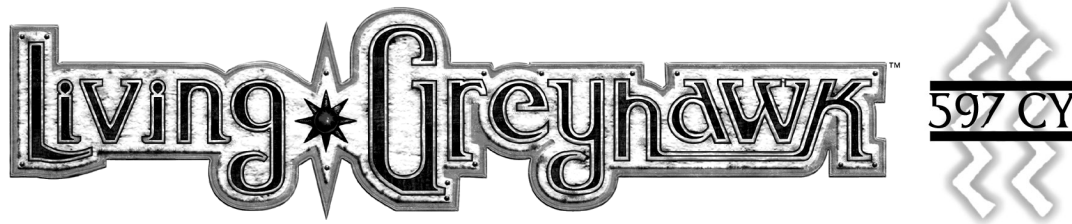


COR7-02



Bitter Fruit

A One-Round Dungeons & Dragons® Living Greyhawk™ Core Adventure

Version 2

by Theron Martin

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"The Scarlet Brotherhood is one of the most powerful institutions in the Flanaess," your employer says, "with dark tendrils that stretch into many lands. But even such a mighty organization as they are dares only cross some people at their peril. For the great loss they have dealt to me, I want you to forcefully remind them of that." A mission of vengeance peripherally related to COR5-03 *Atonement* for those with no love for the Scarlet Brotherhood. A one-round Core adventure set in Rel Astra and the Olman Islands for characters level 8-15 (APLs 10-16).

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], COR4-04 *Redtide* [James Zweirs], COR5-03 *Atonement* [Theron Martin], *Living Greyhawk Gazetteer* [Gary Holian, Erik Mona, Sean K. Reynolds, Fredrick Weining], *Races of Destiny* [David Noonan, Eric Cagle, Aaron Rosenberg], *Spell Compendium* [compiled by Matthew Sernett, Jeff Grubb, Mike McArtor], and *The Scarlet Brotherhood* [Sean Reynolds].

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn

in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in Rel Astra and the Olman Islands. All characters pay 2 Time Units.

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. Characters that fail to pay at least Standard Upkeep retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

Before beginning play, check to see if any PC is a member of the Scarlet Brotherhood. (This most likely came from COR4-04 *Red Tide* but could have possibly come from elsewhere.) Such PCs may not participate in this adventure, as Antha will not call on a Scarlet Brotherhood member for the mission nor allow one to accompany another PC. Since she has indirect access to physical records as well as magical divinations, it is extremely unlikely that a PC can hide her Scarlet Brotherhood membership from Antha.

Check if any PCs have played COR5-03 *Atonement*, as information from that adventure is relevant in several encounters. Since many of the foes in this adventure have levels of monks, familiarize yourself with the capabilities of monks. It is especially important to understand how disarming, grappling, tripping, tumbling, and Deflect Arrows work.

Also note the rules in the Treasure Summary for how long it takes to loot bodies, as having time to do this undisturbed could certainly be a factor in some encounters. (Brotherhood forces would undoubtedly come down on the PCs if they were doing that in the middle of the street in the midst of an attack, for instance.)

NEW RULE ITEMS

Core adventures often utilize new rules items—including new classes, prestige classes, races, feats, spells, and equipment (including magic items)—that do not appear

in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

ADVENTURE BACKGROUND

"Vengeance delayed is never vengeance denied." – *Shadow Walker, legendary Ahlissan vigilante*

Note: Some of these events are described in more detail in COR5-03 *Atonement*, but details relevant to this adventure are provided here.

Once upon a time Sira Darmen, second daughter of the Rel Astra branch of House Darmen, fell in love with the charming playboy Robann Strother. Though he did not belong to one of Rel Astra's great houses, Sira's parents still approved of her marriage to Robann in CY 583 because he was the city's most prosperous gem trader, and the traditionally mercantile House Darmen respected nothing if not success in business. The union ultimately produced two children but also led to Sira's untimely death at the hand of an assassin.

What neither Sira nor her family knew was that Robann Strother had another identity: that of The Merchant, a figure notorious amongst underworld figures across the eastern Flanaess as someone who could, for the right price, get anything for anyone with no questions asked. Though he thought he had kept his side business discreet, in CY 591 the Scarlet Brotherhood learned that he had been conducting deals with their rivals as well as them. To send him a message, they sent the equally notorious assassin Shadowfist to his home, where Sira was struck down in front of her children.

The "message" showed Robann the error of his ways, so he retreated from his underworld dealings and faked his and his children's death, then moved in secret to Greyhawk to start anew, with one of his former mistresses as his new wife. (Unbeknownst to him, the mistress was actually the female assassin Shadowfist, who had fallen in love with Robann and decided not only to go straight, but to also care for and raise the children of the woman she had killed as an act of atonement.)

The "message" sent ripples through the upper echelons of Rel Astra's society, for while Sira was not heir to House Darmen, she was still a prominent member of the high nobility. Antha Darmen, Sira's mother, tried to have her daughter *raised*, but so unhappy had Sira been in life because of her husband's philandering that she elected not to return. Torn by grief and the realization that she might never see her grandchildren after Robann went into hiding, Antha vowed vengeance against those responsible.

When her efforts to track down Shadowfist proved fruitless, Antha instead concentrated on the assassin's employers. Though it took years, she eventually not only connected the contract to the Scarlet Brotherhood but back-tracked the chain of command to Father Joken, who currently operates the Brotherhood port of Narisban in the Olman Islands. Given what she has learned, she now seeks a powerful group of adventurers to take down Father Joken and his base of operations.

What Antha does not know is that Mericka, her spy within the Brotherhood on the Olman Islands, is actually a double agent for the so-called "Black Brotherhood," a subgroup of Brotherhood members devoted to the worship of Tharizdun. She helps Antha because the removal of Father Joken and his power base benefits her faction's cause in a secret internal feud.

Unbeknownst to both, Shadowfist, who has been living for the last five years as the former Robann's new wife, has also decided to pay the Narisban a visit to discourage Father Joken from continuing to try to hunt down The Merchant and herself despite two faked deaths. After faking an illness that would keep her from Robann for a few days and arranging for herself to be *teleported* to and from the Olman Islands, she intends to strike about the same time the PCs do. An amazing coincidence...

THE SCARLET SITUATION

At the time of Sira Darmen's assassination, Father Joken was a high-ranking official in the Scarlet Brotherhood's Office of Diplomacy, which oversees both open diplomatic endeavors and covert activities. It was his job to oversee spying efforts along the eastern coast of the Flanaess during the early 590s, and so he was the one that Shadowfist reported to and on whose orders she acted in the matter concerning The Merchant. He took the way that matter fell apart as a personal failure, so he was the one who arranged for The Merchant's elimination when he resurfaced in Greyhawk in early CY 595. (Those events were played out in COR5-03 *Atonement*.)

That debacle, and other internal factional conflict he got caught up in, caused Father Joken to lose favor with the Father of Obedience, so for the last two years he has been relegated to controlling Narisban, a Brotherhood seaport on the southern of the two Olman Islands. (The seaport has strategic importance for enforcing Brotherhood will on the local Olman populace and is a stopping-over point for Brotherhood ships sailing between the Tilvanot Peninsula and Amedio Jungle). Assignment there is generally understood to be akin to exile since it removes the commander from the normal Brotherhood power circles. That hasn't kept Father Joken from continuing to try to track down The Merchant, however, or working on a couple of pet projects, such as finding a way to allow Suel to harness the power of lycanthropic transformations without actually corrupting pure Suel blood. (In essence he is trying to develop the restricted *Spell Compendium* spell *bite of the weretiger*.)

The local Olman inhabitants have been sufficiently cowed that they offer no real threat to the Brotherhood.

Joken currently has no idea that Antha Darmen is planning anything, so security is not currently heightened.

ADVENTURE SUMMARY

The structure of this adventure is very open. Beyond the first couple of encounters, how things play out depends on the PCs' approach to their mission. Because of that, they may not complete all the encounters and can do them in any order. Many of the encounters (especially 6 and 8-11) can happen in various different locations and under various circumstances.

Additionally, the PCs do not need to complete all encounters to receive full XP and treasure, so don't push encounters on them unless the circumstances warrant it. PCs can also easily get full gold for this adventure even if some foes flee, so don't use them being shorted on gold as a rationale for having NPCs stay in a fight longer than their tactics suggest.

More so than in most adventures, you may have to improvise; if the PCs step entirely out of the encounter structure consult Appendix 5: Troubleshooting.

Encounter 1: The PCs meet with Lady Antha Darmen, who explains that she wants them to destroy a Scarlet Brotherhood facility on the Olman Islands.

Encounter 2: A collection of Knowledge checks the PCs may attempt relevant to the adventure.

Encounter 3: The PCs arrive on the Olman Islands.

Encounter 4: The PCs can try to recruit the local Olmans to help them in the assault.

Encounter 5: The PCs scout, infiltrate, and/or attack Narisban.

Encounter 6: The PCs are confronted by the Elegant Hand of Wee Jas, an elite Scarlet Brotherhood strike team.

Encounter 7: The PCs attack/infiltrate Narisban's Administration Center.

Encounter 8: While in the Administration Center, the PCs may be confronted by Frost Barbarian guards and Mericka, Lady Antha's spy.

Encounter 9: While in the Administration Center, the PCs may encounter Jaguanara (from COR5-03 *Atonement*) who is trying to hide from the PCs.

Encounter 10: While in the Administration Center, the PCs may meet Shadowfist.

Encounter 11: While in the Administration Center, the PCs must confront Father Joken and Reis, his monstrous henchman.

Encounter 12: The PCs complete the destruction of the Administration Center.

INTRODUCTION

Across the Flanaess the messages came, finding you wherever you were, whether returning from a

previous adventure, relaxing in your favorite inn, or meditating in your place of worship.

"Your presence is requested in Rel Astra at the house of Darmen," the message said in your head, "for a matter concerning the Scarlet Brotherhood. A Wayfarer will meet you shortly." You sense that you are able to reply.

Any PC capable of casting *sending* recognizes it as such. Any other PC can identify it on a DC 20 Spellcraft check. A PC who makes a DC 15 Knowledge (local-Core) or bardic knowledge check recognizes House Darmen as one of the Celestial Houses of the old Great Kingdom, and thus one of the most prominent noble houses in the eastern Flanaess.

For any PC who does not reply affirmatively the adventure is over. Once all PCs have confirmed:

Within an hour you are each met by a member of the Wayfarer's Guild. After allowing you to gather your belongings and/or make any necessary arrangements you are teleported to the courtyard of a grand mansion that is but one of many you can see lined up along a grand boulevard. The wizard departs, and a servant escorts you inside to an elegantly and classically-decorated sitting room, where you are shortly joined by other adventurers.

Large-sized centaur PCs are not allowed inside, nor is any other Large-sized PC or animal.

PCs who have previously been to Rel Astra recognize this as part of the Old Quarter. This is a good time for the PCs to introduce themselves. Once they have done so, proceed to Encounter 1.

1: THE MISSION

Refreshments served by the household staff tide you over until the mistress of the house joins you. She is an Oeridian woman in early-to-mid 50s whose long, finely-braided black hair is streaked with grey. Although her garb is unquestionably that of a noblewoman, it has an austere cut. Her face bears a similar expression, suggesting that this is a woman who doesn't tolerate foolishness. She is announced as "Lady Antha of House Darmen."

Antha is a proud and snobbish noblewoman. She disdainfully regards any PC not taking at least Rich upkeep. Any PC not wearing clothing at least equal to a courtier's outfit in quality has a -2 on Charisma checks to influence her.

"I am pleased that you have answered my summons," she says as she takes a seat. "The matter I have asked you here for is not a trifling one, so I will get straight to business." She eyes each of you in turn and asks, "what is your opinion of the Scarlet

Brotherhood?" (If any Suel PCs are present, add: "She looks hard and pointedly at you as she speaks.")

Antha prefers to hear that all the PCs despise the Brotherhood, consider them evil or enemies, or something like that, though she tolerates indifference. Any PC who speaks of the Brotherhood in a favorable manner is curtly dismissed and transported back where they came from. The adventure is over for that PC.

Lady Antha nods firmly. "It is good to hear that you bear them no love, for I am asking you to strike against Brotherhood forces." She leans forward. "In short, for the offenses the Brotherhood has done to me and my family, I want you to destroy a Brotherhood facility on the Olman Islands."

She pauses and then with a grim smile adds, "and I want you to make sure the Brotherhood knows I sent you to do it. They need to be taught that there are some people – some families – even they shouldn't cross."

Antha entertains questions. Likely questions, and appropriate responses, are given below. (Paraphrase as necessary unless the response is given in bold italics.) She brings up the point about the spy even if the PCs do not.

What offenses has the Brotherhood made against you? "They have interfered with my family's shipping interests on numerous occasions, and that alone might be enough to warrant action." Her mouth tightens. "But their greatest offense is the assassination of Sira, my daughter, five years ago by an agent operating on the orders of one Father Joken. Him in particular I want dead."

As Lady Antha speaks she rings a bell for a servant, who carries in a portrait of a pretty Oeridian woman in her mid-20s who bears a distinct resemblance to Lady Antha. "This was my daughter. The assassination caused her husband to go into hiding to protect my grandchildren. Because of the Brotherhood, I may never see them again."

Any PC who has played COR5-03 *Atonement* who makes a DC 10 Intelligence check recognizes the name and portrait both correspond to the dead first wife of Rimmek Barnen, the merchant who hired them to protect his family in that adventure.

Who was the agent? "A notorious assassin known only as Shadowfist, who seems to have since dropped off the face of Oerth."

Was the agent Shadowfist? Antha frowns. "Yes, it was. How do you know that?"

I have met Shadowfist before. Antha sits bolt upright. "You have? Tell me every detail you know about this villain."

Antha's tone is forceful and commanding, as if conducting an interrogation. She does not relent until she feels she has the whole story and regularly makes Sense Motive checks to determine if the PCs are lying or

holding out on her. If told that Shadowfist is now married to her son-in-law and raising her grandchildren, she is utterly appalled, and arguments about how Shadowfist is trying to atone for her actions don't change that; Antha is out for blood, and she doesn't care about reform efforts.

I'm uncomfortable with this whole "mission of vengeance" thing. "Then think about it as a military strike against an evil foe. For all practical purposes House Darmen is at war with the Brotherhood."

What can you tell us about the target? "The Brotherhood has a seaport called Narisban on the southern of the two Olman Islands. (She produces Player's Map 1.) This Father Joken is located in the headquarters of the seaport. Although Brotherhood outposts are scattered about the islands, Narisban is the center of Brotherhood authority there."

What kind of numbers are we talking about here? "My spy reports that there are around a hundred Brotherhood personnel there at any given time, in addition to at least that many more combatant subcitizens. Of those, only a handful could be considered elites, as this is more of a waystation and administrative center than military outpost. Add slaves and noncombatant subcitizens and the total number in Narisban is around a thousand, but I only care about the Brotherhood and their minions."

What about the locals/Olmans? "My spy estimates the Olman population on the island as being in the low thousands, of which a few hundred might be combatants. They are disorganized, however, and don't currently pose the Brotherhood any real threat." Antha smiles grimly. "But I'm sure powerful adventurers as yourselves could find a way to use them to your advantage."

Do you have any details about the facility's layout? "Yes." Antha summons a servant, who fetches a map (Player's Map 2) and gives it to the PCs.

Do you want any slaves/prisoners freed? "I'll leave that up to you. I honestly don't care."

Do you want any prisoners taken/brought to justice? "No, kill all you find. This is my justice."

How do you want us to let them know that you were responsible for this? "I'll leave that up to you. Maybe leave one of them alive with a message to be delivered to his superiors."

How do we get there? "My spy has given me good enough details on an abandoned Brotherhood outpost a couple of miles from Narisban (points to the location marked X on Player's Map 1) that I have arranged for you to be teleported there."

What kind of time frame are we dealing with? "I'll leave that up to you, as long as it's done soon. I've waited five years for this, so I can tolerate a couple more days while you prepare."

What are we going to be paid? "I can offer you (at APL 10-12) 800 gp each (at APL 14-16) 1,200 gp each. I

can also arrange for access to special items you may wish to purchase."

Can you give us anything to help in our task? "What do you need?"

Antha is willing to supply the PCs with up to 4,000 gp worth of items to be used on the mission, which can include anything listed in the PH, any spell scroll of up to 8th level available in the DMG that does not exceed the 4,000 gp limit, or any wand, rod, or miscellaneous magic item which does not exceed that limit. She can also arrange for spells to be cast from the PCs at normal LGCS costs, which apply towards the 4,000 gp limit. She can also arrange for a wizard PC to copy *greater teleport* into her spellbook at normal cost.

Any provided items that are not used must be returned at the end of the adventure.

What about your spy? "I don't know much about her, other than that she is a Brotherhood member with a personal grudge against Father Joken, which is why she is helping me. She has told me that she will find some way to let you know who she is so you don't accidentally kill her. For the help she has given me, she, at least, should be left alive, though she'll understand if you have to rough her up to make it look convincing."

If Antha is questioned about the trustworthiness of the spy, she admits that she suspects her spy has ulterior motives but doesn't care what they are. She cares nothing for internal Brotherhood politics.

Development: Once the PCs are done asking questions, Antha arranges for them to have bedrooms and a private planning room for making their preparations.

If the PCs wish to do any magical or nonmagical research before leaving, go to Encounter 2. Otherwise go to Encounter 3.

ALL APLS

♣Lady Antha Darmen, LN human female aristocrat 10; Sense Motive +16.

2: PREPARATION

The following information could be learned by appropriate knowledge checks or magical divinations:

SHADOWFIST

PCs who are a member of a criminal or law enforcement-oriented metaorg in their home region have a special +2 circumstance bonus to this check.

- **DC 20 Knowledge (local-Core)** – Shadowfist is the name of an infamous and elusive assassin operating in the area of the old Great Kingdom who is known for killing without using a weapon. Nothing about his identity is known.
- **DC 30 Knowledge (local-Core)** – Rumor has it that Shadowfist disappeared sometime in the last five years. Talk has linked some killings in Greyhawk to

him a couple of years ago, but other than that he's been very quiet of late.

OLMAN ISLANDS

- **DC 15 Knowledge (geography)** – The Olman Islands are a pair of islands located at the juncture of the Azure Sea and Densac Gulf, roughly halfway between the Amedio Jungle and the Tilvanot Peninsula. They entirely covered by jungle and inhabited primarily by Olmans.
- **DC 15 Knowledge (local-Core)** – The Olman Islands have been under the Scarlet Brotherhood's firm control for decades.
- **DC 25 Knowledge (local-Core)** – The Scarlet Brotherhood is rumored to have enslaving the island's inhabitants for use in their foul breeding programs.

NARISBAN

- **DC 20 Knowledge (geography)** – Narisban is a minor port on the southern Olman island operated by the Scarlet Brotherhood as a stop-over between their strongholds in the Tilvanot Peninsula and the Amedio Jungle. It has a harbor deep enough to accommodate large ships.
- **DC 30 Knowledge (geography)** – Narisban has solid seaward fortifications but comparatively light landward protection.

3: ARRIVAL

When the PCs are ready to depart, they are sent to the Rel Astra chapter of the Wayfarer's Guild. If five or fewer PCs and animals (Large-sized PCs and animals count double) are to be transported, a single Guild wizard named Illyan is on hand to do the job. If more are involved then Matricia (a second guild wizard) helps. Maximum capacity for the job is 10.

The description below assumes that Illyan and Matricia are both involved. Amend it accordingly if they are not.

You are gathered into two circles while the Guild wizards Illyan and Matricia begin chanting. After a few moments the Guild chambers fade from view, to be replaced by an entirely new set of surroundings.

PCs who inquire about the spell being used can identify it as a *greater teleport* on a DC 22 Spellcraft check.

It is very hot and humid here compared to Rel Astra, almost oppressively so. The dilapidated remnants of a wooden stockade surrounding the remnants of a trio of buildings and what might have once been a watchtower stand nearby. The whole place, which can't have been much bigger than a hundred feet on a side, looks as if it has been abandoned for years. Vines and plant growth cover almost everything.

Through gaps in the stockade heavy jungle can be seen.

"Whew! Too hot for us," Illyan says as he mops the sweat from his brow. "Lady Antha also commissioned us for a pick-up, but we aren't sticking around in this kind of climate. When you're ready to go, just sending us a message with whatever you're doing and we'll meet you here."

"As long as it's not today," Matricia adds. "We need to study our spellbooks."

If the PCs protest that they don't have access to *sending* (any cleric with 4th-level spells does), Illyan smiles and produce an arcane or divine scroll of *sending* and offers to sell it to the PCs for book price. If the PCs lack a spellcaster capable of using *sending* Illyan sighs and tells the PCs that he will check in with them via *sending* at dusk each day to see if they are ready for pick-up, but that's going to cost them 1,000 gp since it's above and beyond the services they normally offer.

Illyan and Matricia don't know anything about what the PCs are doing, and don't care; it's not their business, and they have found that not meddling in House Darmen affairs is the best way to assure repeat business. They cannot be convinced to stick around, as they both intensely dislike this climate. They depart using their other prepared *greater teleport* spells as soon as they can.

ALL APLs

☞ **Illyan and Matricia:** Male/female human wizard 12/wayfarer guide 1; hp 34 each; multiple prepared *teleport* and *greater teleport* spells.

There is nothing of interest in the ruins. PCs checking outside see that the outpost is on a hilltop in the jungle, which gives them a view over the jungle canopy for a couple of miles in each direction. To the west open water can be seen, about a half-mile away.

The PCs have several options. If they decide to go straight to Narisban (a journey of six hours with a DC 20 Track check, double that if it fails) or scout it out from a distance, run Encounter 5. If they decide to contact the local Olmans run Encounter 4.

BROTHERHOOD PATROL

It is also possible that the PCs could try to ambush a Brotherhood patrol. It takes about a day to track down such a patrol if they have a tracker capable of making DC 25 track checks. Otherwise it takes two days. A 4th-level monk leads the patrol consisting of a 3rd-level archer/ranger and five 2nd-level fighters –any APL 10 or higher party should easily defeat a patrol with little or no expenditure of resources. (Use the stats and treasure for NPCs in Encounter 5 if you want to run the fight).

Questioned patrol members only talk under duress (Intimidate checks or magical compulsion) but can't tell the PCs anything of use beyond their regular patrol patterns, the current passwords for the gates, and that Father Joken can usually be found in the Administration

Center. They know nothing about any “monster” the Olmans speak of, as they have not seen Reis in his hybrid form.

Development: It is entirely possible the PCs could do something else creative that is not covered here. Short of doing something massively destructive or blatantly obvious, they do not attract much attention, as the Brotherhood forces are not on high alert.

4: TRIBESMEN

Run this Encounter only if the PCs actively look for the Olman tribesmen, as they have been so cowed by the Brotherhood that they do not approach any strangers on their own.

No paths lead directly to any of the villages, as the Olman have attempted to keep the Scarlet Brotherhood forces from reaching them easily. A *find the path* spell allows the PCs to reach the nearest village in only three hours. Lacking that, an entire party capable of passing unhindered through jungle terrain requires five hours and a DC 20 Track check. A party lacking either such convenience requires ten hours and a DC 20 Track check, with a failure indicating that the village is not found the first day. Aerial reconnaissance does not help, since the jungle canopy conceals the villages. Once the PCs find a village:

A collection of ramshackle huts clustered around a stream and some circles of small stones which might indicate cooking sites give the only evidence that you have stumbled onto an Olman village. Although smoke wafts up from two of the stones and the hide of some exotic jungle animal is stretched across a rack by one of the huts, there are no signs of any inhabitants.

Fifty Olman are hiding in the huts and the surrounding foliage; a DC 25 Spot check is required to see any of the latter, as they are well-camouflaged. Men and some of the women are armed with spears, knives (treat as daggers) and short bows. Although two of the men speak Ancient Suloise the rest only speak Olman.

The Olman are wary of any party that does not include at least one Olman PC, especially if they are obviously carrying a lot of nice weapons. Treat their initial reaction as unfriendly if no Olman PC is present; indifferent if one is present. Lower the reaction by one step if the party includes obvious Suel PCs (unless they are clearly in a subservient role to an Olman PC), but increase the reaction by one step if one or more PCs is accompanied by a jaguar or other large cat, since these Olman venerate a jaguar god. They only speak to PCs if they start indifferent or better, are rendered at least indifferent by a Diplomacy check (-10 penalty if not conducted in Olman), or the PCs confront them.

If successfully approached, the Olman demand to know why the PCs are disturbing them. If any Olman PCs are present, they are addressed as “brother” and asked

why they are working with outsiders – especially if Suel are also present. No single Olman does all of the talking, as none want to appear to be a leader. They can tell the PCs the following:

- We cannot fight the Suel. They are too strong, and they have a monster on their side.
- The monster is a giant cat-man. It is surely some kind of god, since it is extremely strong and agile and only the most powerful blows with weapons have any effect on it.
- We have no leader because the monster kills them.
- The monster has been tracked back to the walled Suel village (Narisban).
- The Suel sometimes raid the villages and take slaves. Every Olman family has some member serving as a slave in Narisban.
- The Suel patrol the south end of the island regularly, the north end not so much. They are always well-armed.
- The Suel also have several small outposts around the edges of the island. They are always well-defended, and taking one out is not only costly in Olman lives but brings strong reprisals from the Suel.

