftr2; CR 2; medium humanoid (human); HD 2d10+6; hp 20; Init +1; Spd 20 ft; AC 21, touch 11, flat-footed 20 (+1 Dex, +8 armor, +2 shield); BA/Grp +2/+5; Atk/Full Atk +7 melee (1d8+3/19-20, mw longsword); AL CN; SV Fort +6, Ref +1; Will +1; Str 16, Dex 12, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Intimidate +4, Ride +6; Dodge, Mobility, Power Attack, Weapon Focus (longsword).

Possessions: mw longsword, full plate, heavy steel shield, *potion of barkskin* +2.

Mercenary Cleric: male human Clr3 of Kord; CR 3; medium humanoid (human); HD 3d8+3; hp 21; Init +0; Spd 20 ft; AC 18, touch 10, flat-footed 18 (+8 armor); BA/Grp +2/+4; Atk/Full Atk +5 melee (2d6+3/19-20, mw greatsword) or +2 ranged (1d8/19-20, light crossbow); SA spells, turn undead 3/day; SQ aura, spontaneous casting; AL CN; SV Fort +4, Ref +1; Will +6; Str 14, Dex 10, Con 12, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +7, Heal +9, Knowledge (religion) +7, Spellcraft +7; Combat Casting, Domain Spontaneity (Strength) [may convert prepared divine spells into any spell from the Strength domain of equal or lower level by expending one of your daily turn undead attempts], Scribe Scroll.

Spells Prepared (4/3+1/2+1, base DC = 13 + spell level): o—guidance, light x2, resistance; 1st—enlarge person*, inflict light wounds, protection from law, shield of faith; 2nd—bull's strength*, hold person, inflict moderate wounds.

*Domain spell. Domains: Luck, Strength.

Possessions: mw greatsword, light crossbow, quiver w/ 20 bolts, full plate, *wand of cure light wounds* (1st level caster).

Encounter Eight

Nyrong Sindan: male human Mnk5; CR 5; medium humanoid (human); HD 5d8+10; hp 38; Init +7; Spd 40 ft; AC 18, touch 16, flat-footed 15 (+3 Dex, +2 Wis, +1 monk, +2 bracers); BA/Grp +3/+4; Atk +4 melee (1d8+1, unarmed strike); Full Atk +3/+3 melee (1d8+1, flurry of blows); SA unarmed strike, flurry of blows, ki strike (magic); SQ evasion, still mind, slow fall 20 ft., purity of body; AL LN; SV Fort +9, Ref +8; Will +7; Str 12, Dex 16, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Diplomacy +8, Escape Artist +11, Profession (Bartender) +10, Sense Motive +10, Tumble +11; Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Unarmed Strike, Stunning Fist.

Possessions: badge of Nyrong Sindan, bracers of armor +2.

Thug: male human Rog1; CR 1; medium humanoid (human); HD 1d6+2; hp 6; Init +7; Spd 30 ft; AC 16, touch 13, flat-footed 13 (+3 Dex, +3 armor); BA/Grp +0/+1; Atk/Full Atk +2 melee (1d6+1/19-20, mw short sword); SA sneak attack +1d6; SQ trapfinding; AL CN; SV Fort +2, Ref +5; Will +0; Str 12, Dex 16, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Bluff +4, Disguise +4, Escape Artist +7, Hide +7, Knowledge (local – Sheldomar Valley Metaregion) +5, Move Silently +7, Sense Motive +4, Sleight of Hand +7, Spot +4, Tumble +7; Dodge, Improved Initiative.

Possessions: mw short sword, mw studded leather, tanglefoot bag, thunderstone, alchemist's fire, *elixir of sneaking*.

Optional Encounter Nine

Grosspokesman Gerheart: male human Mnk5/Sor1; CR 6; medium humanoid (human); HD 5d8+1d4+6; hp 38; Init +6; Spd 40 ft; AC 15, touch 15, flat-footed 13 (+2 Dex, +2 Wis, +1 monk); BA/Grp +3/+4; Atk +5 melee (1d8+1, unarmed strike); Full Atk +4/+4 melee (1d8+1, flurry of blows); SA unarmed strike, flurry of blows, ki strike (magic); SQ evasion, still mind, slow fall 20 ft., purity of body; AL LN; SV Fort +5, Ref +6; Will +8; Str 12, Dex 14, Con 12, Int 12, Wis 14, Cha 16.

Skills and Feats: Bluff +5, Concentration +9, Diplomacy +11, Knowledge (arcana) +3, Knowledge (local – Sheldomar Valley Metaregion) +4, Profession (politician) +10, Sense Motive +10, Spellcraft +3, Tumble +10; Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Weapon Finesse.

Spells Known (5/4, base DC = 13 + spell level): o—detect magic, message, ray of frost, read magic; 1st—charm person, magic missile.

Possessions: potion of cat's grace, potion of bear's endurance, potion of owl's wisdom, potion of protection from arrows 10/magic, potion of nondetection, hat of disguise, wand of magic missile (3rd level caster, 25 charges), wand of mage armor (1st level caster, 25 charges), wand of shield (1st level caster, 25 charges).

APL 6

Encounter Five

Archer: male human Ftr2; CR 2; medium humanoid (human); HD 2d10+4; hp 18; Init +3; Spd 20 ft; AC 20, touch 13, flat-footed 17 (+3 Dex, +5 armor, +2 shield); BA/Grp +2/+5; Atk/Full Atk +6 melee (1d8+3/19-20, longsword) or +5 ranged (1d8+3/x3, composite longbow); AL CN; SV Fort +5, Ref +3; Will +0; Str 16, Dex 16, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Intimidate +4, Ride +8; Dodge, Mobility, Power Attack, Weapon Focus (longsword).

Possessions: longsword, composite longbow (+3 Str bonus), quiver w/ 20 arrows, breastplate, heavy steel shield, *potion of protection from arrows 15/magic*.

Sigil Narsan: male human Ftr7; CR 7; medium humanoid (human); HD 7d10+21; hp 69; Init +6; Spd 20 ft; AC 24, touch 12, flat-footed 23 (+1 Dex, +9 armor, +3 shield, +1 ring); BA/Grp +7/+10; Atk +11 melee (1d8+5/19-20, longsword) or +9 ranged (1d8+3/x3, composite longbow); Full Atk +11/+6 melee (1d8+5/19-20, longsword) or +9/+4 ranged (1d8+3/x3, composite longbow); AL N; SV Fort +8, Ref +4; Will +2; Str 16, Dex 14, Con 16, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +10, Ride +12; Cleave, Combat Reflexes, Dodge, Improved Initiative, Mobility, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: longsword, composite longbow (+3 Str bonus), quiver w/ 20 arrows, +1 full plate, +1 heavy steel shield, *potion of bear's endurance*, ring of protection +1, oil of greater magic weapon +1, medallion.

Encounter Six

Venmore Zolif: male human Mnk7; CR 7; medium humanoid (human); HD 7d8+14; hp 53; Init +2; Spd 50 ft; AC 16, touch 16, flat-footed 14 (+2 Dex, +2 Wis, +1 ring, +1 monk); BA/Grp +5/+7; Atk +7 melee (1d8+2, unarmed strike); Full Atk +6/+6 melee (1d8+2, flurry of blows); SA unarmed strike, flurry of blows, ki strike (magic); SQ evasion, still mind, slow fall 30 ft., purity of body, wholeness of body; AL LE; SV Fort +7, Ref +7; Will +7; Str 14, Dex 14, Con 14, Int 10, Wis 15, Cha 10.

Skills and Feats: Diplomacy +10, Escape Artist +12, Listen +12, Spot +12, Tumble +12; Combat Reflexes, Dodge, Extra Stunning [three extra stunning attacks per day], Improved Trip, Improved Unarmed Strike, Mobility, Spring Attack, Stunning Fist.

Possessions: *potion of owl's wisdom*, *potion of cat's grace*, ring of protection +1, necklace of fireballs – type III, *elixir of swimming*.

Mercenary Soldier: male human Ftr4; CR 4; medium humanoid (human); HD 4d10+12; hp 39; Init +5; Spd 20 ft; AC 21, touch 11, flat-footed 20 (+1 Dex, +8 armor, +2 shield); BA/Grp +4/+7; Atk/Full Atk +9 melee (1d8+5/19-20, mw longsword); AL CN; SV Fort +7, Ref +2; Will +2; Str 16, Dex 12, Con 17, Int 8, Wis 12, Cha 8.

Skills and Feats: Intimidate +6, Ride +8; Dodge, Improved Initiative, Mobility, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: mw longsword, full plate, heavy steel shield, *potion of barkskin* +2, *dust of illusion* (soldier #1), *goggles of minute seeing* (soldier #2).

Mercenary Cleric: male human Clr5 of Kord; CR 5; medium humanoid (human); HD 5d8+5; hp 34; Init +0; Spd 20 ft; AC 18, touch 10, flat-footed 18 (+8 armor); BA/Grp +3/+5; Atk/Full Atk +6 melee (2d6+3/19-20, mw greatsword) or +3 ranged (1d8/19-20, light crossbow); SA spells, turn undead 3/day; SQ aura, spontaneous casting; AL CN; SV Fort +5, Ref +1; Will +7; Str 14, Dex 10, Con 12, Int 12, Wis 17, Cha 10.

Skills and Feats: Concentration +9, Heal +11, Knowledge (religion) +9, Spellcraft +9; Combat Casting, Domain Spontaneity (Strength) [may convert prepared divine spells into any spell from the Strength domain of equal or lower level by expending one of your daily turn undead attempts], Scribe Scroll.

Spells Prepared (5/4+1/3+1/2+1, base DC = 13 + spell level): 0—guidance x2, light x2, resistance; 1st—enlarge person*, inflict light wounds x2, protection from law, shield of faith; 2nd—aid, bull's strength*, hold person, inflict moderate wounds; 3rd—dispel magic, magic vestment*, searing light.

*Domain spell. Domains: Luck, Strength.

Possessions: mw greatsword, light crossbow, quiver w/ 20 bolts, full plate, *wand of cure moderate wounds* (3rd level caster, 25 charges), *potion of bear's endurance*.

