

COR4-04



RED TIDE

A Two-Round D&D[®] LIVING GREYHAWK[™] Core Adventure

Version 2

Rounds One and Two

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Stuck on the blue waters of the Azure Sea, stranded in the calms, a simple voyage he said—ferrying goods from Hardby to Marner. Anything can happen on the deep blue waters of the Azure. A two-round continuous play adventure for characters level 4-12. Written for Suel human characters but survivable by all.

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

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INTRODUCTION

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

PREPARATION

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

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

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

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

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

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

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

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

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" among the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario. After voting, give the Scoring Packet to your event coordinator.

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

By following these four steps, you will have determined

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

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

use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives. Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are

considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

TIME UNITS AND UPKEEP

This is a standard two-round Core adventure set in the Lands of the Scarlet Brotherhood. All characters pay 2 Time Units per round. Adventurer's Standard Upkeep costs 1 2gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

SPECIAL UPKEEP RULES

Characters may not bring any animals with them that are larger than Small. Additionally, anyone who has 5 or more ranks in Profession (sailor) may take Adventurer's Standard for half price in exchange for working on the ship.

ADVENTURE BACKGROUND

Pirates, scavengers, fell beasts of the deep, and the ever-present menace of the Scarlet Fist roam the Azure Sea. However, all is not harmonious among the brethren. There are factions, and struggles within it. Recently a small faction has put events in motion that they hope will bring them to power. This scheme requires a large number of capable fighting men. The faction the PCs help in this adventure is called Homeland Nobility. They have lost their power to other factions over time and seek to regain that power.

ADVENTURE SUMMARY

The adventure starts in Hardby when the PCs are hired to serve as the crew or guard of a merchant vessel called *Silent Wind*. What they don't yet realize is that the first mate and the rest of the crew are servants of the Scarlet Fist.

The captain of the vessel is serving that capacity under duress: If he doesn't cooperate, the Scarlet Brotherhood will eradicate his entire village.

After send off, a the days pass uneventfully until the first mate receives his signal from the Scarlet Fist while off the shore of Lof Tokhil, a relatively remote island of the Tilvanot peninsula. When he receives the signal he uses a *staff of the winds* to dampen the winds and becalm the vessel. A small group of people is then seen approaching the vessel from the island. They are members of the Homeland Nobility faction of the Scarlet Brotherhood. These people ask the characters to help them. If they PCs refuse (or attack outright) then they will be subdued and forced to help.

From there the PCs are taken into the tropical forest and to the faction's camp. Here they undergo some

training, consisting of practicing against captured Dakon (intelligent ape-people from the Amedio Jungle). The heroes who willingly answered their call for aid may be given the option of swearing fealty to the Homeland Nobility, if they desire and deserve it.

After completing the training the PCs have the actual mission explained to them. They are then ushered back onto the boat, and taken to another island. The first round of this adventure ends as land is sighted.

Taking up where the first half left off, round two begins with the battle to enter the harbor of Suka, where faction leader Father Imueir is being held. At this time the other faction arrive on the scene. A large-scale battle ensues with the fate of the battle determined by how well the PCs perform.

During the battle the PCs are faced with moral choices, such as what to do with a group of unarmed women and children or what to do with a group of humanoid slaves who are caught in the fighting. The adventure should end with the PCs worried about their involvement in the entire affair and what they may have helped set in motion.

INTRODUCTION

The Grimy Sailor is a bad inn...a really bad inn. Sleeping there is worse than sleeping in a barnyard. It's worse than sleeping on the deck of a ship during a storm. But it's the only place in town that has a room—or something that resembles a room. Hardby is busy of late, lots of people gearing up for the spring shipping season. Everyone is in town for the Rush—when captains and mates come round to all the bars to recruit a crew—which is supposed to start tonight. Looking around the place it's not hard to guess that you'll likely find work. Most of the other potential sailors are dirty, underfed, and drunk. That's not to say such things aren't normal for sailors when they're at port, it's just that there are a few higher class ships in port right now, and they'll likely be picky about who they're hiring.

The door opens and a Suel man wearing a fine-cut tunic and with the look of nobility about him stands in the door surveying the room. As his glance moves about the room you can see those salty dogs straighten themselves in a mean attempt to look presentable. They don't catch his eye. His eyes rest on you. He points at you and says, "You there. Yeah, you. I want you for my crew. Be at the Silent Wind tomorrow morning at dawn if you're interested." With that he turns and leaves.

If the PCs desire they can ask around about this man, and the *Silent Wind*. They can discover that the man is Boran Umor from Ratik, the first mate of the *Silent Wind*. The *Silent Wind* is a merchant vessel makes regular shipping runs to Marner from Hardby. (Gather Information DC 10)

ENCOUNTER 1: THE *SILENT WIND*

The Silent Wind is a 95-foot-long, double-masted merchant cutter. It has both a forecastle and an elevated stern. The ship is swarming with crew even at this early hour. The man from yesterday is standing at the stern, watching the action on the ship and nearby docks attentively. His eye falls on you again and he motions you onboard. "Welcome aboard. Sund show these good folks to their places below decks. I'll be down to talk with you in a minute or two." As Sund, a young Suel man, leads you down below decks you notice that the rest of the crew on the ship are also Suel. You're taken below decks and shown to a set of hammocks. "These'll be yours. Make yourselves comfortable. The mate'll be down when he's ready."

After about 5 minutes Boran Umor comes down to speak with the PCs.

"Thank you for coming. We're just about to get underway. First, you're not going to be working on the ship, unless you want to. We need you for some fighting strength if we run into trouble, which is likely given the blockade and all. So, if you would just remain alert for any trouble. Ohh, and enjoy the trip."

If the heroes want something about payment, inform them that they'll be paid 400 gold upon reaching Marner (which they never will).

The days pass uneventfully as you sail south from Woolly Bay and out into the Azure Sea. Dolphins play in the bow wave during the day, sometimes wandering off to chase a particularly large school of fish. In all, life is good. Four days pass and Boran tells you that soon you'll have work to do because you are nearing the blockade.

The heroes may want to talk with the crew. None of them openly speak with the PCs unless he or she is wearing the Badge of Valesh Kem from COR2-01 As He Lay Dying openly. The Badge of Valesh Kem is an ivory badge about the size of a fist. It confers a +1 resistance bonus to saves. Additionally, it identifies the wearer as sympathetic to the goals of the Scarlet Brotherhood to other members of the order, who recognize its significance immediately upon sight. If they do manage to successfully talk with the crew then the following may be gleaned:

- The ship runs under the Scarlet Sign.
- They have been recruited for something other than simple patrol, but the crew doesn't know exactly what.

The heroes will not see much of the captain. If they ask, Boran tells them that the captain is occupied with the charts, and if he has time he will come to see them. The captain remains unavailable until Encounter 2.

To pass the time the PCs can lounge around on deck or do what they wish. On the fourth night the ship is attacked by a group of sahuagin with shark mounts. The sahuagin will attack non-Suel characters first and only

when they are all down will they attack Suel characters. The crew of the ship “flees” below decks during the combat. See Appendix 3 for a map of the *Silent Wind*.

Creatures:

APL 4 (EL 6)

- **Large Shark (2):** hp 38, 38; see *Monster Manual*.
- **Sahuagin (2):** hp 11, 11; see *Monster Manual*.

APL 6 (EL 8)

- **Large Shark (3):** hp 38, 38, 38; see *Monster Manual*.
- **Sahuagin Warrior (2):** hp 35, 35; see Appendix 1.
- **Sahuagin Savant:** hp 31; see Appendix 1.

APL 8 (EL 10)

- **Huge Shark (3):** hp 65, 65, 65; see *Monster Manual*.
- **Sahuagin Warrior (2):** hp 51, 51; see Appendix 1.
- **Sahuagin Savant:** hp 45; See Appendix 1.

APL 10 (EL 12)

- **Huge Fiendish Shark (3):** hp 65, 65, 65; see Appendix 1.
- **Sahuagin Warrior (2):** hp 67, 67; see Appendix 1.
- **Sahuagin Savant:** hp 59; see Appendix 1.

APL 12 (EL 14)

- **Huge Half-Fiend Shark (3):** hp 90, 90, 90; see Appendix 1.
- **Sahuagin Warrior (2):** hp 83, 83; see Appendix 1.
- **Sahuagin Savant:** hp 75; see Appendix 1.

Tactics: The sahuagin begin the attack by ramming the ship. This automatically wakes everyone on the ship. They then board, leaving the sharks in the water to keep ramming the ship. As result of the ramming a successful Balance check is required to not take a -2 penalty to Armor Class, attack roles and Concentration checks each round. The DC for said Balance is 5 if the sahuagins ride Large sharks, and 7 if they ride Huge sharks. One shark breaks off for each opponent that enters the wate. Reduce the Balance DC by one for each Large shark that leaves and by two for each Huge shark that leaves. Once all the sharks have broken off then no Balance checks need to be made. The sahuagin do not have to make these checks due to their ability to communicate with the sharks and thus know when the jarring will occur.

Treasure: The following treasure is carried by the sahuagin.

APL 4: L: 11 gp; C: 0 gp; M: 0 gp

APL 6: L: 130 gp; C: 0 gp; M: divine scroll of death knell (12 gp).

APL 8: L: 121 gp; C: 0 gp; M: divine scroll of death knell (12 gp), +1 banded mail (117 gp), pearl of power (1st) (83 gp).

APL 10: L: 68 gp; C: 0 gp; M: divine scroll of death knell (12 gp), +1 banded mail (117 gp), pearl of power (1st) (83 gp), 2 +1 tridents (193 gp each), potion of bull's strength (25 gp).

APL 12: L: 39 gp; C: 0 gp; M: divine scroll of death knell (12 gp), +1 banded mail (117 gp), pearl of power (1st) (83 gp), 2 +1 tridents (193 gp each),

potion of bull's strength (25 gp), 2 +1 studded leather (98 gp each), divine scroll of flame strike (94 gp).

ENCOUNTER 2: BECALMED

The day after the sahuagin attack dawns calm, clear, and absolutely without wind. Off to the east is a small cluster of islands and beyond those a larger landmass. Boran approaches you. “Well done last night. Well done indeed. Now, it seems that we’ve lost our wind, so we’d do best to keep watch, for there are worse things in these waters than sharks and sahuagin.”

Magic items (such as a Quaal's feather token (fan)) fail to produce any noticeable effect, due to the suppression of the wind from a more powerful item (Boran's staff of the winds). About an hour later there is something to be seen, ask for DC 10 Spot check. The highest check result of at least 10 notices the following before anyone else.

There's another boat approaching, by oar, from the islands. There's a flag flying, but it hangs limply and cannot yet be identified.

The boat continues its approach. If the heroes look like they are getting ready to attack, then read the following:

Boran approaches you, “Stand down. These people are expected.”

Boran turns to another crewmember. “Go let the captain know that he is needed on deck.” Finally, the smaller boat reaches the side of the Silent Wind. The flag it flies can be made out in detail; it seems to be a black fist on a red background. A group of four men in scarlet robes are board the Silent Wind, one turns to greet Boran. At this point the crewmember returns with a haggard looking Oeridian man. Boran, the crew and the new arrivals all form a semi-circle facing you. “Uncle Ophelus has an offer for you. Listen closely.”

“We have a need for some warriors to assist us. A close friend of ours was recently taken from us and we desire to have him back. You were selected because you seemed to be capable warriors, as you proved against the sahuagin we sent. If you aid us we will set the captain's family and village free. If you don't then they will die.”

If the heroes want other concessions any of the following are offered, although only if needed and only as a last resort before fighting: freedom of any slaves who are being held in the city to be attacked; or the removal of any agents of their faction from the character's home nation(s). Additionally, the captain will pull any hesitant

TROUBLESHOOTING

It is easy for things to go wrong during the first two encounters. Possibilities include the heroes discovering that they are on a Scarlet Brotherhood ship. If they decide to fight before Encounter 2 then Uncle Ophelus and his guards will not appear, and the adventure is over. If this occurs they only receive half experience for Encounter 2, due to the reduced difficulty.

Alternatively, they may wish to attack Uncle Ophelus as he approaches. If that happens, Boran Umor uses the **staff of the winds** to speed Uncle Ophelus's boat to the side of the *Silent Wind* in 2 rounds, while the crew start disarming and incapacitating the heroes if they refuse to stand down.

characters to the side and quietly point out that this is an excellent opportunity to spy on the Scarlet Brotherhood and deliver what could be a serious blow against them at the same time.

Give the players as much time as they want to make the decision. If they seem divided or uncertain of what to decide have the captain plead with them, appealing to their nobility. Read the following if the heroes respond yes and then proceed to Encounter 3, regardless of their answer.

“Excellent, we must also ask you to take a vow of silence pertaining to anything you see while in our lands.”

Otherwise continue below.

“Well, that is too bad. We shall have to convince you otherwise.”

The brotherhood monks, and the ship's crew, move to attack the heroes.

Creatures:

APL 4 (EL 10)

- ✦ **Boran Umor:** hp 33; see Appendix 1.
- ✦ **Uncle Ophelus:** hp 41; see Appendix 1.
- ✦ **Ophelus' Guards (3):** hp 27, 27, 27; see Appendix 1.
- ✦ **Crew (10):** hp 9, 9, 9, 9, 9, 9, 9, 9, 9, 9; see Appendix 1.

APL 6 (EL 12)

- ✦ **Boran Umor:** hp 45; see Appendix 1.
- ✦ **Uncle Ophelus:** hp 53; see Appendix 1.
- ✦ **Ophelus' Guards (3):** hp 39, 39, 39; see Appendix 1.
- ✦ **Crew (10):** hp 21, 21, 21, 21, 21, 21, 21, 21, 21, 21; see Appendix 1.

APL 8 (EL 14)

- ✦ **Boran Umor:** hp 57; see Appendix 1.
- ✦ **Uncle Ophelus:** hp 61; see Appendix 1.
- ✦ **Ophelus' Guards (3):** hp 51, 51, 51; see Appendix 1.
- ✦ **Crew (10):** hp 33, 33, 33, 33, 33, 33, 33, 33, 33, 33; see Appendix 1.

APL 10 (EL 16)

- ✦ **Boran Umor:** hp 69; see Appendix 1.
- ✦ **Uncle Ophelus:** hp 73; see Appendix 1.
- ✦ **Ophelus' Guards (3):** hp 63, 63, 63; see Appendix 1.
- ✦ **Crew (10):** hp 45, 45, 45, 45, 45, 45, 45, 45, 45, 45; see Appendix 1.

APL 12 (EL 18)

- ✦ **Boran Umor:** hp 81; See Appendix 1.
- ✦ **Uncle Ophelus:** hp 81; See Appendix 1.
- ✦ **Ophelus' Guards (3):** hp 75, 75, 75; See Appendix 1.
- ✦ **Crew (10):** hp 57, 57, 57, 57, 57, 57, 57, 57, 57, 57; See Appendix 1.

Tactics: The Brotherhood agents use nonlethal attacks at all times. Additionally, they target divine spellcasters first. If any single characters want to accept the Scarlet Brotherhoods offer, or surrender after the fighting starts, they may do so. They are ordered to move to the side and stay out the combat.

Development: If the PCs somehow manage to defeat these foes, they are done here. They can do what they will, but the adventure is over.

If the heroes are all brought to unconsciousness during the attack use Encounter 3a instead of Encounter 3 when moving the adventure forward.

ENCOUNTER 3: LOF TOKHIL

With your acceptance everyone on board visibly relaxes. Boran tells the crew to tie the other boat behind the Silent Wind, and moves aft. As he does so he gestures and a staff appears in his hand. He moves to the back of the ship, and raises the staff, speaks a few words and the wind begins to blow, toward the islands. As the wind gains strength you're on your way again.

After about an hour of sailing the Silent Wind reaches the island.

Boran gestures at one of the approaching islands. “Welcome to Lof Tokhil. We'll be settling here for a bit.” The island he pointed out is similar to the others; relatively steep sided with dense jungle. The highest point of the island is treeless, but that is due more to the steep inclination than to its height. The island is likely about 1000 feet above sea level. As Boran draws the boat into a small bay you can see at the far end a pair of stone docks, a small collection of stone buildings with smaller wooden huts set further back toward the encroaching jungle. From this distance it is possible to see numerous red-robed figures moving about, with a smattering of loin-cloth clad figures shuffling between buildings. “We would ask that you surrender your weapons to us as a sign of good faith. We also do not want any of the slaves to accidentally acquire a weapon.”

The heroes are allowed to keep any weapon that is no longer than 6 inches (use your discretion). If they resist the Scarlet Brotherhood will put them under heavy escort the entire time they are on the island. Heavy escort is listed below (the Brotherhood enforcers). See Appendix 4: Lof Tokhil and Area for reference to the shape and placement of the island.

When the ship docks the heroes are led to one of the stone huts. Inside are six bunks, each with a chest at the foot. They are told to wait there. Anyone who is Suel is taken aside and asked if they will testify to their purity. Any who agree have their upper left arm tattooed with the Ancient Suel word “Shar,” which roughly translates to the word “Purity” in the Common tongue. Those who agree to have the tattoo are also given a red robe to wear.