At some point the PCs may try to convince the Olman to band together and join in their fight against the Scarlet Brotherhood. To get the Olman to gather representatives of other Olman tribes to even listen to this proposal, the PCs must make it clear that they are powerful individuals who can successfully lead the Olman into battle. A DC 35 Diplomacy check is then required, modified as follows:

<u>Circumstance</u>	<u>DC Modifier</u>
Olman PC is primary speaker.	-8
Other Olman PC(s) present.	-4 each
Each Suel PC present.	+2*
Primary speaker has Leadership feat	-2
Each large cat present with PCs	-2
PCs offer substantial gifts.	-4
PCs promise to free Olman slaves	-2
PCs make a display of power.	-4
PCs have taken hostile actions	+4

* – Increase this modifier to +20 if the PC is dressed as a Scarlet Brotherhood member.

On a failed check the Olman reject the PCs and do not listen to them further, although the PCs could retry the tactic in a different village. On a successful check the Olman agree to send messengers to gather warriors from other villages to hear the PCs speak. This takes a full day, after which the PCs are led to a meeting area deep in the jungle:

A half-day of travel along jungle paths only the most experienced tracker would even see has led to a rocky outcropping deep in the jungle, by a pool has gathered here are dozens of Olmans, all armed and decorated in feathers and war paint.

To convince this assemblage to work with the PCs, the PCs must be able to speak Olman and convince the Olman that they are strong enough to defeat the monster. The latter requires a substantial display of power by at least two different PCs. What exactly constitutes this is left to your discretion, but could include things like striking a 5-inch-thick tree down in a single blow, making a flashy display of damaging magic, turning one of the PCs into a Large-sized or larger “monster,” summoning powerful beasts, and so forth.

🌳 **Tree:** 5 in. thick; hardness 5; hp 50; AC 4; Break DC 28.

The PCs must also offer a plan for how they will help the Olmans bypass the wall or gate. The Olmans know they would take devastating casualties trying to scale those walls, so they won't commit to action without such a plan.

If, by your judgment, the PCs have sufficiently impressed the Olmans, they agree to gather a force of 400 Olman warriors to assist the PCs in an assault on Narisban, although this force takes three days to assemble. The PCs are also required one of their number as the War Leader – preferably an Olman, but anyone who is Medium-sized or larger and not Suel will do.

4A: REIS STRIKES

Although the Scarlet Brotherhood is not on high alert, they do perform regular divinations to determine if the Olman are gathering sufficiently to pose a threat. Father Joken becomes aware of the unusual congregation of Olmans while they are assembling and dispatches Reis to send them a “message.” He also raises the defenses to Medium Alert (Encounter 5).

As preparations and the gathering of forces are nearing completion on the third day, a panicked Olman boy, runs into camp and starts exclaiming loudly.

(If one or more PCs can understand Olman:) *“The monster has struck! It is awful! Please come right now!”*

No matter the actions they take, the PCs cannot arrive on the scene until well after Reis has departed:

Over the next two hours the boy leads you and some Olman warriors down hidden paths to another Olman village, one which has become a scene of carnage. Huts have been smashed and cooking fires scattered, but the most telling sign are the bloody corpses, or pieces thereof, laying everywhere. Most of them –men, women, and children – have been torn apart, as if by some mighty beast.

A thorough search of the village reveals no survivors. On a DC 20 or better Search check two children can even be found slain in a hidden compartment in the floor of one

of the huts, while on a DC 30 Search check a tuft of orange fur can be found in the splintered remains of one of the huts. A PC who makes a DC 20 Knowledge (nature) check identifies the tuft as tiger fur.

PCs examining the bodies carefully can determine, on a DC 20 Heal check, that the wounds were made by the claws or teeth of a Large creature or by blunt blows. A *speak with dead* cast on any of the remains (which makes the accompanying Olman *very nervous*) allows the PCs to determine that a “great cat-man” arrived and starting tearing everyone and everything apart, and that nothing the villagers did could deter or appease it.

Reis was under the effect of a *pass without trace* spell at the time of the attack, so nonmagical means cannot track him. A successful DC 20 Track check allows the PCs to find the trail of a few Olmans who ran off in a different direction than the boy, but the path ends in more bloody carnage after a quarter-mile.

Development: This incident shakes the morale of the Olmans but does not deter them from making an attack as long as the PCs continue to make assurances that they have the power to deal with this monster.

5: NARISBAN

This encounter can happen several different ways. If the PCs choose to approach by sea, refer directly to “Sea Approach” below. In all landward approach cases read the following description before referring to the appropriate subsection.

The jungle cover finally breaks, revealing a slightly rolling field of vegetable crops which spans 300 yards before ending in a wide ditch. Beyond the ditch is a stout wooden palisade thrice as tall as a man atop an earthen rampart. One gate, currently closed, pierces the palisade. Beyond and to the sides of the fortifications can be seen the ocean.

(If Narisban is still on Low Alert, add:) *Several non-Suel workers can be seen tending the vegetable crops under the watchful eyes of whip-armed Suel overseers.*

The PCs can fight the overseers if they really want to, but that does, of course, draw attention from the walls. The overseers herd the slaves back into Narisban at any sign of trouble.

All APLs

👤 **Suel overseers (6):** male human fighter 2; hp 15 each; Appendix 1.

👤 **Slaves (30):** male and female human (Olman and others) commoner 1; hp 4 each.

AERIAL RECONNAISSANCE

Use this subsection if the PCs have come up with some inconspicuous way of scouting the city from the air.

Beyond the palisades a small city composed mostly of one-story wooden buildings spreads out. A two-story stone building and a large temple stand at its centre while several warehouses and a barrack-like building line the seashore.

Three long docks provide berths for up to six full-sized ships, though only two are currently occupied. Narrow, rocky peninsulas jut out to either side of the docks, partly enclosing the harbor. At the end of each arm is a lighthouse which looks to also be equipped with weapon turrets. The arms of land are also fortified with walls dotted with cupolas contained catapults and ballistae. Together they make a formidable defense against a seaward attack. Only a few catapults are positioned behind the palisade.

Anyone with ranks in Profession (sailor) who takes a closer look at the boats can identify one as a lightly-armed caravel (treat as a sailing ship) and the other as a heavily-armed warship. If the PCs took four or more days to come here, a second caravel is also present.

Aerial reconnaissance can determine that the gates are normally guarded by ten Suel soldiers under the command of a robed Scarlet Brotherhood member, while a half-dozen more are patrolling the walls to either side of the gate at any given time. If Narisban is at Medium Alert, double the patrolling numbers. The seaward lighthouses/ defense towers have 6-8 soldiers and a wizard overseen by a Scarlet Brotherhood member on duty at any given time, with an equal number patrolling the walls.

SEAWARD APPROACH

The PCs may have their own boat and decide to attempt a seaward assault. This is not wise, as they find themselves facing both a warship and the two towers, each of which is armed with a pair of catapults and always has a 7th-level wizard specializing in long-range combat spells (especially *fireball*) at any given time. Should the PCs decide to try to force their way in by sea, refer to Appendix 3 for stats on the towers, warship, and their armaments. The PCs must somehow defeat or otherwise bypass those obstacles before entering the harbor where they find massed resistance waiting for them. (See “Massed Resistance” below.)

SNEAKING IN

If the PCs decide to sneak in, they must have some extraordinary way to conceal their presence, as 300 yards of open ground with no feasible cover extend between the ramparts and the edge of the jungle. Tunneling in is possible, though time-consuming unless the PCs have magical ways to expedite matters. The PCs could also try to sneak up at night, though heavy use of lanterns and *everburning torches* on the palisade provides full light out to 40 feet and casts shadowy light 40 feet out beyond that.

Use stats for the Suel Soldier, Suel Archer, and Brotherhood Monk to determine if the PCs are detected

or not. If the PCs somehow approach and get over the wall without being detected, they have free run of the city; refer to Appendix 3 for location descriptions. If they are detected, an alarm is raised which brings massed soldiers to the walls within six rounds; see “Massed Resistance” below.

USING DISGUISES

If the PCs have waylaid a patrol or otherwise have Scarlet Brotherhood robes and uniforms, they could try to pass themselves off as Scarlet Brotherhood forces. Use appropriate Disguise and Bluff checks to determine if their ruse is detected. If the majority of the PCs don't look Suel this automatically fails. The PCs are still challenged for a password before the gate is opened up for them, however.

BYPASSING THE PALISADE WITH MAGIC

PCs using *wind walk* to approach quickly are almost certainly noticed unless also invisible, although the reaction time afforded the defenders is far shorter. (Remember the five rounds of transition time between forms in this case, however!) At these APLs it is also entirely possible that the PCs, once they have a good view of Narisban, simply *teleport* or *dimension door* past the walls. In these cases they catch the defenders completely by surprise, allowing them a full round of actions before anyone can react. If the PCs move quickly the defenders don't have time to assemble a significant resistance, although small numbers of Suel Archers, Suel Soldiers, and Brotherhood Monks harass them. (Don't bother to fight these out, as they are unlikely to do much harm to an APL 10+ party.) If the PCs hang around in one place, though, run the “Massed Resistance” subsection.

After eight rounds an elite strike team intercepts the PCs using *dimension door* and alarms raised by citizens and spotting by a hawk familiar to determine the PCs' location (Encounter 6).

The PCs could also use winged mounts or other magical means of flight to bypass the walls, although these are also likely to draw attention unless the PCs are somehow invisible. See “Massed Resistance” subsection if they are spotted on their approach unless this method is also used in conjunction with an Olman assault.

SLAVE UPRISING

If the PCs have managed to get into Narisban undetected and free prisoners and slaves, they start causing lots of problems for the Suel as they go on a rampage. Unless the PCs are especially drawing attention to themselves, they can move about freely under cover of a slave uprising without attracting attention, as the Suel are all concerned with getting the slaves back in order. Those at the Administration Center are considered under alert in this case, however.

ASSAULTING THE PALISADE

Use this option if the PCs try the all-out aggressive ground approach, whether they do it alone or with the aid of the Olman tribesmen.

Unless they attack at night, the PCs and/or Olmans are spotted and identified as hostiles within one round of breaking forest cover, as all Scarlet Brotherhood patrols know to fly a Brotherhood banner when approaching the city. If they attack at night and are not carrying a light source, they are automatically spotted at 80 foot range and can be detected by Listen checks prior to that using the normal distance modifiers. Remember that the movement of PCs is restricted if they are crossing the open ground without light sources or darkvision.

If the PCs are alone as they cross the open ground, they immediately come under fire from ten archers on the wall as soon as they are sighted, with five more arriving every round beginning with the fourth until 50 total are assembled. On the fifth round after the alarm is raised a 7th-level wizard arrives via *dimension door* and casts long-range area-effect spells at the PCs. (See “Massed Resistance” below).

If the PCs are accompanied by Olman attackers then the archers and spellcasters instead focus on them, trying to pare down their numbers (and drive them off) before they reach the wall. You can roll this out or just assume the Olmans take 80 casualties on the approach to the walls. Reduced that number by 20-40 if the PCs make substantial efforts to shoot down or otherwise interfere with the archers and wizard. (A Huge air elemental sent to sweep the wall might earn the largest deduction, for instance.) Remember, though, that all defenders have a +4 cover bonus to AC while they are on the wall and the attackers are not.

The PCs must either make a hole in the wall or open/destroy the gate. Stats for both are given below. Both are treated with alchemical substances to make them partly resistant to fire. The mechanism for raising and lowering the gate is immediately inside the gate and requires a DC 24 Strength check for less than five men to operate.

🗡️ **Gate:** 1 ft. thick; hardness 5; hp 120; AC 3; Lift DC 28; Break DC 30; fire resistance 5.

🗡️ **Palisade Wall (5 ft./5 ft. section):** 1 ft. thick; hardness 5; hp 120; AC 3; Break DC 30; fire resistance 5.

If the PCs took time crossing open ground or bashing through the gate/palisade, they are confronted by an elite Brotherhood strike team the moment they enter (Encounter 6).

MASSED RESISTANCE

If the PCs are supported by Olmans, or have sneaked into town and orchestrated some kind of slave uprising, the Olman's attacks distracts the massed defenders sufficiently for the PCs to maneuver and concentrate on major targets. Lacking this support, parties who decide to bull their way through things can find themselves

getting bogged down fighting comparative peons. Stress that this is a situation they want to avoid, as it is not a balanced fight and could be tremendously time-consuming. If the players insist on going this route throw everything you can at them.

Depending on the situation, the following forces are available. Circumstances may dictate that they are not all present at once. Also, note that these are not the sum totals of all the potential flunky defenders in the city, just those that the PCs and their helpers could potentially face.

Have the Suel defenders come at the PCs in groups equal to the APL of the party. Once the PCs have faced as many ELs as the adventure allows (APL 10—36, APL 12—42, APL 14—48, and APL 16—54), simply tell them that they have been forced to retreat in failure. For them, the adventure is over.

ALL APLs (EL variable)

🗡️ **Suel Archers (50):** human ranger 3; hp 27 each; Appendix 1.

🗡️ **Brotherhood Monk (50):** human monk 4; hp 25 each; Appendix 1.

🗡️ **Suel Foot Soldiers (50):** human fighter 2; hp 19 each; Appendix 1.

🗡️ **Brotherhood Wizard (2):** human wizard 7; hp 26 each; Appendix 1.

🗡️ **Brotherhood Commander (1):** human monk 8; use stats for the APL 10 version of Brother Theolus from Encounter 6.

Tactics: These vary according to the exact situation and number of combatants present, but as a rule archers concentrate on ranged attackers and foot soldiers concentrate on melee attackers. Monks grapple where possible (especially spellcasters) and may gang-tackle a target if feasible. Wizards use their most effective spells for the situation and favor targeting big groups of foes.

If the PCs inflict substantial (half or more) casualties on whatever group they're fighting without apparently being sorely-pressed, the rest of the forces retreat.

Treasure – All APLs: Loot 20 gp per Suel archer, 36 gp per Suel soldier, 0 gp per Brotherhood monk, 688 gp per Brotherhood Wizard, 812 gp for Brotherhood commander.

Development: Regardless of the situation the PCs do not have to fight this encounter a second time if they defeat it once, as the Brotherhood members are devoted but not suicidal. That doesn't mean they won't occasionally be sniped at by Suel archers, however, especially if they stop to loot bodies.

6: STRIKE TEAM

The Elegant Hand of Wee Jas, a four-member elite Brotherhood strike team of Suel in their early-to-mid 30s, is based in Narisban while making forays into the

Amedio Jungle. They oppose all enemies of the Scarlet Brotherhood and consider themselves to always be on alert, so they leap into action whenever the PCs' presence is detected. Depending on circumstances, they may be encountered at the palisade, on the warship, in the city streets, or (if the PCs have managed to avoid detection in their entry into the city) at the Administration Center. In all but the latter case the wizard Jagyara's hawk familiar is circling in the sky overhead, so the team knows exactly where to go to confront the PCs.

Spell Preparations: Because they always consider themselves to be on-call, the Elegant Hand regularly maintains a certain number of long-duration buff spells. These are figured into the base stat blocks given in Appendix 1. If they *dimension door* to intercept the PCs, or have enough forewarning at the Administration Center, they spend 3-4 rounds performing these additional buffs before moving to meet the PCs, in order of priority:

Jagyara: *shield*, *mirror image*, *brilliant blade* (APL 14, on Khallis's sword) or *brilliant aura* (APL 16, on Brother Theolus and his staff and Khallis's sword, natural attacks, and arrows), *haste*.

Brother Theolus: use *potion of cat's grace* (at APLs 10-12), *potion of enlarge*.

Khallis: use *potion of bull's strength*, cast *shield*, *alter self* (APL 12+, into a troglodyte), *stoneskin* (APL 16).

Jamaya: *bull's strength* (on Brother Theolus), *bless* (at APL 10-12) or *divine agility* (at APL 14-16, on Brother Theolus), *shield of faith* (on Khallis at APL 10-14, on self at APL 16), *spikes* (on Khallis's staff, APLs 10-14) or *spell turning* (APL 16).

If the Elegant Hand is arriving at the combat scene via Jagyara's *dimension door* scroll (she keeps her prepared version for emergencies), consider their arrival to be a surprise round and Jagyara's cast of the spell to be her surprise round action. Otherwise follow tactics as listed below. Jagyara's hawk familiar stays well away from the combat, so its stats are not included.

Behavioral Notes: The Elegant Hand of Wee Jas is not only a team, it is an extended family. (The women are sisters and Jagyara-Khallis and Jamaya-Brother Theolus are married couples.) They have lived, worked, and trained together for more than a decade, so their tactics should be very tightly-coordinated and supportive of each other. They use signals and code words in Ancient Suloise to indicate each other what they are doing in a fight so they don't accidentally negate something a teammate has done, and do not do anything to endanger a fellow team member, as they place their loyalty to each other even ahead of their loyalty to the Brotherhood. This could be used against them, as they could be intimidated into cooperating if one of their incapacitated members is held hostage by the PCs.

The Elegant Hand members can be very vindictive. If the PCs kill one of their members then they do not hesitate to kill a PC (even an unconscious one) if given the opportunity. (At APLs where Jamaya has *slay living*, she does not use it unless a team member has been killed.) They can also be gracious, so if they see a PC

stabilizing a downed Elegant Hand member in the middle of combat they return the favor if given the opportunity.

APL 10 (EL 12)

➤ **Jagyara:** human female wizard 9; hp 57; Appendix 1.

➤ **Brother Theolus:** human male monk 8; hp 55; Appendix 1.

➤ **Khallis:** human male rogue 3/fighter 4/Suel arcanamach 1; hp 71; Appendix 1.

➤ **Jamaya:** human female cleric 7; hp 49; Appendix 1.

APL 12 (EL 14)

➤ **Jagyara:** human female wizard 9/argent savant 2; hp 69; Appendix 1.

➤ **Brother Theolus:** human male monk 10; hp 68; Appendix 1.

➤ **Khallis:** human male rogue 3/fighter 4/Suel arcanamach 3; hp 78; Appendix 1.

➤ **Jamaya:** human female cleric 9; hp 71; Appendix 1.

APL 14 (EL 16)

➤ **Jagyara:** human female wizard 9/argent savant 3; hp 82; Appendix 1.

➤ **Brother Theolus:** human male monk 12; hp 92; Appendix 1.

➤ **Khallis:** human male rogue 3/fighter 4/Suel arcanamach 5; hp 116; Appendix 1.

➤ **Jamaya:** human female cleric 12; hp 104; Appendix 1.

APL 16 (EL 18)

➤ **Jagyara:** human female wizard 9/argent savant 5; hp 91; Appendix 1.

➤ **Brother Theolus:** human male monk 14; hp 106; Appendix 1.

➤ **Khallis:** human male rogue 3/fighter 4/Suel arcanamach 7; hp 134; Appendix 1.

➤ **Jamaya:** human female cleric 12; hp 120; Appendix 1.

Tactics-General: Because they work so tightly together as a team, the Elegant Hand makes extensive use of combo moves, such as putting *silence* on Brother Theolus while he infiltrates to target PC spellcasters, setting up sneak attacks with grapples or *hold person* spells, and so forth. Be creative here! They retreat if sorely-pressed, but only if they can do so as a group. Surrendering to a clearly superior foe is also an option, especially if the life of a fellow team member is at stake.

Tactics-Jagyara: She is the group's primary offensive caster. Her first combat action is to cast *haste* (if she hasn't already) or *mass fire shield* (at APL 16) or try to ring the PCs in a *wall of fire*. She generally follows up by trying to cripple lead enemy fighter-types with *ray of*

enfeeblement before resorting to damaging spells. If she has a good opportunity, she used rapid *enlarge* on Khallis. She keeps her *dimension door* for emergencies.

Tactics-Brother Theolus: He has two favorite tactics. One is to bait his PC “Dodge buddy” (always an obvious front-liner) into wasting Power Attacks on him, then follow up with a disarm attempt. Another is to grapple and beat into submission an obvious PC spellcaster while a *silence* spell is cast on him. When using unarmed strikes he normally throws in at least one subdual attack, unless the PCs have already killed one of his team members.

Tactics-Khallis: Maximizing use of his sneak attack (which at APL 12+ includes the use of his Staggering Strike feat) is his primary goal in combat. He leads with *blink* at APLs where he can cast it, and using a *true strike* to set up a maximized Power Attack is a typical tactic. At APLs 12+ he throws in his Dispelling Strike on the PC who seems most magically enhanced.

Tactics-Jamaya: She is the group’s primary support caster. Her first combat action is always to cast *recitation* (the whole team are Wee Jas worshipers, so they get the maximum benefit), but after that her spell use is dependant entirely on what’s best for the team. She usually resorts to controlling spells before damaging spells.

Treasure: Refer to the treasure section of this adventure to determine what the PCs find here.

Development: If the Elegant Hand of Wee Jas is forced to retreat but still has combat resources left, they strike at the PCs again as soon as they have regrouped. If any are taken prisoner and questioned, they can, under duress tell the PCs the following about the Administration Center’s defenses, although they do not volunteer information:

- It is shielded against invisibility.
- It is normally guarded by a trio of powerful Suel barbarians from the far north.
- In addition to Father Joken and the barbarians, one other senior monk and a couple subordinate clerics, wizards, and monks are present.
- Joken’s personal bodyguard/enforcer Reis is far tougher than he looks. Though he does not seem to be an especially skilled monk, he can soundly defeat anyone in a duel.
- They know nothing about a “monster,” as they have never seen Reis in his hybrid or animal form.

7: ADMIN CENTER

Refer to Appendix 4 for details on the Administration Center.

Inside a wood-fenced compound stands arguably the most distinctive-looking building in the whole town: a two-story white stucco building trimmed in

scarlet rim, about eighty feet long and fifty feet deep. Banners bearing the emblem of the Scarlet Brotherhood are draped down its front. An ironbarred gate bars entry to the interior.

(If approached at night, add:) *Torches spaced at regular intervals around the compound’s walls illuminate the grounds, casting shadows but leaving nowhere totally in the dark. Lanterns glow brightly at the main entrance.*

How the PCs are met depends on the circumstances of their approach:

Approaching By Day, No Alarm: The gate is open. A pair of foot soldiers stands guard along with a Brotherhood monk armed with a clipboard, who insists on knowing the PCs’ business and making a note of it. He wears a signal whistle around his neck, and his first action is to blow an alert if the PCs cause trouble.

Approaching By Day, Alarm Raised: The gate is closed and locked with a chain and padlock. The Brotherhood monk and foot soldiers are looking nervously out. The foot soldiers poke their longspear at unidentified approaching PCs but this trio shouldn’t offer the PCs enough of a challenge to be worth fighting as long as the PCs have some way to get past the gate. The monk does blow his signal whistle, but otherwise assume the PCs can mop them up in one round.

Approaching By Night, No Alarm: The gate is closed and two foot soldiers guard on the inside. They try to tell the PCs to come back in the morning, and blow whistles to raise an alarm if they cause trouble.

Approaching By Night, Alarm: As the “No Alarm” scenario, except the guard blow whistles to raise an alarm immediately upon sighting armed PCs who obviously aren’t Suel.

All APLs (EL 4 or 6)

➤ **Suel foot soldiers (2):** human fighter 2; hp 19 each; Appendix 1.

➤ **Brotherhood monk:** human monk 4; hp 25 each; Appendix 1.

🗡️ **Gate:** 1 in. thick bars; hardness 10; hp 30; AC 4; Break DC 24; unlock DC 30.

Once the PCs are inside, see Appendix 4 for location descriptions. Any NPCs with commoner levels are noncombatants who flee or cower, depending on the situation. If questioned, they tell the PCs which NPCs (except Shadowfist) are normally in which locations, but don’t know much else of use. They do not know anything about a “monster” as they have never seen Reis in hybrid form.

In addition, there are four potential special encounters:

Encounter 8 – Barbarians: If an alarm has been raised and the PCs have avoided the Massed Resistance fight detailed in Encounter 5, the PCs meet the barbarians and Mericka in either location 1 or 4, depending on which way the PCs enter the building. (If

the PCs go in through windows or make a hole in the wall, they move to meet the PCs starting from location 1.) If an alarm has not been raised the barbarians are in location 13 and Mericka is in one of the bigger offices in location 2. Both converge on the PCs' location once they make their presence known. Refer to Encounter 8 for further notes.

If the PCs did fight through the Massed Resistance part of Encounter 5 they run into Mericka at some point on the first or second floor and find the barbarians in location 13.

Encounter 9 – The Coward: If an alarm has been raised and the PCs are storming the house, the Brotherhood cleric Jaguanara is in one of the closets (location 5 or one of the location 14s). If an alarm has not been raised then she can be found in location 3 (during the day) or location 12 (during the night).

Encounter 10 – Shadowfist: If any kind of alarm has been raised this encounter happens in location 8. If no alarm has been raised, Shadowfist starts in location 13 but moves covertly to location 8 as soon as the PCs make any hint of their presence known. Refer to Encounter 10 for more details.

Encounter 11 – Father Joken: If an alarm has been raised, or no alarm has been raised and the PCs are attacking during the day, then Father Joken is in the basement (location 15) with Reis. If no alarm has been raised and the PCs are attacking at night, Father Joken is in location 12 with Jaguanara, while Reis is in the basement. In this case Father Joken moves to the basement at first opportunity. See Encounter 11.