Encounter Eight

Nyrong Sindan: male human Mnk5/DrunkenMaster2; CR 7; medium humanoid (human); HD 7d8+14; hp 53; Init +7; Spd 40 ft; AC 18, touch 16, flat-footed 15 (+3 Dex, +2 Wis, +1 monk, +2 bracers); BA/Grp +4/+5; Atk +5 melee (1d8+1, unarmed strike); Full Atk +4/+4 melee (1d8+1, flurry of blows); SA unarmed strike, flurry of blows, ki strike (magic), improvised weapons, stagger; SQ evasion, still mind, slow fall 20 ft., purity of body, drink like a demon; AL LN; SV Fort +12, Ref +11, Will +7; Str 12, Dex 16, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Bluff +5, Jump +6, Diplomacy +8, Escape Artist +11, Profession (Bartender) +10, Sense Motive +10, Tumble +11; Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Unarmed Strike, Power Attack, Stunning Fist.

Drink Like a Demon (Ex): A drunken master's body handles alcohol differently from other people. He can drink a large tankard of ale, a bottle of wine, or a corresponding amount of stronger alcohol as a move action. Every bottle or tankard of alcohol he consumes during combat reduces his Wisdom and Intelligence by 2 points each, but increases his Strength or Constitution (character's choice) by 2 points. A drunken master may benefit from a number of drinks equal to his class level. The duration of both the penalty and the bonus is a number of rounds equal to the character's drunken master level + 3.

Improvised Weapons (Ex): While bottles and tankards are a drunken master's preferred improvised weapons, he can use furniture, farm implements, or nearly anything else at hand to attack his foes. A drunken master's improvised weapon deals as much damage as his unarmed strike plus an extra 1d4 points. Most improvised weapons deal bludgeoning damage, although some (a broken bottle, for example) would deal piercing or slashing damage. When a drunken master rolls a natural 1 on an attack roll while using an improvised weapon, that weapon breaks apart and becomes useless.

Stagger (Ex): By tripping, stumbling, and staggering a drunken master of 2nd level or higher can make a charge attack that surprises his opponents. This ability has two beneficial aspects: First, the charge need not be in a straight line, even though the character can still move up to twice his speed. Second, if a drunken master makes a DC 15 Tumble check before beginning a charge, his movement through threatened squares provokes no attacks of opportunities.

Possessions: badge of Nyrong Sindan, bracers of armor +2, *potion of barkskin* +4, *potion of shield of faith* +4.

Thug: male human Rog3; CR 3; medium humanoid (human); HD 3d6+6; hp 18; Init +7; Spd 30 ft; AC 16, touch 13, flat-footed 13 (+3 Dex, +3 armor); BA/Grp +2/+3; Atk/Full Atk +6 melee (1d6+1/19-20, mw short sword); SA sneak attack +2d6; SQ trapfinding, evasion, trap sense +1; AL CN; SV Fort +3, Ref +6; Will +1; Str 12, Dex 16, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Bluff +6, Disguise +6, Escape Artist +9, Hide +9, Knowledge (local – Sheldomar Valley Metaregion) +7, Move Silently +9, Sense Motive +6, Sleight of Hand +9, Spot +6, Tumble +9; Dodge, Improved Initiative, Weapon Finesse.

Possessions: mw short sword, mw studded leather, tanglefoot bag, thunderstone, alchemist's fire, *elixir of sneaking*, *potion of cat's grace*, *potion of barkskin* +3, *oil of magic vestment* +1.

Optional Encounter Nine

Grosspokesman Gerheart: male human Mnk5/Sor3; CR 8; medium humanoid (human); HD 5d8+3d4+8; hp 45; Init +6; Spd 40 ft; AC 15, touch 15, flat-footed 13 (+2 Dex, +2 Wis, +1 monk); BA/Grp +4/+5; Atk +6 melee (1d8+1, unarmed strike); Full Atk +5/+5 melee (1d8+1, flurry of blows); SA unarmed strike, flurry of blows, ki strike (magic); SQ evasion, still mind, slow fall 20 ft., purity of body; AL LN; SV Fort +6, Ref +7; Will +9; Str 12, Dex 14, Con 12, Int 12, Wis 14, Cha 17.

Skills and Feats: Bluff +7, Concentration +11, Diplomacy +11, Knowledge (arcana) +4, Knowledge (local – Sheldomar Valley Metaregion) +5, Profession (politician) +10, Sense Motive +10, Spellcraft +4, Tumble +10; Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Weapon Finesse.

Spells Known (6/6, base DC = 13 + spell level): o—acid splash, detect magic, message, ray of frost, read magic; 1st—charm person, disguise self, magic missile.

Possessions: potion of cat's grace, potion of bear's endurance, potion of owl's wisdom, potion of protection from arrows 10/magic, potion of nondetection, hat of disguise, wand of magic missile (5th level caster, 25 charges), wand of mage armor (1st level caster, 25 charges), wand of shield (1st level caster, 25 charges), stone of alarm.

APL 8

Encounter Five

Soldier: male human Ftr3; CR 3; medium humanoid (human); HD 3d10+9; hp 30; Init +6; Spd 20 ft; AC 21, touch 11, flat-footed 20 (+1 Dex, +8 armor, +2 shield); BA/Grp +3/+6; Atk/Full Atk +8 melee (1d8+3/19-20, mw longsword); AL CN; SV Fort +6, Ref +3; Will +1; Str 16, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Intimidate +5, Ride +8; Combat Reflexes, Dodge, Improved Initiative, Power Attack, Weapon Focus (longsword).

Possessions: mw longsword, full plate, heavy steel shield, *potion of shield of faith* +4.

Archer: male human Ftr1; CR 1; medium humanoid (human); HD 1d10+2; hp 9; Init +3; Spd 20 ft; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 armor); BA/Grp +1/+4; Atk/Full Atk +4 melee (1d8+3/19-20, longsword) or +5 ranged (1d8+3/x3, composite longbow); AL CN; SV Fort +4, Ref +3; Will +0; Str 16, Dex 16, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Intimidate +3, Ride +7; Point Blank Shot, Precise Shot, Weapon Focus (longbow).

Possessions: longsword, composite longbow (+3 Str bonus), quiver w/ 40 arrows, breastplate, *potion of protection from arrows* 15/magic.

Cleric: male human Clr3 of Kord; CR 3; medium humanoid (human); HD 3d8+3; hp 21; Init +1; Spd 20 ft; AC 19, touch 11, flat-footed 18 (+1 Dex, +8 armor); BA/Grp +2/+4; Atk/Full Atk +5 melee (2d6+3/19-20, mw greatsword) or +3 ranged (1d8/19-20, light crossbow); SA spells, turn undead 3/day; SQ aura, spontaneous casting; AL CN; SV Fort +4, Ref +2; Will +6; Str 14, Dex 12, Con 12, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +7, Heal +9, Knowledge (religion) +6; Combat Casting, Domain Focus (Strength) [casts domain spells from Strength domain at +1 caster level], Domain Spontaneity (Strength) [may convert prepared divine spells into any spell from the Strength domain of equal or lower level by expending one of your daily turn undead attempts].

Spells Prepared (4/3+1/2+1, base DC = 13 + spell level): o—guidance, light x2, resistance; 1st—bless, enlarge person*, sanctuary, shield of faith; 2nd—bull's strength*, hold person, silence.

*Domain spell. Domains: Luck, Strength.

Possessions: mw greatsword, full plate, light crossbow, quiver w/ 20 bolts, *potion of owl's wisdom*, *potion of barkskin* +2.

Sigil Narsan: male human Ftr9; CR 9; medium humanoid (human); HD 9d10+27; hp 88; Init +6; Spd 20 ft; AC 24, touch 12, flat-footed 23 (+1 Dex, +9 armor, +3 shield, +1 ring); BA/Grp +9/+12; Atk +14 melee (1d8+5/17-20, longsword) or +11 ranged (1d8+3/x3, composite longbow); Full Atk +14/+9 melee (1d8+5/17-20, longsword) or +11/+6 ranged (1d8+3/x3, composite longbow); AL N; SV Fort +9, Ref +5; Will +3; Str 16, Dex 14, Con 17, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +12, Ride +14; Cleave, Combat Reflexes, Dodge, Greater Weapon Focus (longsword), Improved Critical (longsword), Improved Initiative, Mobility, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: longsword, composite longbow (+3 Str bonus), quiver w/ 20 arrows, +1 full plate, +1 heavy steel shield, *potion of bear's endurance*, *ring of protection* +1, *oil of greater magic weapon* +4, *bead of force*, medallion.

Encounter Six

Venmore Zolif: male human Mnk9; CR 9; medium humanoid (human); HD 9d8+18; hp 68; Init +2; Spd 60 ft; AC 17, touch 17, flat-footed 15 (+2 Dex, +3 Wis, +1 ring, +1 monk); BA/Grp +6/+8; Atk +8 melee (1d10+2, unarmed strike); Full Atk +8/+8/+2 melee (1d10+2, flurry of blows); SA unarmed strike, flurry of blows, ki strike (magic); SQ evasion, still mind, slow fall 40 ft., purity of body, wholeness of body, improved evasion; AL LE; SV Fort +8, Ref +8; Will +9; Str 14, Dex 14, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Diplomacy +12, Escape Artist +14, Listen +15, Spot +15, Tumble +14; Combat Reflexes, Defensive Throw [if opponent you have chosen to use your Dodge feat against attacks you and misses, you can make an immediate trip attack against that opponent which counts as one of your AoO in the round], Dodge, Extra Stunning [three extra stunning attacks per day], Improved Trip, Improved Unarmed Strike, Mobility, Spring Attack, Stunning Fist.

Possessions: *potion of owl's wisdom*, *potion of cat's grace*, *ring of protection* +1, *necklace of fireballs* – type III, *elixir of swimming*, *Nolzur's marvelous pigments*, *potion of barkskin* +4.