All of the red-robed people are Suel, while all other people are non-Suel humans.

Proceed to Encounter 4.

All APLs (EL 14)

➔ **Brotherhood Enforcer (4):** Male human (Suel) Mnk10; hp 63, 63, 63, 63; see Appendix 1.

ENCOUNTER 3A: OOPS...

You wake up with a splitting headache and numerous bruises. You find yourself with your companions lying on cots within a stone hut. Your possessions are gone and there is nothing else in the room. All you wear is a loincloth (in the case of men) or a skimpy body wrap (for women).

Refer to Appendix 3: Lof Tokhil and Area for reference to the shape and placement of the island.

Suel PCs have been tattooed on the left arm with Ancient Suel word “Shar,” which roughly translates to the word “Purity” in the Common tongue.

Everyone else is wearing an *anklet of restriction*.

If the PCs to leave the hut a pair of enforcers stop them. If the PCs attack the enforcers another 2d4 enforcers arrive every 2 rounds until the PCs surrender or are knocked unconscious.

Proceed to Encounter 4.

All APLs (EL 12+)

➔ **Brotherhood Enforcer (2):** Male human (Suel) Mnk10; hp 63, 63; see Appendix 1.

ENCOUNTER 4:

AUDIENCE

After perhaps half an hour a pair of robed men arrive and gesture for you to stand. Once on your feet they lead you toward a large stone building. Once your eyes have adjusted to the dim interior you can make out a table, behind which are seated 11 men. Each is dressed in scarlet robes. Arrayed around the room are numerous other men, all similarly attired. You're told to be seated on the stools provided.

“Welcome, I am Father Rehn. I'm not certain what all Brother Boran told you, so I'll start at the beginning. A few months ago members of a rival faction of the Scarlet Brotherhood kidnapped one of the members of our faction. We're not certain what provoked this kidnapping, but that's immaterial. The simple fact is that we need him back. However, we don't have enough forces on our own to accomplish this, thus we have recruited you. We feel that it's best if you look and act like brethren, so as to blend in better. For some of you that is nigh on impossible, or so you might think. Regardless, we're going to give you some training for about a week. Following that we'll leave here and get everything else into place to start the attack. We'll be attacking a city that is relatively well defended. You'll be charged with taking control of the Office of Sorcery building, which is where we believe our friend is being held. Additionally, you'll be expected to follow the laws of the Brotherhood. The Office of Order here considers you to be members of a Brotherhood Army so you may bear weapons. The laws are summarized in this

document. If you break them I'll be unable to intervene. Now, my brethren and I must return to our normal duties, you may go with Brother Boran.”

Pass out Player Handout 1 at this time. Refer to Appendix 5: Brotherhood Laws for your reference to penalties.

If PCs ask about their missing equipment, they are told that it'll be returned all in good time.

As the audience ends, the sun sets. The PCs are shown their accommodation. Anyone refusing to help the Brotherhood are guarded over the night by a pair of enforcers, with similar rules concerning causing trouble as in Encounter 3a.

In the morning Brother Boran wakes the PCs. Before they are taken to training they are given a tour of the camp. Proceed to Encounter 5.

ENCOUNTER 5: TOUR

Pass out Player Handout 2 and to refer to Appendix 6: Homeland Nobility Camp for locations of the following structures.

Once the tour is complete the heroes are taken to the arenas for training. See Encounters 6 and 7 for training details.

1. MEETING HALL

The meeting hall, where you had the audience last night, is a two-story stone building. Built of solid granite, it looks like it could survive most storms. There's a notable lack of decoration. Even small scrollwork is non-existent. Lounging in front of the building is a pair of men in red robes. They glance in your direction.

The PCs are not allowed into the Meeting Hall until they are summoned.

2. KITCHENS

The kitchens that feed the village are located in a communal center, near the edge of one of the two docks. The smells of fresh bread, roasting meat, and other succulent foodstuffs waft in the air.

The PCs are allowed to enter the kitchens when they want. There is usually bread (baked daily), fruits, roasted goat or pig, pies (typically avocado or pineapple) available during the day.

3. HOUSES

There are various houses scattered around the village. Boran points most of them out, stressing that you should not enter them unless invited. Most are single-story, stone buildings, although some are constructed of wood.

These homes are almost always occupied. Any PC attempting to enter one is caught.

4. TRAINING YARDS

Boran directs your attention to a pair of stone arenas. Inside each is a group of people in red robes fighting a mixture of other combatants. "Those are the training yards. You'll be training here later today."

These are the training yards. The PCs are welcome to train here as often as they want. There are special considerations at the end for any who prove his or herself in the trials.

5. BARRACKS

A pair of ugly wooden buildings squats on the edge of the jungle. There are groups of people, all in the scarlet robes, moving about. Some are sparring against each other, or against the same clockwork automata that were standing in the training yards.

Boran indicates that the barracks are closed to any who are not citizens of the Brotherhood. The penalty for disobedience is toilet duty for a week.

All APL's (EL 18+)

➤ **Brotherhood Warrior (21):** Male Human (Suel) Mnk4; hp 27; See Appendix 1.

➤ **Brotherhood Enforcer (4):** Male Human (Suel) Mnk10; hp 63; See Appendix 1.

6. SHIPYARD

Tucked in among the trees of the jungle, but still on the coast of the bay are the shipyards. There are a few keels under construction, most of which seem to be about the same size as the Silent Wind.

The PCs are free to poke around the shipyards. Most of the builders happily talk as they work, but they don't say much about the composition of the Brotherhood Fleets beyond what can be seen from the island (not much of anything).

7. SLAVE PENS

On the south edge of the camp are the slave pens. They look similar to the crude pens that pigs are normally kept in, and besides the scattering of pigs inside, there are also various humans, and other humanoid.

The slave pits contain approximately 45 slaves right now. The slaves are a mixture of humans, elves, halflings, orcs, kobolds, norkers, goblins, bugbears and a few other races that are common only to Hepmonaland or the Amedio Jungles.

8. LUMBERYARD

On the outskirts of town is the lumberyard where the massive trees of the jungle are logged to provide wood for boats, houses, fuel, and the few tools that are needed.

The PCs are free to poke around the lumberyards, so long as they don't get in the way. There is nothing of any import that will happen here.

9. DOCKS

Extending almost 300 feet into the bay are the pair of wooden docks that you disembarked onto when you reached the island. A squad of twelve enforcers guards the landward end of each dock, while another four stand watch at the far end. There are currently two ships at dock.

Boran tells the PCs that they are banned from approaching the docks, at least without escort. If they violate this they will be killed (if slaves) or enslaved (if not slaves).

All APL's (EL 18)

➤ **Brotherhood Enforcer (16):** Male Human (Suel) Mnk10; hp 63; See Appendix 1.

ENCOUNTER 6: PHYSICAL TRAINING

Boran leads you back to one of the arenas that he showed you earlier. Seated at the edge is an elderly man, wearing the usual red robes. He rises as you approach, "Welcome. I am Uncle Phearoon and I am the Master of the Physical Arena. Here you'll learn to fight in our way, unarmed and unsupported. This is a test, and magical aid, except healing and boosting spells, is forbidden. If you fail this test ... well let us not dwell on such thoughts. Take your places and we'll begin."

The PCs must face a number of slaves (strength and number depends on APL) and fight them unarmed. The slaves fight with vigor, as they have been told that they will be set free if they defeat a PC. If a slave loses, however, he or she will be killed.

The dakon are not evil or heartless, and they try to speak with non-Suel PCs about their plight as the fight rages, at least for so long that a PC treats the dakon fairly. The same general chattiness occurs in the magical training as well (see Encounter 7).

Round 1: We don't want to fight you, but if we don't they'll kill us.

Round 2: Please, we just want to be free, to be free we have to drop you.

Round 3: If you take the fall for us, we can free the rest.

Round 4: We'll find a way of repay you. Please, help us.

Round 5: Please, if we lose we'll die.

If the watchers hear this they'll just laugh. As well, if any hero takes an obvious fall (tries to bluff being unconscious and fails, or anything else you deem to qualify as obvious) then the dakon will all be executed in front of the PCs. The same general rule applies to the magical training.

Creatures:

APL 4 (EL 7)

➤ **Dakon Brave (9):** hp 12, 12, 12, 12, 12, 12, 12, 12, 12; See Appendix 1.

➤ **Dakon Warrior:** hp 36; See Appendix 1.

APL 6 (EL 9)

➤ **Dakon Brave (9):** hp 20, 20, 20, 20, 20, 20, 20, 20, 20; See Appendix 1.

➤ **Dakon Warrior:** hp 52; See Appendix 1.

APL 8 (EL 11)

➤ **Dakon Brave (9):** hp 36, 36, 36, 36, 36, 36, 36, 36, 36; See Appendix 1.

➤ **Dakon Warrior:** hp 68; See Appendix 1.

APL 10 (EL 13)

➤ **Dakon Brave (9):** hp 52, 52, 52, 52, 52, 52, 52, 52, 52; See Appendix 1.

➤ **Dakon Warrior:** hp 84; See Appendix 1.

APL 12 (EL 15)

➤ **Dakon Brave (9):** hp 68, 68, 68, 68, 68, 68, 68, 68, 68; See Appendix 1.

➤ **Dakon Warrior:** hp 100; See Appendix 1.

Development: If the PCs manage to defeat the dakon warriors, they pass the physical test. At this point a cleric of Lydia cures all physical damage the PCs sustained in that combat. Proceed to Encounter 7. Once both tests are completed proceed to Encounter 8.

ENCOUNTER 7: MAGICAL TRAINING

Boran leads you to the other arena. A young man, probably in his early 30s, is waiting there as well. "Ahh, you have survived the physical training. Most excellent. I'm Cousin Terond the Master of the Magical Arena. Here your magical prowess will be tested. To succeed at this test you must defeat these dakon using only magical means. Those of you who don't have the inclination, or ability to participate may sit here and observe."

Those PCs who choose to do so face one or two dakon mages. How many is dependent on the APL and the number of PCs participating. If more than 50% of the PCs is participating in this challenge there are two Dakon mages. The Dakon do not attack anyone seated on the side, nor do they attack those who fall in combat. The Dakon mages will also appeal to the PCs' sense of right to procure aid in escaping. Unsuccessfully bluffing a defeat has the same consequences that such activity had in the physical test.

Creatures:

APL 4 (EL 4 or 6)

➤ **Dakon Mage:** hp 25; See Appendix 1.

APL 6 (EL 6 or 8)

➤ **Dakon Mage:** hp 37; See Appendix 1.

APL 8 (EL 8 or 10)

➤ **Dakon Mage:** hp 49; See Appendix 1.

APL 10 (EL 10 or 12)

➤ **Dakon Mage:** hp 61; See Appendix 1.

APL 12 (EL 12 or 14)

➤ **Dakon Mage:** hp 73; See Appendix 1.

Development: If the heroes manage to defeat the sakon mage(s) then they have passed the magical test. At this point a cleric of Lydia cures all physical damage that the have sustained from the combat. Proceed to Encounter 8.

ENCOUNTER 8: FEAST TIME

"Well, you survived the training. Good work. Now, since it's nearly mealtime you should all go get cleaned up. I'll meet you outside the meeting hall in one bells time."

Give the heroes a chance to do what they will.

Boran is waiting for you when you gather in front of the meeting hall. "Come, everyone else is already inside." He turns and enters the building, motioning for you to follow. The interior is packed, but spaces are made for you all at tables. A simple meal of stew and bread is served, along with plain water and mangoes.

Once everyone has sated himself or herself Father Rehn rises from his seat. "We leave tomorrow for the fight. However, before everyone leaves to ready themselves, I want to introduce our new found allies in this fight, they are (Heroes' Names). United we shall prevail. Everyone, rest well tonight for there shall be no rest tomorrow."

The heroes are awakened the next morning before first light, and asked to be at the docks within the hour.

ENCOUNTER 9: OFF TO WAR

Someone hammering on your door, and yelling about it being time to rise rudely awakes you the next morning. Boran stops by a short while later and asks you to follow him. He leads you over to the meeting hall, and into a small side chamber inside. "Here's your stuff, you'll need it today. Once again, I would like to thank you for your help."

Continue once they've finished gearing up.

"We should head down to the ships now, they should be almost ready to leave." The scene at the docks is one of the moderated chaos. People scramble everywhere, moving crates and

preparing the ships, of which there are now six, for departure. "Come," Boran says, "the Silent Wind is over this way."

Onboard you can already see Father Rehn, Uncle Phearon, and Cousin Terond, quietly conversing on the aft deck.

Soon after you've gotten settled on board the Silent Wind, it sets sail, and the other five ships with it. Boran tells you that it will take about two days to reach their target.

During the two days they will be given some maps of the city and the tower of sorcery to study (give them Player Handouts 3 and Player Handout 4). This ends the first round of the adventure. Let everyone know this, and take a short break. This gives you, the DM, a chance to prepare for the upcoming combat, and everyone else a chance to have a break before hitting the combat.

ENCOUNTER 10: ASSAULT

During the attack the heroes will have to fight through several waves of attackers. Refer to Appendix 7: Map of Suka and Appendix 8: Details for the locations of where they will fight each wave. There are individual street maps in the following four appendices that detail the conflict areas. There are also several groups of people that they will encounter, and have to make decisions about. Their end goal, the Tower of Sorcery, is detailed in Appendix 13: The Tower of Sorcery. The process of working their way through the tower is detailed in Encounters 11 through 14.

If the heroes take a different route then space the eight waves across the path they take, and use the given zoom maps as guides when drawing streets. The specific path doesn't matter; regardless of route they will face eight waves of defenders (not all are combat).

The waves can be thought of as the significant encounters on their way to the tower. Three of the eight waves are roleplaying encounters, and one of the eight waves is similar to an unavoidable trap. When running this part of the module keep it moving fast, and emphasize that the heroes are not alone in their assault and that fighting can be heard all around them in the city.

WAVE 0:

Dawn of the second day is bright, clear, and windless. The ships are anchored just off one of the largest islands in the area. As you are looking about you notice the other ships raise anchor and begin to sail, the Silent Wind soon follows in their wake. Within a few minutes you've reached a bay, at the end of which is a town nestled against the cliff that ring this island. Built into the cliff are three towers. The other five ships move into the harbor and start to approach the docks. As they are about to tie up the arcane masters on those boats launch their initial attacks, setting fire to great tracts of the city and sowing confusion and panic in the general populace of the city. People begin to flood from the attacking ships and the resistance on the docks is quickly overcome. Shortly thereafter the Silent Wind draws up to the docks and begins to offload. Father Rehn and

Boran Umor bid you luck and providence, while Cousin Terond wishes the blessings of the Stern Lady upon you. They also warn you to watch for summoned creatures, as any that are in the towers will likely be set free into the town.

WAVE 1:

You've made it quite a distance into the city without any sign of opposition. However, as news of the attack spreads people have begun jeering at you, and throwing vegetables. The street ahead has been partially barricaded off by a small group of people. They noticed you and leave their barricades to start running toward you.

These are a few of the people who live in the area. They attempt to stop the PCs (although they should fail since this is the first real fighting the heroes have seen).

Creatures:

APL 4 (EL 4)

- **Brotherhood Trainee** (2): hp 9, 9; see Appendix I.
- **Brotherhood Citizen**: hp 15; see Appendix I.

APL 6 (EL 5)

- **Brotherhood Trainee** (3): hp 9, 9, 9; see Appendix I.
- **Brotherhood Citizen** (2): hp 15, 15, 15; see Appendix I.

APL 8 (EL 6)

- **Brotherhood Guard** (3): hp 21, 21, 21; see Appendix I.

APL 10 (EL 8)

- **Brotherhood Guard** (2): hp 21, 21, 21; see Appendix I.
- **Brotherhood Warden** (2): hp 33, 33; see Appendix I.

APL 12 (EL 9)

- **Brotherhood Warden** (3): hp 33, 33, 33; see Appendix I.
- **Brotherhood Watcher**: hp 39; see Appendix I.

Treasure:

APL 4: L: 0 gp; C: 0 gp; M: bracers of armor +1 (83 gp), 3 potions of cure light wounds (4 gp each).

APL 6: L: 0 gp; C: 0 gp; M: 2 bracers of armor +1 (83 gp each), 5 potions of cure light wounds (4 gp each).

APL 8: L: 0 gp; C: 0 gp; M: 3 bracers of armor +1 (83 gp each), 3 potions of cure moderate wounds (12 gp each).

APL 10: L: 0 gp; C: 0 gp; M: 2 bracers of armor +1 (83 gp each), 2 bracers of armor +2 (333 gp each), 4 potions of cure moderate wounds (12 gp each).

APL 12: L: 0 gp; C: 0 gp; M: 4 bracers of armor +2 (333 gp each), 4 potions of cure moderate wounds (12 gp each).

WAVE 2:

Have the heroes attempt a DC 20 Spot check, modified by -1 for each 10 feet they are from the marked location for Wave 2. If they fail the check then the escaping slaves have managed to avoid notice, at least from this group. If they made the check paraphrase the following:

Through the billowing oily smoke that is flooding across the city from the burning warehouses on the docks you make out the vague shape of movement ahead. It looks like a large group of people moving, at a fair pace, into an alleyway.