It is also entirely possible that the PCs could do something utterly different, like just try to destroy the building without going in. Refer to Encounter 12 in that case, and refer to Appendix 5: Troubleshooting in other cases.

Also note that the PCs do *not* need to have all of these encounters. Depending on what they do, they could miss encounters 9 and 10 entirely.

8: BARBARIANS AND SPIES

Father Joken keeps three tall, young, and muscular northern Suel barbarians (Frutzii, or “Frost Barbarians”) as elite guards and breeders. He keeps them happy and loyal with liberal supplies of booze and women and occasional opportunities to rough up or wreak havoc on troublemakers, which they enjoy most of all. They are always eager for a fight, so they rush to confront invading PCs with gusto, hearty battle cries, and no fear. They are none too bright and equally virile, however, so if not being attacked and not raging a comely (Cha 12+) female could conceivably seduce one or more with appropriate Bluff and Diplomacy checks.

Mericka, a moderately pretty 40ish female Brotherhood wizard of average height and build, is Lady Antha's contact in Narisban. Her official title is Security Director, so she is nominally the boss and keeper of the barbarians, amongst other things. As such, she moves to

confront invading PCs along with the barbarians. She, however, has different motives.

This encounter plays out one of two ways:

If the PCs have had the Massed Resistance battle in Encounter 5, the barbarians lie dead and stinking of alcohol in location 13, along with two unconscious but still-living (and mostly unclad) young Suel women. A DC 20 Search or Heal check reveals that each barbarian was slain by a single precisely-placed unarmed blow to the back of the head. A PC with the Improved Unarmed Strike feat, one who has fighter levels and makes a DC 10 Wisdom check, or one who makes a DC 25 Heal check recognizes that such a blow requires a degree of precision beyond any but an expert killer. A check of the beer in their still-half-full mugs reveals the presence of a sleep poison strong enough to fell a horse (DC 22 Fortitude save or unconscious for 2d4 hours; secondary effect is the same).

The sleeping women are similarly drugged and cannot be awakened without the use of *neutralize poison*. If they are awakened and questioned (in Ancient Suloise) they know nothing of importance, except that they passed out while partying with the barbarians and that a third Suel woman – a looker beautiful enough to make them jealous – was originally present, too. (That was Shadowfist, and this is her handiwork.)

In this case Mericka confronts the PCs somewhere in the building. She talks tough but surrenders immediately if the PCs start acting offensively. Refer to the Development section, below.

If the PCs avoided the Mass Resistance battle in Encounter 5, the PCs must either fight or dupe the barbarians. Mericka either starts in their presence or joins them shortly, depending on circumstances.

Special Note: At some point during the fight give the PCs a Spot check against Samile's Hide check to notice her sneaking down the northern staircase in location 1 before using her Shadow Jump to move directly into location 8 (see Encounter 10).

All APLs

☞ **Mericka:** human female wizard 9; hp 33; Appendix 1.

APL 10 (EL 11)

☞ **Frost Barbarians (3):** human male barbarian 7/exotic weapon master 1; hp 88 each; Appendix 1.

APL 12 (EL 13)

☞ **Frost Barbarians (3):** human male barbarian 9/exotic weapon master 1; hp 109 each; Appendix 1.

APL 14 (EL 13)

☞ **Frost Barbarians (3):** human male barbarian 9/exotic weapon master 1; hp 161 each; Appendix 1.

APL 16 (EL 13)

☞ **Frost Barbarians (3):** human male barbarian 9/exotic weapon master 1; hp 186 each; Appendix 1.

Tactics–Mericka: Mericka is not figured into the EL for this encounter because she will not take any actual offensive actions against the PCs, nor assist the barbarians in any meaningful way. She spends the entirety of her time exhorting the barbarians to action, casting defensive spells, and occasionally using *minor image* to make it appear that she is shooting some kind of ray spell at the PCs and pretending to be frustrated when it doesn't work. PCs can detect her ruse through normal Spellcraft checks. If the PCs don't seem to be taking the hint about who she is, she uses a *message* spell to contact one of the more intelligent-looking PCs and tell them that she works with Lady Antha. If the PCs don't take the hint and seem intent on killing her, she flees.

Tactics–Barbarians: They just rage and bash away, typically Power Attacking for half their BAB unless the PCs prove particularly easy or hard to hit. They aren't bright or disciplined enough to use sophisticated tactics.

Treasure: Refer to the treasure section of this adventure to determine what the PCs find here.

Development: The barbarians, if not killed and questioned under duress, don't know anything of use beyond "that guy Reis being a lot tougher than he looks." If Mericka is taken alive and questioned, she pretends to be defiant but spills her guts under even the most minimal intimidation. She uses *message* to indicate to one of the PCs that they must make it look good, as she is concerned that someone else might be watching. She can tell the PCs "under duress:"

- Father Joken and his bodyguard Reis can normally be found in the basement.
- Brother Nolon, Father Joken's second-in-command, is normally in location 8a and probably asleep, since she hasn't seen him recently. He's a skilled monk.
- Vashun, a potent wizard, is the other major figure normally on-site. He's been holed up in location 7a behind an *arcane locked* door for the better part of the past day, supposedly meditating but more likely on what Mericka calls a "mushroom trip." (He's been known to do that to seek inspiration.) He has actually already been killed by Shadowfist, but Mericka does not know that!
- No one else of much consequence is in the building, unless the PCs haven't already dealt with the barbarians. (She does not consider Jaguanara in Encounter 7b to be "of consequence.")
- The whole building is under the effect of an *invisibility purge* tied to an *unhallow*.

9: COWARD

Jaguanara is a tall, moderately pretty Suel woman in her mid-20s who wears her blond hair quite short. She was early into a promising career as a mission-oriented support cleric for the Scarlet Brotherhood when a

debacle on a mission to Greyhawk, and some resulting bad experiences in prison before the Brotherhood could rescue her, shattered her nerve. Because of that she's been relegated to administrative and religious duties. She has ended up at Narisban because Father Joken, her boss on the Greyhawk mission, has made it his personal project to get her back into combat shape. She's also become Father Joken's woman, and currently rooms with him. She is still possessed of a deep sense of self-preservation, though, so she finds a place to hide at any sign of major trouble.

Note: Jaguanara appeared in COR5-03 *Atonement* and has not changed much in appearance since then, so give any PC who played that adventure a DC 12 Intelligence check to recognize her. She most certainly recognizes any PC who played that adventure, and has an "ugh, not you *again*" reaction to that PC. Such PCs also have a special +4 circumstance bonus on Intimidate checks towards her that stacks with any other modifiers.

All APLs

➤ **Jaguanara:** human female cleric 4; AL LE; hp 26; Will +7; Wis 16.

If the PCs are attacking at nighttime, Jaguanara is dressed only in the equivalent of a bathrobe and has only her holy symbol of Wee Jas with her. If the PCs are attacking during the day, she is dressed in lightweight clothing and has holy symbol, spell components, and a masterwork heavy mace. She doesn't tolerate the heat and humidity well, so always has an *endure elements* active.

If encountered in a closet, she has burrowed in beneath supplies to hide herself (a DC 15 Spot check or DC 10 Search check uncovers her). If encountered in location 3, she is hiding under her desk. If encountered in location 12, she is hiding under the bed.

Though very racist towards non-Suel, Jaguanara has also become very timid. If discovered, she tries to warn the PCs off by insisting that she's a "powerful priestess" and makes a big scene of not cooperating with the PCs, but she ultimately does not fight anyone who's obviously well-armed and only a DC 14 Intimidate check is required to get her to talk.

Jaguanara knows everything that Mericka does (see Encounter 8). She also knows that Reis, in addition to being Joken's bodyguard, also carries out his "dirty work" and that he is, despite appearances, not entirely Suel ("corrupted" is the word she uses). She also knows that Father Joken tolerates his abnormality because he is convinced that some magical means of enhancing the Suel in combat can be derived from him, and is therefore studying him. If mention of a monster is brought up, Jaguanara is certain that it refers to Reis, although she doesn't know exactly what he is.

Development: Jaguanara flees at the first opportunity.

10: SHADOWFIST

Samile, aka Emmara Barnen, aka Shadowfist, infiltrated the Administration Center under cover of being one of the prostitutes servicing the barbarians, and has since been waiting for an opportunity to strike. The PCs' actions give her that opportunity.

Shadowfist has her shadow companion Mert covertly watching the entrance to the compound, so it is extremely unlikely that she is caught unawares even if the PCs are sneaky enough that the rest of the NPCs are surprised. Thus assume that she is aware of the PCs' presence unless they are being extraordinarily sneaky.

Several hours prior to the PCs' arrival Shadowfist took advantage of one of Vashun's "mushroom trips" to kill him (his body can be found in location 7). If the PCs fought the Massed Resistance part of Encounter 5 she has also had time and opportunity to do away with the barbarians (Encounter 8). In this case she has already headed to location 8 to kill Brother Nolon by the time the PCs arrive.

If the PCs avoided the Massed Resistance fight Shadowfist uses the distraction caused by the fight with the barbarians to move to location 8 and kill Brother Nolon. (For sake of argument assume that he fails his save against her Stunning Fist and then is subjected to a coup de grace.) She is still in location 8 when the PCs arrive, awaiting a report from Mert on Father Joken's whereabouts.

All APLs (EL 14)

◆ **Shadowfist:** female human (Suel) rogue 5/monk 2/assassin 3/shadowdancer 4; hp 57; Appendix 1.

◆ **Mert:** shadow companion; hp 32; Appendix 1.

Appearance: Shadowfist has used the *glamered* ability on her armor and *hat of disguise* to cloak herself all in black, giving herself a ninja-like appearance. Her profile obviously marks her as a tall, curvaceous woman, but with her head covered and face concealed beyond her blue eyes nothing else is apparent. If somehow seen without her headwear, or if her illusions are penetrated, she appears as a strikingly beautiful Suel woman in her late 20s. Any PC who played COR5-03 *Atonement* recognizes her as the current wife of Rimmelak Barnen.

Tactics: However the PCs get into location 8 gives Shadowfist enough time to move to a position above the door using her *slippers of spider climbing*, from where she hides and observes their actions. She is particularly interested to know what the PCs are doing here, and so listens carefully to their conversations. She is a stealth and assassination specialist and is not interested in taking risks, so she does not reveal herself to the PCs unless her presence is detected.

Should the PCs react hostilely towards her, Shadowfist tries to convince them that she isn't a threat to them if they're killing Brotherhood members. If that is not sufficient and combat starts, she does not stand and fight, as avoiding capture is a higher priority than completing her objective. She departs at first

opportunity, using her Shadow Jump ability (at least 10 feet of it are left) to bypass a wall.

TALKING WITH SHADOWFIST

Shadowfist has lived and operated for years through subterfuge, keeping secrets, and controlling information flow, so she does not needlessly reveal anything. Unless she recognizes one or more PCs from COR5-03 *Atonement* she comes across as coy and cagey, only responding to specific questions. Her tone also carries a ruthless note, though this is now at least partly an act. (A successful opposed Sense Motive check sees through this.) Treat her as being cautiously indifferent.

If one or more of the PCs have played COR5-03 *Atonement*, Shadowfist takes on a friendlier tone (friendly) and is a more forthcoming. If asked, she assures the PCs that Rimmelak and the children are well and she is still with them, but this is something she needed to do to discourage her former handler (Father Joken) from trying to hunt her and Rimmelak down. She refuses to say anything about where they are located now, as she considers that a "needless risk."

In either case Shadowfist questions the PCs about their motives (if she hasn't already learned them) before admitting to anything beyond not being here to fight them. Her tone and stance relax a bit if the PCs explain that they are here to kill Father Joken, and she insists that she is here for the same thing. PCs who can see her face note, on a DC 15 Sense Motive check, that she is visibly shaken when the PCs mention that they are working for Lady Antha Darmen. She actively avoids bringing that subject up again.

Depending on what the PCs talk about, she might admit any of the following. Remember that she does not volunteer information, so the PCs only get these points for asking the right questions.

- Yes, she is Shadowfist.
- No, she is not, nor ever was, a Scarlet Brotherhood member. She just was trained by them and did a lot of work for them.
- How she got here is a trade secret. (She arranged a *greater teleport* via a wizard who owed her a favor.)
- Yes, she did kill Lady Antha's daughter, but now seriously regrets that and has been trying to atone.
- She is here to kill Father Joken and his immediate subordinates.
- She is doing it to protect Lady Antha's grandchildren and former son-in-law, who are being hunted by Father Joken's agents.
- She sees protecting the children as part of her atonement. (Although this is true, it's not a whole truth. She is also in love with their father and more at peace with that family than she's ever been.)
- Yes, she killed Brother Nolon (here in this room).
- Yes, she killed Vashun (in location 7).
- (If the PCs had the Massed Resistance encounter:) Yes, she dealt with the barbarians.

- No, she has no interest in working with the PCs, but can tell them that Father Joken is currently located in the basement with his bodyguard/enforcer Reis.
- She's dealt with enough subterfuge in her day to know that Reis is something other than what he appears to be. Her guess is that he can assume a much nastier and more powerful alternate form. Whatever he can do, it's a big secret that no one else beyond Father Joken and maybe that wizard Vashun knows/knew about, but she has noticed that he has distinctly catlike tendencies in his movements.
- Mericka is not to be trusted. She's affiliated with a branch of the Brotherhood called the "Black Brotherhood," which worships Tharizdun. If she's helping the PCs at all, it's part of an internal power play.

Once the conversation seems to be winding down, read:

"It looks as if you are powerful enough to do the job," the shadowy woman says, "so I will leave killing Father Joken to you. Make sure that he is dead and does not escape, as it would be annoying to have to clean up your mess." With that she leaps into the nearest shadow and vanishes.

Development: At these APLs it is possible that the PCs may subdue or kill Shadowfist before she can escape. This is the only way they can get her possessions (listed in the treasure section of this adventure). If she is kept alive but unconscious and handed over to Lady Antha at the end, her fate is not pretty one.

11: MASTER AND MONSTER

Once there was a young Brotherhood monk named Reis, who on one of his first missions had an unfortunate encounter with a monstrous creature: a dire weretiger. Although he (barely) survived the experience thanks to the quick actions of his teammates, he was infected with lycanthropy. Ashamed that his Suel purity had been tarnished and fearful of what his superiors might do if they found out, he tried to keep it a secret.

A monk - Brother Joken - eventually discovered his secret, but instead of turning him in, took Reis under his wing, helped him learn to gain control over his transformational power, and extolled to him that this was a blessing in disguise, as the raw power of the transformation was something that the Suel could learn to harness without actually changing form. His actions won him Reis's unwavering personal loyalty, so for the last decade Reis has served as Father Joken's personal bodyguard and enforcer while Joken has studied him in an effort to develop a spell that could duplicate the transformation's power.

Regardless of the circumstances of the PCs' attack on the Administration Center, Reis is in his hybrid form and has donned the few items he wears while that size. (If the PCs somehow have achieved total stealth to the point of

encountering him, assume that he is helping Father Joken with an experiment to see how long he can remain in hybrid form.) Also regardless of circumstances, Father Joken's rat familiar is crawling around in the walls and floorboards of the building. It does not make an appearance in this encounter in any meaningful way, but does alert Father Joken to approaching danger.

The following description assumes that Father Joken and Reis are encountered in the basement. If that is not the case adjust the description accordingly.

After dealing with the oppressive heat and humidity outside, the descent to the basement offer the respite of refreshing coolness. A quartet of stone pillars supports the floor above and an enclosed area lies behind the staircase, but otherwise a single, wide-open room stretches the length of the Administration Center. Lighting is dim save for the opposite corner, where several tables and work benches stand, casting shadows along the fringes of the room.

"I don't know who you are or why you're here," says a handsome scarlet-robed Suel man in his 40s as he steps out from behind the pillar nearest the work tables, "but you don't belong here. Depart immediately if you don't want to be left to the mercies of my friend."

The "friend" he motions to is a monstrous figure, a powerfully-built cat-man as large as a giant, with goat horns sprouting from his head and tiger-striped fur. He is clad in only a loincloth and amulet but carries a massive quarterstaff.

The PCs can try to talk if they want, but if they don't retreat combat breaks out. Father Joken is confident that Reis can defeat any foes, so he does not hesitate to engage the PCs.

Spell Preparations: Father Joken maintains *mage armor* on himself and Reis and *false life* and *greater magic weapon* on himself at all times, so these are included in the stat blocks. (In the advent of a night attack he is on the second daily casting of each so he has two less 1st-level slots and one less 2nd- and 3rd-level slots available.) If he and Reis have time to prepare then the following spells/effects are also active, in order performed:

Joken – drink *potion of barkskin* (APL 12+), cast *shield* on self, cast *bull's strength* on self (and Reis at APL 12+), cast *heroism* (APL 12-14) or *greater heroism* (APL 16), cast *mirror image* (APL 14-16); charge hand with *vampiric touch*.

Reis – (at APL 14-16) drink *potion of bear's endurance*.

APL 10 (EL 13)

☛ **Reis:** male human dire weretiger monk 3/warshaper 3; hp 256; Appendix 1.

☛ **Father Joken:** male human monk 2/sorcerer 4/enlightened fist 4; hp 60; Appendix 1.

APL 12 (EL 15)

➤ **Reis:** male human dire weretiger monk 3/warshaper 4; hp 268; Appendix 1.

➤ **Father Joken:** male human monk 2/sorcerer 4/enlightened fist 7; hp 109; Appendix 1.

APL 14 (EL 17)

➤ **Reis:** male human dire weretiger monk 4/warshaper 5; hp 291; Appendix 1.

➤ **Father Joken:** male human monk 2/sorcerer 4/enlightened fist 9; hp 124; Appendix 1.

APL 16 (EL 19)

➤ **Reis:** male human dire weretiger monk 6/warshaper 5; hp 314; Appendix 1.

➤ **Father Joken:** male human monk 3/sorcerer 4/enlightened fist 10; hp 139; Appendix 1.

Tactics—Father Joken: Father Joken is very “hands-on” in combat. At higher APLs he first tries to block off some PCs (especially spellcasters) with *wall of force*, but otherwise he uses his Arcane Fist and Hold Ray abilities liberally to drop *vampiric touch*, *touch of idiocy* (on obvious spellcasters), *enervation*, and/or *scorching ray* on PCs. Stunning Fist is used exclusively to power his spell abilities and Fist of Energy, and he only uses the latter or dumping a spell slot through Ascetic Mage when he has a full attack. He generally targets non-Suel over Suel unless the latter is clearly giving him more trouble.

Joken is not interested in fighting to the death, and retreats if Reis is down. (He always saves his last 4th-level spell slot for an emergency *dimension door*).

Tactics—Reis: Reis usually opens with a trip attempt followed stunning Stunning Fist, before resorting to his quarterstaff for the remainder of his flurry. He always Power Attacks for 5 unless his targets are proving remarkably easy or difficult to hit (or he is taking quite a beating, in which case he switches to Combat Expertise). He usually concentrates on one opponent before moving to the next. His overriding priority is to protect Father Joken, and always attacks PCs attacking him. He fights to the death in defense of Joken and does not change forms in any circumstances.

Finally, it is possible that Reis could be forced out of his hybrid form and into human form (for example, by an antimagic field or on a really good force shapechange check made by a high-level church inquisitor [*Complete Divine* 26]). In this case, at all APLs, make the following stat adjustments to Reis:

AC: net -9 (+1 size, -2 lost Dex, -8 lost natural armor)

hp: loses only 2 hp per HD (for loss of Warshaper bonus, as changing forms does not affect a lycanthrope's hit points), loses DR

Immunities: loses immunity to stunning and critical hits

Saves: Fort -5, Ref -2

Attacks: net -9 (+1 size, -10 lost Str), loses bite, claw, and gore attacks, unarmed strike reduces to 1d6 (at APLs 10-12) or 1d8 (at APLs 14-16); in the *antimagic field* case

the staff reduces to 1d6, in the Force Shapechange case it does not change, so Reis just discards it rather than wasting an action resizing it.

Space/Reach: both reduced to 5 ft. with no reach bonus

Special Actions: -14 on trip checks, -5 on Stunning Fist DC, no fast healing, -4 or -12 on Improved Disarm (the former if Reis can still use his quarterstaff, the latter if he can't)

Str: -20; **Dex:** -4; **Con:** -10 (also loses Warshaper bonus)

Treasure: Refer to the treasure section of this adventure to determine what the PCs find here.

Development: Once Father Joken and Reis are defeated, run Encounter 12. If Father Joken escapes the PCs and Shadowfist was not killed or imprisoned, she tracks him down and deals with him.

12: DEMOLITION

One of the PCs' main tasks is to destroy the Administration Center. Given enough time, PCs with adamantite weapons could certainly hack the building to pieces, but those who take that much time come under fire from massed Suel archers (unless they're tied up dealing with a slave uprising or attacking Olmans). To do a faster job, several options are possible:

EARTHQUAKE

An *earthquake* spell brings the building down. If this is done before clearing out the building, all NPCs within take damage and are pinned as per the *earthquake* spell's description (PH 225). Certain NPCs (Mericka, Shadowfist, Father Joken at APL 12+) have the means to escape via spells or class abilities and might be able to take others with them depending on circumstances. Reis has the raw power to bust his way out even if pinned, as do the barbarians, though it takes the former two rounds and the latter four (while raging) to free themselves.

BURNING DOWN THE HOUSE

Stucco is fire resistant by nature (as any PC who makes a DC 15 Knowledge [architecture & engineering] check would know), so a good amount of some kind of accelerant or a constant intense flame lasting several rounds (*flaming sphere*, *wall of fire*, a fire elemental) is necessary to properly catch the building on fire. Once burning, the flames spread out at a rate of 5 feet per two rounds in all directions from the flash points, with smoke spreading twice as fast. NPCs still in the building start evacuating on the third round after the fire starts.

Once the building is completely ablaze it takes an hour for it to fully burn down. If not distracted by a slave uprising or Olman attackers, various Suel form bucket brigades to try to put the fire out while clerics appear to douse the flames with *create water* spells. These

individuals are well-trained in this task, and if not interfered with can have the fire under control within half an hour.

DEMOLITION EXPERT – INTERIOR

A PC who looks at the pillars in the basement and makes a DC 12 Knowledge (architecture & engineering) check recognizes them as load-bearing. On a DC 15 check the PC can estimate that taking any one out would cause a 20 ft. by 20 ft. section of the floors above to collapse. Destroying all six would cause everything but the exterior walls and roof to collapse.

PCs at these APLs should have a number of ways to knock down the pillars. A *disintegrate* would certainly take out any one pillar from a safe distance, as would creative use of *stone shape*, *polymorph any object*, or *stone to flesh* spells. (Although these would not be at a safe distance!) Other spell-related options are certainly possible. Simply hacking away at the pillars, or trying to push/pull them down (treat as a Break check), would also work, although in most cases that would put the offending PC(s) at risk.

◆ **Load-bearing stone pillar:** 1 ft. thick; hardness 8; hp 180; AC 4; Break DC 32.

PCs standing in a collapse zone when a pillar collapses are caught in falling rubble, as is any NPC on the floors directly above. Those caught in the rubble take 8d6 damage, with a DC 15 Reflex save for half, and are pinned. (Assume that PCs and NPCs with evasion who make the save also avoid being pinned.) Buried PCs take 1d6 points of nonlethal damage per minute and if the fall unconscious take 1d6 points of lethal damage per minute (landslide—DMG 90). It takes 1d4+1 minutes to unbury any such PC or NPC.

DEMOLITION EXPERT – EXTERIOR

The exterior walls have the following stats:

◆ **5 ft. x 5 ft. section of exterior wall:** 4 in. thick; hardness 6; hp 40; AC 4; Break DC 23.

Obviously the PCs could come up with magical means of destroying walls, especially *disintegrate*, which takes out a 10 ft. by 10 ft. section of wall.

A PC who makes a DC 20 Knowledge (architecture & engineering) check identifies key points on the exterior walls to attack to make them collapse quickly. With this check it takes destroying only the equivalent of five 5 ft. 5 ft. sections at base level to knock out a short side; otherwise destroying eight are required. For the long sides it takes eight or thirteen sections depending on whether or not the check was made. A new check must be made on each wall.

Destroying the exterior walls does not cause the interior to collapse, although destroying two adjacent walls does cause the roof to collapse onto the second floor. Any PC or NPC on the second floor in this event is

caught in falling rubble and takes 4d6 damage, DC 15 Reflex save for half.

OTHER MEANS

At these APLs PCs can doubtless come up with other creative means to destroy the Administration center; *cometfall* from the *Spell Compendium* could certainly have interesting applications here, for instance. Adjudicate these methods as you see fit, using the above descriptions as guidelines.

NPC RESPONSES

If the PCs endeavored to destroy the Administration Center before going in and clearing it out then they may have to contend with NPCs forced out by the building's collapse or drawn to the PCs' efforts to make the building collapse. These include the barbarians and Mericka (Encounter 8), Reis and Father Joken (Encounter 11), Shadowfist (Encounter 10—in this case assume that she killed Brother Nolon before the collapse takes place), and possibly the Elegant Hand of Wee Jas if they haven't already been encountered. Jaguanara dies in the collapse unless she was with Father Joken at the time.