Mercenary Soldier: male human Ftr6; CR 6; medium humanoid (human); HD 6d10+18; hp 59; Init +5; Spd 20 ft; AC 21, touch 11, flat-footed 20 (+1 Dex, +8 armor, +2 shield); BA/Grp +6/+9; Atk +11 melee (1d8+5/19-20, mw longsword); Full Atk +11/+6 melee (1d8+5/19-20, mw longsword); AL CN; SV Fort +8, Ref +3; Will +3; Str 16, Dex 12, Con 17, Int 8, Wis 12, Cha 8.

Skills and Feats: Intimidate +8, Ride +10; Dodge, Improved Initiative, Mobility, Power Attack, Power Critical (longsword) [+4 bonus to confirm critical with longsword], Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: mw longsword, full plate, heavy steel shield, *potion of barkskin* +5, *oil of magic vestment* +2, *dust of illusion* (soldier #1), *goggles of minute seeing* (soldier #2).

Mercenary Cleric: male human Clr7 of Kord; CR 7; medium humanoid (human); HD 7d8+7; hp 48; Init +0; Spd 20 ft; AC 18, touch 10, flat-footed 18 (+8 armor); BA/Grp +5/+7; Atk/Full Atk +8 melee (2d6+3/19-20, mw greatsword) or +5 ranged (1d8/19-20, light crossbow); SA spells, turn undead 3/day; SQ aura, spontaneous casting; AL CN; SV Fort +6, Ref +2; Will +9; Str 14, Dex 10, Con 12, Int 12, Wis 17 (19), Cha 10.

Skills and Feats: Concentration +11, Heal +14, Knowledge (religion) +11, Spellcraft +11; Combat Casting, Craft Wand, Domain Spontaneity (Strength) [may convert prepared divine spells into any spell from the Strength domain of equal or lower level by expending one of your daily turn undead attempts], Scribe Scroll.

Spells Prepared (6/5+1/4+1/3+1/2+1, base DC = 14 + spell level): 0—guidance x3, light x2, resistance; 1st—bless, enlarge person*, inflict light wounds, protection from law, sanctuary, shield of faith; 2nd—aid, bull's strength*, hold person, inflict moderate wounds, sound burst; 3rd—dispel magic, inflict serious wounds, magic vestment*, searing light; 4th—dismissal, divine power, freedom of movement*.

*Domain spell. Domains: Luck, Strength.

Possessions: mw greatsword, light crossbow, quiver w/ 20 bolts, full plate, *wand of cure serious wounds* (5th level caster, 5 charges), *potion of bear's endurance*, *periapt of wisdom* +2.

Encounter Eight

Nyrong Sindan: male human Mnk5/DrunkenMaster4; CR 9; medium humanoid (human); HD 9d8+18; hp 68; Init +7; Spd 40 ft; AC 19, touch 17, flat-footed 16 (+3 Dex, +2 Wis, +1 monk, +2 bracers, +1 drunken master); BA/Grp +6/+7; Atk +7 melee (1d8+1, unarmed strike); Full Atk +6/+6/+1 melee (1d8+1, flurry of blows); SA unarmed strike, flurry of blows, ki strike (magic), improvised weapons, stagger, improved improvised weapons; SQ evasion, still mind, slow fall 20 ft., purity of body, drink like a demon, swaying waist, AC bonus; AL LN; SV Fort +13, Ref +12, Will +8; Str 13, Dex 16, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Bluff +7, Jump +8, Diplomacy +8, Escape Artist +13, Profession (Bartender) +12, Sense Motive +10, Tumble +13; Combat Reflexes, Dodge, Flying Kick [when fighting unarmed and using the charge action, you deal an extra 1d12 points of damage with your unarmed attack], Great Fortitude, Improved Initiative, Improved Unarmed Strike, Power Attack, Stunning Fist.

Drink Like a Demon (Ex): A drunken master's body handles alcohol differently from other people. He can drink a large tankard of ale, a bottle of wine, or a corresponding amount of stronger alcohol as a move action. Every bottle or tankard of alcohol he consumes during combat reduces his Wisdom and Intelligence by 2 points each, but increases his Strength or Constitution (character's choice) by 2 points. A drunken master may benefit from a number of drinks equal to his class level.

The duration of both the penalty and the bonus is a number of rounds equal to the character's drunken master level + 3.

Improvised Weapons (Ex): While bottles and tankards are a drunken master's preferred improvised weapons, he can use furniture, farm implements, or nearly anything else at hand to attack his foes. A drunken master's improvised weapon deals as much damage as his unarmed strike plus an extra 1d4 points. Most improvised weapons deal bludgeoning damage, although some (a broken bottle, for example) would deal piercing or slashing damage. When a drunken master rolls a natural 1 on an attack roll while using an improvised weapon, that weapon breaks apart and becomes useless.

Stagger (Ex): By tripping, stumbling, and staggering a drunken master of 2nd level or higher can make a charge attack that surprises his opponents. This ability has two beneficial aspects: First, the charge need not be in a straight line, even though the character can still move up to twice his speed. Second, if a drunken master makes a DC 15 Tumble check before beginning a charge, his movement through threatened squares provokes no attacks of opportunities.

Swaying Waist (Ex): At 3rd level, a drunken master knows how to weave and bob during an attack, making him more difficult to hit. The character gains a +2 dodge bonus to Armor Class against any one opponent he chooses during his turn.

AC Bonus (Ex): At 4th level a drunken master gains a +1 bonus to Armor Class. This bonus improves to +2 at 9th level.

Improved Improvised Weapons (Ex): A drunken master of 4th level or higher can use long improvised weapons (such as ladders) as a reach weapon according to their length, and improvised weapons with many protrusions (such as chains) provide a +2 bonus on opponents' disarm attempts. Finally, large objects with broad, flat surfaces (such as tables) can be upended to become improvised tower shields.

Possessions: *badge of Nyrong Sindan*, *bracers of armor* +2, *potion of barkskin* +4, *potion of shield of faith* +4, *robe of useful items*.

Thug: male human Rog5; CR 5; medium humanoid (human); HD 5d6+10; hp 30; Init +7; Spd 30 ft; AC 16, touch 13, flat-footed 16 (+3 Dex, +3 armor); BA/Grp +3/+4; Atk/Full Atk +7 melee (1d6+1/19-20, mw short sword); SA sneak attack +3d6; SQ trapfinding, evasion, trap sense +1, uncanny dodge; AL CN; SV Fort +3, Ref +7; Will +1; Str 12, Dex 17, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Bluff +8, Disguise +8, Escape Artist +11, Hide +11, Knowledge (local – Sheldomar Valley Metaregion) +9, Move Silently +11, Sense Motive +8, Sleight of Hand +11, Spot +8, Tumble +11; Dodge, Improved Initiative, Weapon Finesse.

Possessions: mw short sword, mw studded leather, tanglefoot bag, thunderstone, alchemist's fire, *elixir of sneaking*, *potion of cat's grace*, *potion of barkskin* +4, *oil of magic vestment* +1, *javelin of lightning*.

Optional Encounter Nine

Grosspokesman Gerheart: male human Mnk6/Sor4; CR 10; medium humanoid (human); HD 6d8+4d4+10; hp 56; Init +6; Spd 50 ft; AC 15, touch 15, flat-footed 13 (+2 Dex, +2 Wis, +1 monk); BA/Grp +6/+7; Atk +8 melee (1d8+1, unarmed strike); Full Atk +7/+7/+2 melee (1d8+1, flurry of blows); SA unarmed strike, flurry of blows, ki strike (magic); SQ evasion, still mind, slow fall 30 ft., purity of body; AL LN; SV Fort +7, Ref +8; Will +11; Str 12, Dex 14, Con 12, Int 12, Wis 14, Cha 17.

Skills and Feats: Bluff +8, Concentration +12, Diplomacy +14, Knowledge (arcana) +5, Knowledge (local – Sheldomar Valley Metaregion) +6, Profession (politician) +11, Sense Motive +13, Spellcraft +5, Tumble +11; Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Improved Trip, Improved Unarmed Strike, Negotiator, Stunning Fist, Weapon Finesse.

Spells Known (6/7/4, base DC = 13 + spell level): 0—acid splash, detect magic, flare, message, ray of frost, read magic; 1st—charm person, disguise self, magic missile; 2nd—scorching ray.

Possessions: shield guardian amulet, potion of cat's grace, potion of bear's endurance, potion of owl's wisdom, potion of protection from arrows 10/magic, potion of nondetection, hat of disguise, wand of magic missile (5th level caster, 25 charges), wand of mage armor (1st level caster, 25 charges), wand of shield (1st level caster, 25 charges), stone of alarm, wind fan.

APL 10

Encounter Five

Soldier: male human Ftr5; CR 5; medium humanoid (human); HD 5d10+15; hp 49; Init +6; Spd 20 ft; AC 21, touch 11, flat-footed 20 (+1 Dex, +8 armor, +2 shield); BA/Grp +5/+8; Atk/Full Atk +10 melee (1d8+5/19-20, mw longsword); AL CN; SV Fort +7, Ref +3; Will +1; Str 16, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Intimidate +7, Ride +10; Combat Reflexes, Dodge, Improved Initiative, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: mw longsword, full plate, heavy steel shield, potion of shield of faith +5, brooch of shielding.

Archer: male human Ftr2; CR 2; medium humanoid (human); HD 2d10+4; hp 12; Init +3; Spd 20 ft; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 armor); BA/Grp +2/+5; Atk +5 melee (1d8+3/19-20, longsword) or +6 ranged (1d8+3/x3, composite longbow); Full Atk +5 melee (1d8+3/19-20, longsword) or +4/+4 ranged (1d8+3/x3, composite longbow); AL CN; SV Fort +5, Ref +3; Will +0; Str 16, Dex 16, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Intimidate +4, Ride +8; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow).

Possessions: longsword, composite longbow (+3 Str bonus), quiver w/ 40 arrows, breastplate, *potion of protection from arrows 15/magic*.