If the PCs approach, describe the composition of the escaping slaves. All of them, except the bugbear, are panicked and the bugbear is shaken. If they believe that the PCs are members of the Scarlet Brotherhood, the slaves plead with the heroes for their lives, and that they were just trying to stay safe. If the PCs attack the slaves flee, scattering in the alleyways of Suka.

➤ **Bugbear:** hp 16; see *Monster Manual*.

➤ **Hobgoblin (3):** hp 5, 5, 5; see *Monster Manual*.

➤ **Goblin (17):** hp 4, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4; see *Monster Manual*.

➤ **Kobolds (23):** hp 2, 2; see *Monster Manual*.

WAVE 3:

Through a gap in the shifting mire of smoke you can see the form of a single man. He is dressed scarlet robes, and is standing in the center of the road. He glances in your direction, shrugs, and obviously ignores you.

The man is fully aware of who the PCs are, and has laid a small ambush for them. He is waiting to lure them forward, at which point his slaves, all more fearful of his wrath than any attackers, rush out from the nearby buildings and alleys to engage the heroes. If the ambush fails, the slaver flees into the smoke-filled alleys of the city.

If the Slavemaster is disabled, he commands the slaves are told to flee and they do so happily, taking their equipment with them.

Creatures:

APL 4 (EL 4)

➤ **Brotherhood Slaver:** hp 15; see Appendix I.

➤ **Gnoll:** hp 11; see *Monster Manual*.

➤ **Goblin (4):** hp 4, 4, 4, 4; see *Monster Manual*.

APL 6 (EL 6)

➤ **Brotherhood Slaver:** hp 27; see Appendix I.

➤ **Bugbear:** hp 16; see *Monster Manual*.

➤ **Gnoll:** hp 11; see *Monster Manual*.

APL 8 (EL 7)

➤ **Brotherhood Slaver:** hp 39; see Appendix I.

➤ **Bugbear:** hp 16; see *Monster Manual*.

➤ **Gnoll:** hp 11; see *Monster Manual*.

APL 10 (EL 9)

➤ **Brotherhood Slaver:** hp 51; see Appendix I.

➤ **Bugbear Laborer (3):** hp 23; see Appendix I.

APL 12 (EL 10)

➤ **Brotherhood Slaver:** hp 51; see Appendix I.

➤ **Bugbear Laborer (3):** hp 23, 23, 23; see Appendix I.

➤ **Hill Giant:** hp 102; see *Monster Manual*.

Treasure:

APL 4: L: 14 gp; C: 0 gp; M: quaal's feather token (whip) (41 gp), elixir of vision (21 gp).

APL 6: L: 8 gp; C: 0 gp; M: quaal's feather token (whip) (41 gp), elixir of vision (21 gp), potion of Barkskin +3 (50 gp).

APL 8: L: 8 gp; C: 0 gp; M: quaal's feather token (whip) (41 gp), elixir of vision (21 gp), potion of Barkskin +3 (50 gp), bracers of armor +1 (83 gp).

APL 10: L: 9 gp; C: 0 gp; M: quaal's feather token (whip) (41 gp), elixir of vision (21 gp), potion of Barkskin +3 (50 gp), bracers of armor +1 (83 gp), elixir of fire breath (92 gp).

APL 12: L: 12 gp; C: 0 gp; M: quaal's feather token (whip) (41 gp), elixir of vision (21 gp), potion of Barkskin +3 (50 gp), bracers of armor +1 (83 gp), elixir of fire breath (92 gp), potion of cure serious wounds (62 gp), potion of aid (25 gp).

WAVE 4:

The roiling smoke has thinned here some, and it is possible to make out a group of forms, some sobbing, and huddled against the burnt shell of a building.

If they approach:

Upon closer inspection it is possible to make out that these huddled forms are a mixture of women and children of varied races, including humans, elves, dwarves, orcs, kobolds, bugbears, pixies and various other humanoid and fey. All seem to be injured slightly, some look dead, but regardless they are all frightened of you.

What the heroes do here has no implications for the outcome of the battle, however, their actions will affect their reputation. If they mistreat these people, who are a mixture of slaves and free-people, word spreads as the slaves make their way home, and the heroes brutal actions spurn infamy. However, should they aid these people the PCs are remembered for their generosity.

➤ **Slave Mothers (23):** Female humanoid and fey mothers.

➤ **Slave Children (17):** Female and male humanoid and fey children.

WAVE 5:

If any of the PCs are traveling on the rooftops, or above, they get a DC 20 Spot check to not be surprised when the apes swing down from the rooftops attacking the PCs on the street. Treat this swing as a charge.

Creatures:

APL 4 (EL 4)

➤ Ape (2): hp 29, 29; see *Monster Manual*.

APL 6 (EL 5)

➤ Fiendish Ape (2): hp 29, 29; see Appendix I.

APL 8 (EL 6)

➤ Fiendish Ape (3): hp 29, 29, 29; see Appendix I.

APL 10 (EL 7)

➤ Fiendish Ape (4): hp 29, 29, 29, 29; See Appendix I.

APL 12 (EL 9)

➤ Fiendish Half-Green-Dragon Half-Ape (4): hp 37, 37, 38, 37; See Appendix I.

WAVE 6:

This encounter is not a wave of people. Rather the magical defenses on the Tower of Sorcery come to bear on the PCs. Read the following as a description:

Through holes in the billowing smoke you can see streams of fire, ice, lightning and powerful sonic blasts streaming from the Tower of Sorcery and punching into various groups of attackers. Several beams are launched toward your group, leaving a trail of frost in the air.

APL 4

Ice Ray: +8 ranged (2d6 cold damage, one ray per PC).

APL 6

Ice Ray: +10 ranged (3d6 cold damage, one ray per PC).

APL 8

Ice Ray: +12 ranged (4d6 cold damage, one ray per PC).

APL 10

Ice Ray: +14 ranged (5d6 cold damage, one ray per PC).

APL 12

Ice Ray: +16 ranged (6d6 cold damage, one ray per PC).

WAVE 7:

The billowing smoke clears ahead of you, revealing a squad of forces, many of who are injured and easily recognized as having been on the Silent Wind with you. "Be careful, they've got mad experiments: people—well sort of people except they've got green skin—block the way and we can't get through. We're leaving to look after something a little more... normal."

This is indeed a band of Homeland Nobility forces that encountered the half-troll guards just ahead. They are completed unprepared for this, being simple citizens. One of them was downed (see Wave 8 for details), being relatively scared of this whole procedure they decided that was enough and bolted.

WAVE 8:

Before you reach your objective, the Tower of Sorcery, a pair of humanoids. However, warning has given you the clues needed to realize that these are not men. Their limbs, mostly hidden by their robes, are green and have a slight sheen. However, more importantly, the creatures are moving, quickly, to intercept you as they step over the disemboweled corpse of a man dressed in a red robe.

The half-troll(s) move to attack, as they have been ordered to do.

Creatures:

APL 4 (EL 4)

➤ Half-Troll Brotherhood Guard: hp 21; see Appendix I.

APL 6 (EL 6)

➤ Half-Troll Brotherhood Guard (2): hp 21, 21; see Appendix I.

APL 8 (EL 8)

➤ Half-Troll Brotherhood Guard (2): hp 39, 39; see Appendix I.

APL 10 (EL 10)

➤ Half-Troll Brotherhood Guard (2): hp 57, 57; see Appendix I.

APL 12 (EL 12)

➤ Half-Troll Brotherhood Guard (2): hp 75, 75; see Appendix I.

Treasure:

APL 4: L: 0 gp; C: 0 gp; M: ring of jumping (208 gp).
APL 6: L: 0 gp; C: 0 gp; M: 2 rings of jumping (417 gp).
APL 8: L: 0 gp; C: 0 gp; M: 2 rings of jumping (417 gp).
APL 10: L: 0 gp; C: 0 gp; M: 2 rings of jumping (417 gp).
APL 12: L: 0 gp; C: 0 gp; M: 2 rings of jumping (417 gp).

ENCOUNTER 11: TOWER OF SORCERY – FLOOR ONE

The following four encounters are subdivided based on both the floor and room. If time is tight it's possible to steer the heroes past certain rooms. Feel free to have arcane locks on those doors. To aid you, we suggest you skip rooms marked with an asterisk (*)

Most rooms have summoning circles in them. The evil creatures were set free, while all the good ones have died.

1. HALL OF ENTRY

This 10-foot square room has double doors on either end, and a single door on each side. In the two remaining corners are statues of mages. The statues are dressed in flowing scarlet velvet robes.

There is nothing of real interest in this room, at least to the characters. The robes are noble's outfits, worth 75 gp each.

2. HALL OF APPRENTICESHIP

Spaced evenly along this 20-foot long hallway are nine veils of light. Upon each veil is writing and. Engraved on the floor is a single line of text: "To pass through the Hall of Apprenticeship you must speak the name of each of the nine schools of magic."

These veils each represent one of the schools of magic. All that's required to pass through the veils is to speak the name of the school (in any language). However, the difficult part is identifying the schools. While this may be accomplished through DC 21 + APL Knowledge (arcana) checks per veil, it is better and likely more fun to have the players reason it out. The veils and their phrases are in Player Handout 5: Veils of Light and Appendix 14: Veils of the Arcane. The two sources are similar, although the DM's resource contains the school names next to each veil as well.

Note that the last veil is not an actual school of magic, but can still be identified with the Knowledge check. It can also be identified with a DC 21 + APL Knowledge (religion) check as being part of the doctrine of one aspect of the Stern Lady (Wee Jas).

Only the front most active veil accepts guesses at a time, and any failed guess results in a penalty, depending on the APL (see below).

APL 4

Force Jolt: 2d8 points of damage

APL 6

Force Jolt: 3d8 points of damage

APL 8

Force Jolt: 4d8 points of damage

APL 10

Force Jolt: 5d8 points of damage

APL 12

Force Jolt: 6d8 points of damage

3. HALL OF GUARDIANS

Two sweeping staircases rise from this chamber and extend through the vaulted ceiling. The back wall, out of which the stairs are carved, sports a large mural of two men in scarlet robes holding the leashes of various animals, beasts, and worse. With a sudden grinding noise, a pair of figures steps out of the shadowed corners and move to stop you.

The half-golems have been ordered to stop the intruders at all costs, and fight until they are destroyed.

Creatures:

APL 4 (EL 4)

➡ **Half-Flesh Golem Brotherhood Guard:** hp 30; see Appendix I.

APL 6 (EL 6)

➡ **Half-Flesh Golem Brotherhood Guard (2):** hp 30, 30; see Appendix I.

APL 8 (EL 8)

➡ **Half-Flesh Golem Brotherhood Guard (2):** hp 42, 42; see Appendix I.

APL 10 (EL 10)

➡ **Half-Clay Golem Brotherhood Guard (2):** hp 54, 54; see Appendix I.

APL 12 (EL 12)

➡ **Half-Clay Golem Brotherhood Guard (2):** hp 66, 66; see Appendix I.

4. MINOR SUMMONING CHAMBER 1

This vaulted chamber is occupied by a set of four engraved summoning circles. In the center of one circle is the corpse of a large beetle. Scattered about the room are the varied implements of arcane casting. One wall is engraved with writings.

The circles can be used to aid in the summoning of creatures via the various *summon monster* spells. Utilizing the circles causes some interesting changes to the spell. Creatures summoned in the circles do not disappear until the circle is destroyed or the caster dismisses the summoned creature. There is a danger to keeping creatures trapped in the summoning circles for long periods of time. Keeping a creature in a circle for longer than the standard duration angers it, and releasing it can be hazardous. A summoned creature can be released from the circle's magic by destroying the circle or by having a creature from this plane enter the circle (disrupting the magic for 1d6 minutes and allowing a summoned creature to escape). When creature escapes the circle it lashes out against any creatures in the general area, but it prefers to attack the summoner. It attacks for as many rounds as half the APL or until slain.

Strangely a summoned creature that dies within a circle doesn't disappear. Its corpse remains.

There are enough scattered implements and components to form one spell component pouch. It takes 30 minutes to collect all the pieces.

The engraved wall features the arcane text needed to cast *summon monster I*. It radiates faint conjuration magic.

An arcane spell caster can use this text as a scroll once per day. After its casting the engraved writing flashes a bright green, and its magic goes inert for a 24-hour period.

Creatures:

All APL's

☛ **Celestial Giant Fire Beetle (Dead)**

5. MINOR SUMMONING CHAMBER 2

This vaulted chamber is occupied by a set of five engraved summoning circles. Two of the circles have the corpses of large eagles within them. One wall is covered in engraved script.

This room is similar to Minor Summoning Room 1. The only differences are what kind of dead creature inhabits the circles (two celestial eagles rather than a celestial giant fire beetle) and that the wall features the arcane writing for a summon monster II spell, rather than the less powerful spell in the other chamber. The circles in this room function just like the circles Minor Summoning Chamber 1.

Creatures:

All APL's

☛ **2 Celestial Eagles (Dead)**

6 AND 7. STOREROOMS

These two rooms store the varied accoutrements of arcane wizardry. Scattered inside is the equivalent to two spell component pouches. It takes nearly an hour to gather enough for both pouches. Thirty minutes to gather enough for one.

ENCOUNTER 12: TOWER OF SORCERY – FLOOR TWO

8. HALL OF MAGES

Numerous glowing orbs float at different levels in this room, illuminating its high ceiling. Spaced evenly along the far wall are nine statues. Each is dressed in the familiar flowing scarlet robes of the Scarlet Brotherhood. Each statue holds its right arm extended, palm facing toward the ceiling. Each statue's left arm is held at its side, slightly out so the palm is facing toward the room's entrance and outstretched just enough so the palm is out in front of the rest of the body.

These statues don't represent specific people. They are rather abstract and featureless; the only real thing that distinguishes one from the other is its robe. Each wears a different robe, and each robe is trimmed with a pattern repeating one of nine symbols of the schools of magic represented on the veils of light (see 2. Hall of the Apprentice).

PCs soon find that a wall of force blocks the far wall and access to the doors leading out of this chamber. The wall of force starts at the palm of the statues' left hand. The extended right hand is on the PC's side of the wall of force.

To lower the wall of force, a representation of each magical school must be placed in the palm the correct

right hand by a single character. To be correct, the spell cast must correspond to the school of magic represented on the statue's robe. Eight of the representation can be one of two things: either a spell from the correct school being cast into the palm, or placing a material component or focus for a spell from the correct school on the palm. For untargeted spells the caster must simply cast the spell while touching the hand, requiring a DC 15 + spell level Concentration check. The ninth statue, the one representing blood magic, requires a blood sacrifice from a willing sentient being. This being cannot be a summoned creature. The blood sacrifice deals either 1d4+1 damage at APL's 4 to 8, or 2d4+2 at APL's 10 and 12. This damage cannot be healed in any way for an entire day.

Once completed, the ritual lowers the wall of force lowers it for 10 minutes.

Once a PC completes the necessary requirements to lower the wall of force effect, they can do so forever more by simply touching one of the statues.

Each of the items (except the blood) can be found in a typical spell component pouch.

***9. SUMMONING CHAMBER I**

The ceiling of this chamber is obscured by darkness. The flickering of scarlet candles dimly lights its lower areas. Engraved into the floor are five summoning circles. Beside one is a humanoid body, smoldering in a pale blue fire. Another circle has the body of a large bovine.

The body is a badly charred human. A careful investigation (Heal DC 20) ascertains that he was a Suel human male. An apprentice to the tower, he was killed by a creature he summoned. He mispronounced a word or two of the spell and the spell miscast and summoned a creature far too powerful for him to control (see room 11 for the exact creature). The room has properties similar to rooms 4 and 5 of the lower level below. The one's wall has a copy of summon monster III carved into it.

Creatures:

All APL's

☛ **Celestial Bison (Dead)**

☛ **Human (Suel) male apprentice wizard (dead)**

***10. SUMMONING CHAMBER II**

This brightly lit room looks like it was hit by a magical hurricane. Numerous shelves once occupying one wall are on fire, burning with a pale blue flame. The wards that guard the summoning circles have held—one of them has the corpse of a strange looking small earthy humanoid with wings. In the flaring and dancing light of the fires it's easy to make out the engraved letters on the far walls.

The books cannot be recovered, and only contained notes on summoning dangerous demons and devils. This room has properties similar to the other summoning rooms on this level and the one below it. The engraving on the wall is the text of a summon monster IV spell.

Creatures:

All APL's

☛ **Earth Mephit (Dead)**

***11. SUMMONING CHAMBER III**

The source of the blue flame that has devastated other section of the tower is here. Obviously trapped in a circle of powdered silver is a fiend, fully ten feet tall and wreathed in blue flame. Furious at its entrapment, its tail lashes like a whip, testing the borders of its prison. A group of four scarlet-robed wizards stand around the circle, chanting in unison. One notices you, and calls out from the droning mantra: "Leave now! We only barely restrain it!" The strange fiend responds to the wizard's lax concentration by shouting out something in an obscene sounding language, and then pummels the magical barriers of his prison with renewed vigor.