Should this happen, Shadowfist goes into hiding (assume enough shadows are available for her to move around freely while hiding in plain sight) and strikes at Father Joken (and him only) whenever feasible, while Mericka only pretends to attack the PCs and Jaguanara (if rescued) cowers. All other leveled NPCs present engage the PCs, although everyone except Father Joken keeps a healthy distance from Reis. Although both try to take advantage of what the barbarians do, the barbarians don't reciprocate. Otherwise refer to encounters 8 and 11 for details on the combatants and their tactics.

Over the course of the next few rounds such a fight attracts a lot of attention; even Olmans and Suel involved in an assault or slave revolt stop what they are doing, gather around at a reasonable distance, and watch, as this is the kind of epic fight worthy of stories. PCs who triumph in such a spectacle are not attacked further by the Suel, who keep a wary but respectful distance. PCs who flee through the air are shot at by 20 Suel archers in addition to the NPCs, though, while those fleeing on the ground must force their way through the crowd.

If the NPCs inside were defeated first and the PCs did not organize an Olman assault or slave revolt they have a limited amount of time to vacate the premises before Suel arrive to investigate the building's damage/collapse. Assume that they have 1d4 minutes from the time they start before they attract a Massed Resistance battle, (Encounter 5). If they have already previously had a Massed Resistance encounter, or are acting under cover of an Olman assault or slave revolt, the Suel are too distracted to do anything about the PCs.

Development: Once the PCs have resolved everything they need to resolve, or have failed and been captured or used magic to flee, run the Conclusion.

CONCLUSION

PCS FAILED AND CAPTURED

Use this option only if the PCs are summarily defeated and unable to escape.

The Brotherhood stabilizes any unconscious PCs, strips all captured or killed PCs of equipment, and thoroughly interrogates them. Suel PCs are imprisoned and kept subdued until they can be “reeducated.” Non-Suel PCs are executed after three days of questioning, with the bodies of any slain or executed PCs propped up on poles at the edge of the jungle line as a warning to any Olmans who might get any ideas. (Assume in this case that the Olman assault or slave revolt also failed.)

Reeducated Suel PCs who can make a DC 25 Will save eventually break their conditioning. (This is a psychological rather than magical or supernatural effect, so bonuses and resistances specifically against magic or evil do not apply.) Have the player make Will saves until successful. The time spent under reeducation is 2 TUs + 1 TU per Will save attempted. A PC who is capable of using magical means to return to the mainland incurs no additional TU cost; a PC lacking such means incurs an additional 4 TUs arranging transport. In either case, assume the PC recovers half of her former gp value in equipment. If the PC can come up with a plan for doing so, assume that she is also able to recover slain PCs.

PCs who eventually make it back to Rel Astra are paid half their original fee if they at least did a significant amount of harm. They do not earn any favors or item access, however.

PCS FAILED BUT NOT CAPTURED

Use this option if the PCs retreat and give up without completing one of their two main objectives (killing Father Joken or destroying the Administration Center). PCs who depart Narisban by foot are harried by archers and soldiers until they reach the jungle. They are pursued by, in order of priority, Reis, the Elegant Hand of Wee Jas, or the barbarians from Encounter 8 (depending on who is still alive), although they may be assumed to have a lead of several minutes. Casting *sending* requires 10 minutes, but allow them time to do get to the ruins and do it if they have made reasonable efforts to travel quickly (no one moving slower than 30 ft. and forced marching). Otherwise one of the above groups catches up to them at the ruins and must be defeated before the spell can be cast. Refer to the appropriate combat encounter.

PCs who depart via magical transport (*dimension door*, *teleport*, *wind walk*, etc.) have no such problems.

In either case, upon the PCs’ return and report they are awarded half of their fee if they have done at least some damage against Narisban and its denizens but do not gain any special access or favors.

PCS ARE SUCCESSFUL

Use this option if the PCs dealt with Father Joken and destroyed the Administration Center.

Before the PCs depart, ask what kind of “calling card” they are leaving (per Lady Antha’s instructions) if they haven’t already made that clear. Anything which indicates that Lady Antha ordered the assault is acceptable, including leaving one Suel other than Mericka alive with the information.

Also, ask the PCs if they are departing magically (whether using their own means or Illyan’s offer) or physically. Rel Astra is almost 1,700 miles away. If leave with Illyan, they have no problem returning to the site of their drop-off if they have taken reasonable steps to do so.

Some PCs may get it in their heads to commandeer a boat and sail away. Only the officers of the caravel(s) are Scarlet Brotherhood members or loyalists, but an APL 10+ party can easily defeat them. PCs who do so can take control of the ship with a DC 20 Intimidate check, or a DC 20 Diplomacy check if the PC either has ranks in Profession (sailor) or the Leadership feat. (Most of the sailors themselves are conscripts, so they don’t care who they work for as long as they’re paid and treated well.) PCs sailing back to Rel Astra are able to run Scarlet Brotherhood blockades because they have Brotherhood flags, but doing so costs 4 extra TU. Those that do so, however, get access to the Brotherhood Caravel AR entry.

Regardless of how they return, PCs completing the mission earn the Favor of House Darmen and Wayfarer’s Union access on the AR, in addition to receiving their full agreed-upon fee. They also earn the Enemy of the Scarlet notation on the AR.

If the PCs encountered and spoke with Shadowfist, ask what, if anything, they tell Lady Antha. If they killed her or brought her back as a prisoner they earn the Defeated Shadowfist notation on the AR.

Upon reporting your accomplishments to Lady Antha Darmen, she nods grimly.

“Doubtless there will be repercussions for your actions,” she says, “but at least Sira no longer rests unavenged. You have earned my gratitude. Go, with my blessing.”

Over the next few weeks rumors start to circulate throughout the eastern Flanaess of increasing conflicts between Scarlet Brotherhood forces and those of House Darmen. Is war to be the price of one woman’s vengeance? Only time will tell.

The End

CAMPAIGN CONSEQUENCES

If this adventure is run before the end of 2007 and Shadowfist is captured or killed by the PCs, or if the PCs do anything else especially unusual, please report this occurrence to the author at theronm4@comcast.net. This email address may also be used to contact the author with any questions or comments.

EXPERIENCE POINT SUMMARY

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

5: Narisban

Defeat Massed Resistance

APL 10	330 XP
APL 12	390 XP
APL 14	450 XP
APL 16	510 XP

6: Strike Team

Defeat Elegant Hand of Wee Jas

APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

8: Barbarians

Defeat barbarians

APL 10	330 XP
APL 12	390 XP
APL 14	450 XP
APL 16	510 XP

11: Master and Monster

Defeat Joken and Reis (only ½ x.p. for defeating only one)

APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

Story Award

Administration Center destroyed

APL 10	180 XP
APL 12	210 XP
APL 14	240 XP
APL 16	270 XP

Discretionary roleplaying award

APL 10	90 XP
APL 12	105 XP
APL 14	120 XP
APL 16	135 XP

Total Possible Experience

APL 10	1,350 XP
APL 12	1,575 XP
APL 14	1,800 XP
APL 16	2,025 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.

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

3: Brotherhood Patrol

ALL APLs: Loot 180 gp

5: Massed Resistance

ALL APLs: Loot 20 gp per Suel archer, 36 gp per Suel soldier, 0 gp per Brotherhood monk, 688 gp per Brotherhood Wizard, 812 gp for Brotherhood commander.

6: Strike Team

APL 10: Loot 118 gp; Magic 3,279 gp +2 *amulet of health* (2) (333 gp each), +1 *cloak of resistance* (4) (83 gp each), +1 *full plate* (221 gp), +1 *greatsword* (196 gp), +2 *headband of intellect* (333 gp), *lesser rod of extend* (250 gp), +1 *mithral chain shirt* (175 gp), +2 *periapt of wisdom* (333 gp), *potion of*

cat's grace (25 gp), potion of bull's strength (25 gp), potion of cure moderate wounds (25 gp), potion of enlarge person (2) (21 gp each), +1 quarterstaff (192 gp), +1 ring of protection (2) (167 gp each), scroll of dimension door (CL 9, 75 gp), scroll of fly (CL 9, 56 gp); Total 3,397 gp.

APL 12: Loot 93 gp; Magic 5,486 gp +2 amulet of health (2) (333 gp each), +1 cloak of resistance (2) (83 gp each), +2 cloak of resistance (2) (333 gp each), +1 full plate (221 gp), +2 gloves of dexterity (2) (333 gp each), +1 greatsword (196 gp), +2 headband of intellect (333 gp), +1 heavy mace (193 gp), +1 heavy shield (97 gp), lesser rod of extend (250 gp), +2 mithral chain shirt (425 gp), +2 periapt of wisdom (333 gp), potion of cat's grace (25 gp), potion of bull's strength (25 gp), potion of cure moderate wounds (25 gp), potion of enlarge person (2) (21 gp each), +1 quarterstaff (192 gp), +1 ring of protection (167 gp each), +2 ring of protection (667 gp), scroll of dimension door (CL 9, 75 gp), scroll of fly (CL 9, 56 gp); Total 5,579 gp.

APL 14: Loot 93 gp; Magic 8,437 gp +2 amulet of health (2) (333 gp each), +2 cloak of charisma (333 gp), +2 cloak of resistance (3) (333 gp each), +1 full plate (221 gp), +2 gloves of dexterity (2) (333 gp each), +1 greatsword (196 gp), +2 headband of intellect (333 gp), +1 heavy mace (193 gp), +1 heavy shield (97 gp), incandescent blue ioun stone (567 gp), lesser rod of extend (250 gp), +3 mithral chain shirt (842 gp), +2 periapt of wisdom (333 gp), potion of cat's grace (25 gp), potion of bull's strength (25 gp), potion of cure moderate wounds (25 gp), potion of enlarge person (2) (21 gp each), +1 quarterstaff (192 gp), +1 ring of protection (167 gp), +2 ring of protection (2) (567 gp each), rod of extend (917 gp), +1 vest of resistance (83 gp), scroll of dimension door (CL 9, 75 gp), scroll of fly (CL 9, 56 gp); Total 8,530 gp.

APL 16: Loot 93 gp; Magic 12,421 gp +2 amulet of health (2) (333 gp each), +2 cloak of charisma (333 gp), +3 cloak of resistance (2) (750 gp), +1 full plate (221 gp), +2 gloves of dexterity (2) (333 gp each), +4 headband of intellect (1,333 gp), +1 heavy mace (193 gp), +2 heavy shield (347 gp), incandescent blue ioun stone (567 gp), lesser rod of extend (250 gp), +4 mithral chain shirt (1,425 gp), monk's belt (1,083 gp), potion of cat's grace (25 gp), potion of cure moderate wounds (25 gp), potion of bull's strength (25 gp), potion of enlarge person (2) (21 gp each), +1 quarterstaff (192 gp), +2 ring of protection (3) (567 gp each), rod of extend (917 gp), scroll of dimension door (CL 9, 75 gp), scroll of fly (CL 9, 56 gp), +1 shocking greatsword (696 gp), +1 vest of resistance (83 gp); Total 12,514 gp.

8: Barbarians

APL 10: Loot 303 gp; Magic 1,920 gp +1 bastard sword (3) (195 gp each), +1 breastplate (3) (112 gp each), gauntlets of ogre power (3) (333 gp each); Total 2,223 gp.

APL 12: Loot 303 gp; Magic 2,919 gp +1 bastard sword (3) (195 gp each), +2 breastplate (3) (362 gp each), gauntlets of ogre power (3) (333 gp each), +1 cloak of resistance (3) (83 gp each); Total 3,222 gp.

APL 14: Loot 303 gp; Magic 5,418 gp +2 amulet of health (3) (333 gp each), +1 human bane bastard sword (3) (695 gp each), +2 breastplate (3) (362 gp each), gauntlets of

ogre power (3) (333 gp each), +1 cloak of resistance (3) (83 gp each); Total 5,721 gp.

APL 16: Loot 303 gp; Magic 6,669 gp +2 amulet of health (3) (333 gp each), +1 human bane bastard sword (3) (695 gp each), +3 breastplate (3) (779 gp each), gauntlets of ogre power (3) (333 gp each), +1 cloak of resistance (3) (83 gp each); Total 6,972 gp.

10: Shadowfist

All APLs: Loot 8 gp; Magic 6,626 gp +1 amulet of mighty fists (500 gp each), cloak of elvenkind (208 gp each), +2 dagger (692 gp each), +4 gloves of dexterity (1,333 gp each), +2 glamered mithral chain shirt (842 gp each), hat of disguise (150 gp each), ring of mind shielding (667 gp each), +2 ring of protection (667 gp each), slippers of spider climbing (400 gp each); Total 5,467 gp.

11: Master and Monster

APL 10: Magic 2,528 gp +1 amulet of might fists (500 gp), +1 sizing quarterstaff (692 gp), potion of cure moderate wounds (25 gp), potion of cure serious wounds (62 gp), +2 cloak of charisma (333 gp), +2 gloves of dexterity (333 gp), +1 ring of protection (167 gp), +1 vest of resistance (83 gp), ring of counterspells (333 gp); Total 2,528 gp.

APL 12: Magic 3,661 gp +1 amulet of might fists (500 gp), +1 quarterstaff of sizing (692 gp), potion of cure moderate wounds (25 gp), potion of cure serious wounds (62 gp), potion of barkskin (+3, 50 gp), +2 amulet of health (333 gp), +2 cloak of charisma (333 gp), +2 gloves of dexterity (333 gp), +2 ring of protection (667 gp), +2 vest of resistance (333 gp), ring of counterspells (333 gp); Total 3,661.

APL 14: Magic 5,995 gp +1 amulet of might fists (500 gp), +2 quarterstaff of sizing (1,525 gp), dusty rose ioun stone (417 gp), potion of cure moderate wounds (25 gp), potion of cure serious wounds (62 gp), potion of barkskin (+3, 50 gp), +2 belt of magnificence (2083 gp), +2 ring of protection (667 gp), +2 vest of resistance (333 gp), ring of counterspells (333 gp); Total 5,995 gp.

APL 16: Magic 8,520 gp +2 amulet of might fists (2,000 gp), +2 quarterstaff of sizing (1,525 gp), dusty rose ioun stone (417 gp), potion of cure moderate wounds (25 gp), potion of cure serious wounds (62 gp), potion of barkskin (+4, 75 gp), +1 amulet of natural armor (167 gp), +2 belt of magnificence (2083 gp), +3 ring of protection (1,500 gp), +2 vest of resistance (333 gp), ring of counterspells (333 gp); Total 8,520 gp.

Conclusion

APL 10: Coin 900 gp.

APL 12: Coin 900 gp.

APL 14: Coin 1,200 gp.

APL 16: Coin 1,200 gp.

Administration Center Locations

All APLs: Coin 300 gp.

Treasure Cap

APL 10: 2,300 gp.

APL 12: 3,300 gp.

APL 14: 6,600 gp.

APL 16: 9,900 gp.

Total Possible Treasure

Note, it is extremely unlikely that the PCs will be able to recover all the treasure in this adventure. Take special care when working out how much treasure they end up with.

APL 10: 8,181 gp.

APL 12: 12,495 gp.

APL 14: 20,579 gp.

APL 16: 28,415 gp.

ADVENTURE RECORD ITEMS

📖 **Grimoire Arcanamacha:** This ancient magical tome is written in Ancient Suloise. A Suel PC who spends 1 TU studying this volume fulfills the special requirement for the Suel Arcanamach prestige class (*Complete Arcane*) and gains access to that prestige class.

Faint Abjuration. Cost: 1,000 gp. Cannot be crafted.

👤 **Wayfarer's Union:** Lady Antha can make the proper introductions for you to join the Wayfarer's Union. This fulfills the special requirement for the Wayfarer's Guide prestige class (*Complete Arcane*).

👤 **Defeated Shadowfist:** You were involved in killing or capturing the notorious assassin Shadowfist. This could have consequences in the future.

👤 **Brotherhood Caravel:** For stealing and sailing a Scarlet Brotherhood caravel back to Rel Astra, one PC at the table gains Core access to purchase the boat, which comes complete with crew and Scarlet Brotherhood flags. Annual upkeep and crew pay costs 1,000 gp.

Cost: 11,000 gp. Boat name: _____

👤 **Favor of House Darmen:** You receive free Luxury upkeep for any future adventure in Ahlissa, Rel Astra, or the Solnor Compact. In addition, this favor may be used twice to gain Core access to a single magic item from a core adventure you have previously had Adventure access to (but which has now expired). Gaining such access twice, voids this favor.

Use #1 (item and AR): _____

Use #2 (item and AR): _____

👤 **Enemy of the Scarlet Brotherhood:** You recognized far and wide as an enemy of the Scarlet Brotherhood. You are attacked on sight by any Scarlet Brotherhood member (unless they are in disguise or on a secret mission) and given preferential treatment on targeting when in a group. In addition, all Scarlet Brotherhood NPCs gain a +1 morale bonus to attacks, damage, Spot, and Sense Motive checks against you. You gain a +2 circumstance bonus to Intimidate checks against Scarlet Brotherhood members or loyalists.

Agents of the Scarlet Brotherhood also harass you at every opportunity, forcing you to pay triple upkeep costs

in any adventure in which the Scarlet Brotherhood have a presence. (Free upkeep does not prevent this additional cost.)

ITEM ACCESS

APL 10:

- *grimoire arcanamacha* (Adventure; 1,000 gp; see above)
- +1 *sizing quarterstaff* (Adventure; CL 9; *Complete Adventurer*; 8,300 gp)
- *ring of counterspells* (Adventure; DMG)

APL 14 (all of APLs 10-12 plus the following):

- +2 *belt of magnificence* (Adventure; CL 18; *Miniatures Handbook*; 25,000 gp)
- +1 *human bane bastard sword* (Adventure; DMG)
- *incandescent blue ioun stone* (Adventure; DMG)
- *rod of extend* (Adventure; DMG)
- +2 *sizing quarterstaff* (Adventure; CL 9; *Complete Adventurer*; 18,300 gp)

APL 16 (all of APLs 10-14 plus the following):

- *dusty rose ioun stone* (Adventure; DMG)
- *monk's belt* (Adventure; DMG)
- +1 *shocking greatsword* (Adventure; DMG)

APPENDIX 1: ALL APLS

GENERAL

SUEL OVERSEER

CR 2

Male human fighter 2
LN or LE Medium humanoid (human)

Init +1; **Senses** Listen +1, Spot +4

Languages Ancient Suloise

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)

hp 19 (2 HD)

Fort +4, **Ref** +1, **Will** +1

Speed 30 ft.

Melee whip +5 (1d3 nonlethal) or

Melee sap +5 (1d6+2 nonlethal)

Base Atk +2; **Grp** +4

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats, Blooded, Exotic Weapon Proficiency (whip),
Weapon Focus (sap), Weapon Focus (whip)

Skills Handle Animal +3, Jump +5, Spot +4, Swim +6

Possessions studded leather armor, sap, whip,
signal whistle

SUEL ARCHER

CR 3

Male human ranger 3

LE Medium humanoid (human)

Init +2; **Senses** Listen +7, Spot +7

Languages Ancient Suloise

AC 15, touch 12, flat-footed 13

(+2 Dex, +3 armor)

hp 27 (3 HD)

Fort +5, **Ref** +5, **Will** +2

Speed 30 ft.

Ranged longbow +5(1d8+1/x3) or

Ranged longbow +3/+3 (1d8+1/x3) with Rapid Shot or

Melee longsword +4 (1d8+1/19-20)

Base Atk +3; **Grp** +4

Special Actions Far Shot (165 ft. range increment),
Point Blank Shot, favored enemy (humans, +2)

Abilities Str 12, Dex 15, Con 14, Int 10, Wis 13, Cha 8

SQ wild empathy (+2)

Feats Endurance, Far Shot, Point Blank Shot,
Precise Shot Rapid Shot, Track

Skills Climb +6, Knowledge (nature) +6, Listen +7,
Search +6, Spot +7, Swim +6, Survival +7

Possessions Composite longbow (+1 Str), quiver of
20 arrows, longsword, studded leather armor

BROTHERHOOD MONK

CR 4

Male or female human monk 4

LE Medium humanoid (human)

Init +2; **Senses** Listen +9, Spot +2

Languages Ancient Suloise, Common

AC 14, touch 14, flat-footed 14; Deflect Arrows,
Dodge

(+2 Dex, +2 class)

hp 25 (4 HD)

Resist evasion,

Fort +5, **Ref** +6, **Will** +6; +2 against enchantments

Speed 40 ft.

Melee unarmed strike +5 (1d8+1) or

Melee unarmed strike +3/+3 (1d8+1) with flurry of
blows

Base Atk +3; **Grp** +8.

Special Actions flurry of blows, *ki* strike (magic)

Abilities Str 14, Dex 15, Con 12, Int 10, Wis 14, Cha 8

SQ slow fall 20 ft.

Feats Combat Reflexes, Deflect Arrows, Dodge,
Improved Grapple, Improved Unarmed Strike,
Weapon Focus (unarmed strike)

Skills Balance +11, Climb +8, Hide +9, Jump +12,
Listen +9, Move Silently +9, Speak Language
(Common), Tumble +11

Possessions Brotherhood robes

SUEL FOOT SOLDIER

CR 2

Male human fighter 2

LN or LE Medium humanoid

Init +3; **Senses** Listen +1, Spot +4

Languages Ancient Suloise

AC 17, touch 11, flat-footed 16

(+1 Dex, +4 armor, +2 shield)

hp 19 (2 HD)

Fort +4, **Ref** +1, **Will** +1

Speed 30 ft.

Melee longsword +6 (1d8+2/19-20) or

Ranged javelin +3 (1d6+1)

Base Atk +2; **Grp** +4

Atk Options Power Attack

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Blooded, Power Attack, Skill Focus
(Profession-siege engineer), Weapon Focus
(longsword)

Skills Jump +2, Profession (siege engineer) +3, Spot
+4, Swim +3

Possessions chain shirt, heavy shield, masterwork
long sword, 2 javelins, signal whistle

BROTHERHOOD WIZARD

CR 7

Human male or female evoker 7

LE Medium Humanoid (human)

Init +2; **Senses** Listen +1, Spot +1

Languages Ancient Suloise, Common, Dakon, Olman

AC 17, touch 13, flat-footed 15

(+2 Dex, +4 armor [extended *mage armor*], +1
deflection)

hp 26 (7 HD)

Fort +5, **Ref** +6, **Will** +8

Speed 30 ft.

Melee dagger +3 (1d4-1/19-20)

Ranged ranged touch +6 (as spell)

Base Atk +3; **Grp** +2

Combat Gear *wand of fireballs* (10 charges)

Wizard Spells Prepared (CL 7th):

4th—*dimension door*, *wall of fire* (DC 18)

3rd—*fireball* (3) (DC 17), *fly*

2nd—*extended mage armor*¹, *flaming sphere* (DC 16), *Melf's acid arrow*, *protection from arrows*, *scorching ray*

1st—*magic missile* (3), *ray of enfeeblement*, *shield*, *unseen servant*

0—*detect magic*, *light*, *ray of frost* (2), *read magic*

† Already cast

Abilities Str 8, Dex 14, Con 12, Int 16, Wis 13, Cha 10

Feats Extend Spell, Scribe Scroll Skill Focus (Concentration), Spell Penetration, Spell Focus (evocation), Weapon Focus (ray)

Skills Concentration +14, Knowledge (arcana) +13, Knowledge (history) +7, Knowledge (local-Core) +10, Profession (siege weaponry) +4, Spellcraft +15 (+17 with evocation)

Possessions combat gear plus Brotherhood robes, signal whistle, *ring of protection* +1, *cloak of resistance* +2, masterwork dagger

Spellbook spells prepared plus 1st—*burning hands*; 2nd—*darkvision*, *shatter*; 3rd—*daylight*, *lightning bolt*

8: BARBARIANS AND MERICKA

MERICKA

CR --

Female human (Suel) wizard 9

CE Medium humanoid (human)

Init +2; **Senses** Listen +0, Spot +0

Languages Ancient Suloise, Cold Tongue, Common, Dakon, Olman, empathic link

AC 19, touch 13, flat-footed 17

(+2 Dex, +6 armor [*greater mage armor*], +1 deflection)

hp 33 (9 HD)

Fort +8, **Ref** +8, **Will** +7

Speed 30 ft.