Cleric: male human Clr5 of Kord; CR 5; medium humanoid (human); HD 5d8+5; hp 34; Init +1; Spd 20 ft; AC 19, touch 11, flat-footed 18 (+1 Dex, +8 armor); BA/Grp +3/+5; Atk/Full Atk +6 melee (2d6+3/19-20, mw greatsword) or +4 ranged (1d8/19-20, light crossbow); SA spells, turn undead 3/day; SQ aura, spontaneous casting; AL CN; SV Fort +5, Ref +2; Will +7; Str 14, Dex 12, Con 12, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +9, Heal +11, Knowledge (religion) +8; Combat Casting, Domain Focus (Strength) [casts domain spells from Strength domain at +1 caster level], Domain Spontaneity (Strength) [may convert prepared divine spells into any spell from the Strength domain of equal or lower level by expending one of your daily turn undead attempts].

Spells Prepared (5/4+1/3+1/2+1, base DC = 13 + spell level): 0—guidance, light x3, resistance; 1st—bless, enlarge person*, protection from law, sanctuary, shield of faith; 2nd—aid, bull's strength*, hold person, silence; 3rd—invisibility purge, protection from energy*, searing light.

*Domain spell. Domains: Luck, Strength.

Possessions: mw greatsword, full plate, light crossbow, 20 bolts, potion of owl's wisdom, potion of barkskin +2, quiver of Ehlonna.

Sigil Narsan: male human Ftr11; CR 11; medium humanoid (human); HD 11d10+33; hp 108; Init +6; Spd 20 ft; AC 24, touch 12, flat-footed 23 (+1 Dex, +9 armor, +3 shield, +1 ring); BA/Grp +11/+14; Atk +16 melee (1d8+5/17-20, longsword) or +13 ranged (1d8+3/x3, composite longbow); Full Atk +16/+11/+6 melee (1d8+5/17-20, longsword) or +13/+8/+3 ranged (1d8+3/x3, composite longbow); AL N; SV Fort +10, Ref +5; Will +3; Str 16, Dex 14, Con 17, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +14, Ride +16; Cleave, Combat Reflexes, Dodge, Greater Weapon Focus (longsword), Improved Critical (longsword), Improved Initiative, Mobility, Power Attack, Power Critical (longsword) [+4 bonus to confirm critical with longsword], Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: longsword, composite longbow (+3 Str bonus), quiver w/ 20 arrows, +1 full plate, +1 heavy steel shield, *potion of bear's endurance*, ring of protection +1, oil of greater magic weapon +4, bead of force, necklace of adaptation, medallion.

Encounter Six

Venmore Zolif: male human Mnk11; CR 11; medium humanoid (human); HD 11d8+22; hp 83; Init +2; Spd 60 ft; AC 18, touch 18, flat-footed 16 (+2 Dex, +3 Wis, +3 monk); BA/Grp +8/+10; Atk +10 melee (2d8+2, unarmed strike); Full Atk +10/+10/+10/+5 melee (2d8+2, flurry of blows); SA unarmed strike, flurry of blows, ki strike (magic, lawful), greater flurry; SQ evasion, still mind, slow fall 50 ft., purity of body, wholeness of body, improved evasion, diamond body; AL LE; SV Fort +9, Ref +9; Will +10; Str 14, Dex 14, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Diplomacy +14, Escape Artist +16, Listen +17, Spot +17, Tumble +16; Combat Reflexes, Defensive Throw [if opponent you have chosen to use your Dodge feat against attacks you and misses, you can make an immediate trip attack against that opponent which counts as one of your AoO in the round], Dodge, Extra Stunning [three extra stunning attacks per day], Improved Trip, Improved Unarmed Strike, Mobility, Spring Attack, Stunning Fist.

Possessions: *potion of owl's wisdom*, *potion of cat's grace*, *monk's belt*, *necklace of fireballs* – type III, *elixir of swimming*, *Nolzur's marvelous pigments*, *potion of barkskin* +4.

Mercenary Soldier: male human Ftr8; CR 8; medium humanoid (human); HD 8d10+32; hp 84; Init +5; Spd 20 ft; AC 21, touch 11, flat-footed 20 (+1 Dex, +8 armor, +2 shield); BA/Grp +8/+11; Atk +14 melee (1d8+5/19-20, mw longsword); Full Atk +14/+9 melee (1d8+5/19-20, mw longsword); AL CN; SV Fort +10, Ref +3; Will +3; Str 16, Dex 12, Con 18, Int 8, Wis 12, Cha 8.

Skills and Feats: Intimidate +10, Ride +12; Dodge, Greater Weapon Focus (longsword), Improved Initiative, Mobility, Power Attack, Power Critical (longsword) [+4 bonus to confirm critical with longsword], Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: mw longsword, full plate, heavy steel shield, *potion of barkskin* +5, *oil of magic vestment* +4, *oil of greater magic weapon* +4, *Quaal's feather token* – swan boat, *dust of illusion* (soldier #1), *goggles of minute seeing* (soldier #2).

Mercenary Cleric: male human Clr9 of Kord; CR 9; medium humanoid (human); HD 9d8+9; hp 61; Init +0; Spd 20 ft; AC 18, touch 10, flat-footed 18 (+8 armor); BA/Grp +6/+8; Atk/Full Atk +9 melee (2d6+3/19-20, mw greatsword) or +6 ranged (1d8/19-20, light crossbow); Full Atk +9/+4 melee (2d6+3/19-20, mw greatsword) or +6 ranged (1d8/19-20, light crossbow); SA spells, turn undead 3/day; SQ aura, spontaneous casting; AL CN; SV Fort +7, Ref +3; Will +11; Str 14, Dex 10, Con 12, Int 12, Wis 18 (20), Cha 10.

Skills and Feats: Concentration +13, Heal +17, Knowledge (religion) +13, Spellcraft +13; Combat Casting, Craft Wand, Domain Focus (Strength) [casts domain spells from Strength domain at +1 caster level], Domain Spontaneity (Strength) [may convert prepared divine spells into any spell from the Strength domain of equal or lower level by expending one of your daily turn undead attempts], Scribe Scroll.

Spells Prepared (6/6+1/5+1/4+1/3+1/2+1, base DC = 15 + spell level): 0—guidance x3, light x2, resistance; 1st—bless, divine favor, enlarge person*, inflict light wounds, protection from law, sanctuary, shield of faith; 2nd—aid, bull's strength*, hold person, inflict moderate wounds, sound burst, spiritual weapon; 3rd—dispel magic, inflict serious wounds, magic vestment*, searing light x2; 4th—dismissal, divine power, freedom of movement*, summon monster IV; 5th—flame strike, righteous might*, wall of stone.

*Domain spell. Domains: Luck, Strength.

Possessions: mw greatsword, light crossbow, quiver w/ 20 bolts, full plate, *wand of cure critical wounds* (7th level caster, 5 charges), *potion of bear's endurance*, *periapt of wisdom* +2, *figurine of wondrous power* – silver raven.

Encounter Eight

Nyrong Sindan: male human Mnk5/DrunkenMaster6; CR 11; medium humanoid (human); HD 11d8+22; hp 83; Init +7; Spd 40 ft; AC 20, touch 17, flat-footed 17 (+3 Dex, +2 Wis, +1 monk, +3 bracers, +1 drunken master); BA/Grp +7/+8; Atk +8 melee (1d8+1, unarmed strike); Full Atk +7/+7/+2 melee (1d8+1, flurry of blows); SA unarmed strike, flurry of blows, ki strike (magic), improvised weapons, stagger, improved improvised weapons, greater improvised weapons; SQ evasion, still mind, slow fall 20 ft., purity of body, drink like a demon, swaying waist, AC bonus; AL LN; SV Fort +14, Ref +13, Will +9; Str 13, Dex 16, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Bluff +11, Jump +8, Diplomacy +8, Escape Artist +15, Profession (Bartender) +14, Sense Motive +10, Tumble +15; Combat Reflexes, Dodge, Flying Kick [when fighting unarmed and using the charge action, you deal an extra 1d12 points of damage with your unarmed attack], Great Fortitude, Improved Feint, Improved Initiative, Improved Unarmed Strike, Power Attack, Stunning Fist.

Drink Like a Demon (Ex): A drunken master's body handles alcohol differently from other people. He can drink a large tankard of ale, a bottle of wine, or a corresponding amount of stronger alcohol as a move action. Every bottle or tankard of alcohol he consumes during combat reduces his Wisdom and Intelligence by 2 points each, but increases his Strength or Constitution (character's choice) by 2 points. A drunken master may benefit from a number of drinks equal to his class level. The duration of both the penalty and the bonus is a number of rounds equal to the character's drunken master level + 3.

Improvised Weapons (Ex): While bottles and tankards are a drunken master's preferred improvised weapons, he can use furniture, farm implements, or nearly anything else at hand to attack his foes. A drunken master's improvised weapon deals as much damage as his unarmed strike plus an extra 1d4 points. Most improvised weapons deal bludgeoning damage, although some (a broken bottle, for example) would deal piercing or slashing damage. When a drunken master rolls a natural 1 on an attack roll while using an improvised weapon, that weapon breaks apart and becomes useless.

Stagger (Ex): By tripping, stumbling, and staggering a drunken master of 2nd level or higher can make a charge attack that surprises his opponents. This ability has two beneficial aspects: First, the charge need not be in a straight line, even though the character can still move up to twice his speed. Second, if a drunken master makes a DC 15 Tumble check before beginning a charge, his movement through threatened squares provokes no attacks of opportunities.

Swaying Waist (Ex): At 3rd level, a drunken master knows how to weave and bob during an attack, making him more difficult to hit. The character gains a +2 dodge bonus to Armor Class against any one opponent he chooses during his turn.

AC Bonus (Ex): At 4th level a drunken master gains a +1 bonus to Armor Class. This bonus improves to +2 at 9th level.

Improved Improvised Weapons (Ex): A drunken master of 4th level or higher can use long improvised weapons (such as ladders) as a reach weapon according to their length, and improvised weapons with many protrusions (such as chains) provide a +2 bonus on opponents' disarm attempts. Finally, large objects with broad, flat surfaces (such as tables) can be upended to become improvised tower shields.

Greater Improvised Weapons (Ex): At 5th level and higher, a drunken master wielding an improvised weapon deals an extra 1d8 points of damage instead of 1d4.

Possessions: badge of Nyrong Sindan, bracers of armor +3, potion of barkskin +5, potion of shield of faith +5, robe of useful items.