This is a potentially lethal encounter. This is the terror that the apprentice summoned in room 9. Fortunately these four acolytes have trapped it in a cooperative magic circle and a cooperative dimensional anchor, but it is taking all four of them to maintain the prison. They can hold it almost indefinitely, but should one of them fall, die, or if his or her concentration falters for more than a moment, this horror will surely break free.

The other summoning circles here are empty, and the far wall in this room has the text for the *summon monster V* spell engraved onto it.

If the beast escapes it growl thanks to its liberators, before it attacks the acolytes. If the PCs attempt to intervene it leaves with all the acolytes to feast on them elsewhere.

Creatures:

All APL's

☛ **Brotherhood Acolytes (4):** hp 46; See Appendix I.

☛ **Cold Elemental Ice Devil (trapped):** hp 147; See Appendix I.

12. SPELL RESEARCH LAB I

Inside this vaulted chamber is a truly amazing mess. This place looks like it was once a combination alchemy lab, library, and bird menagerie. The floor is a mess of smashed vials and glass tubing, strewn books and paper, and smashed chicken coops. A couple of dead chickens lie here and there, and the place smells strongly of alchemical materials and chicken dung.

Treasure: Buried in among the mess (Search DC 15) is a single vial of silversheen—All APL's: L: 0 gp; C: 0 gp; M: silversheen (21 gp)

13. SPELL RESEARCH LAB II

This chamber smells strongly of death. This is probably due to the rotten corpses lying atop the many tables here. There are other decomposing bodies on the floor. Paper and tattered books have been strewn around this chamber.

This is where the acolytes practice dissection and the necromantic magic that exploit the empty vessels of those who pass on. Creatures entering this room must succeed a Fortitude save (DC 11 + APL) or be sickened for 5 rounds.

Treasure: The papers and books contain information about anatomy and dissection. Buried in one large pile of papers is an *elixir of truth*—All APL's: L: 0 gp; C: 0 gp; M: *elixir of truth* (42 gp).

***14. SPELL TESTING CHAMBER**

The walls of this chamber are scorched and pitted, and there is a strange smell of faint brine and sulfur. The floor is covered in an extremely fine gray powder that wafts upward with the slightest movement of the air.

The acolytes use this room to test new spells. While nothing sinister has occurred here lately, the state of the room should worry PCs.

A successful Spellcraft check (DC 23) reveals the room's state is indicative to effects created by repeat casting of *fireball* and *lightning bolt* spells.

The room is also warded to prevent summoned creatures from entering and leaving the room (though they can be summoned inside the room). Also, for spells with an area effects that go off inside the room don't extend beyond it, and spell effects that go off outside the room don't extend into it.

**ENCOUNTER 13:
TOWER OF SORCERY – FLOOR
THREE**

15. HALL OF STALLIONS

The walls of this room are lined with cages. Each contains a single creature of a different race. There is a large ebony table in the center of the room. It is covered with scattered papers.

The papers on the table contain notes on the results of various breeding experiments. The cages contain an assortment of aberrations, giants, and other fell creatures. The creatures cannot fight back as they are caged and drugged. All these creatures are male.

16. HALL OF MARES

This room is packed with cages, some empty, others occupied. A few of the cages have what looks like offspring of the caged creatures. Some are strange half-breeds.

The cages contain an assortment of aberrations, giants, and other fell creatures. The creatures cannot fight back as they are caged and drugged. All these creatures are either female or offspring (including some half-human mixtures).

17. HALL OF LEGENDS

There are three large cages in this room. The center one hangs from the ceiling, the other two sit on the floor. In the hanging center cage is a great lumbering beast. As you enter the room its massive head swivels toward you. It sniffs loudly in your direction, and then it turns its back, and batters the cage floor with its massive fists. The beast is clearly agitated. The cage rattles with the action, its supporting chain twists left and then right.

The other two cages flank the first. The cage to the left contains a magnificent winged unicorn. Its coat glows softly in the light as it turns toward you. Its regal horn glimmers in contrast to the dark iron of the cage. The opposite cage contains a dark hulking figure, its muscular arms dragging on its cage's floor. Great leathery wings stretch from its back. Its brooding red eyes examine you attentively as it utters words in foul sounding language.

Each of these creatures is a rare specimen and has been caged here for some time. They are all moderately intelligent, and all but the unicorn attack when freed. The grigaur is the one suspended from the ceiling. There is no experience given for any of these combats. If only one creature is freed, it does not attempt to free the others. The creatures cannot reach out of their cages to attack, and cannot use any spells, spell-like abilities or supernatural abilities while inside the magical cages.

The troll mutters curses in Infernal the entire time. If anyone asks the creatures what they are doing in the cages Shulassha, the celestial unicorn, answers that they have been bound in the cages and are the subject of foul experiments. She explains that each of them come from different worlds or planes. If the PCs free Shulassha, she offers to heal them, but does not adventure with the PCs. She must flee the place and find a way back to her home immediately. If the PCs do not free her when they first encounter her, by the time they return to do so they find the acolytes of the tower have killed her. The other two creatures are unharmed.

Creatures:

APL 4 (EL 6 each)

➤ **Grigaur, Advanced:** hp 73; see Appendix I.

➤ **Fiendish Troll:** hp 63; see Appendix I.

➤ **Shulassha (Half-Celestial Unicorn Cleric of Ehlonna):** hp 124; see Appendix I.

APL 6 (EL 8 each)

➤ **Grigaur, Advanced:** hp 125; see Appendix I.

➤ **Half-Fiend Troll Warrior:** hp 89; see Appendix I.

➤ **Shulassha (Advanced Half-Celestial Unicorn Cleric of Ehlonna):** hp 136; see Appendix I.

APL 8 (EL 10 each)

➤ **Legendary Grigaur:** hp 175; see Appendix I.

➤ **Half-Fiend Troll Warrior:** hp 126; see Appendix I.

➤ **Shulassha (Advanced Half-Celestial Unicorn Cleric of Ehlonna):** hp 160; see Appendix I.

APL 10 (EL 12 each)

➤ **Legendary Grigaur:** hp 229; see Appendix I.

➤ **Half-Fiend Troll Warrior:** hp 156; see Appendix I.

➤ **Shulassha (Advanced Half-Celestial Unicorn Cleric of Ehlonna):** hp 184; see Appendix I.

APL 12 (EL 14 each)

➤ **Legendary Grigaur:** hp 267; see Appendix I.

➤ **Half-Fiend Troll Warrior:** hp 171; see Appendix I.

➤ **Shulassha (Advanced Half-Celestial Unicorn Cleric of Ehlonna):** hp 225; see Appendix I.

18. HALL OF BROOD-MAGES

Lining both sides of this vaulted hall are statues of men. Each statue is of a different man, looking intently forward with a similar steely expression. Besides each statue being of a different person, each features a strange trait unique to that stature. One has faint lines across the face and hands, somewhat resembling the markings of a leopard. Another has fine scales that spread up his neck and across the back of his hands. The last one in the row has faintly marked flames and sharpened incisors. Each man seems to share some trait with an animal, beast, or sometimes even elemental creature.

These statues depict the former masters of this tower, excepting the last statue that is the current master. All of the statues have various animalistic or supernatural appearances. Use the above description to help describe other statues, but each change is somewhat cosmetic and subtle. All still share a humanoid silhouette.

*19. HALL OF ACOLYTES

There is a simple pillar in each of the side passages of this chamber. Surrounding each pillar are nine veils of light.

This room is used to test acolytes of the Office of Sorcery and Thralls. The walls do not prevent movement like the one on the first level does. It is a testing mechanism that must be activated by a master of the tower in order to function. The pillar itself is made of the same material as the rest of the structure.

ENCOUNTER 14: TOWER OF SORCERY – FLOOR FOUR

20. WALK OF MAGERY

Along this hallway are numerous windows looking out into the city. Attached to the windowsill is a crossbow without string or firing mechanism. Burnt sticks litter the ground of this arching corridor.

The windows are protected from incoming magic and artillery by way of powerful wards. The crossbows are glued down using sovereign glue, and can only be removed by dissolving the glue with universal solvent. There is nothing really special about the crossbows though; they were used to target wand's effects. The burnt sticks are used up wands.

Treasure: Among the spent wands (Search DC 20) is a single usable *wand of lightning bolt* (5th-level caster), the number of charges the wand has left is determined by the APL.

APL 4: L: 0 gp; C: 0 gp; M: *wand of lightning bolt* (10 charges) (188 gp)

APL 6: L: 0 gp; C: 0 gp; M: *wand of lightning bolt* (10 charges) (188 gp)

APL 8: L: 0 gp; C: 0 gp; M: *wand of lightning bolt* (25 charges) (469 gp)

APL 10: L: 0 gp; C: 0 gp; M: *wand of lightning bolt* (37 charges) (694 gp)

APL 12: L: 0 gp; C: 0 gp; M: *wand of lightning bolt* (50 charges) (938 gp)

21. HALL OF EXPERT RESEARCH

A large engraved circle inlaid with silver dominates the center of this chamber. Nothing stirs inside the circle. Standing on the far side of the circle is what appears to be a motley group of Suel men...but some are not totally Suel. The man in the center of the group has sharp teeth and his red skin glistens in the flickering light. Two people flank him; each bears a tattoo on their left cheek. One tattoo is of a mountain while the others tattoo is of a cresting wave. Two other people are, crouched in front of the trio. They spread their wings as you enter, leaping into the air they fly toward you.

The ceiling is 60 feet high. The Master Breeder has tattoos on both cheeks and both forearms. His cheeks have tattoos of mountains with waves crashing their bases. The tattoos on his forearms are of flame (on the left) and an icicle (on the right). At APL 4 he is oiled with a red pigment. At higher APLs his skin is red and naturally oily.

Creatures:

APL 4 (EL 7)

☛ **Master Breeder:** hp 17; see Appendix I.

☛ **Brotherhood Arcanist (2):** hp 13, 13; see Appendix I.

☛ **Winged Brotherhood Guard (2):** hp 10, 10; see Appendix I.

APL 6 (EL 9)

☛ **Master Breeder:** hp 25; see Appendix I.

☛ **Brotherhood Arcanist (2):** hp 25, 25; see Appendix I.

☛ **Winged Insectile Brotherhood Guard (2):** hp 17, 17; see Appendix I.

APL 8 (EL 11)

☛ **Master Breeder:** hp 41; see Appendix I.

☛ **Brotherhood Arcanist of Earth:** hp 37; see Appendix I.

☛ **Brotherhood Arcanist of Water:** hp 37; see Appendix I.

☛ **Winged Insectile Brotherhood Guard (2):** hp 31, 31; see Appendix I.

APL 10 (EL 13)

☛ **Master Breeder:** hp 61; see Appendix I.

☛ **Brotherhood Arcanist of Earth:** hp 49; see Appendix I.

☛ **Brotherhood Arcanist of Water:** hp 49; see Appendix I.

☛ **Winged Insectile Brotherhood Guard (2):** hp 45, 25; see Appendix I.

APL 12 (EL 15)

☛ **Master Breeder:** hp 73; see Appendix I.

☛ **Brotherhood Arcanist of Earth:** hp 61; see Appendix I.

☛ **Brotherhood Arcanist of Water:** hp 61; see Appendix I.

☛ **Winged Insectile Brotherhood Guard (2):** hp 59, 59; see Appendix I.

Treasure:

APL 4: L: 0 gp; C: 0 gp; M: 3 bracers of armor +1 (250 gp), lesser metamagic rod of enlarge spell (250 gp), potion of blur (25 gp), 2 arcane scrolls of scorching ray (13 gp each), 2 arcane scroll of mage armor (4 gp each).

APL 6: L: 0 gp; C: 0 gp; M: 3 bracers of armor +1 (250 gp), lesser metamagic rod of enlarge spell (250 gp), potion of blur (25 gp), 2 arcane scrolls of scorching ray (13 gp each), 2 arcane scroll of mage armor (4 gp each).

APL 8: L: 0 gp; C: 0 gp; M: 3 bracers of armor +1 (250 gp), lesser metamagic rod of enlarge spell (250 gp), potion of blur (25 gp), 2 arcane scrolls of scorching ray (13 gp each), 2 arcane scroll of mage armor (4 gp each), light brown elemental gem (188 gp).

APL 10: L: 0 gp; C: 0 gp; M: 3 bracers of armor +1 (250 gp), lesser metamagic rod of enlarge spell (250 gp), potion of blur (25 gp), 2 arcane scrolls of scorching ray (13 gp each), 2 arcane scroll of mage armor (4 gp each), light brown elemental gem (188 gp), dusty rose prism ioun stone (417 gp).

APL 12: L: 0 gp; C: 0 gp; M: 3 bracers of armor +1 (250 gp), lesser metamagic rod of enlarge spell (250 gp), potion of blur (25 gp), 2 arcane scrolls of scorching ray (13 gp each), 2 arcane scroll of mage armor (4 gp each), light brown elemental gem (188 gp), dusty rose prism ioun stone (417 gp), 3 potions of cure light wounds (4 gp each), arcane scroll of blur (12 gp), necklace of fireballs (type VI) (12.5 gp / 1d6 of damage left, max 675 gp).

22. OFFICE OF THE MASTER BREEDER

Behind the door is strikingly richly appointed apartment. There is a large mahogany desk in the center, preceded by a pair of couches. Between the couches is a rug, depicting what can only be the Invoked Devastation. Behind the couches are pairs of bookstands, littered with scrolls and tomes. On one of the couches is a man, bound and gagged.

The man is Father Alionst Imueir. He is the unofficial leader of the Homeland Nobility faction and has been tortured for the past week. He doesn't show any signs of this other than being mute (his tongue isn't missing) because he is still somewhat catatonic from the mental damage done to him.

Among the various books, all of which are written in Ancient Suel and are primarily history texts, is a scroll that may be of interest to some. It is a highly detailed map of the City of Seltaren, the former capital of the Duchy of Urnst. There are various markings on the edge of the map, but they are not in any known (or decipherable, magically or not) language. The history texts are worth a fortune, but the Boran Umor and Uncle Ophelus ask that they remain here where they belong. They don't care about the map.

Once the heroes are done poking about here you can proceed to the conclusion.

CONCLUSION

Out of nowhere Boran Umor and Uncle Ophelus appear in the room, along with two others from their camp. "Excellent, you have found him. Come we must leave quickly before they can rally forces to strike back. Come join hands and we shall leave."

With a lurch you are back in Lof Tokhil.

The PCs are treated to a feast and celebration of thanks. Given time Father Alionst Imueir recovers, but what happens next is left for another time.

Read the following, privately, to any Suel PCs:

After your companions have boarded the Silent Wind for its return to Hardby, Boran Umor and Uncle Ophelus take you aside. "You have proven yourself in battle. You have shown yourself to be a Suel. Can you hold to our ideals, and if you can will you serve us and the remainder of the Brotherhood wherever your path takes you?"

If they answer yes then read on:

"Will you take the oath?"

If they answer yes then continue:

"Repeat after us.

I will live by Wee Jas's Law. I will follow until death and beyond the code of the Brotherhood. I live and work for the return of the Suel People to their rightful place in the order of things. I will not do any harm to those who are my brethren, save at the asking of my leaders, who are at this time Boran Umor, Uncle Ophelus and Father Alionst Imueir."

The PC notices that there is a slight tingling and it is now that their tattoo (of Shar) becomes magical.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1

Defeat the sahuagin and sharks

APL4 180 xp;
APL6 240 xp;
APL8 300 xp;
APL10 360 xp;
APL12 420 xp;

Encounter 2

Attacking the Brotherhood forces

APL4 -110 xp;
APL6 -150 xp;
APL8 -220 xp;
APL10 -230 xp;
APL12 -270 xp;
Accepting the Brotherhood's plea (or surrendering)

APL4 110 xp;
APL6 150 xp;
APL8 220 xp;
APL10 230 xp;
APL12 270 xp;
Defeating the Brotherhood agents
APL4 300 xp;
APL6 360 xp;
APL8 420 xp;
APL10 480 xp;
APL12 540 xp;

Encounter 6

Defeat the dakon

APL4 210 xp;
APL6 270 xp;
APL8 330 xp;
APL10 390 xp;
APL12 450 xp;
Aiding the dakon
APL4 250 xp;
APL6 300 xp;
APL8 350 xp;
APL10 400 xp;
APL12 450 xp;

Encounter 7

Defeat the dakon (only awarded to those who participate in the fight)

APL4 120 xp;
APL6 180 xp;
APL8 240 xp;
APL10 300 xp;
APL12 360 xp;

Encounter 10 – Wave 1

Defeat the Brotherhood civilians

APL4 120 xp;
APL6 150 xp;
APL8 180 xp;
APL10 240 xp;
APL12 270 xp;

Encounter 10 – Wave 3

Defeat the slaver and slaves

APL4 120 xp;
APL6 180 xp;
APL8 210 xp;
APL10 270 xp;
APL12 300 xp;

Encounter 10 – Wave 5

Defeat the apes

APL4 120 xp;
APL6 150 xp;
APL8 180 xp;
APL10 210 xp;
APL12 270 xp;

Encounter 10 – Wave 8

Defeat the Brotherhood guards at the tower

APL4 120 xp;
APL6 180 xp;
APL8 240 xp;
APL10 300 xp;
APL12 360 xp;

Encounter 11

Defeat the Brotherhood guards at the stairs

APL4 120 xp;
APL6 180 xp;
APL8 240 xp;
APL10 300 xp;
APL12 360 xp;

Encounter 14

Defeat the Master Breeder and associates

APL4 210 xp;
APL6 270 xp;
APL8 330 xp;
APL10 390 xp;
APL12 450 xp;

Total possible experience:

APL4 1350 xp;
APL6 1800 xp;
APL8 2250 xp;
APL10 2700 xp;
APL12 3150 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* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 1: The Silent Wind

APL 4: L: 11 gp; C: 0 gp; M: 0 gp

APL 6: L: 130 gp; C: 0 gp; M: *divine scroll of death knell* (12 gp).