Ranged ranged touch +7 (as spell) or

Melee quarterstaff +5 (1d6)

Base Atk +4; **Grp** +3

Special Actions Point Blank Shot

Combat Gear scroll of *dimension door* (CL 9), scroll of *fly* (CL 9)

Wizard Spells Prepared (CL 9th):

5th—*telekinesis* (DC 19)

4th—*dimension door*, *minor creation*, *shout* (DC 18)

3rd—*arcane sight*, *greater mage armor*¹, *lightning bolt* (DC 17), *tongues*

2nd—*minor image* (3), *resist energy*, *scorching ray*

1st—*comprehend languages*, *expeditious retreat*, *magic missile* (2), *shield*

0—*light*, *mage hand*, *ray of frost*, *read magic*

† Already cast

Abilities Str 10, Dex 14, Con 12, Int 18, Wis 10, Cha 12

SQ rat familiar (in hiding)

Feats Craft Wondrous Item, Lightning Reflexes, Point-Blank Shot, Precise Shot, Skill Focus (Concentration), Scribe Scroll, Weapon Focus (ray)

Skills Concentration +17, Decipher Script +14 Knowledge (arcana) +16, Knowledge (local-Core) +10, Knowledge (nobility) +12, Profession (administrator) +6, Spellcraft +18

Possessions combat gear plus *cloak of resistance* +1, *headband of intellect* +2, *ring of protection* +1, masterwork quarterstaff, Scarlet Brotherhood robes, spell components

Spellbook spells prepared plus 1st—*lesser acid orb*; 2nd—*glitterdust*, *rope trick*; 3rd—*mass darkvision*, 4th—*Evard's black tentacles*; 5th—*telekinesis*, *teleport*, *wall of force*

10: SHADOWFIST

SHADOWFIST

CR 14

Female human (Suel) rogue 5/monk 2/assassin 3/shadowdancer 4

LN Medium humanoid (human)

Init +9; **Senses** darkvision 60 ft.; Listen +1, Spot +10;

Languages Ancient Suloise, Common, Flan

AC 23, touch 17, flat-footed 23; Dodge, Mobility, uncanny dodge, improved uncanny dodge (+5 Dex, +6 armor, +2 deflection)

hp 57 (14 HD)

Resist evasion

Fort +6 (+7 against poison), **Ref** +19, **Will** +7

Speed 30 ft. (6 squares)

Melee unarmed strike +15/+10 (1d8+1) or

Melee unarmed strike +13/+13/+8 (1d8+1) with flurry of blows or

Melee +2 *dagger* +16/+11 (1d4+2)

Base Atk +9; **Grp** +9

Atk Options Stunning Fist 5/day (DC 18 [DC 20 with sneak attack]), death attack, sneak attack +5d6.)

Special Actions hide in plain sight, shadow jump 20 ft., *summon illusion*

Combat Gear *hat of disguise*, *ring of mind shielding*, *slippers of spider climbing*

Assassin Spells Known (CL 3rd):

2nd (1/day)—*alter self*, *pass without trace*

1st (3/day)—*feather fall*, *jump*, *true strike*

Abilities Str 10, Dex 20, Con 10, Int 14, Wis 12, Cha 16

SQ poison use, shadow companion, trapfinding, trap sense +1

Feats Aescetic Rogue, Combat Reflexes, Dodge, Improved Initiative, Improved Unarmed Strike, Mobility, Stealthy, Stunning Fist, Weapon Finesse

Skills Bluff +18, Disable Device +17, Diplomacy +17, Disguise +17, Forgery +10, Hide +29, Move Silently +24, Open Locks +17, Perform: Dance +10, Search +15, Sense Motive +11, Sleight of Hand +15, Spot +10, Tumble +14

Possessions combat gear plus +1 *amulet of mighty fists*, *cloak of elevenkind*, +2 *dagger*, *gloves of*

dexterity +4, +2 glamered mithral chain shirt, ring of protection +2, masterwork thieves' tools

Death Attack If Shadowfist has 3 rounds to study a target while undetected or unrecognized by the target and then makes a successful sneak attack, she may either kill the target or paralyze it for 1d6 +3 rounds. Both effects require a DC 15 Fort save to negate.

Hide in Plain Sight (Su) Shadowfist can use the Hide skill even while being observed as long as she is within 10 feet of a shadow other than her own.

Improved Uncanny Dodge (Ex) Shadowfist can only be flanked by a 12th-level or higher rogue.

Shadow Jump (Su) Shadowfist can pass between shadows, as per *dimension door*, for a total of 20 ft distance per day.

Summon Illusion (Sp) Once/day Shadowfist can create visual illusions using shadows, as per *silent image*.

SPECIAL NOTE: Those who have run *COR5-03 Atonement* may notice that Shadowfist's stat block has changed significantly. This is due more to correcting mistakes in the original stat block (and accounting for material not available when that adventure was written) rather than any advancement by Shadowfist.

MERT, SHADOWFIST'S SHADOW COMPANION

N Medium undead (incorporeal)

Init +2; **Senses** Listen +7, Spot +8; darkvision 60 ft.

Languages Common

AC 13, touch 13, flat-footed 11; Dodge (+2 Dex, +1 deflection)

Miss Chance 50%

hp 32 (5 HD)

Immune Ability drain, critical hits, death attacks, death from massive damage, disease, effects requiring a Fortitude save (unless they also affect objects), energy drain, falling damage, grappling, mind-affecting effects, nonlethal damage, non-magic weapons, poison, *sleep*, paralysis, stunning, turning/rebuking/commanding undead by a third party

Fort +1, **Ref** +3, **Will** +5

Speed fly 40 ft. (8 squares)

Melee incorporeal touch +5 (1d6 Str)

Base Atk +3; **Grp** --

Abilities Str --, Dex 14, Con --, Int 6, Wis 12, Cha 13

Feats Alertness, Dodge

Skills Hide +10 (+14 in shadows, +6 in sunlight), Listen +7, Search +5, Spot +8

Strength Damage (Su) A negative energy effect. Creatures reduced to 0 Strength by a shadow die.

6: STRIKE TEAM

JAGYARA

CR 9

Female human (Suel) wizard 9
LE Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +1 (+4 in bright light)

Languages Ancient Suloise, Common, Dakon, Olman, empathic link

AC 19, touch 13, flat-footed 17
(+2 Dex, +6 armor [*greater mage armor*], +1 deflection)

hp 57 (9 HD)

Fort +6, **Ref** +6, **Will** +8

Speed 30 ft.

Ranged ranged touch +7 (as spell) or

Melee quarterstaff +4 (1d6-1)

Base Atk +4; **Grp** +3

Special Actions Point Blank Shot, Precise Shot

Combat Gear scroll of *dimension door* (CL 9), scroll of *fly* (CL 9)

Wizard Spells Prepared (CL 9th):

5th—*arc of lightning* (DC 19)

4th—*dimension door*, *orb of force*, *wall of fire* (DC 18)

3rd—extended *greater mage armor* (2)[†], *haste*, *fireball* (DC 17)

2nd—extended *false life*[†] (15 hp), *mirror image*, *rapid enlarge*, *resist energy*, *scorching ray*

1st—*magic missile* (2), *ray of enfeeblement* (2), *shield*

0—*light*, *mage hand*, *ray of frost*, *read magic*

† Already cast

Abilities Str 8, Dex 14, Con 14, Int 18, Wis 12, Cha 10

SQ familiar

Feats Improved Initiative, Point-Blank Shot, Precise Shot, Rapid Spell, Skill Focus (Concentration), Scribe Scroll, Weapon Focus (ray)

Skills Concentration +17, Craft (sewing) +12, Decipher Script +10 Knowledge (arcana) +16, Knowledge (local-Core) +10, Spellcraft +18, Tumble +8

Possessions combat gear plus *cloak of resistance* +1, *headband of intellect* +2, *lesser rod of extend* (used), *ring of protection* +1, holy symbol of Wee Jas, masterwork needle and thread set, masterwork quarterstaff, Scarlet Brotherhood robes, spell components

Spellbook spells prepared plus 1st—*lesser acid orb*; 2nd—*glitterdust*, *rope trick*; 3rd—*mass darkvision*, 4th—*Evvard's black tentacles*; 5th—*telekinesis*, *teleport*, *wall of force*.

THEOLUS

CR 8

Male human monk 8

LE Medium humanoid (human)

Init +7; **Senses** Listen +15, Spot +2

Languages Ancient Suloise, Common

AC 23, touch 17, flat-footed 20; Dodge, Mobility
(+3 Dex, +6 armor [extended *greater mage armor* CL 9], +3 class, +1 deflection)

hp 55 (8 HD)

Immune natural diseases

Resist evasion

Fort +9, **Ref** +10, **Will** +9; +2 against enchantments

Speed 50 ft.

Melee unarmed strike +9/+4 (1d10+2) or

Melee unarmed strike +8/+8/+3 (1d10+2) with flurry of blows or

Melee +1 *quarterstaff* +9/+4 (1d6+4) or

Melee +1 *quarterstaff* +8/+8/+3 (1d6+4) with flurry of blows

Base Atk +6; **Grp** +12

Atk Options Combat Reflexes, Improved Disarm (with quarterstaff, +8), Improved Grapple, flurry of blows, *ki* strike (magic)

Special Actions wholeness of body (16 hp)

Combat Gear *potion of cat's grace*, *potion of enlarge person*

Abilities Str 14, Dex 16, Con 14, Int 10, Wis 14, Cha 8

SQ slow fall 40 ft.

Feats Combat Reflexes, Dodge, Improved Disarm, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility, Weapon Focus (unarmed strike)

Skills Balance +14, Climb +13, Hide +14, Jump +23, Listen +13, Move Silently +14, Speak Language (Common), Tumble +16

Possessions combat gear plus *amulet of health* +2, +1 *quarterstaff*, *ring of protection* +1, *cloak of resistance* +1, holy symbol of Wee Jas

KHALLIS

CR 8

Male human rogue 3/fighter 4/Suel arcanamach* 1

*see *Complete Arcane* 63

LE Medium humanoid (human)

Init +7; **Senses** Listen +10, Spot +10

Languages Ancient Suloise, Common

AC 17, touch 12, flat-footed 16; +1 against traps
(+2 Dex, +5 armor)

hp 71 (8 HD)

Resist evasion

Fort +9, **Ref** +9 (+10 against traps), **Will** +6

Speed 30 ft.

Melee +1 *greatsword* +11/+6 (2d6+7/19-20) or

Ranged longbow +9/+4 (1d8+3/x3)

Base Atk +6; **Grp** +9

Atk Options Power Attack, sneak attack +2d6

Special Actions tenacious spell

Combat Gear: *potion of bull's strength*, *potion of enlarge person*

Suel Arcanamach Spells Known (CL 1st, 7th to dispel; arcane spell failure 5%):

1st (2/day)—*shield*

Abilities Str 16, Dex 14, Con 16, Int 10, Wis 8, Cha 12

SQ trapfinding

Feats Combat Casting, Improved Initiative, Improved Toughness, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)
Skills Climb +7, Concentration +7, Jump +10, Listen +10, Open Locks +10, Spellcraft +5, Speak Language (Common), Spot +10, Tumble +15
Possessions combat gear plus *amulet of health* +2, *cloak of resistance* +1, +1 *greatsword*, +1 *mithral chain shirt*, masterwork thieves' tools, masterwork mighty composite longbow (+3) and 20 arrows, Brotherhood uniform, holy symbol of Wee Jas, spell components

JAMAYA CR 7

Female human (Suel) cleric 7

LE Medium humanoid (human)

Init +5; **Senses** Listen +4, Spot +4

Languages Ancient Suloise, Common

AC 22, touch 11, flat-footed 21

(+1 Dex, +9 armor, +2 shield)

hp 49 (7 HD)

Fort +8, **Ref** +4, **Will** +10

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee mwk heavy mace +6 (1d8) and/or

Ranged *spiritual weapon* +9 (1d8+2/19-20)

Base Atk +5; **Grp** +5

Special Actions Augment Healing, spontaneous casting (*inflict* spells), rebuke undead 2/day (+1, 2d6+6, 7th), use spell completion and spell trigger devices as a 3rd level wizard

Cleric Spells Prepared (CL 7th):

4th—*dominate person*^D (DC 19), *greater magic weapon, recitation*

3rd—*cure serious wounds, dispel magic*^D, *searing light, spikes*

2nd—*bull's strength, cure moderate wounds, enthrall*^P (DC 17), *silence, spiritual hammer*

1st—*bless, command*^D (DC 16), *cure light wounds* (2), *protection from good, shield of faith*

0—*create water, cure minor wounds, detect magic, light, purify food and drink, resistance*

D: Domain spell. Deity: Wee Jas. Domains: Domination, Magic

† Already cast

Abilities Str 10, Dex 12, Con 14, Int 13, Wis 18, Cha 8

Feats Augment Healing, Extend Spell, Improved Initiative, Skill Focus (concentration), Spell Focus (enchantment)

Skills Concentration +15, Heal +11, Knowledge (religion) +6, Speak Language, Spellcraft +5

Possessions combat gear plus *cloak of resistance* +1, *periapt of wisdom* +2, +1 *full plate*, large shield, masterwork heavy mace, 2 holy symbols of Wee Jas, spell components

8: BARBARIANS

FROST BARBARIANS

CR 8

Male human (Suel) barbarian 7/exotic weapon master* 1

*see *Complete Warrior* 30

CN Medium humanoid (human)

Init +1; **Senses** Listen +11, Spot +0

Languages Ancient Suloise, Cold Tongue

AC 17, touch 11, flat-footed 17; +2 against traps, improved uncanny dodge, uncanny dodge (+1 Dex, +6 armor)

hp 88 (8 HD); DR 1/—

Fort +11, **Ref** +3 (+5 against traps), **Will** +4

Speed 30 ft. in breastplate (6 squares), base movement 40 ft.

Melee +1 *bastard sword* (two-handed) +17/+12 (1d10+15/19-20) or

Melee heavy flail +16/+11(1d10+10/19-20) or

Ranged composite longbow +10/+5 (1d8+5/x3)

Base Atk +8; **Grp** +15

Atk Options Cleave, Power Attack, rage 2/day (7 rounds), uncanny blow

Abilities Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 10

Feats Cleave, Exotic Weapon Proficiency (bastard sword), Power Attack, Weapon Focus (bastard sword)

Skills total ranks: Climb +6, Craft (weaponsmithing) +3, Intimidate +11, Listen +11, Survival +5, Swim +7

Possessions combat gear plus +1 *bastard sword*, +1 *breastplate*, *gauntlets of ogre power*, masterwork heavy flail, mighty masterwork composite longbow (+5)

When not raging, the frost barbarians have the following changed statistics:

AC 17, touch 11, flat-footed 17

hp 72

Fort +9, **Will** +2

Melee +1 *bastard sword* (two-handed) +15/10 (1d10+11/19-20) or

Melee heavy flail +14/+9(1d10+7/19-20)

Grp +13

Abilities Str 20, Con 14

MASTER AND MONSTER

REIS (HYBRID DIRE WERETIGER FORM)

CR 12

Male dire weretiger monk 3/warshaper* 3

*see *Complete Warrior* 89

LN Large humanoid (human, shapechanger)

Init +4; **Senses** low-light vision, scent; Listen +17, Spot +17;

Languages Ancient Suloise, Common

AC 26, touch 14, flat-footed 22; Combat Expertise (-1 size, +4 Dex, +1 class, +4 armor [*mage armor*—CL 10], +8 natural)

hp 256 (22 HD); DR 5/silver

Immune critical hits, stunning

Resist evasion

Fort +23, **Ref** +18, **Will** +17; +2 against enchantments

Speed 40 ft.

Melee unarmed strike +30/+25/+20/+15 (1d8+15) and bite +25(2d6+8) and gore +25 (1d8+8) or

Melee unarmed strike +28/+28/+23/+18/+13 (1d8+15) with flurry of blows and bite +23 (2d6+8) and gore +23 (1d8+8) or

Melee +1 *sizing quarterstaff* +28/+28/+23/+18/+13 (1d8+22) with flurry of blows and bite +23 (2d6+8) and gore +23 (1d8+8)

Space 10 ft.; **Reach** 15 ft. (appears to have 10 ft.)

Base Atk +16; **Grp** +34

Atk Options Combat Expertise, Combat Reflexes, Improved Trip (+22), Power Attack, Stunning Fist 7/day (DC 22), flurry of blows, morphic weapons, morphic reach

Combat Gear *potion of cure moderate wounds*

Abilities Str 38, Dex 18, Con 24, Int 13, Wis 12, Cha 8

SQ alternate form, morphic body, still mind, tiger empathy

Feats Alertness, Combat Expertise, Combat Reflexes, Improved Natural Attack (bite), Improve Natural Attack (claw), Improved Trip, Improved Unarmed Strike, Iron Will^B, Multiattack, Power Attack, Run, Stealthy, Stunning Fist, Weapon Focus (claw)^B

Skills Balance +11, Climb +19, Control Shape +24, Hide +15*, Jump +27, Listen +17, Move Silently +18, Spot +17, Swim +19, Tumble +12

Possessions combat gear plus +1 *amulet of mighty fists*, +1 *sizing quarterstaff*

Alternate Form (Su) Reis can change to human or animal form as a standard action but does neither in this encounter.

Morphic Reach (Su) Reis has an additional +5 ft. reach but does not appear to have it.

Morphic Weapons (Su) As a move action, Reis can create a new natural weapon or enhance an existing one by one step. (Currently used to create horns.)

Tiger Empathy (Ex) Reis can empathize and communicate simple concepts and commands with normal or dire tigers, +4 racial bonus on checks to influence attitude of tigers.

FATHER JOKEN CR 10

Male human monk 2/sorcerer 4/enlightened fist* 4

*see *Complete Arcane* 34

LE Medium humanoid (human)

Init +2; **Senses** Listen +5, Spot +6

Languages Ancient Suloise, Common, Olman, empathic link

AC 22, touch 18, flat-footed 21; Deflect Arrows (+2 Dex, +5 class, +4 armor [*mage armor*], +1 deflection)

hp 60 (10 HD)

Resist evasion

Fort +9, **Ref** +11, **Will** +11

Speed 50 ft. (10 squares)

Melee unarmed strike +11/+6 (1d8+4) with *greater magic weapon* or

Melee unarmed strike +9/+9/+4 (1d8+4) with *greater magic weapon* and flurry of blows

Base Atk +6; **Grp** +8

Atk Options Stunning Fist 7/day (DC 15), arcane fist, fist of energy, ki strike (magic)

Combat Gear *potion of cure serious wounds*, *ring of counterspells (dispel magic)*

Sorcerer Spells Known (CL 10th):

3rd (4/day)—*greater magic weapon*[†], *vampiric touch*
2nd (7/day)—*bull's strength*, *false life*[†] (16 hp), *touch of idiocy*

1st (7/day)—*benign transposition*, *mage armor*^{††}, *magic missile*, *shield*, *shocking grasp*

0 (6/day)—*acid splash*, *detect magic*, *light*, *mage hand*, *message*, *prestidigitation*, *read magic*

† Already cast

Abilities Str 14, Dex 15, Con 14, Int 10, Wis 10, Cha 16

SQ rat familiar

Feats Ascetic Mage, Combat Casting, Combat Reflexes, Deflect Arrows, Improved Unarmed Strike, Practiced Spellcaster, Stunning Fist, Weapon Focus (unarmed strike)

Skills Concentration +13 (+17 casting defensively), Diplomacy +9, Knowledge (arcana) +12, Jump +17, Listen +5, Sense Motive +5, Spellcraft +8, Spoken Language, Spot +6, Tumble +15

Possessions combat gear plus *cloak of charisma* +2, *gloves of dexterity* +2, *ring of protection* +1, *vest of resistance* +1

Arcane Fist (Su) Joken can cast and deliver a touch spell as part of an unarmed full attack action. This costs one Stunning Fist use.

Fist of Energy (Su) As a free action, Joken can imbue unarmed attacks with equivalent of *flaming* or *shock* weapon abilities for one round. This costs one use of Stunning Fist.

6: STRIKE TEAM

JAGYARA**CR 11**

Female human (Suel) wizard 9/argent savant* 2

*see *Complete Arcane* 24

LE Medium humanoid (human)

Init +7; **Senses** Listen +1, Spot +1 (+4 in bright light)**Languages** Ancient Suloise, Common, Dakon, Olman, empathic link**AC** 22, touch 14, flat-footed 19(+3 Dex, +8 armor [extended *greater mage armor*—CL 10], +1 deflection)**hp** 69 (11 HD)**Fort** +7, **Ref** +8, **Will** +12**Speed** 30 ft.**Ranged** force spell ranged touch +11 (as spell) or**Ranged** non-force spell ranged touch +9 (as spell) or**Melee** quarterstaff +5(1d6-1)**Base Atk** +5; **Grp** +4**Special Actions** Point Blank Shot, Precise Shot**Combat Gear** scroll of *dimension door* (CL 9), scroll of *fly* (CL 9)**Wizard Spells Prepared** (CL 10th):5th—*arc of lightning* (DC 19), *reciprocal gyre* (DC 19)4th—*dimension door*, *orb of force* (2), *wall of fire* (DC 18)3rd—extended *greater mage armor* (2)[†] †, *haste*, *fireball* (DC 17)2nd—extended *false life*[†] (16 hp), *mirror image*, rapid *enlarge*, *resist energy*, *scorching ray*1st—*magic missile* (2), *ray of enfeeblement* (2), *shield*0—*light*, *mage hand*, *ray of frost*, *read magic*

† Already cast

Abilities Str 8, Dex 16, Con 14, Int 18, Wis 12, Cha 10**SQ** familiar, force specialization**Feats** Improved Initiative, Point Blank Shot, Precise Shot, Rapid Spell, Skill Focus (Concentration), Scribe Scroll, Weapon Focus (ray)**Skills** Concentration +19, Craft (sewing) +12, Decipher Script +12 Knowledge (arcana) +18, Knowledge (local-Core) +12, Spellcraft +20, Tumble +9**Possessions** combat gear plus *cloak of resistance* +2, *gloves of dexterity* +2, *headband of intellect* +2, *lesser rod of extend* (used), *ring of protection* +1, holy symbol of Wee Jas, masterwork needle and thread set, Scarlet Brotherhood robes, spell components**Spellbook** spells prepared plus 1st—*lesser acid orb*; 2nd—*glitterdust*, *rope trick*; 3rd—*mass darkvision*; 4th—*Evard's black tentacles*; 5th—*telekinesis*, *teleport*, *wall of force***Force Specialization** +2 competence bonus on attack rolls with force spells, +1 damage/die (or +1 damage overall as applicable). Increase bonus of force spells providing shield or armor bonus by 2.**THEOLUS****CR 10**

Male human monk 10

LE Medium humanoid (human)

Init +7; **Senses** Listen +15, Spot +2**Languages** Ancient Suloise, Common**AC** 27, touch 19, flat-footed 24; Dodge, Elusive Target, Mobility(+3 Dex, +8 armor [extended *greater mage armor*—CL 10], +4 class, +2 deflection)**hp** 68 (10 HD)**Immune** natural diseases**Resist** improved evasion**Fort** +10, **Ref** +11, **Will** +10; +2 against enchantment spells and effects**Speed** 60 ft.**Melee** unarmed strike +10/+10/+4 (1d10+2) with flurry of blows or**Melee** +1 *quarterstaff* +10/+10/+4 (1d6+4) with flurry of blows**Base Atk** +7; **Grp** +13**Combat Options** Combat Reflexes, Improved Disarm (with quarterstaff, +8), Improved Grapple, flurry of blows, *ki strike* (magic, lawful)**Special Actions** wholeness of body (20 hp)**Combat Gear** *potion of cat's grace*, *potion of cure moderate wounds*, *potion of enlarge person***Abilities** Str 14, Dex 16, Con 14, Int 10, Wis 14, Cha 8**SQ** slow fall 50 ft.**Feats** Combat Reflexes, Dodge, Improved Disarm, Elusive Target, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility, Weapon Focus (unarmed strike)**Skills** Balance +16, Climb +15, Hide +16, Jump +29, Listen +15, Move Silently +16, Speak Language (Common), Tumble +18**Possessions** combat gear plus *amulet of health* +2, +1 *quarterstaff*, *ring of protection* +2, *cloak of resistance* +1, holy symbol of Wee Jas**KHALLIS****CR 10**

Male human rogue 3/fighter 4/Suel arcanamach* 3

*see *Complete Arcane* 63

LE Medium humanoid (human)

Init +7; **Senses** Listen +12, Spot +12**Languages** Ancient Suloise, Common**AC** 19, touch 13, flat-footed 16; +1 against traps (+3 Dex, +6 armor)**hp** 78 (10 HD)**Resist** evasion**Fort** +10, **Ref** +11 (+12 against traps), **Will** +7**Speed** 30 ft.**Melee** +1 *greatsword* (enhanced to +2—*greater magic weapon*) +14/+9 (2d6+8/19-20) or**Ranged** longbow +11/+6 (1d8+3/x3)**Base Atk** +8; **Grp** +11**Atk Options** Power Attack, Staggering Strike, dispelling strike, sneak attack +2d6

Special Actions extended spellstrength, tenacious spells

Suel Arcanamach Spells Known (CL 3rd, 9th to dispel; arcane spell failure chance 5%):
2nd (1/day)—*mirror image*, *sonic weapon*
1st (3/day)—*shield*, *true strike*

Abilities Str 16, Dex 16, Con 16, Int 10, Wis 8, Cha 12

SQ trapfinding

Feats Combat Casting, Improved Initiative, Improved Toughness, Iron Will, Power Attack, Staggering Strike, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Climb +7, Concentration +11, Jump +10, Listen+12, Open Locks +10, Spellcraft +5, Speak Language (Common), Spot +12, Tumble +17

Possessions *amulet of health* +2, *cloak of resistance* +1, *gloves of dexterity* +2, +1 *greatsword*, +2 *mithral chain shirt*, masterwork thieves' tools, masterwork mighty composite longbow (+3) and 20 arrows, Brotherhood uniform, holy symbol of Wee Jas, spell components

Dispelling Strike (Su) 1/day, as part of a normal melee attack Khallis can do a *greater dispel magic* on the target. (Dispel check of 1d20+9)

Extended Spellstrength (Ex) The duration of any arcanamach spell Khallis casts on himself is extended as per the Extend Spell feat, but without other modifications to the spell.