Thug: male human Rog7; CR 7; medium humanoid (human); HD 7d6+14; hp 42; Init +7; Spd 30 ft; AC 16, touch 13, flat-footed 16 (+3 Dex, +3 armor); BA/Grp +5/+6; Atk/Full Atk +9 melee (1d6+1/19-20, mw short sword); SA sneak attack +4d6; SQ trapfinding, evasion, trap sense +2, uncanny dodge; AL CN; SV Fort +4, Ref +8; Will +2; Str 12, Dex 17, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Bluff +10, Disguise +10, Escape Artist +13, Hide +13, Knowledge (local – Sheldomar Valley Metaregion) +11, Move Silently +13, Sense Motive +10, Sleight of Hand +13, Spot +10, Tumble +13; Dodge, Improved Initiative, Mobility, Weapon Finesse.

Possessions: mw short sword coated w/ one dose of wyvern poison (Fort DC 17, 2d6 Con/2d6 Con), mw studded leather, tanglefoot bag, thunderstone, alchemist's fire, elixir of sneaking, potion of cat's grace, potion of barkskin +4, oil of magic vestment +1, javelin of lightning.

Optional Encounter Nine

Grosspokesman Gerheart: male human Mnk8/Sor4; CR 12; medium humanoid (human); HD 8d8+4d4+12; hp 69; Init +6; Spd 50 ft; AC 16, touch 16, flat-footed 14 (+2 Dex, +2 Wis, +2 monk); BA/Grp +8/+9; Atk +10 melee (2d6+1, unarmed strike); Full Atk +9/+9/+4 melee (2d6+1, flurry of blows); SA unarmed strike, flurry of blows, ki strike (magic); SQ evasion, still mind, slow fall 40 ft, purity of body, wholeness of body; AL LN; SV Fort +8, Ref +9; Will +12; Str 12, Dex 14, Con 12, Int 12, Wis 14, Cha 18.

Skills and Feats: Bluff +9, Concentration +14, Diplomacy +17, Knowledge (arcana) +5, Knowledge (local – Sheldomar Valley Metaregion) +7, Profession (politician) +13, Sense Motive +15, Spellcraft +5, Tumble +13; Combat Casting, Combat Reflexes, Defensive Throw [if opponent you have chosen to use your Dodge feat against attacks you and misses, you can make an

immediate trip attack against that opponent which counts as one of your AoO in the round], Dodge, Improved Initiative, Improved Trip, Improved Unarmed Strike, Negotiator, Stunning Fist, Weapon Finesse.

Spells Known (6/7/4, base DC = 14 + spell level): 0—acid splash, detect magic, flare, message, ray of frost, read magic; 1st—charm person, disguise self, magic missile; 2nd—scorching ray.

Possessions: shield guardian amulet, potion of cat's grace, potion of bear's endurance, potion of owl's wisdom, potion of protection from arrows 10/magic, potion of nondetection, hat of disguise, wand of magic missile (5th level caster, 25 charges), wand of mage armor (1st level caster, 25 charges), wand of shield (1st level caster, 25 charges), stone of alarm, wind fan, monk's belt.

APL 12

Encounter Five

Soldier: male human Ftr7; CR 7; medium humanoid (human); HD 7d10+21; hp 69; Init +6; Spd 20 ft; AC 21, touch 11, flat-footed 20 (+1 Dex, +8 armor, +2 shield); BA/Grp +7/+10; Atk +12 melee (1d8+5/19-20, mw longsword); Full Atk +12/+7 melee (1d8+5/19-20, mw longsword); AL CN; SV Fort +8, Ref +4; Will +2; Str 16, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Intimidate +9, Ride +11; Combat Reflexes, Dodge, Mobility, Improved Initiative, Power Attack, Power Critical (longsword) [+4 bonus to confirm critical with longsword], Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: mw longsword, full plate, heavy steel shield, potion of shield of faith +5, brooch of shielding, Quaal's feather token – whip, ring of sustenance (soldier #1), ring of swimming (soldier #2).

Archer: male human Ftr4; CR 4; medium humanoid (human); HD 4d10+8; hp 36; Init +7; Spd 20 ft; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 armor); BA/Grp +4/+7; Atk +7 melee (1d8+3/19-20, longsword) or +8 ranged (1d8+3/x3, composite longbow); Full Atk +7 melee (1d8+3/19-20, longsword) or +6/+6 ranged (1d8+5/x3, composite longbow); AL CN; SV Fort +6, Ref +4; Will +1; Str 16, Dex 16, Con 15, Int 8, Wis 10, Cha 8.

Skills and Feats: Intimidate +6, Ride +10; Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow).

Possessions: longsword, composite longbow (+3 Str bonus), quiver w/ 40 arrows, breastplate, potion of protection from arrows 15/magic, oil of greater magic weapon +2.

Cleric: male human Clr7 of Kord; CR 7; medium humanoid (human); HD 7d8+7; hp 48; Init +5; Spd 20 ft; AC 19, touch 11, flat-footed 18 (+1 Dex, +8 armor); BA/Grp +5/+7; Atk/Full Atk +8 melee (2d6+3/19-20, mw greatsword) or +6 ranged (1d8/19-20, light crossbow); SA spells, turn undead 3/day; SQ aura, spontaneous casting;

AL CN; SV Fort +6, Ref +3; Will +9; Str 14, Dex 12, Con 12, Int 10, Wis 17 (19), Cha 10.

Skills and Feats: Concentration +11, Heal +14, Knowledge (religion) +10; Combat Casting, Domain Focus (Strength) [casts domain spells from Strength domain at +1 caster level], Domain Spontaneity (Strength) [may convert prepared divine spells into any spell from the Strength domain of equal or lower level by expending one of your daily turn undead attempts], Improved Initiative.

Spells Prepared (6/5+1/4+1/3+1/2+1, base DC = 14 + spell level): 0—guidance x2, light x3, resistance; 1st—bless, enlarge person*, obscuring mist, protection from law, sanctuary, shield of faith; 2nd—aid, bull's strength*, hold person, silence, sound burst; 3rd—invisibility purge, protection from energy*, searing light x2; 4th—dismissal, divine power, spell immunity*.

*Domain spell. Domains: Luck, Strength.

Possessions: mw greatsword, full plate, light crossbow, 20 bolts, quiver of Ehlonna, periapt of wisdom +2.

Sigil Narsan: male human Ftr13; CR 13; medium humanoid (human); HD 13d10+52; hp 137; Init +6; Spd 20 ft; AC 24, touch 12, flat-footed 23 (+1 Dex, +9 armor, +3 shield, +1 ring); BA/Grp +13/+16; Atk +18 melee (1d8+7/17-20, longsword) or +15 ranged (1d8+3/x3, composite longbow); Full Atk +18/+13/+8 melee (1d8+7/17-20, longsword) or +15/+10/+5 ranged (1d8+3/x3, composite longbow); AL N; SV Fort +12, Ref +6; Will +6; Str 16, Dex 14, Con 18, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +16, Ride +18; Cleave, Combat Reflexes, Dodge, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Critical (longsword), Improved Initiative, Iron Will, Mobility, Power Attack, Power Critical (longsword) [+4 bonus to confirm critical with longsword], Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: longsword, composite longbow (+3 Str bonus), quiver w/ 20 arrows, +1 full plate, +1 heavy steel shield, potion of bear's endurance, ring of protection +1, oil of greater magic weapon +5, bead of force, necklace of adaptation, gem of brightness, medallion.

Encounter Six

Venmore Zolif: male human Mnk13; CR 13; medium humanoid (human); HD 13d8+26; hp 98; Init +2; Spd 70 ft; AC 18, touch 18, flat-footed 16 (+2 Dex, +3 Wis, +3 monk); BA/Grp +9/+11; Atk +11 melee (2d8+2, unarmed strike); Full Atk +11/+11/+11/+6 melee (2d8+2, flurry of blows); SA unarmed strike, flurry of blows, ki strike (magic, lawful), greater flurry; SQ evasion, still mind, slow fall 60 ft., purity of body, wholeness of body, improved evasion, diamond body, abundant step, diamond soul (SR 23); AL LE; SV Fort +10, Ref +10; Will +11; Str 14, Dex 15, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Diplomacy +16, Escape Artist +18, Listen +19, Spot +19, Tumble +18; Combat Reflexes, Defensive Throw [if opponent you have chosen to use your Dodge feat against attacks you and misses, you can make an immediate trip attack against that opponent which counts as one of your AoO in the round], Dodge,

Extra Stunning [three extra stunning attacks per day], Improved Trip, Improved Unarmed Strike, Mobility, Rapid Stunning [may make one additional stunning attack per round], Spring Attack, Stunning Fist.

Possessions: *potion of owl's wisdom*, *potion of cat's grace*, *monk's belt*, *necklace of fireballs* – type III, *elixir of swimming*, *Nolzur's marvelous pigments*, *potion of barkskin* +4, *boots of speed*.

Mercenary Soldier: male human Ftr10; CR 10; medium humanoid (human); HD 10d10+40; hp 105; Init +5; Spd 20 ft; AC 21, touch 11, flat-footed 20 (+1 Dex, +8 armor, +2 shield); BA/Grp +10/+13; Atk +16 melee (1d8+5/17-20, mw longsword); Full Atk +16/+11 melee (1d8+5/17-20, mw longsword); AL CN; SV Fort +11, Ref +4; Will +4; Str 16, Dex 12, Con 18, Int 8, Wis 12, Cha 8.

Skills and Feats: Intimidate +12, Ride +14; Blind-Fight, Dodge, Greater Weapon Focus (longsword), Improved Critical (longsword), Improved Initiative, Mobility, Power Attack, Power Critical (longsword) [+4 bonus to confirm critical with longsword], Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: mw longsword, full plate, heavy steel shield, *potion of barkskin* +5, *oil of magic vestment* +5, *oil of greater magic weapon* +5, *Quaal's feather token* – swan boat, *dust of illusion* (soldier #1), *goggles of minute seeing* (soldier #2), *eversmoking bottle* (soldier #1), *helm of comprehend languages and read magic* (soldier #2).