APL 8: L: 121 gp; C: 0 gp; M: *divine scroll of death knell* (12 gp), +1 *banded mail* (117 gp), *pearl of power* (1st) (83 gp).

APL 10: L: 68 gp; C: 0 gp; M: *divine scroll of death knell* (12 gp), +1 *banded mail* (117 gp), *pearl of power* (1st) (83 gp), 2 +1 *tridents* (193 gp each), *potion of bull's strength* (25 gp).

APL 12: L: 39 gp; C: 0 gp; M: *divine scroll of death knell* (12 gp), +1 *banded mail* (117 gp), *pearl of power* (1st) (83 gp), 2 +1 *tridents* (193 gp each), *potion of bull's strength* (25 gp), 2 +1 *studded leather* (98 gp each), *divine scroll of flame strike* (94 gp).

Encounter 10: Assault: Wave 1

APL 4: L: 0 gp; C: 0 gp; M: *bracers of armor* +1 (83 gp), 3 *potions of cure light wounds* (4 gp each).

APL 6: L: 0 gp; C: 0 gp; M: 2 *bracers of armor* +1 (83 gp each), 5 *potions of cure light wounds* (4 gp each).

APL 8: L: 0 gp; C: 0 gp; M: 3 *bracers of armor* +1 (83 gp each), 3 *potions of cure moderate wounds* (12 gp each).

APL 10: L: 0 gp; C: 0 gp; M: 2 *bracers of armor* +1 (83 gp each), 2 *bracers of armor* +2 (333 gp each), 4 *potions of cure moderate wounds* (12 gp each).

APL 12: L: 0 gp; C: 0 gp; M: 4 *bracers of armor* +2 (333 gp each), 4 *potions of cure moderate wounds* (12 gp each).

Encounter 10: Assault: Wave 3

APL 4: L: 14 gp; C: 0 gp; M: *quaal's feather token* (whip) (41 gp), *elixir of vision* (21 gp).

APL 6: L: 8 gp; C: 0 gp; M: *quaal's feather token* (whip) (41 gp), *elixir of vision* (21 gp), *potion of Barkskin* +3 (50 gp).

APL 8: L: 8 gp; C: 0 gp; M: *quaal's feather token* (whip) (41 gp), *elixir of vision* (21 gp), *potion of Barkskin* +3 (50 gp), *bracers of armor* +1 (83 gp).

APL 10: L: 9 gp; C: 0 gp; M: *quaal's feather token* (whip) (41 gp), *elixir of vision* (21 gp), *potion of Barkskin* +3 (50 gp), *bracers of armor* +1 (83 gp), *elixir of fire breath* (92 gp).

APL 12: L: 12 gp; C: 0 gp; M: *quaal's feather token* (whip) (41 gp), *elixir of vision* (21 gp), *potion of Barkskin* +3 (50 gp), *bracers of armor* +1 (83 gp), *elixir of fire breath* (92 gp), *potion of cure serious wounds* (62 gp), *potion of aid* (25 gp).

Encounter 10: Assault: Wave 8

APL 4: L: 0 gp; C: 0 gp; M: *ring of jumping* (208 gp).

APL 6: L: 0 gp; C: 0 gp; M: 2 *rings of jumping* (417 gp).

APL 8: L: 0 gp; C: 0 gp; M: 2 *rings of jumping* (417 gp).

APL 10: L: 0 gp; C: 0 gp; M: 2 *rings of jumping* (417 gp).

APL 12: L: 0 gp; C: 0 gp; M: 2 *rings of jumping* (417 gp).

Encounter 11: Tower of Sorcery: Room 12

All APL's: L: 0 gp; C: 0 gp; M: *silversheen* (21 gp)

Encounter 11: Tower of Sorcery: Room 13

All APL's: L: 0 gp; C: 0 gp; M: *elixir of truth* (42 gp)

Encounter 11: Tower of Sorcery: Room 20

APL 4: L: 0 gp; C: 0 gp; M: *wand of lightning bolt* (10 charges) (188 gp)

APL 6: L: 0 gp; C: 0 gp; M: *wand of lightning bolt* (10 charges) (188 gp)

APL 8: L: 0 gp; C: 0 gp; M: *wand of lightning bolt* (25 charges) (469 gp)

APL 10: L: 0 gp; C: 0 gp; M: *wand of lightning bolt* (37 charges) (694 gp)

APL 12: L: 0 gp; C: 0 gp; M: wand of lightning bolt (50 charges) (938 gp)

Encounter 11: Tower of Sorcery: Room 22

APL 4: L: 0 gp; C: 0 gp; M: 3 bracers of armor +1 (250 gp), lesser metamagic rod of enlarge spell (250 gp), potion of blur (25 gp), 2 arcane scrolls of scorching ray (13 gp each), 2 arcane scroll of mage armor (4 gp each).

APL 6: L: 0 gp; C: 0 gp; M: 3 bracers of armor +1 (250 gp), lesser metamagic rod of enlarge spell (250 gp), potion of blur (25 gp), 2 arcane scrolls of scorching ray (13 gp each), 2 arcane scroll of mage armor (4 gp each).

APL 8: L: 0 gp; C: 0 gp; M: 3 bracers of armor +1 (250 gp), lesser metamagic rod of enlarge spell (250 gp), potion of blur (25 gp), 2 arcane scrolls of scorching ray (13 gp each), 2 arcane scroll of mage armor (4 gp each), light brown elemental gem (188 gp).

APL 10: L: 0 gp; C: 0 gp; M: 3 bracers of armor +1 (250 gp), lesser metamagic rod of enlarge spell (250 gp), potion of blur (25 gp), 2 arcane scrolls of scorching ray (13 gp each), 2 arcane scroll of mage armor (4 gp each), light brown elemental gem (188 gp), dusty rose prism ioun stone (417 gp).

APL 12: L: 0 gp; C: 0 gp; M: 3 bracers of armor +1 (250 gp), lesser metamagic rod of enlarge spell (250 gp), potion of blur (25 gp), 2 arcane scrolls of scorching ray (13 gp each), 2 arcane scroll of mage armor (4 gp each), light brown elemental gem (188 gp), dusty rose prism ioun stone (417 gp), 3 potions of cure light wounds (4 gp each), arcane scroll of blur (12 gp), necklace of fireballs (type VI) (12.5 gp / 1d6 of damage left, max 675 gp).

Total Possible Treasure

APL 4: L: 25 gp; C: 0 gp; M: 1175 gp - Total: 1200 gp (1200)

APL 6: L: 138 gp; C: 0 gp; M: 1537 gp - Total: 1675 gp (1600)

APL 8: L: 129 gp; C: 0 gp; M: 2400 gp - Total: 2529 gp (2500)

APL 10: L: 75 gp; C: 0 gp; M: 4151 gp - Total: 4226 gp (4200)

APL 12: L: 51 gp; C: 0 gp; M: 5971 gp - Total: 6022 gp (6000)

Special

GRATITUDE OF THE DAKON

By taking the fall during the training you have helped a dakon tribe escape the clutches of the Scarlet Brotherhood. This influence may be spent to convince a dakon to accompany you as a cohort. There may be other uses for this favor in the future. Dakon have a favored class of wizard.

◆ **Fel'Cheten'kin:** CR 1; Male Dakon Wizard; Medium humanoid; HD 1d4+2 (6 hp); Initiative +3; Spd 30 ft., climb 30 ft.; AC 15 (+3 Dex, +2 natural), touch 13, flat-footed 12; Base Atk/Grp +0/+4; Atk +4 melee (1d3+4, slam); Full Atk +4 melee (1d3+4, 2 slams); SQ Scent, Summon Familiar; SV Fort +4, Ref +3, Will +4; Str 18, Dex 16, Con 14, Int 15, Wis 14, Cha 10.

Skills and Feats: Balance +7, Climb +12, Concentration +6, Decipher Script +6, Knowledge

(arcana) +6, Knowledge (nature) +6, Sense Motive +6, Spellcraft +6; Great Fortitude, Scribe Scroll⁸.

Spells Prepared (4/2; save DC 12 + spell level)

Spellbook: 0—all; 1st—endure elements, obscuring mist, sleep, jump, comprehend languages.

Skills: Dakon have a +4 racial bonus to Balance and Sense Motive. They also have a +8 racial bonus on climb checks and may always take 10 on a climb check.

FAVOR OF THE HOMELAND NOBILITY

Your aid to the Homeland Nobility faction has resulted in them owing you a debt. This favor may be repaid through one of the following means (although there may be other uses in the future):

- One trip through the Brotherhood Blockade without undue trouble. This reduces the TU cost of any Core adventure that takes place on the Azure Sea by 1 TU (minimum 1 TU).
- One time access to purchase a monk's belt.
- Freedom from slavery. This may be used to reduce the time spent as a slave by half (maximum 8 TU saved).
-

CONTEMPLATIVE

By freeing Shulassha you have successfully interacted with an outsider servant of Ehlonna. This meets the special requirement of the contemplative prestige class for followers of Ehlonna.

Special – Suel AR

Give this adventure record to Suel humans only. No other character is eligible to receive the following rewards and access on this adventure record.

Brotherhood Recognition: Any Suel PC who has the badge of Valesh Kem, and thinks to display it, is granted “any” purchase access to the staff of the winds, due to their affiliation with the Scarlet Brotherhood. If they ever sell, lose, or have the badge taken from them, and do not already have another symbol of their loyalty to the Brotherhood the access is permanently lost. The tattoo of Shar (below) by itself does not count as a symbol of loyalty to the Brotherhood; however, the magical version does count.

Characters who swear fealty and receive the magical tattoo gain the remainder of the any purchase access for the staff of winds. As with the above, if they ever lose all symbols of loyalty to the Brotherhood, this access is permanently lost.

Staff of the Winds: This plain silver staff can control certain aspects of weather. The staff protects its bearer from electrical effects, so long as the bearer is holding the staff. This resist energy effect ends when all the charges, of which there are 50 at creation, have been used up. This staff cannot be recharged.

- Resist energy (electricity) (continuous, 3rd-level caster)

- *Control winds* (2 charges)
- *Control weather* (4 charges)

Strong Transmutation, weak Abjuration; Market Price: 22,000 gp; Prerequisites: CL 13th, Craft Staff, *control weather*, *control winds*, *resist energy*.

Tattoo: You've been tattooed on your upper left arm with the Ancient Suel word "Shar" which in rough translation to Common means "Purity." This serves to indicate that you are pureblooded Suel, and is instantly recognized by anyone associated with the Scarlet Brotherhood.

Magical Tattoo: The tattoo of Shar, as listed above, is the focus of a *mark of justice* spell. If the character ever breaks the following oath he or she will suffer a –6 penalty to Wisdom: "I will live by Wee Jas' Law. I will follow until death, and beyond, the code of the Brotherhood. I live and work for the return of the Suel People to their rightful place in the order of things. I will not do any harm to those who are my brethren, save at the asking of my leaders, who are at this time Boran Umor, Uncle Ophelus and Father Alionst Imueir."

This effect can be removed as stated in the *mark of justice* spell, but if done so the Tattoo also disappears.

ITEMS FOR THE ADVENTURE RECORD

ITEM ACCESS

APL 4:

Quaal's feather token (whip) (Adventure; DUNGEON MASTER's Guide)

Elixir of vision (Adventure; DUNGEON MASTER's Guide)

Ring of jumping (Adventure; DUNGEON MASTER's Guide)

Silversheen (Adventure – Limit 1; DUNGEON MASTER's Guide)

Elixir of truth (Adventure – Limit 1; DUNGEON MASTER's Guide)

Wand of lightning (10 charges) (Adventure; DUNGEON MASTER's Guide; 2,250 gp)

Lesser Metamagic Rod of Enlarge Spell (Adventure; DUNGEON MASTER's Guide)

APL 6:

Potion of barkskin +3 (Adventure; DUNGEON MASTER's Guide)

APL 8:

Pearl of power (1st level) (Adventure; DUNGEON MASTER's Guide)

Wand of lightning (25 charges) (Adventure; DUNGEON MASTER's Guide; 5,625 gp)

Light brown elemental gem (Adventure; DUNGEON MASTER's Guide)

APL 10:

Bracer of armor +2 (Adventure; DUNGEON MASTER's Guide)

Elixir of fire breath (Adventure; DUNGEON MASTER's Guide)

Wand of lightning (37 charges) (Adventure; DUNGEON MASTER's Guide; 8,325 gp)

Dusty rose prism ioun stone (Adventure; DUNGEON MASTER's Guide)

APL 12:

Divine scroll of flame strike (Adventure; DUNGEON MASTER's Guide)

Potion of cure serious wounds (Adventure; DUNGEON MASTER's Guide)

Wand of lightning (50 charges) (Adventure; DUNGEON MASTER's Guide 11,250 gp)

Necklace of fireballs (Type VI) (Adventure; DUNGEON MASTER's Guide)

ITEM ACCESS – SUEL AR

APL 4:

Staff of the winds (Any; See Above; 22,000 gp)

Monk's Belt (Any; DUNGEON MASTER's Guide)

APL 6:

Dusty rose prism ioun stone (Any; DUNGEON MASTER's Guide)

APL 8:

Minor cloak of displacement (Any; DUNGEON MASTER's Guide)

APL 10:

Boots of speed (Any; DUNGEON MASTER's Guide)

APL 12:

Amulet of natural armor +3 (Any; DUNGEON MASTER's Guide)

APPENDIX 1: COMBAT STATISTICS

ALL APL'S

☛ **Brotherhood Enforcer:** Male Suel human Mnk10; Medium humanoid (human); CR 10; HD 10d8+10; hp 63; Init +4; Spd 70 ft.; AC 24, touch 19, flat-footed 20; Base Atk/Grp +7/+8; Atk +8 melee (1d10+1, unarmed); Full Atk +8/3 melee (1d10+1, unarmed) or +8/8/3 melee (1d10+1, flurry of blows); SA flurry of blows; SQ evasion, still mind, *ki* strike (magic, lawful), slow fall (50 ft.), purity of body, wholeness of body, improved evasion; AL LN; SV Fort +11, Ref +14, Will +12; Str 12, Dex 18, Con 12, Int 14, Wis 14, Cha 10.

Skills and Feats: Balance +14, Escape Artist +25, Hide +17, Jump +23, Listen +12, Move Silently +17, Open Lock +6, Spot +12, Tumble +21; Improved Unarmed Strike^B, Improved Grapple^B, Combat Reflexes^B, Improved Trip^B, Acrobatic, Agile, Dodge, Mobility, Whirlwind Attack.

Possessions: bracers of armor +3, cloak of resistance +3, amulet of natural armor +2, gloves of dexterity +2, boots of springing and striding, vest of escape, ring of protection +2, potion of cure moderate wounds.

☛ **Brotherhood Warrior:** Male Suel human Mnk4; Medium humanoid (human); CR 4; HD 4d8+4; hp 27; Init +2; Spd 40 ft.; AC 16, touch 14, flat-footed 14; Base Atk/Grp +3/+4; Atk +4 melee (1d8+1, unarmed); Full Atk +4 melee (1d8+1, unarmed) or +2/2 melee (1d8+1, flurry of blows); SA flurry of blows; SQ evasion, still mind, *ki* strike (magic), slow fall (20 ft.); AL LN; SV Fort +6, Ref +7, Will +7; Str 12, Dex 15, Con 12, Int 14, Wis 14, Cha 10.

Skills and Feats: Balance +12, Escape Artist +11, Hide +9, Jump +12, Listen +6, Move Silently +9, Spot +6, Tumble +13; Improved Unarmed Strike^B, Improved Grapple^B, Combat Reflexes^B, Acrobatic, Agile, Dodge.

Possessions: bracers of armor +1, cloak of resistance +1, amulet of natural armor +1, potion of cure moderate wounds, elixir of fire breath.

☛ **Brotherhood Acolyte:** male and female Suel human Abjurer9; Medium humanoid (human); CR 9; HD 9d4+18; hp 46; Init +2; Spd 30 ft.; AC 19, touch 14, flat-footed 17; Base Atk/Grp +4/+3; Atk +3 melee (1d3-1, unarmed) or +6 ranged; Full Atk +3 melee (1d3-1, unarmed) or +6 ranged; SA spells; SQ summon familiar, school specialization (abjuration), banned schools (illusion, necromancy); AL LN; SV Fort +8, Ref +8, Will +10; Str 8, Dex 14, Con 14, Int 18, Wis 12, Cha 10.