JAMAYA

CR 9

Female human (Suel) cleric 9

LE Medium humanoid (human)

Init +5; **Senses** Listen +4, Spot +4

Languages Ancient Suloise, Common

AC 23, touch 11, flat-footed 22

(+1 Dex, +9 armor, +3 shield)

hp 71 (9 HD)

Fort +10, **Ref** +6, **Will** +12

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee +1 *heavy mace* +7/+2 (1d8+1) and/or

Ranged *spiritual weapon* +9/+4(1d8+3/19-20)

Base Atk +6; **Grp** +6

Special Actions Augment Healing, rebuke undead 2/day (+1, 2d6+8, 9th), spontaneous casting (*inflict* spells), use spell completion and spell trigger devices as a 4th-level wizard

Cleric Spells Prepared (CL 9th):

5th—*greater command*^D (DC 20), *flame strike* (DC 19)

4th—*dominate person*^D (DC 19), *greater magic weapon*^I, *recitation*, *wrack*

3rd—*cure serious wounds*, *dispel magic*^D, *insignia of healing* (1d8+16, team holy symbols are the insignias), *searing light*, *spikes*

2nd—*bull's strength*, *cure moderate wounds*, *enthrall*^D (DC 17), *hold person* (DC 17), *silence*, *spiritual hammer*

1st—*bless*, *command*^D (DC 16), *cure light wounds* (2), *protection from good*, *shield of faith*

0—*create water*, *cure minor wounds*, *detect magic*, *light*, *purify food and drink*, *resistance*

D: Domain spell. Deity: Wee Jas. Domains: Domination, Magic

‡ Already cast

Abilities Str 10, Dex 12, Con 14, Int 13, Wis 19, Cha 8

Feats Augment Healing, Extend Spell, Improved Initiative, Improved Toughness, Skill Focus (concentration), Spell Focus (enchantment)

Skills Concentration +17, Heal +13, Knowledge (religion) +8, Speak Language, Spellcraft +7

Possessions *cloak of resistance* +2, *periapt of wisdom* +2, +1 *full plate*, +1 *heavy shield*, +1 *heavy mace*, 2 holy symbols of Wee Jas, spell components

8: BARBARIANS

FROST BARBARIANS (RAGING) CR 10

Male human (Suel) barbarian 9/exotic weapon master* 1

*see *Complete Warrior* 30

CN Medium Humanoid (human)

Init +1; **Senses** Listen +13, Spot +0

Languages Ancient Suloise, Cold Tongue

AC 16, touch 9, flat-footed 16; +3 against traps, improved uncanny dodge, uncanny dodge, (+1 Dex, +7 armor, -2 class)

hp 109 (10 HD); **DR** 1/—

Fort +11, **Ref** +5 (+8 against traps), **Will** +4

Speed 30 ft. in breastplate (6 squares), base movement 40 ft.

Melee +1 *bastard sword* (two-handed) +19/+14 (1d10+15/17-20) or

Melee heavy flail +18/+13(1d10+10/19-20) or

Ranged composite longbow +12/+7(1d8+5/x3)

Base Atk +10; **Grp** +17

Atk Options Cleave, Power Attack, rage 3/day (7 rounds), uncanny blow

Abilities Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 10

Feats Cleave, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Power Attack, Weapon Focus (bastard sword)

Skills Climb +8, Craft (weaponsmithing) +3, Intimidate +13, Listen +13, Speak Language, Survival +3, Swim +9

Possessions combat gear plus +1 *bastard sword*, +2 *breastplate*, *cloak of resistance* +1, *gauntlets of ogre power*, masterwork heavy flail, mighty masterwork composite longbow (+5)

When not raging, the frost barbarians have the following changed statistics:

AC 18, touch 11, flat-footed 18

hp 93

Fort +13, **Will** +6

Melee +1 *bastard sword* (two-handed) +17/12 (1d10+11/19-20) or

Melee heavy flail +16/+11(1d10+7/19-20)

Grp +15

Abilities Str 20, Con 14

11: MASTER AND MONSTER

REIS HYBRID DIRE WERETIGER FORM

CR 13

Male (dire) weretiger monk 3/warshaper* 4
*see *Complete Warrior* 89
LN Large humanoid (human, shapechanger)
Init +4; **Senses** low-light vision, scent; Listen +17, Spot +17;

Languages Ancient Suloise, Common

AC 26, touch 14, flat-footed 22
(-1 size, +4 Dex, +1 class, +4 armor [*mage armor*—CL 13], +8 natural)

hp 268 (23 HD); fast heal 2; DR 5/silver

Immune critical hits, stunning

Resist evasion

Fort +24, **Ref** +18, **Will** +17; +2 against enchantment spells and effects

Speed 40 ft.

Melee unarmed strike +31/+26/+21/+16 (1d8+15) and bite +26 (2d6+8) and gore +26 (1d8+8) or

Melee unarmed strike +29/+29/+24/+19/+14 (1d8+15) with flurry of blows and bite +25 (2d6+9) and gore +25 (1d8+8) or

Melee +1 *sizing quarterstaff* +29/+29/+24/+19/+14 (1d8+22) with flurry of blows and bite +25 (2d6+9) and gore +25(1d8+8)

Space 10 ft.; **Reach** 15 ft. (appears to have 10 ft.)

Base Atk +17; **Grp** +35

Atk Options Combat Expertise, Combat Reflexes, Improved Trip (+22), Power Attack, Stunning Fist 8/day (DC 22) flurry of blows, morphic reach, morphic weapons

Special Actions morphic healing,

Combat Gear *potion of cure moderate wounds*

Abilities Str 38, Dex 18, Con 24, Int 13, Wis 12, Cha 8

SQ alternate form, tiger empathy

Feats Alertness, Combat Expertise, Combat Reflexes, Improved Natural Attack (bite), Improve Natural Attack (claw), Improved Trip, Improved Unarmed Strike, Iron Will^B, Multiattack, Power Attack, Run, Stealthy, Stunning Fist, Weapon Focus (claw)^B

Skills Balance +12, Climb +20, Control Shape +24, Hide +15, Jump +27, Listen +17, Move Silently +18, Spot +17, Swim +19, Tumble +12

Possessions combat gear plus +1 *amulet of mighty fists*, +1 *sizing quarterstaff* (currently Large)

Alternate Form (Su) Reis can change to human or animal form as a standard action, but does neither in this encounter.

Morphic Healing (Su) Reis has fast healing 2, and can heal 10 points of damage as a full-round action requiring a Concentration check with DC = damage taken.

Morphic Reach (Su) Reis has an additional 5 ft. of reach but does not appear to have it.

Morphic Weapons (Su) As a move action, Reis can create a new natural weapon or enhance an existing one by one step. (Currently used to create horns.)

Tiger Empathy (Ex) Reis can empathize and communicate simple concepts and commands with normal or dire tigers, +4 racial bonus on checks to influence attitude of tigers.

FATHER JOKEN

CR 13

Male human monk 2/sorcerer 4/enlightened fist* 7

*see *Complete Arcane* 34

LE Medium humanoid (human)

Init +3; **Senses** Listen +8, Spot +6

Languages Ancient Suloise, Common, Olman, emphatic link

AC 24, touch 20, flat-footed 21; Deflect Arrows (+3 Dex, +5 class, +4 armor [*mage armor*], +2 deflection)

hp 109 (13 HD)

Resist evasion

Fort +12, **Ref** +14, **Will** +13

Speed 60 ft. (12 squares)

Melee unarmed strike +14/+9 (1d10+4) with *greater magic weapon* or

Melee unarmed strike +12/+12/+7 (1d10+4) with *greater magic weapon* and flurry of blows

Base Atk +8; **Grp** +10

Atk Options Combat Reflexes, Stunning Fist 10/day (DC 16), arcane fist, arcane rejuvenation, fist of energy (burst), hold ray, *Ki* strike,

Special Actions

Combat Gear *potion of barkskin* (+3), *potion of cure serious wounds*,

ring of counterspells (dispel magic)

Class Spells Known (CL 13th):

4th (4/day)—*dimension door*, *enervation*

3rd (6/day)—*greater magic weapon*[†], *heroism*, *vampiric touch*

2nd (6/day)—*bull's strength*, *false life*[†] (16 hp), *scorching ray*, *touch of idiocy*

1st (5/day)—*benign transposition*, *mage armor*[†], *magic missile*, *shield*, *shocking grasp*

0 (6/day)—*acid splash*, *detect magic*, *light*, *mage hand*, *message*, *prestidigitation*, *ray of frost*, *read magic*

† Already cast

Abilities Str 14, Dex 16, Con 16, Int 10, Wis 10, Cha 16

SQ rat familiar

Feats Ascetic Mage, Combat Casting, Combat Reflexes, Deflect Arrows, Improved Unarmed Strike, Leadership, Practiced Spellcaster, Stunning Fist, Weapon Focus (unarmed strike)

Skills Concentration +17 (+21 casting defensively), Diplomacy +9, Knowledge (arcana) +13, Jump +21, Listen +8, Sense Motive +5, Spellcraft +11, Spoken Language, Spot +6, Tumble +17

Possessions combat gear plus *amulet of health* +2, *cloak of charisma* +2, *gloves of dexterity* +2, *ring of protection* +2, *vest of resistance* +2,

Arcane Fist (Su) Joken can cast and deliver a touch spell as part of an unarmed full attack action. This costs one Stunning Fist use.

Arcane Rejuvenation (Su) Joken can, as a standard action, sacrifice an unused spell slot to heal a number of hit points equal to the slot's level.

Fist of Energy (Su) As a free action, Joken can imbue unarmed attacks or monk weapons with the

equivalent of *flaming burst* or *shocking burst* weapon abilities for one round. This costs one Stunning Fist use.

Hold Ray (Ex) Joken can turn any ray spell into a touch spell (effectively becoming Target: Creature Touched and allowing its charge to be held as a touch spell). May be used in conjunction with arcane fist.

6: STRIKE TEAM

JAGYARA

CR 12

Female human (Suel) wizard 9/argent savant* 3
 *see *Complete Arcane* 24
 LE Medium humanoid (human)
Init +7; **Senses** Listen +1, Spot +1 (+4 in bright light)
Languages Ancient Suloise, Common, Dakon, Olman, empathic link

AC 23, touch 15, flat-footed 20
 (+3 Dex, +8 armor [*greater mage armor*], +2 deflection)
hp 82 (12 HD)
Immune poison, fear
Fort +8, **Ref** +9, **Will** +13

Speed 30 ft.
Ranged force spell ranged touch +12(as spell) or
Ranged non-force spell ranged touch +10 (as spell) or
Melee quarterstaff +5 (1d6-1)
Base Atk +5; **Grp** +4
Atk Options Point Blank Shot, Precise Shot, Sudden Empower
Special Actions enduring force, force specialization, force armor

Combat Gear *lesser rod of extend* (1 charge used), scroll of *dimension door* (CL 9), scroll of *fly* (CL 9)

Wizard Spells Prepared (CL 11th):
 6th—*brilliant blade*
 5th—*arc of lightning* (DC 19), *reciprocal gyre* (DC 19)
 4th—*dimension door*, *orb of force* (2), *wall of fire* (DC 18)
 3rd—*greater mage armor*[†] (2), *greater magic weapon*[†], *haste*, *fireball* (DC 17)
 2nd—*extended false life*[†] (16 hp), *mirror image*, *rapid enlarge*, *resist energy*, *scorching ray*
 1st—*magic missile* (2), *ray of enfeeblement* (2), *shield*
 0—*light*, *mage hand*, *ray of frost*, *read magic*
 † Already cast

Abilities Str 8, Dex 16, Con 14, Int 19, Wis 12, Cha 10
SQ enduring force, familiar, force specialization, force armor
Feats Improved Initiative, Point Blank Shot, Precise Shot, Rapid Spell, Skill Focus (Concentration), Scribe Scroll, Sudden Empower, Weapon Focus (ray)
Skills Concentration +20, Craft (sewing) +13, Decipher Script +13 Knowledge (arcana) +19, Knowledge (local-Core) +13, Spellcraft +21, Tumble +9
Possessions combat gear plus *cloak of resistance* +2, *gloves of dexterity* +2, *headband of intellect* +2, *ring of protection* +2, holy symbol of Wee Jas, masterwork needle and thread set, Scarlet Brotherhood robes
Spellbook spells prepared plus 1st—*lesser acid orb*; 2nd—*glitterdust*, *rope trick*; 3rd—*mass darkvision*, 4th—*Evard's black tentacles*; 5th—*telekinesis*, *teleport*, *wall of force*; 6th—*Bigby's forceful hand*, *chain lightning*

Active Spells Spells noted above plus extended *heroes' feast* (11 hp, CL 12th) and *stalwart pact* (CL 12).

Enduring Force (Ex) Double the duration on all force spells, +4 on the DC to have force spells dispelled.

Force Specialization +2 competence bonus on attack rolls with force spells, +1 damage/die (or +1 damage overall as applicable).

Force Armor (Ex) Increase bonus of force spells providing shield or armor bonus by 2.

THEOLUS

CR 12

Male human (Suel) monk 12
 LE Medium humanoid (human)
Init +7; **Senses** Listen +18, Spot +3
Languages Ancient Suloise, Common

AC 28, touch 20, flat-footed 25; Deflect Arrows, Dodge, Elusive Target, Mobility
 (+3 Dex, +8 armor, +5 class, +2 deflection)
hp 92 (12 HD)

Immune natural diseases, poison, fear
Resist improved evasion
Fort +12, **Ref** +13, **Will** +14; +2 against enchantments spells and effects

Speed 70 ft.
Melee unarmed strike +15/+15/+15/+10 (2d6+4) with flurry of blows or
Melee +1 *quarterstaff* +15/+15/+15/+10 (1d6+4) with flurry of blows
Base Atk +9; **Grp** +15
Atk Options Combat Reflexes, Improved Disarm (+8), Improved Grapple, flurry of blows, *ki* strike (magic, lawful)

Special Actions wholeness of body (24 hp)
Combat Gear *potion of cat's grace*, *potion of cure moderate wounds*, *potion of enlarge person*
Spell-Like Abilities (CL 6):
 1/day—*dimension door*

Abilities Str 14, Dex 16, Con 14, Int 10, Wis 16, Cha 8
SQ slow fall 60 ft.
Feats Combat Reflexes, Deflect Arrows, Dodge, Elusive Target, Improved Disarm, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility, Weapon Focus (unarmed strike)
Skills Balance +16, Climb +17, Hide +18, Jump +35, Listen +17, Move Silently +18, Speak Language (Common), Tumble +20
Possessions combat gear plus *amulet of health* +2, +1 *quarterstaff*, *ring of protection* +2, *cloak of resistance* +2, *incandescent blue ioun stone*

Active Spells extended *greater mage armor* (CL 11), extended *greater magic weapon* (CL 11, on self), extended *heroes' feast* (11 hp, CL 12), *stalwart pact* (CL 12)

KHALLIS

CR 12

Male human (Suel) rogue 3/fighter 4/Suel arcanamach*
 5

*see *Complete Arcane* 63

LE Medium humanoid (human)

Init +7; **Senses** Listen +14, Spot +14

Languages Ancient Suloise, Common

AC 21, touch 14, flat-footed 17; +1 against traps
(+3 Dex, +7 armor, +1 deflection)

hp 116 (12 HD)

Immune poison, fear

Resist evasion

Fort +10, **Ref** +12 (+13 against traps), **Will** +9

Speed 30 ft.

Melee +1 *greatsword* (enhanced to +3—*greater magic weapon*) +17/+12 (2d6+9/17-20) or

Ranged longbow +13/+8 (1d8+3/x3)

Base Atk +9; **Grp** +12

Atk Options Power Attack, Staggering Strike, dispelling strike, sneak attack +2d6

Special Actions extended spellstrength, tenacious spells

Suel Arcanamach Spells Known (CL 5th, 11th to dispel):

3rd (1/day)—*blink*, *greater magic weapon*

2nd (3/day)—*mirror image*, *sonic weapon*, *spider climb*

1st (4/day)—*enlarge person*, *shield*, *true strike*

Abilities Str 17, Dex 16, Con 16, Int 10, Wis 8, Cha 14

SQ ignore spell failure chance 10%, trapfinding

Feats Combat Casting, Improve Critical (*greatsword*), Improved Initiative, Improved Toughness, Iron Will, Power Attack, Staggering Strike, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*)

Skills Climb +9, Concentration +13 (+17 casting defensively), Jump +10, Listen+14, Open Locks +10, Spellcraft +5, Speak Language (Common), Spot +14, Tumble +19

Possessions *amulet of health* +2, *cloak of charisma* +2, *vest of resistance* +1, *gloves of dexterity* +2, +1 *greatsword*, *ring of protection* +1, +3 *mithral chain shirt*, masterwork thieves' tools, masterwork mighty composite longbow (+3) and 20 arrows, Brotherhood uniform

Active Spells: extended *greater magic weapon* (+3, on *greatsword*, CL 12), extended *heroes' feast* (11 hp, CL 12), *stalwart pact* (12)

Dispelling Strike (Su) 1/day, as part of a normal melee attack Khallis can do a *greater dispel magic* on the target. (Dispel check of 1d20+9).

Extended Spellstrength (Ex) The duration of any arcanamach spell Khallis casts on himself is extended as per the Extend Spell feat, but without other modifications to the spell.

JAMAYA

CR 12

Female human (Suel) cleric 12

LE Medium humanoid (human)

Init +5; **Senses** Listen +4, Spot +4

Languages Ancient Suloise, Common

AC 25, touch 11, flat-footed 22

(+1 Dex, +11 armor [includes extended *magic vestment*], +3 shield)

hp 104 (12 HD)

Immune poison, fear

Fort +12, **Ref** +7, **Will** +16

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee +1 *heavy mace* +11/+6(1d8+1) and/or

Ranged *spiritual weapon* +15/+10 (1d8+4/19-20)

Base Atk +9; **Grp** +9

Special Actions Augment Healing, rebuke undead 2/day (+2, 2d6+10, 12th), spontaneous casting (*inflict spells*), use spell completion and spell trigger devices as a 6th-level wizard.

Cleric Spells Prepared (CL 9th):

6th—*anti-magic field*^D, *heroes' feast*^I (11 hp), *heal*^I,
5th—*divine agility*, *greater command*^D (DC 21),
flame strike (DC 19), *slay living* (DC 20), *stalwart pact*^I

4th—*dominate person*^D (DC 20), *freedom of movement*, *greater magic weapon*^I, *recitation*,
wrack

3rd—*cure serious wounds*, *dispel magic*^D, *insignia of healing* (team holy symbols are the insignias),
magic vestments^I, *searing light*, *spikes*

2nd—*bull's strength*, *cure moderate wounds*,
enthrall^D (DC 18), *hold person* (DC 18), *silence*,
spiritual hammer

1st—*bless*, *command*^D (DC 17), *cure light wounds* (2),
divine favor, *protection from good*, *shield of faith* (2)

0—*create water*, *cure minor wounds*, *detect magic*,
light, *purify food and drink*, *resistance*

D: Domain spell. Deity: Wee Jas. Domains: Domination, Magic

† Already cast

Abilities Str 10, Dex 12, Con 14, Int 13, Wis 20, Cha 8

SQ rebuke undead (+1 check, 2d6+11 HD)

Feats Augment Healing, Empower Spell, Extend Spell, Improved Initiative, Improved Toughness, Skill Focus (concentration), Spell Focus (enchantment)

Skills Concentration +20], Heal +14, Knowledge (religion) +10, Speak Language, Spellcraft +10

Possessions +2 *cloak of resistance*, +2 *periapt of wisdom*, +1 *full plate* (enchanted to +3), +1 *heavy shield*, +1 *heavy mace*, *rod of extend* (2 charges used)

Active Spells: extended *heroes' feast*, *stalwart pact*

8: BARBARIANS

FROST BARBARIANS

CR 12

Male human (Suel) barbarian 11/exotic weapon master*
1

*see *Complete Warrior* 30

CN Medium humanoid (human)

Init +1; **Senses** Listen +15, Spot +0

Languages Ancient Suloise, Cold Tongue

AC 17, touch 10, flat-footed 17; +3 against traps, improved uncanny dodge, uncanny dodge (+2 Dex, +7 armor, -2 class)

hp 161 (12 HD); DR 3/—

Resist trap sense +3

Fort +15, **Ref** +6 (+9 against traps), **Will** +6

Speed 30 ft. in breastplate (6 squares), base movement 40 ft.

Melee +1 *human bane bastard sword* (two-handed) +22/+19/+16 (1d10+17/17-20) or

Melee heavy flail +21/+18/+15 (1d10+7/19-20) or
Ranged composite longbow +14/+9/+4(1d8+5/x3)

Base Atk +12; **Grp** +20

Atk Options Power Attack, Cleave, greater rage 3/day (9 rounds), uncanny blow

Special Actions

Abilities Str 26, Dex 14, Con 22, Int 8, Wis 10, Cha 10

Feats Cleave, Exotic Weapon Proficiency (bastard sword), Greater Resiliency, Improved Critical (bastard sword), Power Attack, Weapon Focus (bastard sword)

Skills Climb +10, Craft (weaponsmithing) +4, Intimidate +15, Listen +15, Spoken Language, Survival +3, Swim +10

Possessions combat gear plus +1 *human bane bastard sword*, *amulet of health* +2, +2 *breastplate*, *cloak of resistance* +1, *gauntlets of ogre power*, masterwork heavy flail, mighty masterwork composite longbow (+5)

When not raging, the frost barbarians have the following changed statistics:

AC 19, touch 12, flat-footed 19

hp 125

Fort +12, **Will** +3

Melee +1 *human bane bastard sword* (two-handed) +19/+16/+11 (1d10+13/17-20) or

Melee heavy flail +18/+15(1d10+7/19-20)

Grp +17

Abilities Str 20, Con 16

11: MASTER AND MONSTER

REIS HYBRID DIRE WERETIGER FORM CR 15

Male (dire) weretiger monk 4/warshaper* 5

*see *Complete Warrior* 89

LN Large humanoid (human, shapechanger)

Init +4; **Senses** low-light vision, scent; Listen +18, Spot +18;

Languages Ancient Suloise, Common

AC 27, touch 15, flat-footed 23

(-1 size, +4 Dex, +1 class, +4 armor [*mage armor* CL 15], +8 natural, +1 insight)

hp 291 (25 HD); fast healing 2; DR 5/silver

Immune critical hits, stunning

Resist evasion

Fort +25, **Ref** +19, **Will** +18; +2 against enchantments

Speed 40 ft.

Melee unarmed strike +32/+27/+22/+17 (2d6+15) and bite +30(2d6+8) and gore +30 (1d8+8) or

Melee unarmed strike +30/+30/+25/+20/+15(2d6+15) and bite +28 (2d6+8) and gore +28(1d8+8) with flurry of blows or

Melee 2 claws +33(2d4+15) and bite +30 (2d6+8) gore +30(1d8+8) or

Melee +2 *sizing quarterstaff* +31/+31/+26/+21/+16(1d8+23) with flurry of blows and bite +28 (2d6+8) and gore +28(1d8+8) or

Melee +2 *sizing quarterstaff* +33/+28/+23/+18 (2d6+15) and bite +30(2d6+8) and gore +30 (1d8+8)

Space 10 ft.; **Reach** 15 ft. (appears to have 10 ft.)

Base Atk +18; **Grp** +36

Atk Options Improved Trip (+22), Power Attack, Stunning Fist 9/day (DC 23), flurry of blows, morphic reach, morphic weapons

Special Actions alternate form, flashmorph, morphic healing,

Combat Gear *potion of bear's endurance*, *potion of cure moderate wounds*

Abilities Str 39, Dex 18, Con 24, Int 13, Wis 12, Cha 8

SQ morphic body, slow fall 20 ft., still mind, tiger empathy

Feats Alertness, Combat Expertise, Combat Reflexes, Improved Natural Attack (bite), Improve Natural Attack (claw), Improved Trip, Improved Toughness*, Improved Unarmed Strike, Iron Will^B, Multiattack, Power Attack, Run, Stealthy, Stunning Fist, Weapon Focus (claw)^B

Skills Balance +13, Climb +20, Control Shape +26, Hide +16*, Jump +27, Listen +18, Move Silently +19, Spot +18, Swim +19, Tumble +15

Possessions combat gear plus +1 *amulet of mighty fists*, +2 *sizing quarterstaff* (currently Large), *dusty rose ioun stone*

Alternate Form (Su) Reis can change to human or animal form as a standard action. (Neither is used in this encounter.)

Flashmorph (Su) Change form as a move action.

Morphic Healing (Su) Fast healing 2, can heal 10 points as a full-round action requiring a Concentration check with DC = damage taken.

Morphic Reach (Su) Reis has an additional 5 ft. reach but does not appear to have it.

Morphic Weapons (Su) As a move action Reis can create a new natural weapon or enhance an existing one by one step. (Currently used to create horns.)

Tiger Empathy (Ex) Reis can empathize and communicate simple concepts and commands with normal or dire tigers, +4 racial bonus on checks to influence attitude of tigers.