Mercenary Cleric: male human Clr11 of Kord; CR 11; medium humanoid (human); HD 11d8+11; hp 75; Init +0; Spd 20 ft; AC 18, touch 10, flat-footed 18 (+8 armor); BA/Grp +8/+10; Atk/Full Atk +11 melee (2d6+3/19-20, mw greatsword) or +8 ranged (1d8/19-20, light crossbow); Full Atk +11/+6 melee (2d6+3/19-20, mw greatsword) or +8 ranged (1d8/19-20, light crossbow); SA spells, turn undead 3/day; SQ aura, spontaneous casting; AL CN; SV Fort +8, Ref +3; Will +12; Str 14, Dex 10, Con 12, Int 12, Wis 18 (20), Cha 10.

Skills and Feats: Concentration +15, Heal +19, Knowledge (religion) +15, Spellcraft +15; Combat Casting, Craft Wand, Domain Focus (Strength) [casts domain spells from Strength domain at +1 caster level], Domain Spontaneity (Strength) [may convert prepared divine spells into any spell from the Strength domain of equal or lower level by expending one of your daily turn undead attempts], Scribe Scroll.

Spells Prepared (6/7+1/5+1/5+1/4+1/3+1/1+1, base DC = 15 + spell level): 0—guidance x3, light x2, resistance; 1st—bless, comprehend languages, divine favor, enlarge person*, inflict light wounds, protection from law, sanctuary, shield of faith; 2nd—aid, bull's strength*, hold person, inflict moderate wounds, sound burst, spiritual weapon; 3rd—dispel magic x2, inflict serious wounds, magic vestment*, searing light x2; 4th—dismissal, divine power, freedom of movement*, greater magic weapon, summon monster IV; 5th—flame strike, righteous might*, slay living, wall of stone; 6th—harm, stoneskin*.

*Domain spell. Domains: Luck, Strength.

Possessions: mw greatsword, light crossbow, quiver w/ 20 bolts, full plate, wand of cure critical wounds (7th level

caster, 5 charges), potion of bear's endurance, periapt of wisdom +2, figurine of wondrous power – silver raven, ring of the ram.

Encounter Eight

Nyrong Sindan: male human Mnk5/DrunkenMaster8; CR 13; medium humanoid (human); HD 13d8+26; hp 98; Init +7; Spd 40 ft; AC 21, touch 18, flat-footed 18 (+3 Dex, +2 Wis, +2 monk, +3 bracers, +1 drunken master); BA/Grp +9/+15; Atk +11 melee (1d10+2, unarmed strike); Full Atk +10/+10/+5 melee (1d10+2, flurry of blows); SA unarmed strike, flurry of blows, ki strike (magic), improvised weapons, stagger, improved improvised weapons, greater improvised weapons; SQ evasion, still mind, slow fall 20 ft., purity of body, drink like a demon, swaying waist, AC bonus; AL LN; SV Fort +15, Ref +14, Will +11; Str 14, Dex 16, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Bluff +11, Jump +14, Diplomacy +8, Escape Artist +15, Profession (Bartender) +14, Sense Motive +10, Tumble +15; Combat Reflexes, Dodge, Flying Kick [when fighting unarmed and using the charge action, you deal an extra 1d12 points of damage with your unarmed attack], Great Fortitude, Improved Feint, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Iron Will, Power Attack, Stunning Fist.

Drink Like a Demon (Ex): A drunken master's body handles alcohol differently from other people. He can drink a large tankard of ale, a bottle of wine, or a corresponding amount of stronger alcohol as a move action. Every bottle or tankard of alcohol he consumes during combat reduces his Wisdom and Intelligence by 2 points each, but increases his Strength or Constitution (character's choice) by 2 points. A drunken master may benefit from a number of drinks equal to his class level. The duration of both the penalty and the bonus is a number of rounds equal to the character's drunken master level + 3.

Improvised Weapons (Ex): While bottles and tankards are a drunken master's preferred improvised weapons, he can use furniture, farm implements, or nearly anything else at hand to attack his foes. A drunken master's improvised weapon deals as much damage as his unarmed strike plus an extra 1d4 points. Most improvised weapons deal bludgeoning damage, although some (a broken bottle, for example) would deal piercing or slashing damage. When a drunken master rolls a natural 1 on an attack roll while using an improvised weapon, that weapon breaks apart and becomes useless.

Stagger (Ex): By tripping, stumbling, and staggering a drunken master of 2nd level or higher can make a charge attack that surprises his opponents. This ability has two beneficial aspects: First, the charge need not be in a straight line, even though the character can still move up to twice his speed. Second, if a drunken master makes a DC 15 Tumble check before beginning a charge, his movement through threatened squares provokes no attacks of opportunities.

Swaying Waist (Ex): At 3rd level, a drunken master knows how to weave and bob during an attack, making

him more difficult to hit. The character gains a +2 dodge bonus to Armor Class against any one opponent he chooses during his turn.

AC Bonus (Ex): At 4th level a drunken master gains a +1 bonus to Armor Class. This bonus improves to +2 at 9th level.

Improved Improvised Weapons (Ex): A drunken master of 4th level or higher can use long improvised weapons (such as ladders) as a reach weapon according to their length, and improvised weapons with many protrusions (such as chains) provide a +2 bonus on opponents' disarm attempts. Finally, large objects with broad, flat surfaces (such as tables) can be upended to become improvised tower shields.

Greater Improvised Weapons (Ex): At 5th level and higher, a drunken master wielding an improvised weapon deals an extra 1d8 points of damage instead of 1d4.

For Medicinal Purposes (Sp): At 8th level, a drunken master gains the ability to convert a single alcoholic drink he has ingested into a single *potion of cure moderate wounds*, as if he had just drunk a dose of the potion. To use this ability, the character must be under the effect of an alcoholic drink (see **Drink Like a Demon**, above). When he converts one drink of alcohol into one dose of the potion, his ability scores change (+2 to Intelligence and Wisdom, -2 to Strength or Constitution) as if the duration of the alcohol's effect had expired. This ability can be used up to 3 times per day. It is a standard action that does not provoke an attack of opportunity.

Possessions: *badge of Nyrong Sindan, bracers of armor +3, potion of barkskin +5, potion of shield of faith +5, robe of useful items, monk's belt, ring of jumping, potion of greater magic fang +2.*

Thug: male human Rog9; CR 9; medium humanoid (human); HD 9d6+27; hp 63; Init +7; Spd 30 ft; AC 16, touch 13, flat-footed 16 (+3 Dex, +3 armor); BA/Grp +6/+7; Atk +10 melee (1d6+1/19-20, mw short sword); Full Atk +10/+5 melee (1d6+1/19-20, mw short sword); SA sneak attack +5d6; SQ trapfinding, evasion, trap sense +3, uncanny dodge, improved uncanny dodge; AL CN; SV Fort +6, Ref +9; Will +3; Str 12, Dex 16, Con 16, Int 12, Wis 10, Cha 10.

Skills and Feats: Bluff +12, Disguise +12, Escape Artist +15, Hide +15, Knowledge (local – Sheldomar Valley Metaregion) +13, Move Silently +15, Sense Motive +12, Sleight of Hand +15, Spot +12, Tumble +15; Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Possessions: mw short sword coated w/ one dose of wyvern poison (Fort DC 17, 2d6 Con/2d6 Con), mw studded leather, tanglefoot bag, thunderstone, alchemist's fire, *elixir of sneaking, potion of cat's grace, potion of barkskin +4, oil of magic vestment +1, javelin of lightning, slippers of spider climbing.*

Optional Encounter Nine

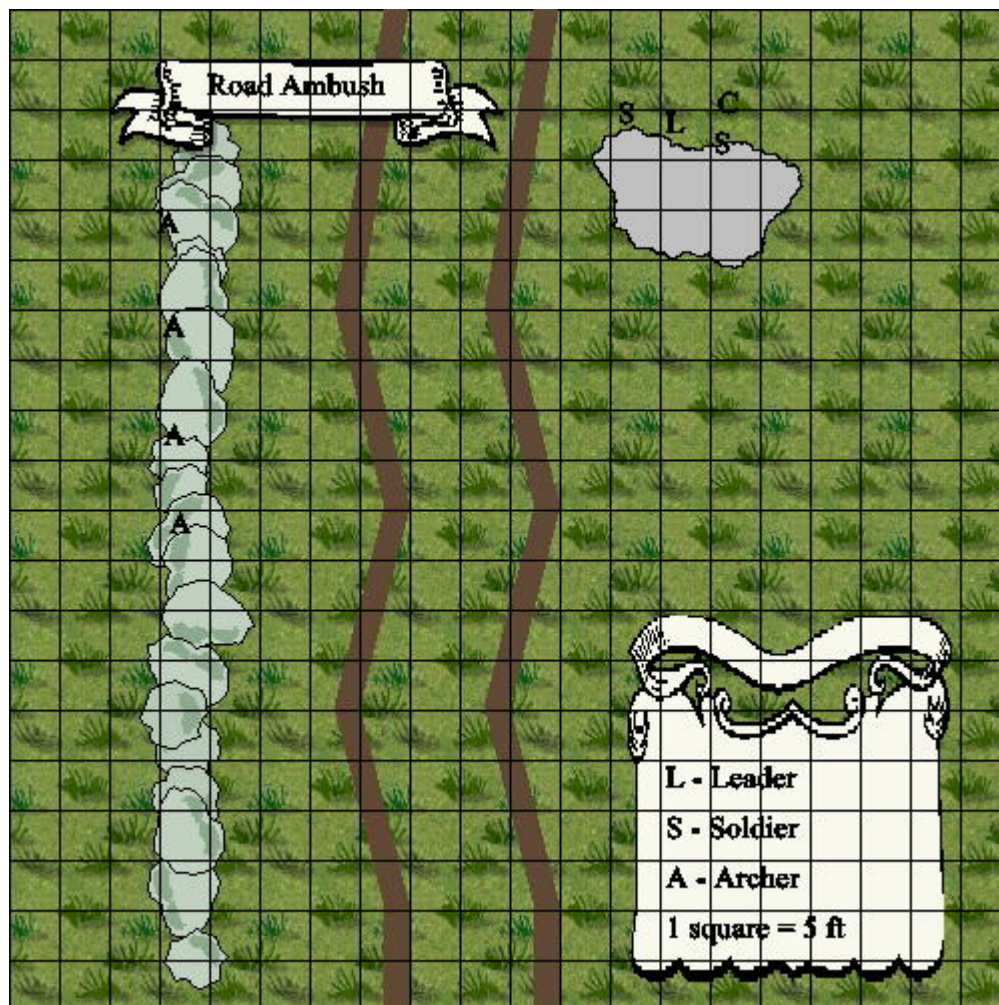
Grosspokesman Gerheart: male human Mnk8/Sor6; CR 14; medium humanoid (human); HD 8d8+6d4+14; hp 77; Init +6; Spd 50 ft; AC 16, touch 16, flat-footed 14 (+2 Dex, +2 Wis, +2 monk); BA/Grp +9/+10; Atk +11 melee (2d6+1, unarmed strike); Full Atk +10/+10/+5 melee (2d6+1, flurry of blows); SA unarmed strike, flurry of blows, ki strike (magic); SQ evasion, still mind, slow fall 40 ft., purity of body, wholeness of body; AL LN; SV Fort +9, Ref +10; Will +13; Str 12, Dex 14, Con 12, Int 12, Wis 14, Cha 18.