Skills and Feats: Concentration +14, Knowledge (arcana, geography, history, religion, the planes) +14, Spellcraft +18; Scribe Scroll^B, Cooperative Spell^B, Extend Spell, Dodge, Endurance, Spell Mastery (*magic circle*, *shield*, *dismissal*, *protection from energy*).

Possessions: bracers of armor +3, cloak of resistance +3, amulet of natural armor +2, ring of protection +2, potion of cure moderate wounds.

Spells Prepared: (4+1/5+1/5+1/4+1/3+1/1+1; save DC 14 + spell level; DC 16 + spell level for Abjuration) 0—*resistance*[†], *detect magic*, *mage hand*, *mending*, *arcane mark*; 1st—*hold portal*[†], *protection from evil*, *shield*[†], *identify*, *magic missile* (2); 2nd—*resist energy*[†], *cooperative daze monster*, *cooperative gust of wind*, *levitate*, *cooperative touch of idiocy*; 3rd—~~*cooperative magic circle against evil*[†]~~, *cooperative dispel magic*[†], *lighting bolt*, *cooperative deep slumber*, *arcane sight*; 4th—~~*cooperative dimensional anchor*[†]~~, ~~*cooperative charm monster*[†]~~, *shout*, *wall of ice*; 5th—~~*cooperative dismissal*[†]~~, *cooperative feeblemind*.

[†]Abjuration spell.

☛ **Cold Elemental Ice Devil:** Large outsider (evil, lawful, extraplanar, cold); CR 15; HD 14d8+84; hp 147; Init +5; Spd 40 ft.; AC 35, touch 14, flat-footed 30; Base Atk/Grp +14/+24; Atk +20 melee (2d6+9/x3 plus slow, spear) or +19 melee (1d10+6 plus 1d8 cold, claw); Full Atk +20/+15/+10 melee (2d6+9/x3 plus slow, spear) and +14 melee (2d6+3 plus 1d8 cold, bite) and +14 melee (3d6+3 plus slow and 1d8 cold, tail); or +19/+19 melee (1d10+6 plus 1d8 cold, 2 claws) and +14 melee (2d6+3 plus 1d8 cold, bite) and +14 melee (3d6+3 plus slow and 1d8 cold, tail); Space/Reach: 10 ft./10ft.; SA: fear aura, slow, spell-like abilities, *summon devil*; SQ DR 10/good, darkvision 60 ft., immunities (cold, fire, paralysis, poison, sleep and stunning), resistance to acid 10, regeneration 5, see in darkness, SR 25, telepathy 100 ft.; AL LE; SV Fort +15, Ref +14, Will +15; Str 23, Dex 21, Con 23, Int 22, Wis 22, Cha 20.

Skills and Feats: Bluff +22, Climb +23, Concentration +23, Diplomacy +29, Disguise +5 (+7 acting), Intimidate +24, Jump +27, Knowledge (any three) +23, Listen +25, Move Silently +22, Search +23, Sense Motive +23, Spellcraft +23, Spot +25, Survival +6 (+8 following tracks); Alertness, Cleave, Combat Reflexes, Power Attack, Weapon Focus (spear).

Damage Reduction: An ice devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Elemental: Immune to poison, sleep, paralysis and stunning. Not subject to critical hits.

Cold Subtype (Ex): Cold immunity, double damage from fire except on a successful save.

Icewalking (Ex): This ability works like the *spider climb* spell but applies to all icy surfaces. Within the Elemental Plane of Cold, the cold element creature may move normally.

Chill (Ex): In addition to the damage from their attacks, cold element creatures deal additional cold damage with their natural weapons. The amount is 1d8.

Fear Aura (Su): An ice devil can radiate a 10-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 22 Will save or be affected as though by a *fear* spell (caster level 13th). A creature that successfully saves cannot be affected again by the same

ice devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Slow (Su): A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a DC 23 Fortitude save or be affected as though by a *slow* spell for 1d6 rounds. The save DC is Constitution-based.

Spell-Like Abilities: At will—*cone of cold* (DC 20), *fly*, *ice storm* (DC 19), *greater teleport* (self plus 50 pounds of objects only), *persistent image* (DC 20), *unholy aura* (DC 23), *wall of ice* (DC 19). Caster level 13th. The save DCs are Charisma-based.

Summon Devil (Sp): Once per day an ice devil can attempt to summon 2d10 lemures or 1d6 bearded devils, 2d4 bone devils with a 50% chance of success, or another ice devil with a 20% chance of success. This ability is the equivalent of a 4th-level spell.

Regeneration (Ex): An ice devil takes normal damage from good-aligned weapons and from spells or effects with the good descriptor.

APL 4

Encounter 2 – Becalmed

✦ **Boran Umor:** Male Suel human Mnk3/Drd2; Medium humanoid (human); CR 5; HD 5d8+5; hp 33; Init +2; Spd 40 ft.; AC 15, touch 15, flat-footed 13; Base Atk/Grp +3/+4; Atk +4 melee (1d6+1, unarmed); Full Atk +4 melee (1d6+1, unarmed) or +2/2 melee (1d6+1, flurry of blows); SA flurry of blows; SQ evasion, still mind, nature sense, wild empathy, woodland stride; AL LN; SV Fort +7, Ref +5, Will +9; Str 12, Dex 14, Con 12, Int 14, Wis 17, Cha 10.

Skills and Feats: Balance +10, Concentration +6, Escape Artist +8, Jump +9, Knowledge (nature) +6, Listen +9, Profession (sailor) +11, Spellcraft +7, Spot +9, Survival +5, Tumble +10; Improved Unarmed Strike^B, Improved Grapple^B, Combat Reflexes^B, Dodge, Mobility, Deflect Arrows.

Possessions: staff of the winds (11 charges), pearl of power (1st level), periapt of wisdom +2, 2 divine scrolls of magic fang.

Spells Prepared: (4/3; save DC 13 + spell level) o—cure minor wounds (2), guidance (2); 1st—faerie fire, longstrider, produce flame.

✦ **Uncle Ophelus:** Male Suel human Mnk5/Sor2; Medium humanoid (human); CR 7; HD 5d8+2d4+7; hp 41; Init +2; Spd 40 ft.; AC 17 (+2 Dex, +2 Wis, +1 class, +2 armor), touch 15, flat-footed 15; Base Atk/Grp +4/+4; Atk +4 melee (1d8, unarmed); Full Atk +4 melee (1d8, unarmed) or +2/2 melee (1d8, flurry of blows); SA flurry of blows; SQ evasion, still mind, ki strike (magic), slow fall (20 ft.), purity of body, summon familiar; AL LN; SV Fort +5, Ref +6, Will +9; Str 10, Dex 14, Con 12, Int 12, Wis 14, Cha 15.

Skills and Feats: Balance +12, Bluff +3, Concentration +11, Escape Artist +10, Jump +10, Listen +10, Spellcraft +6, Spot +10, Tumble +12; Improved Unarmed Strike^B, Improved Grapple^B, Combat Reflexes^B, Endurance, Diehard, Dodge, Leadership.

Spells Known: (6/5; save DC 12 + spell level) o—resistance, acid splash, detect magic, read magic, arcane mark; 1st—shield, chill touch.

Possessions: bracers of armor +2, potion of cure serious wounds

✦ **Ophelus's Guards:** Male Suel male Mnk4; Medium humanoid (human); CR 4; HD 4d8+4; hp 27; Init +2; Spd 40 ft.; AC 15, touch 14, flat-footed 13; Base Atk/Grp +3/+4; Atk +4 melee (1d8+1, unarmed); Full Atk +4 melee (1d8+1, unarmed) or +2/2 melee (1d8+1, flurry of blows); SA flurry of blows; SQ evasion, still mind, ki strike (magic), slow fall (20 ft.); AL LN; SV Fort +5, Ref +6, Will +6; Str 12, Dex 15, Con 12, Int 14, Wis 14, Cha 10.

Skills and Feats: Balance +12, Escape Artist +11, Hide +9, Jump +12, Listen +6, Move Silently +9, Spot +6, Tumble +13; Improved Unarmed Strike^B, Improved Grapple^B, Combat Reflexes^B, Acrobatic, Agile, Dodge.

Possessions: bracers of armor +1.

✦ **Crew:** Male Suel human Mnk1; Medium humanoid (human); CR 1; HD 1d8+1; hp 9; Init +2; Spd 30 ft.; AC 14, touch 14, flat-footed 12; Base Atk/Grp +0/+2; Atk +2 melee (1d6+2, unarmed); Full Atk +2 melee (1d6+2, unarmed) or +0/0 melee (1d6+2, flurry of blows); SA flurry of blows; AL LN; SV Fort +3, Ref +4, Will +4; Str 14, Dex 14, Con 12, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +6, Jump +6, Listen +6, Profession (sailor) +6, Spot +6, Tumble +6; Improved Unarmed Strike^B, Improved Grapple^B, Power Attack, Improved Bull Rush.

Possessions: none.

Encounter 6 – Physical Training

✦ **Dakon Brave:** Dakon Ftr1; Medium humanoid; CR 1; HD 1d10+2; hp 12; Init +3; Spd 30 ft., climb 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk/Grp +1/+6; Atk +6 melee (1d3+5, slam); Full Atk +6 melee (1d3+5, 2 slams); SQ scent; AL LN; SV Fort +4, Ref +3, Will +2; Str 20, Dex 16, Con 14, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +7, Climb +17, Intimidate +4, Jump +9, Sense Motive +6; Dodge^B, Power Attack.

✦ **Dakon Warrior:** Dakon Ftr4; Medium humanoid; CR 4; HD 4d10+8; hp 36; Init +3; Spd 30 ft., climb 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk/Grp +4/+9; Atk +10 melee (1d3+7, slam); Full Atk +10 melee (1d3+7, 2 slams); SQ scent; AL LN; SV Fort +6, Ref +4, Will +3; Str 20, Dex 17, Con 14, Int 14, Wis 14, Cha 14.

Skills and Feats: Balance +8, Climb +20, Intimidate +9, Jump +12, Sense Motive +7; Weapon Focus (slam)^B, Dodge, Mobility^B, Combat Expertise, Weapon Specialization (slam)^B.

Encounter 7 – Magical Training

✦ **Dakon Mage:** Dakon Wiz4; Medium humanoid; CR 4; HD 4d4+12; hp 25; Init +2; Spd 30 ft., climb 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk/Grp +2/+5; Atk +5 melee (1d3+3, slam); Full Atk +5 melee (1d3+3, 2 slams) SQ scent, summon familiar; AL LN; SV Fort +4, Ref +3, Will +6; Str 17, Dex 14, Con 16, Int 18, Wis 14, Cha 10.

Skills and Feats: Balance +6, Climb +11, Concentration +10, Knowledge (arcana) +11, Knowledge (nature) +11, Knowledge (history) +11, Sense Motive +7, Spellcraft +13; Scribe Scroll^B, Heighten Spell, Combat Casting.

Spells Prepared: (4/4/3; save DC 14 + spell level) o—touch of fatigue (2), message, daze; 1st—shield, color spray, cause fear, magic missile; 2nd—heightened touch of fatigue, touch of idiocy, (fog cloud or ghoul touch)*.

*If there are two Dakon mages then each has one of the two spells, if there is only one Dakon Mage it has the first of the two listed spells.

Spellbook: o—all; 1st—shield, grease, endure elements, true strike, color spray, cause fear, reduce person, magic missile; 2nd—fog cloud, melf's acid arrow, ghoul touch, touch of idiocy.

Possessions: Spell component pouch.

Encounter 10 – Assault

WAVE 1:

➤ **Brotherhood Trainee:** Male Suel human Mnk1; Medium humanoid (human); CR 1; HD 1d8+1; hp 9; Init +2; Spd 30 ft.; AC 14, touch 14, flat-footed 12; Base Atk/Grp +0/+2; Atk +3 melee (1d6+2, unarmed); Full Atk +3 melee (1d6+2, unarmed) or +1/1 melee (1d6+2, flurry of blows); SA flurry of blows; AL LN; SV Fort +3, Ref +4, Will +4; Str 14, Dex 14, Con 12, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +6, Craft (any one) +5, Jump +6, Listen +8, Spot +8, Tumble +6; Improved Unarmed Strike^B, Stunning Fist^B, Alertness, Weapon Focus (unarmed).

Possessions: potion of cure light wounds.

➤ **Brotherhood Citizen:** Male Suel human Mnk2; Medium humanoid (human); CR 2; HD 2d8+2; hp 15; Init +2; Spd 30 ft.; AC 15, touch 14, flat-footed 13; Base Atk/Grp +1/+3; Atk +4 melee (1d6+2, unarmed); Full Atk +4 melee (1d6+2, unarmed) or +2/2 melee (1d6+2, flurry of blows); SA flurry of blows; SQ evasion; AL LN; SV Fort +4, Ref +5, Will +5; Str 14, Dex 14, Con 12, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +9, Craft (any one) +6, Jump +9, Listen +9, Spot +9, Tumble +9; Improved Unarmed Strike^B, Stunning Fist^B, Alertness, Weapon Focus (unarmed), Deflect Arrows^B.

Possessions: potion of cure light wounds, bracers of armor +1.

WAVE 3:

➤ **Brotherhood Slavemaster:** Male Suel Rgr1/Mnk1; Medium humanoid; CR 2; HD 2d8+2; hp 15; Init +2; Spd 30 ft.; AC 14, touch 14, flat-footed 12; Base Atk/Grp +1/+3; Atk +4 melee (1d6+2, unarmed); Full Atk +4 melee (1d6+2, unarmed) or +2/2 melee (1d6+2, flurry of blows); SA flurry of blows, favored enemy (non-suel humans); SQ wild empathy; AL LE; SV Fort +5, Ref +6, Will +4; Str 14, Dex 14, Con 12, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +6, Escape Artist +6, Handle Animal +5, Jump +6, Listen +8, Spot +8, Survival +5, Tumble +6; Improved Unarmed Strike^B, Stunning Fist^B, Alertness, Weapon Focus (unarmed), Track^B.

Possessions: quaal's feather token (whip), elixir of vision.

WAVE 8:

➤ **Half-Troll Brotherhood Guard:** Male half-troll half-Suel-human Mnk2; Medium giant (augmented humanoid); CR 4; HD 2d8+8; hp 21; Init +3; Spd 30 ft.; AC 19, touch 15, flat-footed 16; Base Atk/Grp +1/+6; Atk +6 melee (1d6+5, unarmed-claw) or +6 melee (1d6+2, bite); Full Atk +6 melee (1d6+5, unarmed-claw) and +1 melee (1d6+2, bite) or +4/4 melee (1d6+5, flurry of blows); SA rend (2d6+7), flurry of blows; SQ fast

healing 5, scent, evasion; AL LE; SV Fort +7, Ref +6, Will +5; Str 20, Dex 16, Con 18, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +10, Jump +17, Listen +7, Spot +7, Tumble +10; Improved Unarmed Strike^B, Stunning Fist^B, Power Attack, Cleave, Deflect Arrows^B.

Possessions: ring of jumping.

Encounter 11 – Tower of Sorcery – Floor 1

➤ **Half-Flesh Golem Brotherhood Guard:** Male half-flesh golem half-Suel-human Mnk1; Medium construct (augmented humanoid); CR 4; HD 1d10+20; hp 30; Init +1; Spd 30 ft. (can't run); AC 18, touch 13, flat-footed 17; Base Atk/Grp +0/+5; Atk +6 melee (1d6+5, unarmed); Full Atk +6 melee (1d6+5, unarmed) or +4/4 melee (1d6+5, flurry of blows); SA flurry of blows, berserk; SQ construct traits, DR 5/adamantine, magic immunity; AL LE; SV Fort +2, Ref +3, Will +4; Str 20, Dex 12, Con —, Int 8, Wis 14, Cha 6.

Skills and Feats: Balance +5, Escape Artist +5, Jump +9, Listen +8, Spot +8, Tumble +5; Improved Unarmed Strike^B, Stunning Fist^B, Alertness, Weapon Focus (unarmed).

Encounter 13 – Tower of Sorcery – Floor 3

➤ **Grigaur, Advanced:** Large magical beast; CR 6; HD 7d10+35; hp 73; Init +0; Spd 40 ft.; AC 16, touch 9, flat-footed 16; Base Atk/Grp +7/+19; Atk +14 melee (2d6+8, claw); Full Atk +14 melee (2d6+8, 2 claws) and +9 melee (1d8+4, bite); Space/Reach: 15 ft./20 ft.; SA improved grab; SQ blindsight, scent, immunities, DR 5/-; AL N; SV Fort +10, Ref +5, Will +3; Str 27, Dex 11, Con 20, Int 6, Wis 12, Cha 8.

Skills and Feats: Climb +10, Hide +1*, Listen +4, Move Silently +4, Spot +4; Alertness, Power Attack, Improved Bull Rush.