FATHER JOKEN CR 15

Male human monk 2/sorcerer 4/enlightened fist* 9

*see *Complete Arcane* 34

LE Medium humanoid (human)

Init +7; **Senses** Listen +11, Spot +9

Languages Ancient Suloise, Common, Olman, emphatic link

AC 25, touch 21, flat-footed 22

(+3 Dex, +6 class, +4 armor [*mage armor*], +2 deflection)

hp 124 (15 HD)

Resist evasion; **SR** 21

Fort +13, Ref +15, Will +15

Speed 60 ft. (12 squares)

Melee unarmed strike +17/+12 (1d10+6) or

Melee unarmed strike +15/+15/+10 (1d10+6) with flurry of blows

Base Atk +10; **Grp** +13

Atk Options Stunning Fist 12/day (DC 18), arcane fist, fist of energy (burst), *Ki* strike (magic), hold ray

Special Actions arcane rejuvenation

Combat Gear *potion of barkskin* (+3), *potion of cure serious wounds*,

ring of counterspells (dispel magic)

Sorcerer Spells Known (CL 15th):

5th (3/day)—*Mordenkainen's faithful hound*, *wall of force*

4th (6/day)—*arcane eye*, *dimension door*, *enervation*

3rd (6/day)—*greater magic weapon*[‡], *heroism*, *tongues*, *vampiric touch*

2nd (6/day)—*bull's strength*, *false life*[‡] (16 hp), *mirror image*, *scorching ray*, *touch of idiocy*

1st (5/day)—*benign transposition*, *mage armor*[‡], *magic missile*, *shield*, *shocking grasp*

0 (6/day)—*acid splash*, *detect magic*, *light*, *mage hand*, *message*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*

[‡] Already cast

Abilities Str 16, Dex 16, Con 16, Int 12, Wis 12, Cha 16

SQ rat familiar

Feats Ascetic Mage, Combat Casting, Combat Reflexes, Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Leadership, Practiced Spellcaster, Stunning Fist Weapon Focus (unarmed strike)

Skills Concentration +19 (+23 casting defensively), Diplomacy +9, Knowledge (arcana) +16, Jump +21, Listen +11, Sense Motive +6, Spellcraft +12, Speak Language, Spot +9, Tumble +19

Possessions combat gear plus *belt of magnificence* +2 (+2 to all stats), *ring of protection* +2, *vest of resistance* +2

Arcane Fist (Su): Father Joken can cast and deliver a touch spell as part of an unarmed full attack action. This costs one Stunning Fist use.

Arcane Rejuvenation (Su) As a standard action, Father Joken can sacrifice an unused spell slot to heal a number of hit points equal to the slot's level.

Fist of Energy (Su) As a free action, Father Joken can imbue unarmed attacks or monk weapons with equivalent of *flaming burst* or *shocking burst* weapon abilities for one round. Costs one Stunning Fist use.

Hold Ray (Ex) Father Joken can turn any ray spell into a touch spell (effectively becoming Target: Creature Touched and allowing its charge to be held as per a touch spell). May be used in conjunction with Arcane Fist.

6: STRIKE TEAM

JAGYARA

CR 14

Female human (Suel) wizard 9/argent savant* 5
 *see *Complete Arcane* 24
 LE Medium humanoid (human)
Init +7; **Senses** Listen +1, Spot +1 (+4 in bright light)
Languages Ancient Suloise, Common, Dakon, Olman, empathic link

AC 23, touch 15, flat-footed 20
 (+3 Dex, +8 armor [extended *greater mage armor*], +2 deflection)
hp 91 (12 HD); ablate force
Immune poison, fear
Fort +9, **Ref** +10, **Will** +15

Speed 30 ft.
Ranged force spell ranged touch +13 (as spell) or
Ranged non-force spell ranged touch +11(as spell)
Melee quarterstaff +6/+1 (1d6-1)
Base Atk +6; **Grp** +5
Atk Options Point Blank Shot, force specialization
Special Actions force armor, enduring force, unbind force

Combat Gear *lesser rod of extend* (1 charge used), scroll of *dimension door* (CL 9), scroll of *fly* (CL 9)

Wizard Spells Prepared (CL 13th):
 7th—*brilliant aura*
 6th—*disintegrate* (DC 21), *rapid mass fire shield*
 5th—*arc of lightning* (DC 20), *reciprocal gyre* (DC 20) (2)
 4th—*dimension door*, *orb of force* (2), *wall of fire* (DC 19)
 3rd—*greater mage armor* (2)^{† †}, *greater magic weapon*[†], *haste*, *fireball* (DC 18)
 2nd—*extended false life*[†] (15 hp), *mirror image*, *rapid enlarge*, *resist energy*, *scorching ray*
 1st—*magic missile* (3), *ray of enfeeblement* (2), *shield*
 0—*light*, *mage hand*, *ray of frost*, *read magic*
 † Already cast

Abilities Str 8, Dex 16, Con 14, Int 21, Wis 12, Cha 10

SQ familiar

Feats Improved Initiative, Point Blank Shot, Precise Shot, Rapid Spell, Skill Focus (Concentration), Scribe Scroll, Sudden Empower, Weapon Focus (ray)

Skills Concentration +22, Craft (sewing) +14, Decipher Script +16 Knowledge (arcana) +22, Knowledge (local-Core) +16, Spellcraft +24, Tumble +10

Possessions combat gear plus *cloak of resistance* +3, *gloves of dexterity* +2, *headband of intellect* +4, *ring of protection* +2, holy symbol of Wee Jas, masterwork needle and thread set, Scarlet Brotherhood robes

Spellbook spells prepared plus 1st—*lesser acid orb*; 2nd—*glitterdust*, *rope trick*; 3rd—*mass darkvision*, 4th—*Evard's black tentacles*; 5th—*telekinesis*,

teleport, *wall of force*, *Rary's telepathic bond*; 6th—*Bigby's forceful hand*, *chain lightning*; 7th—*greater teleport*

Active Spells: extended *heroes' feast* (12 hp, CL 14), *stalwart pact* (14)

Ablate Force (Ex) -5 damage taken from any force spell or effect.

Enduring Force (Ex) Jagyara double the duration on all force spells she casts and adds 4 to the DC to have force spells dispelled.

Force Specialization +2 competence bonus on attack rolls with force spells, +1 damage/die (or +1 damage overall as applicable).

Force Armor (Ex) Jagyara increases the bonus of force spells providing shield or armor bonus by 2.

Unbind Force (Su) As a standard action, Jagyara can dispel any force or force effect within 60 feet on a caster level check (DC 11+ opposing caster's level), even those normally not affected by *dispel magic*. Spells so unbound deal 1d6 damage per spell level to all within 10 feet of the spell's effect.

THEOLUS

CR 14

Male human (Suel) monk 14
 LE Medium humanoid (human)
Init +7; **Senses** Listen +20, Spot +3
Languages Ancient Suloise, Common

AC 29, touch 21, flat-footed 26; Deflect Arrows, Dodge, Elusive Target, Mobility
 (+3 Dex, +8 armor [extended *greater mage armor* CL 13], +6 class, +2 deflection)

hp 106 (14 HD)
Immune natural diseases, poison, fear
Resist improved evasion; **SR** 24
Fort +14, **Ref** +15, **Will** +16; +2 against enchantments

Speed 70 ft.

Melee unarmed strike +17/+17/+17/+12 (2d8+5) with flurry of blows or

Melee +1 *quarterstaff* +17/+17/+17/+12 (1d6+4) with flurry of blows

Base Atk +10; **Grp** +16

Atk Options Combat Reflexes, Improved Disarm (+8), Improved Grapple, flurry of blows, ki strike (magic, lawful)

Special Actions wholeness of body (28 hp)

Combat Gear *potion of cat's grace*, *potion of cure moderate wounds*, *potion of enlarge*

Spell-Like Abilities (CL 7):
 1/day—*dimension door*

Abilities Str 14, Dex 16, Con 14, Int 10, Wis 16, Cha 8

SQ slow fall 70 ft.

Feats Combat Reflexes, Deflect Arrows, Dodge, Elusive Target, Improved Disarm, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility, Weapon Focus (unarmed strike)

Skills Balance +18, Climb +19, Hide +20, Jump +37, Listen +20, Move Silently +20, Speak Language (Common), Tumble +22

Possessions combat gear plus *amulet of health* +2, +1 *quarterstaff*, *ring of protection* +2, *cloak of resistance* +3, *incandescent blue ioun stone*, *monk's belt*

Active Spells: extended *greater magic weapon* (CL 13, on self), extended *heroes' feast* (12 hp, CL 14), *stalwart pact* (CL 14)

KHALLIS

CR 14

Male human (Suel) rogue 3/fighter 4/Suel arcanamach* 7

*see *Complete Arcane* 63

LE Medium humanoid (human)

Init +7; **Senses** Listen +16, Spot +16

Languages Ancient Suloise, Common

AC 23, touch 15, flat-footed 20; +1 against traps (+3 Dex, +8 armor, +2 deflection)

hp 134 (12 HD)

Immune poison, fear

Resistance evasion

Fort +11, **Ref** +13 (+14 against traps), **Will** +10

Speed 30 ft.

Melee +1 *shocking greatsword* (enhanced to +3—*greater magic weapon*) +19/+14/+9 (2d6+9/17-20 +1d6 electric) or

Ranged longbow +15/+10/+5 (1d8+3/x3)

Base Atk +9; **Grp** +12

Atk Options Power Attack, Staggering Strike, dispelling strike (2), sneak attack +2d6

Special Actions extended spellstrength, tenacious spells,

Suel Arcanamach Spells Known (CL 7th, 13th to dispel):

4th(1/day)—*greater invisibility*, *stoneskin*

3rd (2/day)—*blink*, *greater magic weapon*

2nd (4/day)—*mirror image*, *sonic weapon*, *spider climb*

1st (4/day)—*enlarge person*, *shield*, *true strike*

Abilities Str 17, Dex 16, Con 16, Int 10, Wis 8, Cha 14

SQ ignore spell failure chance 15%, trapfinding

Feats Combat Casting, Improve Critical (greatsword), Improved Initiative, Improved Toughness*, Iron Will, Power Attack, Staggering Strike*, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Climb +11, Concentration +15 (+19 casting defensively), Jump +10, Listen+16, Open Locks +10, Spellcraft +5, Spoken Language (Common), Spot +16, Tumble +22

Possessions *amulet of health* +2, *cloak of charisma* +2, *vest of resistance* +1, *gloves of dexterity* +2, +1 *shocking greatsword*, *ring of protection* +2, +4 *mithral chain shirt*, masterwork thieves' tools, masterwork mighty composite longbow (+3) and 20 arrows, Brotherhood uniform

Active Spells: extended *heroes' feast* (12 hp, CL 12), *stalwart pact* (CL 12)

Dispelling Strike (Su) 1/day, as part of a normal melee attack Khallis can also do a *greater dispel magic* on the target. (Dispel check of 1d20+9)

Extended Spellstrength (Ex): The duration of any arcanamach spell Khallis casts on himself is extended as per the Extend Spell feat, but without other modifications to the spell.

JAMAYA

CR 14

Female human (Suel) cleric 14

LE Medium humanoid (human)

Init +5; **Senses** Listen +4, Spot +4

Languages Ancient Suloise, Common

AC 26, touch 11, flat-footed 22

(+1 Dex, +11 armor [includes extended *magic vestment*], +4 shield)

hp 120 (14 HD)

Immune poison, fear

Fort +13, **Ref** +7, **Will** +17

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee +1 *heavy mace* +12/+7 (1d8+1) and/or

Ranged *spiritual weapon* +16/+11(1d8+4/19-20)

Base Atk +10; **Grp** +10

Special Actions Augment Healing, rebuke undead 2/day (+1, 2d6+12, 14th), spontaneous casting (*infect* spells), use spell completion and spell trigger devices as a 7th-level wizard.

Combat Gear *rod of extend* (2 charges used)

Cleric Spells Prepared (CL 9th):

7th—*blasphemy*, empowered *flame strike*, *spell turning*^D

6th—*anti-magic field*^D, *greater dispel magic*, *heroes' feast*^I, *heal*

5th—*divine agility*, *greater command*^D (DC 21), *flame strike* (DC 19), *slay living* (DC 20), *stalwart pact*^I

4th—*dismissal*, *dominate person*^D (DC 20), *freedom of movement*, *greater magic weapon*^I, *recitation*, *wrack*

3rd—*cure serious wounds*, *dispel magic*^D, *insignia of healing* (team holy symbols are the insignias), *magic vestments*^I, *searing light*, *spikes*

2nd—*bull's strength*, *cure moderate wounds*, *enthrall*^D (DC 18), *hold person* (DC 18), *silence*, *spiritual hammer* (2)

1st—*bless*, *command*^D (DC 17), *cure light wounds* (2), *divine favor*, *protection from good*, *shield of faith* (2)

0—*create water*, *cure minor wounds*, *detect magic*, *light*, *purify food and drink*, *resistance*

D: Domain spell. Deity: Wee Jas. Domains: Domination, Magic

† Already cast

Abilities Str 10, Dex 12, Con 14, Int 13, Wis 22, Cha 8

Feats Augment Healing, Empower Spell, Extend Spell, Improved Initiative, Improved Toughness,

Skill Focus (concentration), Spell Focus (enchantment)

Skills Concentration +22, Heal +15, Knowledge (religion) +11, Speak Language, Spellcraft +12

Possessions combat gear plus *cloak of resistance* +2, *periapt of wisdom* +4, +1 *full plate* (enchanted to +3), +2 *heavy shield*, +1 *heavy mace*

Active Spells: extended *heroes' feast* (12 hp, CL 12), *stalwart pact* (12 hp)

8: BARBARIANS

FROST BARBARIANS CR 14

Male human (Suel) barbarian 13/exotic weapon master* 1

*see *Complete Warrior* 30

CN Medium humanoid (human)

Init +1; **Senses** Listen +17, Spot +0

Languages Ancient Suloise, Cold Tongue

AC 18, touch 10, flat-footed 18; +4 against traps, improved uncanny dodge, uncanny dodge (+2 Dex, +8 armor, -2 class)

hp 186 (12 HD); DR 4/—

Fort +17, **Ref** +7 (+11 against traps), **Will** +8

Speed 30 ft. in breastplate (6 squares), base movement 40 ft.

Melee +1 *human bane bastard sword* (two-handed) +24/+19/+14 (1d10+11/17-20) or

Melee heavy flail +20/+15/+10(1d10+7/19-20) or

Ranged composite longbow +16/+11/+6(1d8+5/x3)

Base Atk +14; **Grp** +19

Atk Options Cleave, Power Attack, greater rage 4/day, uncanny blow

Abilities Str 26, Dex 14, Con 22, Int 8, Wis 10, Cha 10

Feats Cleave, Exotic Weapon Proficiency (bastard sword), Greater Resiliency, Improved Critical (bastard sword), Power Attack, Weapon Focus (bastard sword)

Skills Climb +12, Craft (weaponsmithing) +6, Intimidate +17, Listen +17, Spoken Language, Survival +3, Swim +10

Possessions combat gear plus +1 *human bane bastard sword*, *amulet of health* +2, +3 *breastplate*, *cloak of resistance* +1, *gauntlets of ogre power*, masterwork heavy flail, mighty masterwork composite longbow (+5)

When not raging, the frost barbarians have the following changed statistics:

AC 20, touch 12, flat-footed 20

hp 144

Fort +14, **Will** +5

Melee +1 *bastard sword* (two-handed) +21/16/+11 (1d10+11/17-20) or

Melee heavy flail +20/+15/+10(1d10+7/19-20)

Grp +14

Abilities Str 26, Con 16

11: MASTER AND MONSTER

REIS (HYBRID DIRE WERETIGER FORM)

CR 17

Male (dire) weretiger monk 6/warshaper* 5

*see *Complete Warrior* 89

LN Large humanoid (human, shapechanger)

Init +4; **Senses** low-light vision, scent; Listen +20, Spot +20;

Languages Ancient Suloise, Common

AC 28, touch 16, flat-footed 24

(-1 size, +4 Dex, +2 class, +4 armor [*mage armor*], +8 natural, +1 insight)

hp 314 (27 HD); fast heal 2; DR 5/silver

Immune critical hits, natural diseases, stunning

Resist evasion

Fort +26, **Ref** +20, **Will** +19

Speed 40 ft.

Melee unarmed strike +34/+23/+24/+19 (2d6+16) and bite +31(2d6+9) and gore +31(1d8+9) or

Melee unarmed strike +33/+33/+28/+23/+18(2d6+16) and bite +31 (2d6+9) and gore +31(1d8+9) with flurry of blows or

Melee 2 claws +35(2d4+16) and bite +32 (2d6+9) gore +31(1d8+9) or

Melee +2 *sizing quarterstaff* +34/+23/+24/+19 (1d8+23) and bite +31(2d6+9) and gore +31(1d8+9) or

Melee +2 *sizing quarterstaff* +33/+33/+28/+23/+18 (1d8+23 and bite +31 (2d6+9) and gore +31(1d8+9) with flurry of blows or

Space 10 ft.; **Reach** 15 ft. (appears to have 10 ft.)

Base Atk +19; **Grp** +37

Atk Options Cleave, Combat Expertise, Combat Reflexes, Improved Disarm (+12), Improved Trip (+22), Power Attack, Stunning Fist 11/day (DC 24), flurry of blows, morphic reach, morphic weapons

Special Actions alternate form, flashmorph, morphic healing

Combat Gear *potion of bear's endurance*, *potion of cure moderate wounds*

Abilities Str 39, Dex 18, Con 24, Int 13, Wis 12, Cha 8

SQ slow fall 30 ft., still mind, tiger empathy

Feats Alertness, Cleave, Combat Expertise, Combat Reflexes, Improved Disarm, Improved Natural Attack (bite), Improve Natural Attack (claw), Improved Trip, Improved Toughness, Improved Unarmed Strike, Iron Will^B, Multiattack, Power Attack, Run^B, Stealthy, Stunning Fist, Weapon Focus (claw)^B

Skills Balance +15, Climb +22, Control Shape +26, Hide +18, Jump +27, Listen +20, Move Silently +21, Spot +20, Swim +19, Tumble +17

Possessions combat gear plus +2 *amulet of mighty fists*, +2 *sizing quarterstaff* (currently Large), *dusty rose ioun stone*

Alternate Form (Su) Reis can change to human or animal form as a standard action. (Neither is used in this encounter.)

Flashmorph (Su) Reis can change form as a move action.

Morphic Healing (Su) Reis has fast healing 2 and can heal 10 points as a full-round action requiring a Concentration check with DC = damage taken.

Morphic Reach (Su) Reis has an additional 5 ft. reach but does not appear to have it.

Morphic Weapons (Su) As a move action, Reis can create a new natural weapon or enhance an existing one by one step. (Currently used to create horns.)

Tiger Empathy (Ex) Reis can empathize and communicate simple concepts and commands with normal or dire tigers, +4 racial bonus on checks to influence attitude of tigers.

FATHER JOKEN CR 17

Male human monk 3/sorcerer 4/enlightened fist* 10

*see *Complete Arcane* 34

LE Medium humanoid (human)

Init +7; **Senses** Listen +13, Spot +11

Languages Ancient Suloise, Common, Olman, empathic link

AC 27, touch 22, flat-footed 24; Deflect Arrows (+3 Dex, +6 class, +4 armor [*mage armor*], +3 deflection, +1 natural)

hp 139 (17 HD)

Resist evasion; **SR** 23

Fort +13, **Ref** +16, **Will** +16; +2 against enchantments

Speed 70 ft. (14 squares)

Melee unarmed strike +20/+15/+10 (2d6+7) or

Melee unarmed strike +18/+18/+13/+8 (2d6+7) with flurry of blows

Base Atk +12; **Grp** +15

Atk Options Combat Reflexes, Stunning Fist 14/day (DC 19), arcane fist, arcane rejuvenation, fist of energy (burst), *ki* strike (magic), hold ray

Combat Gear *potion of barkskin* (+4), *potion of cure serious wounds*, *ring of counterspells* (*greater dispel magic*)

Sorcerer Spells Known (CL 16th):

6th (3/day)—*greater heroism*

5th (5/day)—*Mordenkainen's faithful hound*, *wall of force*

4th (6/day)—*arcane eye*, *dimension door*, *enervation*

3rd (6/day)—*greater magic weapon*[†], *heroism*, *tongues*, *vampiric touch*

2nd (6/day)—*bull's strength*, *false life*[†] (16 hp), *mirror image*, *scorching ray*, *touch of idiocy*

1st (5/day)—*benign transposition**, *mage armor*[†] (2), *magic missile*, *shield*, *shocking grasp*

0 (6/day)—*acid splash*, *detect magic*, *light*, *mage hand*, *message*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*

† Already cast

Abilities Str 16, Dex 16, Con 16, Int 12, Wis 12, Cha 17

SQ rat familiar, still mind

Feats Ascetic Mage, Combat Casting, Combat Reflexes, Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Leadership, Practiced Spellcaster, Stunning Fist, Weapon Focus (unarmed strike)

Skills Concentration +19 (+23 casting defensively), Diplomacy +9, Knowledge (arcana) +16, Jump +21, Listen +11, Sense Motive +6, Spellcraft +12, Spoken Language, Spot +9, Tumble +19

Possessions combat gear plus *amulet of natural armor* +1, *belt of magnificence* +2, *ring of protection* +3, *vest of resistance* +2

Active Spells: *greater magic weapon* (on self, +4)

Arcane Fist (Su) Father Joken can cast and deliver a touch spell as part of an unarmed full attack action. This costs one Stunning Fist use.

Arcane Rejuvenation (Su) Father Joken can, as a standard action, sacrifice an unused spell slot to heal a number of hit points equal to the slot's level.

Fist of Energy (Su) As a free action, Father Joken can imbue unarmed attacks or monk weapons with equivalent of *flaming burst* or *shocking burst* weapon abilities for one round. This costs one Stunning Fist use.

Hold Ray (Ex) Father Joken can turn any ray spell into a touch spell (effectively becoming Target: Creature Touched and allowing its charge to be held as per a touch spell). May be used in conjunction with Arcane Fist.

APPENDIX 2: NEW RULES ITEMS

FEATS

Ascetic Mage

Prerequisites: Improved Unarmed Strike, ability to spontaneously cast 2nd-level arcane spells.

Benefit: As a swift action that doesn't provoke attacks of opportunity, you can sacrifice one of your daily allotment of spells to add a bonus to your unarmed strike attack rolls and damage rolls for 1 round. The bonus is equal to the level of spell sacrificed. The spell is lost as if you had cast it.

If you have levels of sorcerer and monk, those levels stack for purposes of determining your AC bonus. If you would normally be allowed to add your Wisdom bonus to AC (such as for an unarmored, unencumbered monk), you instead add your Charisma bonus (if any) to your AC.

In addition, you can multiclass freely between the sorcerer and monk classes. You must still remain lawful in order to continue advancing as a monk. You still face the normal XP penalties for having multiple classes more than one level apart.

Source: *Complete Adventurer*

Ascetic Rogue

Prerequisites: Improved Unarmed Strike, sneak attack.

Benefit: When you use an unarmed strike with a sneak attack to deliver a stunning attack, you add 2 to the DC of your stunning attempt.

If you have levels in rogue and monk, those levels stack for the purposes of determining your unarmed strike damage.

In addition, you can multiclass freely between the monk and rogue classes. You must still remain lawful in order to continue advancing as a monk. You still face the normal XP penalties for having multiple classes more than one level apart.

Source: *Complete Adventurer*

Blooded [General]

Regions: Bandit Kingdoms, Bissel, Bone March, Bright Lands, Furyondy, Geoff, Gran March, Iuz, Ket, Nyrond, Oeridian, Onnwal, Paynims, Pomarj, Rovers of the Barrens, Scarlet Brotherhood, Sea Princes, Shield Lands, Sterich, Stonehold, Tenh, Wild Coast, Wolf Nomads, Yeomanry.

Benefit: You get a +2 bonus on Initiative and a +2 bonus on all Spot checks.

Source: "Greyhawk: Regional Feats of Oerth," *Dragon* #319

Elusive Target [Tactical]

Prerequisites: Dodge, Mobility, BAB +6.

Benefit: Allows three tactical maneuvers:

Negate Power Attack: If a foe designated with your Dodge feat attacks you with Power Attack, that foe

gains no damage bonus but still takes the attack roll penalty.

Diverting Defense: If you are flanked and have designated one of the flankers with your Dodge feat, the first attack of the round from that foe automatically misses you and is instead treated as an attack on the opposing flanker. Subsequent attacks that same round function normally.

Cause Overreach: If you provoke an attack of opportunity by moving out of a threatened square and the foe misses you, you can make a free trip attempt against that foe and cannot be tripped yourself if the attempt fails.

Source: *Complete Warrior*

Greater Resiliency [General]

Prerequisite: Damage reduction as a class feature or innate ability.

Benefit: Your damage reduction increases by 1. If it would normally rise thereafter with level, it does so at its previous rate, adding the +1 normally. You may not take this feat more than once. This feat has no effect on the type of weapon or damage that overcomes your damage reduction. If you have more than one form of damage reduction, choose which to increase when you take this feat.