Skills and Feats: Bluff +11, Concentration +16, Diplomacy +17, Knowledge (arcana) +6, Knowledge (local – Sheldomar Valley Metaregion) +8, Profession (politician) +13, Sense Motive +15, Spellcraft +6, Tumble +13; Combat Casting, Combat Reflexes, Defensive Throw [if opponent you have chosen to use your Dodge feat against attacks you and misses, you can make an immediate trip attack against that opponent which counts as one of your AoO in the round], Dodge, Improved Initiative, Improved Trip, Improved Unarmed Strike, Negotiator, Stunning Fist, Weapon Finesse.

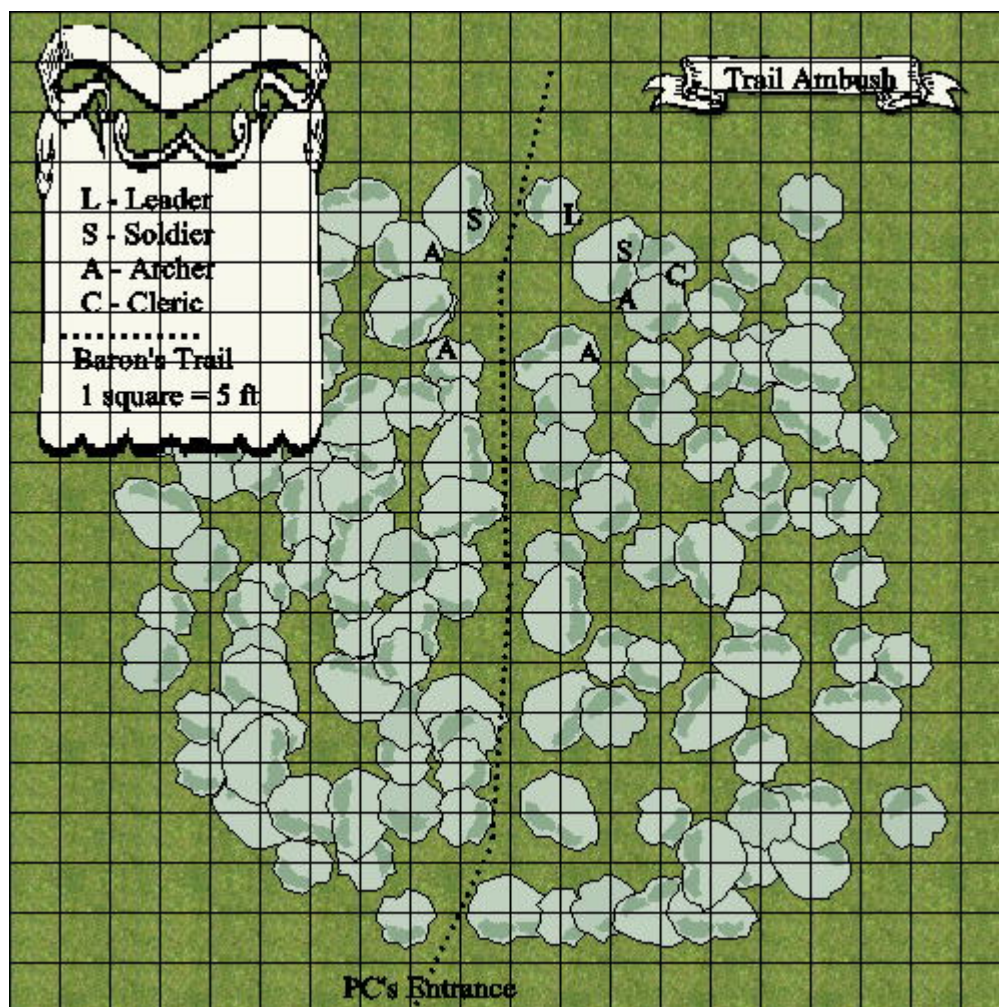
Spells Known (6/7/6/4, base DC = 14 + spell level):
0—acid splash, detect magic, flare, light, message, ray of frost, read magic; 1st—charm person, comprehend languages, disguise self, magic missile; 2nd—detect thoughts, scorching ray; 3rd—lightning bolt.

Possessions: shield guardian amulet, *potion of cat's grace*, *potion of bear's endurance*, *potion of owl's wisdom*, *potion of protection from arrows 10/magic*, *potion of nondetection*, *hat of disguise*, *wand of magic missile* (5th level caster, 25 charges), *wand of mage armor* (1st level caster, 25 charges), *wand of shield* (1st level caster, 25 charges), *stone of alarm*, *wind fan*, *monk's belt*, *staff of fire*.