➤ **Fiendish Troll:** Large giant (extraplanar); CR 6; HD 6d8+36 (63 hp); Init +2; Spd 30 ft.; AC 16, touch 11, flat-footed 14; Base Atk/Grp +4/+14; Atk +9 melee (1d6+6, claw); Full Atk +9 melee (1d6+6, 2 claws) and +4 melee (1d6+3, bite); Space/Reach: 10 ft./10 ft.; SA rend (2d6+9), smite good; SQ darkvision 90 ft., low-light vision, regeneration 5, scent, DR 5/magic, resistance (cold and fire) 5; AL NE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Track.

Smite Good (Su): Once per day a fiendish creature can make a normal melee attack to deal 6 points of extra damage against a good foe.

➤ **Shulassha:** Large outsider (augmented magical beast extraplanar) Clr2; CR 8; HD 8d10+2d8+70; hp 124; Init +4; Spd 60 ft., fly 120 ft. (good); AC 20, touch 13, flat-footed 16; Base Atk/Grp +9/+20; Atk +18 melee (1d8+10, horn); Full Atk +18 melee (1d8+10, horn) and +10 melee (1d4+3, 2 hooves); Space/Reach: 10 ft./5 ft.; SA daylight, smite evil, turn undead (12/day); SQ darkvision (60 ft.), low-light vision, magic circle against

evil, spell-like abilities, immunity (poison, disease, charm and compulsion), scent, wild empathy, resistance (acid, cold, electricity) 10, DR 5/magic, SR 20; AL NG; SV Fort +16, Ref +10, Will +12; Str 24, Dex 19, Con 25, Int 12, Wis 25, Cha 28.

Skills and Feats: Jump +27, Knowledge (nature) +8, Knowledge (the planes) +6, Listen +20, Move Silently +19, Spot +20, Spellcraft +12, Survival +21*; Alertness, Skill Focus (survival), Track, Eschew Materials.

Daylight (Su): Half-celestials can use a daylight effect (as the spell) at will.

Smite Evil (Su): Once per day a half-celestial creature can make a normal melee attack to deal 10 extra damage against an evil foe.

Spell-like Abilities: at will—detect evil; 3/day—cure light wounds (caster level 5th), protection from evil; 1/day—cure moderate wounds (caster level 5th), neutralize poison (caster level 8th, save DC 25), greater teleport (only within native forest), bless, aid, cure serious wounds, neutralize poison, holy smite, remove disease, dispel evil. Caster level (unless otherwise specified) 10th; save DC 19 + spell level.

Spells Prepared: (4/4+1; save DC 17 + spell level) 0—detect poison (2), guidance (2); 1st—bless water, calm animals*, remove fear, sanctuary (2).

*Domain spell; Deity: Ehlonna; Domains: Animal (speak with animals 1/day; Knowledge (nature) class skill); Sun (Greater Turning 1/day).

Shulassha is a half-celestial unicorn servant of Ehlonna.

Encounter 14 – Tower of Sorcery – Floor 4

☛ **Master Breeder:** Male Suel human Wiz4; Medium humanoid (human); CR 4; HD 4d4+4; hp 17; Init +5; Spd 30 ft.; AC 12, touch 11, flat-footed 11; Base Atk/Grp +2/+1; Atk +1 melee (1d4-1/19-20, dagger) or +3 ranged; SQ summon familiar; AL LE; SV Fort +2, Ref +2, Will +5; Str 8, Dex 12, Con 13, Int 18, Wis 12, Cha 10.

Skills and Feats: Concentration +8, Craft (golem) +11, Decipher Script +11, Knowledge (arcana) +11, Knowledge (history) +5, Knowledge (the planes) +11, Spellcraft +13; Scribe Scroll^B, Combat Casting, Reach Spell, Improved Initiative.

Spells Prepared: (4/4/3; save DC 14 + spell level) 0—acid splash, daze (2), ray of frost; 1st—shield, magic missile (2), summon monster I; 2nd—reach touch of fatigue, scorching ray, levitate.

Spellbook: 0—all; 1st—shield, summon monster I, magic missile, identify, burning hands, color spray, obscuring mist, hold portal; 2nd—summon monster II, scorching ray, levitate, ghoul touch.

Possessions: lesser metamagic rod of enlarge spell, bracers of armor +1, potion of blur, potion of cure light wounds (2).

☛ **Brotherhood Arcanist:** Male Suel human Wiz2; Medium humanoid (human); CR 2; HD 2d4+6; hp 13; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk/Grp +1/+0; Atk +0 melee (1d4-1/19-20, dagger) or +3 ranged; Full Atk +0 melee (1d4-1/19-20, dagger) or

+3 ranged; SQ summon familiar; AL LE; SV Fort +3, Ref +2, Will +4; Str 8, Dex 14, Con 16, Int 15, Wis 12, Cha 8.

Skills and Feats: Concentration +8, Craft (golem) +7, Decipher Script +7, Knowledge (arcana) +7, Knowledge (the planes) +7, Spellcraft +9; Scribe Scroll^B, Endurance, Diehard.

Spells Prepared: (4/3; save DC 12 + spell level) 0—acid splash, daze (2), ray of frost; 1st—shield, ray of enfeeblement, burning hands.

Spellbook: 0—all; 1st—shield, summon monster I, magic missile, burning hands, ray of enfeeblement.

Possessions: arcane scroll of scorching ray, arcane scroll of mage armor.

☛ **Winged Brotherhood Guard:** Winged male Suel human Mnk1; Medium monstrous humanoid (augmented humanoid); CR 2; HD 1d8+2; hp 10; Init +4; Spd 30 ft., fly 50 ft. (perfect); AC 18 (+4 Dex, +3 Wis, +1 armor), touch 17, flat-footed 14; Base Atk/Grp +0/+1; Atk +1 melee (1d6+1, unarmed); Full Atk +1 melee (1d6+1, unarmed) or -1/-1 melee (1d6+1, flurry of blows); SA flurry of blows; AL LE; SV Fort +4, Ref +6, Will +5; Str 12, Dex 18, Con 14, Int 12, Wis 16, Cha 10.

Skills and Feats: Balance +8, Escape Artist +8, Listen +7, Sense Motive +7, Spot +7, Tumble +8; Improved Unarmed Strike^B, Stunning Fist^B, Fly-by Attack, Dodge.

Possessions: bracers of armor +1.

APL 6

Encounter 2: The Silent Wind

➤ **Sahuagin Warrior:** Male Sahuagin Rgr2; Medium monstrous humanoid (aquatic); CR 4; HD 4d8+12; hp 35; Init +2; Spd 30 ft., swim 60 ft.; AC 20, touch 12, flat-footed 18; Base Atk/Grp +4/+8; Atk +8 melee (1d4+4, talon) or +9 melee (1d8+5, trident) or +6 ranged (1d10, 19-20, heavy crossbow); Full Atk +9 melee (1d8+5, trident) and +8 melee (1d4+2, bite) or +8 melee (1d4+4, 2 talons) and +6 melee (1d4+2, bite) or +6 ranged (1d10, 19-20, heavy crossbow); SA blood frenzy, rake (+6 melee, 1d4+2), favored enemy (non-Suel humans +2), combat style (two-weapon fighting); SQ blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent, wild empathy; AL LE; SV Fort +8, Ref +8, Will +6; Str 18, Dex 14, Con 16, Int 12, Wis 17, Cha 9.

Skills and Feats: Handle Animal +6 (+10 with sharks), Hide +9 (+13 underwater), Listen +9 (+13 underwater), Profession (hunter) +5 (+9 within 50 miles of home), Ride +6, Spot +9 (+13 underwater), Survival +5 (+9 within 50 miles of home); Great Fortitude, Multiattack^B, Track^B, Two-Weapon Fighting, Power Attack.

Possessions: masterwork trident, masterwork studded leather, heavy crossbow, 20 bolts.

➤ **Sahuagin Savant:** Female Sahuagin Clr2; Medium monstrous humanoid (aquatic); CR 4; HD 4d8+8; hp 31; Init +1; Spd 30 ft., swim 60 ft.; AC 22, touch 11, flat-footed 21; Base Atk/Grp +3/+4; Atk +4 melee (1d4+1, talon) or +5 melee (1d8+2, trident) or +4 ranged (1d10, 19-20, heavy crossbow); Full Atk +5 melee (1d8+2, trident) and +2 melee (1d4+1, bite) or +4 melee (1d4+1, 2 talons) and +2 melee (1d4+1, bite) or +4 ranged (1d10, 19-20, heavy crossbow); SA blood frenzy, rake (+2 melee, 1d4+1), rebuke undead (4/day); SQ blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +7, Ref +4, Will +10; Str 12, Dex 12, Con 14, Int 18, Wis 18, Cha 12.

Skills and Feats: Concentration +7 (+11 for defensive casting), Handle Animal +6 (+10 with sharks), Hide +1 (+5 underwater), Knowledge (religion) +6, Listen +9 (+13 underwater), Profession (hunter) +4 (+9 within 50 miles of home), Ride +3, Spellcraft +9, Spot +9 (+13 underwater), Survival +4 (+9 within 50 miles of home); Great Fortitude, Multiattack^B, Weapon Focus (trident), Combat Casting.

Spells Prepared: (4/3+1; save DC 14 + spell level) o—cure minor wounds (2), guidance (2); 1st—bane, bless, enlarge person*, shield of faith.

*Domain Spell; Deity: Sekolah; Domains: Strength (+2 to Strength for 1 round once per day); War (Martial Weapon Proficiency (trident) and Weapon Focus (trident)).

Possessions: trident, heavy crossbow, 20 bolts, masterwork banded mail, divine scroll of death knell.

Encounter 2 – Becalmed

➤ **Boran Umor:** Male Suel human Mnk4/Drd3; Medium humanoid (human); CR 7; HD 7d8+7; hp 45; Init +2; Spd 40 ft.; AC 15, touch 15, flat-footed 13; Base Atk/Grp +5/+6; Atk +6 melee (1d8+1, unarmed); Full Atk +6 melee (1d8+1, unarmed) or +5/5 melee (1d8+1, flurry of blows); SA flurry of blows; SQ evasion, still mind, nature sense, wild empathy, woodland stride, ki strike (magic), slow fall (20 ft.), trackless step; AL LN; SV Fort +8, Ref +7, Will +10; Str 12, Dex 14, Con 12, Int 14, Wis 17, Cha 10.

Skills and Feats: Balance +11, Concentration +7, Escape Artist +9, Jump +10, Knowledge (nature) +7, Listen +10, Profession (sailor) +13, Spellcraft +8, Spot +10, Survival +8, Tumble +11; Improved Unarmed Strike^B, Improved Grapple^B, Combat Reflexes^B, Dodge, Mobility, Deflect Arrows, Spring Attack.

Spells Prepared: (4/3/2; save DC 13 + spell level) o—cure minor wounds (2), guidance (2); 1st—faerie fire, longstrider, produce flame; 2nd—chill metal, flame blade.

Possessions: staff of the winds (17 charges), pearl of power (1st level), pearl of power (2nd level), periapt of wisdom +2, 2 divine scrolls of greater magic fang.

➤ **Uncle Ophelus:** Male Suel human Mnk7/Sor2; Medium humanoid (humanoid); CR 9; HD 7d8+2d4+9; hp 53; Init +4; Spd 50 ft.; AC 20; touch 17, flat-footed 16; Base Atk/Grp +6/+6; Atk +6 melee (1d8, unarmed); Full Atk +6/1 melee (1d8, unarmed) or +5/5/0 melee (1d8, flurry of blows); SA flurry of blows; SQ evasion, still mind, ki strike (magic), slow fall (30 ft.), purity of body, summon familiar, wholeness of body; AL LN; SV Fort +6, Ref +9, Will +10; Str 10, Dex 18, Con 12, Int 12, Wis 14, Cha 16.

Skills and Feats: Balance +16, Bluff +4, Concentration +11, Escape Artist +14, Jump +12, Listen +12, Spellcraft +6, Spot +12, Tumble +16; Improved Unarmed Strike^B, Improved Grapple^B, Combat Reflexes^B, Endurance, Diehard, Dodge, Leadership, Improved Disarm^B, Combat Casting.

Spells Known: (6/5; save DC 13 + spell level) o—resistance, acid splash, detect magic, read magic, arcane mark; 1st—shield, chill touch.

Possessions: bracers of armor +3, potion of cure serious wounds, gauntlets of dexterity +4.

➤ **Ophelus's Guards:** Male Suel human Mnk6; Medium humanoid (humanoid); CR 6; HD 6d8+6; hp 39; Init +2; Spd 50 ft.; AC 17, touch 15, flat-footed 15; Base Atk/Grp +4/+5; Atk +5 melee (1d8+1, unarmed); Full Atk +5 melee (1d8+1, unarmed) or +4/4 melee (1d8+1, flurry of blows); SA flurry of blows; SQ evasion, still mind, ki strike (magic), slow fall (30 ft.), purity of body; AL LN; SV Fort +5, Ref +6, Will +6; Str 12, Dex 15, Con 12, Int 14, Wis 14, Cha 10.

Skills and Feats: Balance +14, Escape Artist +13, Hide +11, Jump +19, Listen +7, Move Silently +11, Spot +7, Tumble +15; Improved Unarmed Strike^B, Improved

Grapple^B, Combat Reflexes^B, Acrobatic, Agile, Dodge, Improved Disarm^B, Mobility.

Possessions: bracers of armor +2, potion of bull's strength, ring of jumping.

➤ **Crew:** Male Suel human Mnk3; Medium humanoid (human); CR 3; HD 3d8+3; hp 21; Init +2; Spd 40 ft.; AC 14, touch 14, flat-footed 12; Base Atk/Grp +2/+4; Atk +4 melee (1d6+2, unarmed); Full Atk +4 melee (1d6+2, unarmed) or +2/2 melee (1d6+2, flurry of blows); SA flurry of blows; SQ evasion, still mind; AL LN; SV Fort +4, Ref +5, Will +5; Str 14, Dex 14, Con 12, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +10, Jump +10, Listen +8, Profession (sailor) +8, Spot +8, Swim +7, Tumble +10; Improved Unarmed Strike^B, Improved Grapple^B, Power Attack, Improved Bull Rush, Combat Reflexes^B, Cleave.

Possessions: ring of swimming.

Encounter 6 – Physical Training

➤ **Dakon Brave:** Dakon Ftr2; Medium humanoid; CR 2; HD 2d10+4; hp 20; Init +3; Spd 30 ft., climb 30 ft.; AC 15 (+3 Dex, +2 natural), touch 13, flat-footed 12; Base Atk/Grp +2/+7; Atk +7 melee (1d3+6, slam); Full Atk +7 melee (1d3+6, 2 slams); SQ scent; AL LN; SV Fort +5, Ref +3, Will +2; Str 20, Dex 16, Con 14, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +7, Climb +18, Intimidate +5, Jump +10, Sense Motive +6; Dodge^B, Power Attack, Mobility^B.

➤ **Dakon Warrior:** Dakon Ftr6; Medium humanoid; CR 6; HD 6d10+12; hp 52; Init +3; Spd 30 ft., climb 30 ft.; AC 15 (+3 Dex, +2 natural), touch 13, flat-footed 12; Base Atk/Grp +6/+11; Atk +12 melee (1d3+7, slam); Full Atk +12 melee (1d3+7, 2 slams); SQ scent; AL LN; SV Fort +7, Ref +5, Will +4; Str 20, Dex 17, Con 14, Int 14, Wis 14, Cha 14.

Skills and Feats: Balance +9, Climb +22, Intimidate +11, Jump +14, Sense Motive +8; Weapon Focus (slam)^B, Dodge, Mobility^B, Combat Expertise, Weapon Specialization (slam)^B, Whirlwind Attack^B, Leadership.

Encounter 7 – Magical Training

➤ **Dakon Mage:** Dakon Wiz6; Medium humanoid; CR 6; HD 6d4+18; hp 37; Init +2; Spd 30 ft., climb 30 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; Base Atk/Grp +3/+6; Atk +6 melee (1d3+3, slam); Full Atk +6 melee (1d3+3, 2 slams); SQ scent, summon familiar; AL LN; SV Fort +5, Ref +4, Will +7; Str 17, Dex 14, Con 16, Int 18, Wis 14, Cha 10.

Skills and Feats: Balance +7, Climb +11, Concentration +12, Knowledge (arcana) +13, Knowledge (nature) +13, Knowledge (history) +13, Sense Motive +7, Spellcraft +15; Scribe Scroll^B, Heighten Spell, Combat Casting, Empower Spell^B, Silent Spell.

Spells Prepared: (4/4/4/3; save DC 14 + spell level) 0—touch of fatigue (2), message, daze; 1st—shield, color spray, cause fear, magic missile; 2nd—heightened touch of fatigue, touch of idiocy, melf's acid arrow, (fog cloud or ghoul touch)*; 3rd—empowered magic missile, dispel magic, (stinking cloud or ray of exhaustion)*.

*If there are two Dakon mages then each has one of the two spells, if there is only one Dakon Mage, it has the first of the two listed spells.

Spellbook: 0—all; 1st—shield, grease, endure elements, true strike, color spray, cause fear, reduce person, magic missile; 2nd—fog cloud, melf's acid arrow, ghoul touch, touch of idiocy; 3rd—dispel magic, stinking cloud, displacement, ray of exhaustion.