Source: *Complete Warrior*

Improved Toughness [General]

Prerequisite: Base Fort save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD, you lose 1 hit point permanently.

Source: *Complete Warrior*

Practiced Spellcaster

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by 4, to a maximum of your total HD. This feat does not affect your spells per day or spells known.

Special: This feat may be chosen multiple times, each time for a different spellcasting class.

Source: *Complete Arcane* [paraphrased]

Rapid Spell [Metamagic]

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in 1 full round. Rapid spells with casting times measured in minutes can be cast in 1 full minute, and rapid spells with casting times measured in hours can be cast in 1 full hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

Special: A spell can be made rapid and quickened only if its original casting time was one full round. This feat can be applied to spells cast spontaneously as long as its original casting time was longer than 1 full round.

Source: *Complete Divine*

Staggering Strike

Prerequisite: BAB +6, sneak attack.

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

SPELLS

Unless otherwise noted, the source for all of these spells is the *Spell Compendium*.

Arc of Lightning

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, Windstorm 5

Components: V, S, M/DF

Casting Time: 1 standard action

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

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be in range, and you must be able to target both of them (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space. The bolt affects all squares in this line.

Arcane Material Component: Two small iron rods.

Benign Transposition

Conjuration (Teleportation)

Level: Sorcerer/wizard 1

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Two willing creatures of up to Large size

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Two target creatures, of which you can be one, instantly swap positions. Both subjects must be within

range. Objects carried by the creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

Brilliant Aura

Transmutation

Level: Cleric 8, druid 8, sorcerer/wizard 7

Targets: Weapons carried by one creature/2 levels, no two of which are more than 30 ft. apart.

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *brilliant blade* (see below), except as noted here, and that all weapons of the subject creatures gain the brilliant energy special ability.

Brilliant Blade

Transmutation

Level: Cleric 7, druid 7, sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

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

Target: One melee or thrown weapon, or fifty projectiles (all of which must be in contact with each other at the time of casting).

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless, object)

You transform a single melee weapon, natural weapon, thrown weapon, or group of projectiles into a weapon with the brilliant energy special ability (DMG p. 224). If this spell is cast on arrows or crossbow bolts, the effect on a particular projectile ends after one use, whether or not it strikes its intended target. Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell.

Divine Agility

Transmutation

Level: Cleric 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

You grant the subject a +10 enhancement bonus to Dexterity.

Fire Shield, Mass

Evocation [Fire or Cold]

Level: Sorcerer/wizard 5

Components: V, S, M
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One or more allied creatures, no two of which are more than 30 ft. apart.
Duration: 1 round/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell functions like *fire shield* (PHB p. 230), except as noted above.

Insignia of Healing

Conjuration (Healing)
Level: Cleric 3, paladin 3
Components: V, S, F
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 400 ft. + 40 ft./level spread, centered on you
Target: All wearers of special insignia within range
Duration: Instantaneous
Saving Throw: Will half (harmless); see text
Spell Resistance: Yes (harmless); see text

This spell heals all wearers of a specific insignia by positive energy. The spell cures 1d8 points of damage +1 point per caster level (maximum +10) to all wearers of the insignia.

This spell requires significant preparation. Before using this spell you must forge specially crafted insignias. These can be crafted in the form of amulets, badges, rings, or any similar object, but each must bear the same logo, crest, or symbol. Each insignia costs 10 gp.

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. Any undead creature can apply spell resistance and attempt a Will save to take half damage.

Source: *Races of Destiny*

Mage Armor, Greater

Conjuration (Creation)[Force]
Level: Sorcerer/wizard 3
Components: V, S

This spell functions like *mage armor* (PHB p. 249), except that it requires no material component and its tangible field of force provides +6 armor bonus to Armor Class.

Orb of Force

Conjuration (Creation)[Force]
Level: Sorcerer/wizard 3
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: One orb of force
Duration: Instantaneous
Saving Throw: None

Spell Resistance: No

You create a globe of force 3 inches across, which streaks from your palm toward your target. You must succeed on a ranged touch attack to hit the target. The orb deals 1d6 points of damage per caster level (maximum 10d6).

Reciprocal Gyre

Abjuration
Level: Sorcerer/wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature or object
Duration: Instantaneous
Saving Throw: Will half, then Fortitude negates; see text
Spell Resistance: No

The subject takes 1d12 points of damage per functioning spell or spell-like ability currently affecting it (maximum 25d12). In addition, any creature so affected that fails its Will save must then succeed on a Fortitude save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature in question can be used to create the backlash of a *reciprocal gyre*, so spells that affect an area can't be used to deal reciprocal damage to creatures within their area. Likewise, persistent or continuous effects from magic items can't be used to deal reciprocal damage, but targeted spell effects can be.

Recitation

Conjuration (Creation)
Level: Cleric 4, Purification 3
Components: V, S, DF
Casting Time: 1 standard action
Range: 60 ft.
Area: All allies within a 60-ft.-radius burst centered on you.
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

The spell affects all allies within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to AC, on attack rolls, and on saving throws, or a +3 luck bonus if they worship the same deity as you.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Sonic Weapon

Transmutation [Sonic]
Level: Bard 2, sorcerer/wizard 2
Components: V
Casting Time: 1 standard action
Range: Touch
Target: Weapon touched

Duration: 1 minute/level

While the spell is in effect, the affected weapon deals an extra 1d6 points of sonic damage with each successful attack. The sonic energy does not harm the weapon's wielder. Bows, crossbows, and slings that are affected by this spell bestow the sonic energy upon their ammunition.

Stalwart Pact

Evocation

Level: Cleric 5, Pact 5

Components: V, S, M, DF

Casting Time: 10 minutes

Range: Touch

Target Willing living creature touched

Duration: Permanent until triggered, then 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Once this spell is cast, it remains dormant until the subject is reduced to half or less of its full normal hit points. Once the subject has taken enough damage to reduce it to half or lower hit points, it immediately gains 5 temporary hit points per two caster levels (maximum 35 hit points at 14th level), damage reduction 5/magic, and a +2 luck bonus on saving throws. The hit points, damage reduction, and saving throw bonus disappear when the spell ends.

Material Component: Incense worth 250 gp.

APPENDIX 3: NARISBAN LOCATIONS

Unless otherwise noted, all buildings in town are made of wood. At any given time there are a total of 100 Brotherhood members, 150 Suel soldiers and archers, 200 Olman slaves, and 500 Suel subcitizens (i.e. commoners) present in Narisban. Non-Suel/Olman races are extreme minorities.

Administration Center – See encounter 7 and Appendix 4.

Barracks – These two-story buildings are the main facilities for soldiers and Brotherhood rank and file. The one near the slave quarters is devoted to monks, the other two are even splits of archers and foot soldiers. 4d6 of the appropriate type are present during the day, triple that number at night. The barracks nearest the gate also has an attached stable where 20 war and draft horses are at any given time. Each of the soldier/archer barracks also has an armory containing dozens of bows and melee weapons and a thousand arrows in bundles.

Bath House – The one near the Administration Center is for men; the one near the temple is for women. 4d6 Suel, including soldiers, Brotherhood members, and commoners, are here during the day or early evening.

Businesses – Consist of the typical stores and workshops one would expect to see in any town of this size: blacksmith, armorer, tailor, dry goods, etc. The only notable unusual business is a sail maker.

Common Housing – Homes for subcitizens and ranked officials, each houses one or two families and 80% are currently in use.

Docks – The water is deep enough at each to accommodate deep-draft ships. The warship is usually anchored at the far eastern berth, with any caravels present spread amongst the other two docks.

Lighthouses – Each of these 30 ft. diameter, 40 ft. high stone towers has a *permanent daylight* spell shining from a flagpole on its roof, where a pair of heavy catapults are positioned. Seaward and harborward walls are lined with arrow slits on the second and third of its three levels. A Scarlet Brotherhood flag flies during the day during good weather. Six Suel archers and two four-man crews of Suel soldiers are present at any given time, along with a Brotherhood monk as commander.

Sailing Ship – Currently most of its crew is in town, so only the Suel captain (an expert 6), his first mate (a Brotherhood monk), and 1d6 crewmen (expert 2), although a full complement of 20 crewman is present if an attack has been raised. The ship has offloaded its cargo already.

Slave Pen – Packed into this pen at any given time are a hundred Olmans, a mixed of men, women, and older children. They are watched over at all times by four Suel overseers. If the overseers are dealt with and the Olman are freed, they could be exhorted to fight (and

convince other slaves to take up arms, too) on a DC 20 Diplomacy check by someone who can speak Olman.

Slave Quarters – This barrack-like two-story building with a basement houses most of the slaves at work in the city. It is nearly empty during the day (only 1d6 ill Olmans are present) but packed with 100 or more Olmans at night.

Taverns – Busy common rooms during the day, with rooms upstairs for visitors. They offer typical food and drink fare and are busy at any time except the dead of night. 20-50 Suel citizens and off-duty soldiers and Brotherhood members can be found at them. One can also learn all the local scuttlebutt here, but none of it is going to be of much interest or use to the PCs.

Temple of Wee Jas – This is the only full-sized temple in Narisban, although shrines to other commonly-worshipped Suel gods can be found nearby. The High Priest present is an 11th-level cleric of Wee Jas with three 5th-level priestesses as assistants. They do not get involved in fighting, but Suel PCs passing themselves off as Brotherhood members could purchase spells from them, as per the LGCS guidelines.

Warehouses – Nothing the PCs would find interesting or useful can be found amongst the stacks of crates, except for two barrels of lantern oil in one chosen at random.

Warship – This warship, the *Kurg Yalet* (“strong truth” in Ancient Suloise), is always on alert status, so 60 Olman slave rowers can be found on board at any given time being watched over by two Suel overseers. Standing complement is eight archers, eight marines (Suel soldiers) and one Brotherhood commander, with its full sailing complement of triple each number plus a Suel wizard summonable within two minutes. The boat is armed with two light catapult, a ballista, and a ram.

APPENDIX 4: ADMIN CENTER LOCATIONS

The Administration Center is a wooden building with stucco-covered interior and exterior walls. Each above-ground floor is 10 feet high, while the basement is 12 feet high. Exterior doors are strong wooden doors, while interior doors should be considered good wooden doors (PH 166). Windows have glass panes and shutters secured with latches at night. All rooms are lit with *everburning torches*, day or night, unless someone is sleeping there. Temperature on the inside is notably cooler than outdoors.

In addition, the entire Administration Center is covered by an *unhallow* (CL 11) with an attached *invisibility purge*. Note that the *magic circle against good* effect applies to all defenders within.

The “wall” surrounding the compound is merely an 8 ft. high wooden fence. The two small buildings in the back are outhouses.

Unless otherwise noted, all minor NPCs in these locations use the following stat line:

◆NPC: male or female human (Suel or Olman)
expert 2; hp 8 each; +5 in appropriate Craft or Profession.

1. **Foyer** – Side walls are lined with statues of prominent past and present Scarlet Brotherhood leaders, including the current Father of Obedience. The room is open through the second floor, and the staircases lead up to a landing fronted by a brass banister.
2. **Private Offices** – Each of the side rooms is an office equipped with desk, chair, and file-filled chests. Amongst the chests are logs of ship arrivals and departures, supply invoices, expense records, payroll lists, and so forth. Nothing here is of much interest to PCs.
The real administrative work of the city is done here. During the day several Suel serving various administrative roles work here, including Jaguana (who’s basically the office manager and has the big corner office; see Encounter 10). They are all noncombatants and flee or cower depending on circumstances. They can only tell PCs who has what offices on the main floor and that Father Joken has his “office” in the basement, but no one is allowed to go down there. At night no one is present.
3. **Cubicles** – This is the area where the scribes and secretaries work. Each cubicle has a desk, chair, assorted writing supplies, and reference books (none of any value or interest to the PCs). During the day five scribes are at work on assorted paperwork; they know what the people in location 3 do. No one is present here at night.
4. **Great Hall:** This is a general gathering, reception, meeting, and dining area. Notable decorations include prominently-displayed banners bearing the emblems of the Scarlet Brotherhood and tables sufficient to seat 20 people. A “do not disturb” sign hangs on the door to location 7 below a nameplate that says “Master of

Magic.” The door to location 8 has a name plate which reads “Deputy Director.” All signs are in Ancient Suloise. In addition, the door to location 7 is both locked (Good lock) and *arcane locked* (CL 13).

5. **Kitchen** –The side room is a moderately well-stocked pantry. Two Olman slaves work here during the day under the watchful eyes of a Suel cook. No one is here at night.
6. **Staircase** – Leads to the basement. The door is locked at all times with a Good lock. In addition, at APL 14+ a modified *Mordenkainen’s faithful hound* spell is set to trigger if the door is opened, at Father Joken’s caster level.
7. **Office of Vashun** – Vashun, the senior wizard of Narisban, doesn’t actually have a whole lot to do, so he frequently uses hallucinogenic mushrooms to seek inspiration. (Although it isn’t publicly acknowledged, everyone who works here understands that’s what he’s doing when his door is locked.) It was during such a “trip” a few hours before the PCs’ arrival in Narisban that Vashun met his end at the hand of Shadowfist.

Unlike other rooms, this one is dark and the shutters are closed. An odd, cloying smell lingers in the air as you look across an office decorated with artwork depicting Suel wizards performing powerful magical feats. Most of the way across the room sits a large desk, behind which a man in scarlet robes sits, slumped over, in a chair.

Vashun is dead, and has been for about 8 hours if the PCs arrive during the day, about 16 hours for a night arrival. A DC 20 Search or Heal check reveals that he has a slight bruise on the back of the head, indicated that he was probably slain by a single precisely-placed unarmed blow to that spot. A PC with the Improved Unarmed Strike feat, one who has fighter levels and makes a DC 10 Wisdom check, or one who makes a DC 25 Heal check recognizes that such a blow requires a degree of precision beyond any but an expert killer.

If Vashun’s desk is searched, his spellbooks are not present, as he keeps them at his home. What the PCs can find are various personal effects, common spell components, keys for this office, the door at location 6, and an off-site building, and some mushrooms, which anyone who makes a DC 15 Knowledge (nature) or Profession (herbalist) check identifies as being hallucinogenic. A PC not protected against poison who ingests them must make a DC 20 Fortitude save or suffer vivid hallucinations, which effectively give the PC a -4 penalty on all skill and ability checks and cause the PC to act as if under a *confusion* spell in combat (replacing “attack caster” with “attack imaginary creature”). This effect lasts 2d4 hours and can be removed by *neutralize poison*.

On a DC 30 Search check on the desk a carefully hidden compartment on its underside can be found containing a small journal. This journal (in Ancient

Suloise) details notes and theories behind the creation of arcane spells. On a DC 25 Knowledge (arcane) check a PC who takes several minutes studying them can recognize them as involving lycanthropy.

8. Office of Brother Nolon

The windows of this office are shuttered, with only a torch near its opposite side providing illumination. Lining the walls are potted plants and tables strewn with maps and papers, while a large desk is positioned in the middle. Laying face-down on the floor beside the desk is a bald-headed man dressed in scarlet robes and a rope belt.

Get the PCs' immediate reactions. On a DC 15 Spot check they notice that the man is not moving. He is Brother Nolon, the monk who actually does most of the real command work. He is dead from a crushed windpipe, which is obvious to any PC who rolls him over. A PC with the Improved Unarmed Strike feat, one who has fighter levels and makes a DC 10 Wisdom check, or one who makes a DC 25 Heal check recognizes that making such a blow requires a degree of precision beyond any but an expert killer.

The papers are maps of Narisban, the island, and the surrounding seas with various annotations denoting garrisons, estimated village sizes, and so no. The books are business-related ledgers. Nothing of special value or interest can be found here beyond Shadowfist herself. See Encounter 10 for details.

9. Meeting Rooms

– These comfortably-appointed sitting rooms are for entertaining guests. Nice furniture, portraits, and potted plants but nothing of interest to the PCs.

10. Guest Rooms

– Reserved for visiting officials. Each has a four-post bed, armoire, storage trunk, and other common bedroom accoutrements, all high-quality but not of particular value.

11. Strike Force Room

– This room is use by the Elegant Hand of Wee Jas. It contains two four-post beds with privacy curtains, a pair of armoires, storage trunks, and a table with four chairs. A thorough search of the room turns up packs with common adventuring gear (waterskin, dried rations, whetstone, and so no.), extra clothing for all four members, Jagyara's spellbooks, four holy symbols of Wee Jas, several works of embroidery in various stages of completion, and an iron-bound copy of the *Grimoire Arcanamacha*, (see the AR). Also present in a locked coffer (treat as Good lock) are 1,200 gp in mixed coins and gems.

If the Elegant Hand of Wee Jas has not been previously encountered, they are here (encounter 6).

Treasure – ALL APLs: Coin 200 gp.

12. Father Joken's Room

– Father Joken currently shares this room with Jaguanara, who might be found here under some circumstances (encounters 7 and 9). It is an austere-furnished room containing a bed, dresser with a mirror, an armoire, and a small table with chair. The dresser hold's women's garments and assorted scented oils, while the armoire holds extra

monk's robes. Hanging on a rack in one corner is a breastplate sized for a human woman, a holy symbol of Wee Jas, and a masterwork heavy mace.

The secret door in the corner requires a DC 20 Search check to find. It opens onto a shaft with a ladder leading down to the basement.

13. Barbarians' Room

– This perpetually messy room contains three large beds with matching storage trunks and has assorted clothing and extra weapons lying around. A DC 20 Search check turns up 600 gp in coins strewn amongst various pockets and pouches, but turning this much up takes 10 minutes of search time. On a table in one corner are half-full flagons of rum, which might be poisoned depending on circumstances (encounter 8).

Also depending on circumstances, the barbarians might be found here, as may a couple of "guests" (encounter 8). If the barbarians aren't here the women still are, hiding under the beds if they've heard sounds of combat. They admit to being prostitutes but don't know anything useful about the Administration Center or its personnel.

Treasure – All APLs: Coin 100 gp.

14. Closets

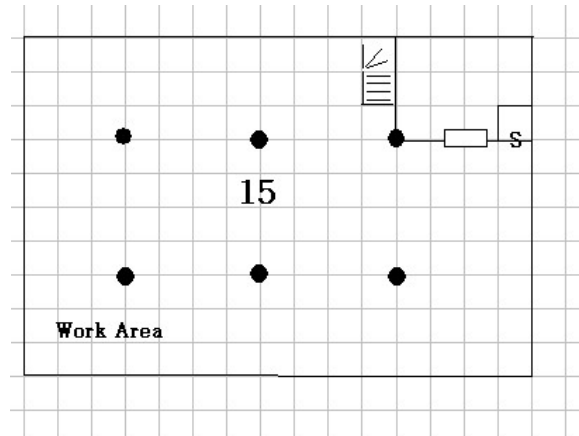
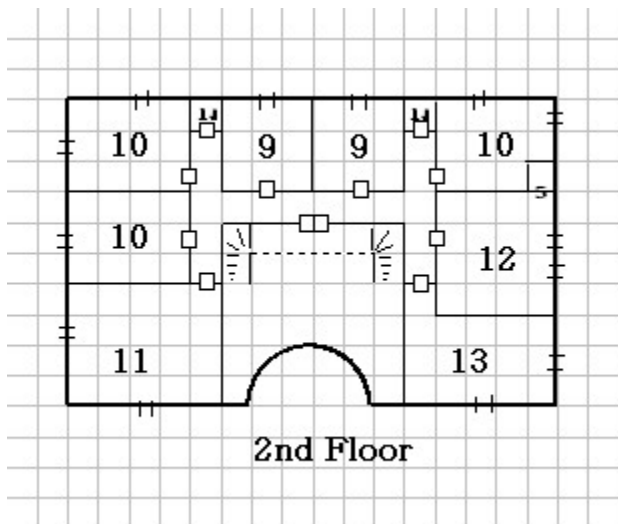
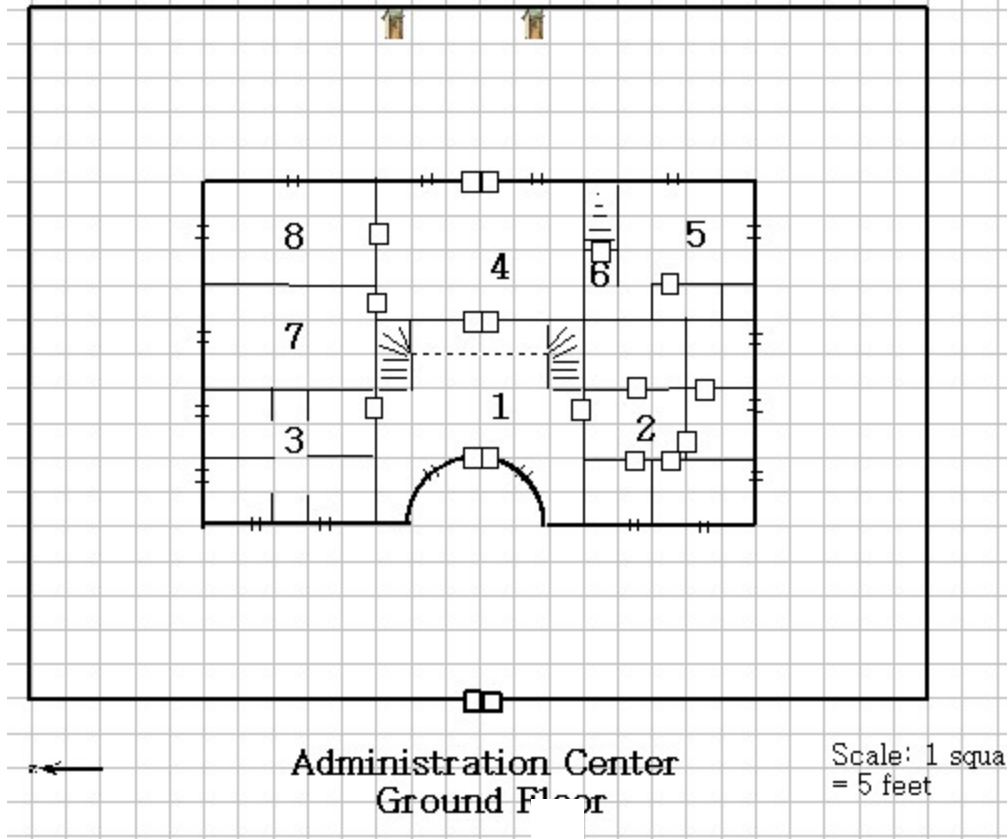
– Each of these contains common cleaning supplies, extra blankets and pillows, etc.

15. Basement

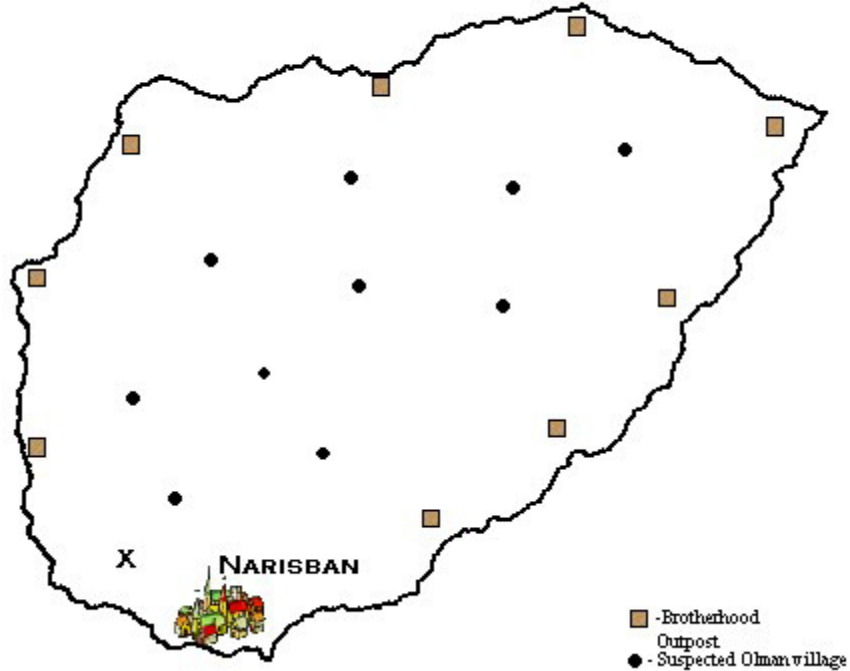
– The side room is Reis's bedroom, which is most notable for having two beds – one sized for a Medium individual, one for a Large – and clothing sized for both Medium and Large individuals. The secret door requires a DC 20 Search check to find and opens onto a shaft with a ladder, which heads up to location 12. The work area is strewn with tables containing notes, spell components, and alchemical equipment. Someone who can read Ancient Suloise who spends an hour perusing the notes can determine, on a DC 25 Knowledge (arcane) check, that the writer was close to developing a spell that could temporarily give a person the power of a transformed lycanthrope. Also present is a journal describing various steps taken over the past few years to try to track down an individual called The Merchant, with the most recent entries being only a month old and referring to sending agent to Veluna to check on a reported sighting.

Father Joken and Reis are most likely encountered here (encounter 11).

DM MAP: ADMINISTRATION CENTER



DM/PLAYER'S MAP 1: OLMAN ISLAND



Scale: 1 inch = 10 miles

DM/PLAYER'S MAP #2: NARISBAN