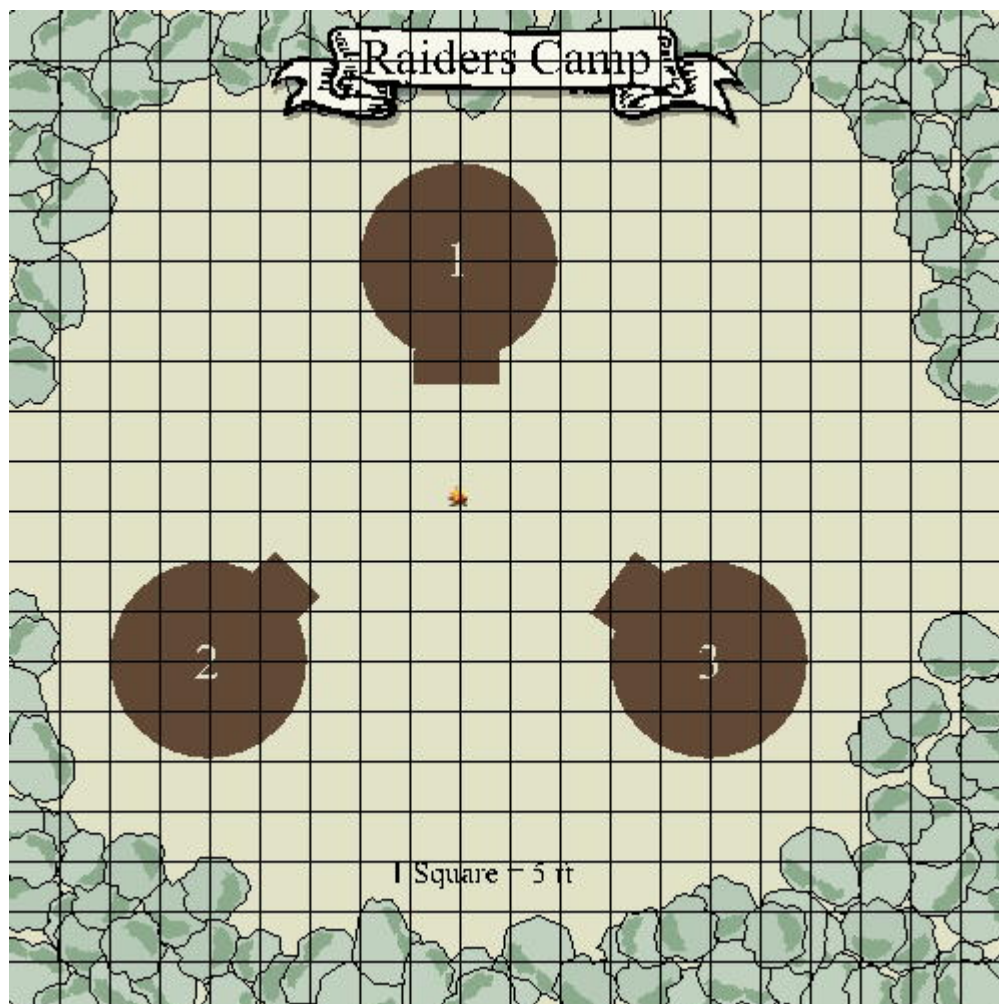
DM Aids: Map #1 – Road Ambush



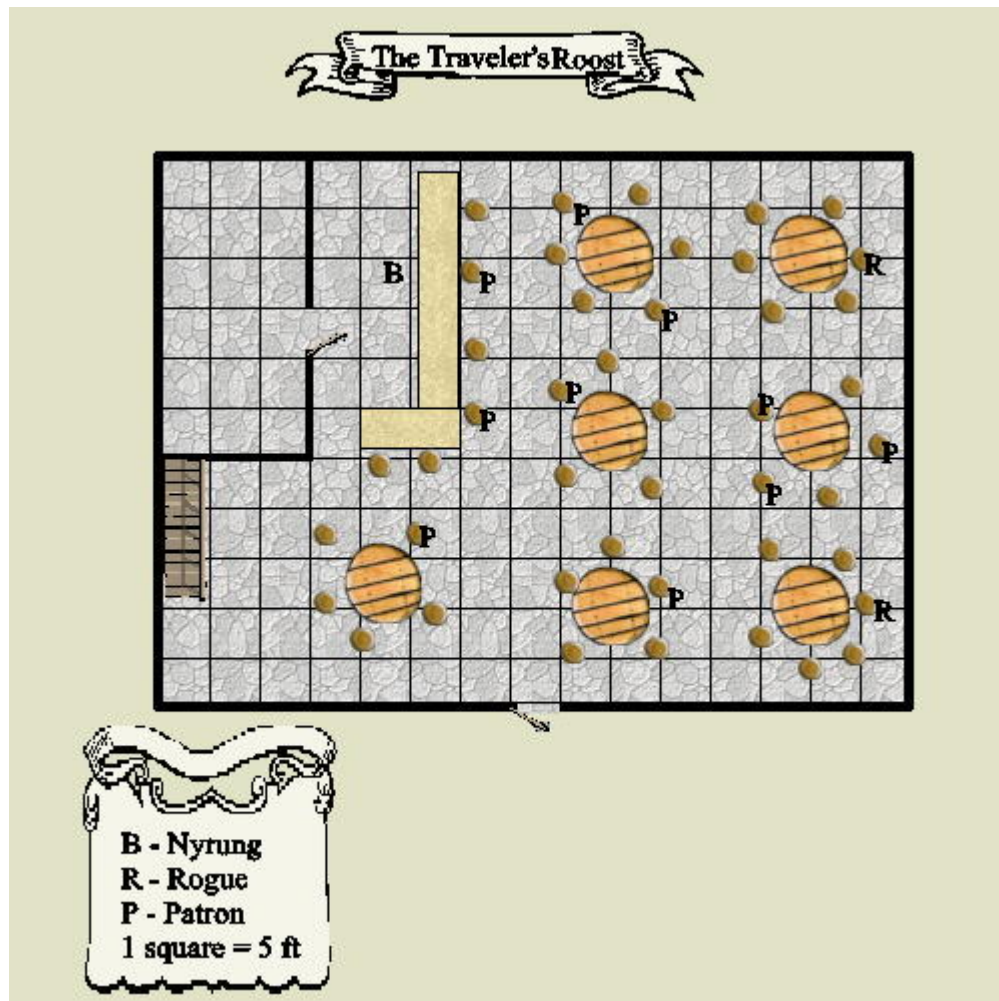
DM Aids: Map #2 – Trail Ambush



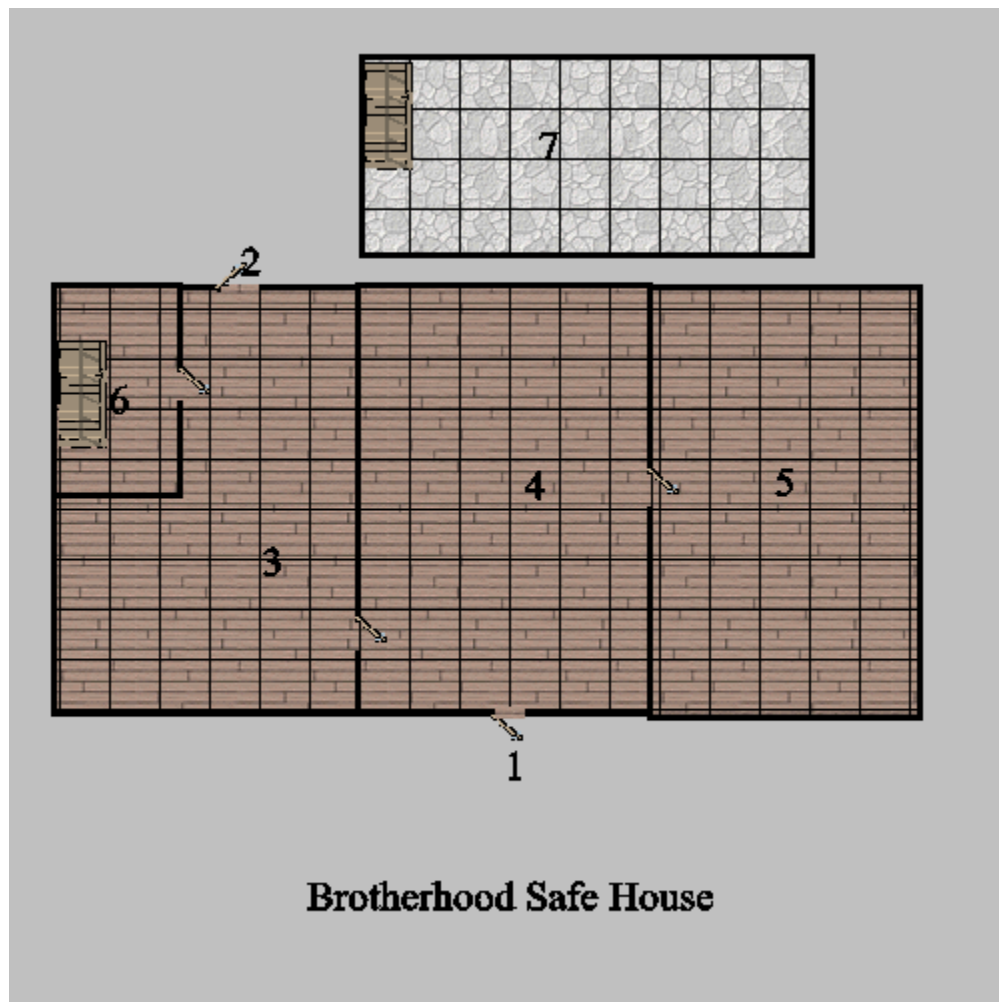
DM Aids: Map #3 – Raiders' Camp



DM Aids: Map #4 – Traveler's Roost



DM Aids: Map #5 – The Brotherhood's Safe House



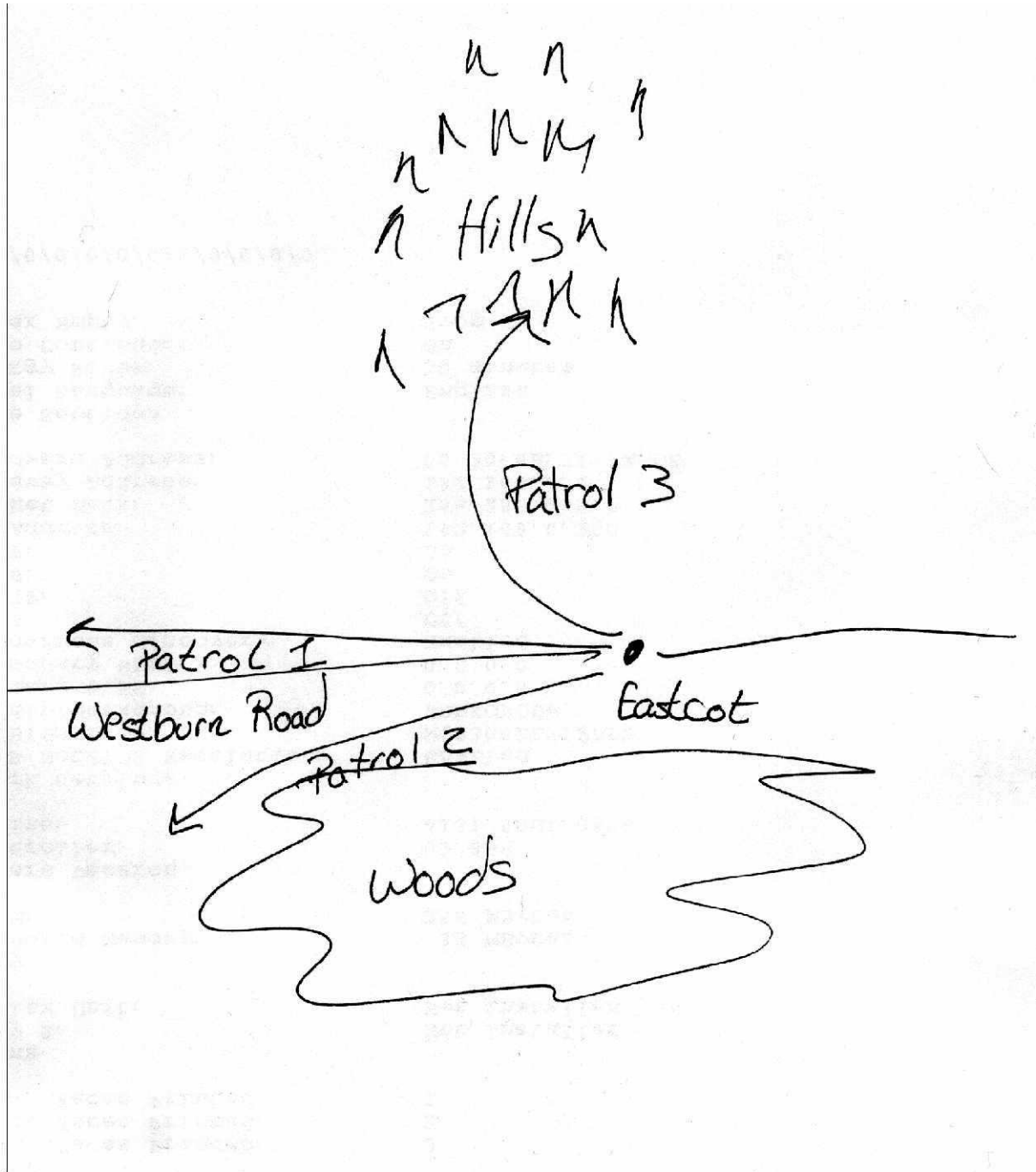
Player Handout #1

A note found in one of the raiders tents:

Here is the most recent map of the patrol areas of the Eastcot patrol. Captain Jensen is a good soldier but rarely does anything unique, so if you avoid these areas you should be fine. The patrols will be leaving here tomorrow.

N.

Player Handout #2



Player Handout #3

A note found behind the bar in the Traveler's Roost.

Get out of here, they are on to us. Jalab Kreshin is back in town. Therefore, I can only assume that Venmore's camp has been destroyed and they will be coming for us soon.

N.