Possessions: Spell component pouch.

Encounter 10 – Assault

WAVE 1:

➤ **Brotherhood Trainee:** Male Suel human Mnk1; Medium humanoid (human); CR 1; HD 1d8+1; hp 9; Init +2; Spd 30 ft.; AC 14, touch 14, flat-footed 12; Base Atk/Grp +0/+2; Atk +3 melee (1d6+2, unarmed); Full Atk +3 melee (1d6+2, unarmed) or +1/1 melee (1d6+2, flurry of blows); SA flurry of blows; AL LN; SV Fort +3, Ref +4, Will +4; Str 14, Dex 14, Con 12, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +6, Craft (any one) +5, Jump +6, Listen +8, Spot +8, Tumble +6; Improved Unarmed Strike^B, Stunning Fist^B, Alertness, Weapon Focus (unarmed).

Possessions: potion of cure light wounds.

➤ **Brotherhood Citizen:** Male Suel human Mnk2; Medium humanoid (human); CR 2; HD 2d8+2; hp 15; Init +2; Spd 30 ft.; AC 15, touch 14, flat-footed 13; Base Atk/Grp +1/+3; Atk +4 melee (1d6+2, unarmed); Full Atk +4 melee (1d6+2, unarmed) or +2/2 melee (1d6+2, flurry of blows); SA flurry of blows; SQ evasion; AL LN; SV Fort +4, Ref +5, Will +5; Str 14, Dex 14, Con 12, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +9, Craft (any one) +6, Jump +9, Listen +9, Spot +9, Tumble +9; Improved Unarmed Strike^B, Stunning Fist^B, Alertness, Weapon Focus (unarmed), Deflect Arrows^B.

Possessions: potion of cure light wounds, bracers of armor +1.

WAVE 3:

➤ **Brotherhood Slavemaster:** Male Suel human Rgr2/Mnk2; Medium humanoid (human); CR 4; HD 4d8+4; hp 27; Init +2; Spd 30 ft.; AC 14, touch 14, flat-footed 12; Base Atk/Grp +3/+5; Atk +6 melee (1d6+2, unarmed); Full Atk +6 melee (1d6+2, unarmed) or +4/4 melee (1d6+2, flurry of blows); SA flurry of blows, favored enemy (humans); SQ wild empathy, combat style (two-weapon fighting), evasion; AL LE; SV Fort +6, Ref +7, Will +4; Str 14, Dex 15, Con 12, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +9, Escape Artist +7, Handle Animal +7, Jump +9, Listen +10, Spot +9, Survival +9, Tumble +9; Improved Unarmed Strike^B, Stunning Fist^B, Alertness, Weapon Focus (unarmed), Track^B, Two-Weapon Fighting^B, Power Attack, Combat Reflexes^B.

Possessions: quaal's feather token (whip), elixir of vision, potion of barkskin +3.

WAVE 5:

➤ **Fiendish Ape:** Large magical beast (augmented animal, extraplanar); CR 3; HD 4d8+11; hp 29; Init +2; Spd 30 ft., climb 30 ft.; AC 14, touch 11, flat-footed 12; Base Atk/Grp +3/+12; Atk +7 melee (1d6+5, claw); Full Atk +7 melee (1d6+5, 2 claws) and +2 melee (1d6+2, bite); Space/Reach 10 ft./10ft.; SA smite good; SQ low-light vision, scent, darkvision (60 ft.), resistance (cold and fire) 5, DR 5/magic, spell resistance 9; AL NE; SV Fort +6, Ref +6, Will +2; Str 21, Dex 15, Con 14, Int 3, Wis 12, Cha 7.

Skills and Feats: Climb +14, Listen +6, Spot +6; Alertness, Toughness.

Smite Good (Su): Once per day a fiendish creature can make a normal melee attack to deal 4 extra points of damage against a good foe.

WAVE 8:

➤ **Half-Troll Brotherhood Guard:** Male half-troll half-Suel-human Mnk2; Medium giant (augmented humanoid); CR 4; HD 2d8+8; 21 hp; Init +3; Spd 30 ft.; AC 19, touch 15, flat-footed 16; Base Atk/Grp +1/+6; Atk +6 melee (1d6+5, unarmed-claw) or +6 melee (1d6+2, bite); Full Atk +6 melee (1d6+5, unarmed-claw) and +1 melee (1d6+2, bite) or +4/4 melee (1d6+5, flurry of blows); SA rend (2d6+7), flurry of blows; SQ fast healing 5, scent, evasion; AL LE; SV Fort +7, Ref +6, Will +5; Str 20, Dex 16, Con 18, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +10, Jump +17, Listen +7, Spot +7, Tumble +10; Improved Unarmed Strike^B, Stunning Fist^B, Power Attack, Cleave, Deflect Arrows^B.

Possessions: ring of jumping.

Encounter 11— Tower of Sorcery — Floor 1

➤ **Half-Flesh Golem Brotherhood Guard:** Male Half-Flesh-Golem half-Suel-human Mnk1; Medium construct (augmented humanoid); CR 4; HD 1d10+20; hp 30; Init +1; Spd 30 ft. (can't run); AC 18, touch 13, flat-footed 17; Base Atk/Grp +0/+5; Atk +6 melee (1d6+5, unarmed); Full Atk +6 melee (1d6+5, unarmed) or +4/4 melee (1d6+5, flurry of blows); SA flurry of blows, berserk; SQ construct traits, DR 5/adamantine, magic immunity; AL LE; SV Fort +2, Ref +3, Will +4; Str 20, Dex 12, Con —, Int 8, Wis 14, Cha 6.

Skills and Feats: Balance +5, Escape Artist +5, Jump +9, Listen +8, Spot +8, Tumble +5; Improved Unarmed Strike^B, Stunning Fist^B, Alertness, Weapon Focus (unarmed).

Construct Traits: Darkvision (60 ft.), low-light vision, immunity (mind-affecting effects, poison, sleep

effects, paralysis, stunning, disease, death effects, necromancy effects, any effect requiring a Fortitude save unless it also works on objects or is harmless), cannot heal, not subject to (critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain), not affected by massive damage, destroyed at 0 hit points or less, cannot be raised or resurrected, no need to eat, sleep or breathe.

Berserk (Ex): See *Monster Manual*, Flesh Golem entry.

Immunity to Magic (Ex): See *Monster Manual*, Flesh Golem entry.

Encounter 13 — Tower of Sorcery — Floor 3

➤ **Grigaur, Advanced:** Huge magical beast; CR 8; HD 10d10+70; hp 125; Init -1; Spd 40 ft.; AC 17, touch 7, flat-footed 17; Base Atk/Grp +10/+30; Atk +20 melee (3d6+12, claw); Full Atk +20 melee (3d6+12, 2 claws) and +15 melee (2d6+6, bite); Space/Reach: 20 ft./25 ft.; SA improved grab; SQ blindsight, scent, immunities, DR 5/-; AL N; SV Fort +14, Ref +6, Will +4; Str 35, Dex 9, Con 24, Int 6, Wis 12, Cha 8.

Skills and Feats: Climb +14, Hide -1*, Listen +4, Move Silently +3, Spot +4; Alertness, Power Attack, Improved Bull Rush, Awesome Blow.

➤ **Half-Fiend Troll Warrior:** Ftr1; Large outsider (augmented giant, extraplanar); CR 8; HD 6d8+1d10+56; hp 89; Init +4; Spd 30 ft., fly 30 ft. (average); AC 19, touch 13, flat-footed 15; Base Atk/Grp +5/+19; Atk +15 melee (1d6+10, claw); Full Atk +15 melee (1d6+10, 2 claws) and +10 melee (1d8+5, bite); Space/Reach: 10 ft./10 ft.; SA rend (2d6+15), smite good, spell-like abilities; SQ darkvision (90 ft.), low-light vision, regeneration 5, scent, immunity to poison, resistance (acid, cold, electricity and fire) 10, DR 5/magic, SR 17; AL NE; SV Fort +15, Ref +6, Will +3; Str 30, Dex 18, Con 27, Int 8, Wis 8, Cha 13.

Skills and Feats: Balance +8, Hide +4, Jump +15, Listen +8, Knowledge (nature) +1, Move Silently +8, Spot +8, Tumble +8; Alertness, Iron Will, Track, Combat Reflexes^B.

Smite Good (Su): Once per day a half-fiend creature can make a normal melee attack to deal 7 extra points of damage against a good foe.

Spell-like Abilities: 3/day—darkness, poison; 1/day—desecrate, unholy blight. Caster Level 7th; save DC (11 + spell level).

➤ **Shulassha:** Large outsider (augmented magical beast, extraplanar) Clr3; CR 10; HD 8d10+3d8+77; hp 136; Init +4; Spd 60 ft., fly 120 ft. (good); AC 20, touch 13, flat-footed 16; Base Atk/Grp +10/+21; Atk +19 melee (1d8+10, horn); Full Atk +19 melee (1d8+10, horn) and +11 melee (1d4+3, 2 hooves); Space/Reach: 10 ft./5 ft.; SA daylight, smite evil, turn undead (12/day); SQ darkvision 60 ft., low-light vision, magic circle against evil, spell-like abilities, immunity (poison, disease, charm and compulsion), scent, wild empathy, resistance (acid, cold, electricity) 10, DR 5/magic, SR

21; AL NG; SV Fort +16, Ref +11, Will +12; Str 24, Dex 19, Con 25, Int 12, Wis 25, Cha 28.

Skills and Feats: Jump +27, Knowledge (nature) +9, Knowledge (the planes) +7, Listen +20, Move Silently +19, Spot +20, Spellcraft +13, Survival +21*; Alertness, Skill Focus (survival), Track, Eschew Materials.

Daylight (Su): Half-celestials can use a *daylight* effect (as the spell) at will.

Smite Evil (Su): Once per day a half-celestial creature can make a normal melee attack to deal 11 extra points of damage against an evil foe.

Spell-like Abilities: at will—*detect evil*; 3/day—*cure light wounds* (caster level 5th), *protection from evil*; 1/day—*cure moderate wounds* (caster level 5th), *neutralize poison* (caster level 8th, save DC 25), *greater teleport* (only within native forest), *bless*, *aid*, *cure serious wounds*, *neutralize poison*, *holy smite*, *remove disease*, *dispel evil*, *holy word*. Caster level (unless otherwise specified) 11th; save DC 19 + spell level.

Spells Prepared: (4/4+1/3+1; save DC 17 + spell level) 0—*detect poison* (2), *guidance* (2); 1st—*bless water*, *calm animals**, *remove fear*, *sanctuary* (2); 2nd—*aid*, *consecrate*, *lesser restoration*, *heat metal**.

* **Domain Spell; Deity:** Ehlonna; **Domains:** Animal (*speak with animals* 1/day; Knowledge (nature) class skill); Sun (Greater Turning 1/day). Shulassha is a half-celestial unicorn servant of Ehlonna.

Encounter 14 – Tower of Sorcery – Floor 4

☛ **Master Breeder:** Male Suel humanWiz5/AcSk1; Medium humanoid (human); CR 6; HD 6d4+6; hp 25; Init +6; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk/Grp +2/+1; Atk +1 melee (1d4-1/19-20, dagger) or +4 ranged; Full Atk +1 melee (1d4-1/19-20, dagger) or +4 ranged; SA spell-like abilities; SQ summon familiar, darkvision 60 ft.; AL LE; SV Fort +4, Ref +3, Will +7; Str 8, Dex 14, Con 13, Int 18, Wis 12, Cha 10.

Skills and Feats: Concentration +10, Craft (golem) +13, Decipher Script +13, Knowledge (arcana) +13, Knowledge (history) +7, Knowledge (the planes) +13, Spellcraft +15; Scribe Scroll^B, Combat Casting, Reach Spell, Improved Initiative, Empower Spell^B, Widen Spell.

Spell-like Abilities: 1/day—*poison*. Caster Level 16th; save DC 13 + spell level.

Spells Prepared: (4/4/3/2; save DC 14 + spell level; caster level 5th) 0—*acid splash*, *daze* (2), *ray of frost*; 1st—*magic missile* (2), *shield*, *summon monster I*; 2nd—*levitate*, *reach touch of fatigue*, *scorching ray*; 3rd—*empowered magic missile*, *lightning bolt*.

Spellbook: 0—all; 1st—*shield*, *summon monster I*, *magic missile*, *identify*, *burning hands*, *color spray*, *obscuring mist*, *hold portal*; 2nd—*summon monster II*, *scorching ray*, *levitate*, *ghoul touch*; 3rd—*summon monster III*, *lightning bolt*.

Possessions: lesser metamagic rod of enlarge spell, bracers of armor +1, potion of blur, potion of cure light wounds (2).

☛ **Brotherhood Arcanist:** Male Suel humanWiz4; Medium humanoid (human); CR 4; HD 4d4+12; hp 25;

Init +2; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk/Grp +2/+1; Atk +1 melee (1d4-1/19-20, dagger) or +4 ranged; Full Atk +1 melee (1d4-1/19-20, dagger) or +4 ranged; SQ summon familiar; AL LE; SV Fort +4, Ref +3, Will +5; Str 8, Dex 14, Con 16, Int 16, Wis 12, Cha 8.

Skills and Feats: Concentration +10, Craft (golem) +10, Decipher Script +10, Knowledge (arcana) +10, Knowledge (nature) +4, Knowledge (the planes) +10, Spellcraft +12; Scribe Scroll^B, Endurance, Diehard, Enlarge Spell.

Spells Prepared: (4/4/3; save DC 13 + spell level) 0—*acid splash*, *daze* (2), *ray of frost*; 1st—*shield*, *ray of enfeeblement*, *burning hands*, *enlarged ray of frost*; 2nd—*web*, *flaming sphere*, *blindness/deafness*.

Spellbook: 0—all; 1st—*shield*, *summon monster I*, *magic missile*, *burning hands*, *ray of enfeeblement*; 2nd—*web*, *flaming sphere*, *blindness/deafness*, *scare*.

Possessions: bracers of armor +1, arcane scroll of scorching ray, arcane scroll of mage armor.

☛ **Winged Insectile Brotherhood Guard:** Winged male Suel human Mnk2; Medium aberration (augmented humanoid); CR 4; HD 2d8+4; hp 17; Init +6; Spd 30 ft., climb 30 ft., fly 50 ft. (perfect); AC 22, touch 20, flat-footed 16; Base Atk/Grp +1/+2; Atk +2 melee (1d6+1, unarmed); Full Atk +2 melee (1d6+1, unarmed) or +0/+0 melee (1d6+1, flurry of blows); SA flurry of blows; SQ darkvision 60 ft., tremorsense 60 ft., wide vision (can't be flanked), evasion; AL LE; SV Fort +4, Ref +9, Will +7; Str 12, Dex 22, Con 14, Int 12, Wis 18, Cha 10.

Skills and Feats: Balance +12, Escape Artist +11, Listen +9, Sense Motive +9, Spot +13, Tumble +13; Improved Unarmed Strike^B, Stunning Fist^B, Fly-by Attack, Dodge, Deflect Arrows^B.

APL 8

Encounter 1—The Silent Wind

➤ **Sahuagin Warrior:** Male sahuagin Rgr4; Medium monstrous humanoid (aquatic); CR 6; HD 6d8+18; hp 51; Init +2; Spd 30 ft., swim 60 ft.; AC 20, touch 12, flat-footed 18; Base Atk/Grp +6/+10; Atk +10 melee (1d4+4, talon) or +11 melee (1d8+5, trident) or +8 ranged (1d10, 19-20, heavy crossbow); Full Atk +11/6 melee (1d8+5, trident) and +10 melee (1d4+2, bite) or +10 melee (1d4+4, 2 talons) and +8 melee (1d4+2, bite) or +8 ranged (1d10, 19-20, heavy crossbow); SA blood frenzy, rake (+8 melee, 1d4+2), favored enemy (humans +2), combat style (two-weapon fighting); SQ blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent, wild empathy; AL LE; SV Fort +9, Ref +9, Will +7; Str 18, Dex 14, Con 16, Int 12, Wis 17, Cha 9.

Skills and Feats: Handle Animal +8 (+12 with sharks), Hide +11 (+15 underwater), Listen +11 (+15 underwater), Profession (hunter) +7 (+11 within 50 miles of home), Ride +8, Spot +11 (+15 underwater), Survival +7 (+11 within 50 miles of home); Great Fortitude, Multiattack^B, Track^B, Two-Weapon Fighting, Power Attack, Endurance^B, Diehard.

Possessions: masterwork trident, masterwork studded leather, heavy crossbow, 20 bolts.

Spells Prepared: (-/1; save DC 13 + spell level) 1st—longstrider.

➤ **Sahuagin Savant:** Female sahuagin Clr4; Medium monstrous humanoid (aquatic); CR 6; HD 6d8+12; hp 45; Init +1; Spd 30 ft., swim 60 ft.; AC 23, touch 11, flat-footed 22; Base Atk/Grp +5/+6; Atk +6 melee (1d4+1, talon) or +7 melee (1d8+2, trident) or +6 ranged (1d10, 19-20, heavy crossbow); Full Atk +7 melee (1d8+2, trident) and +4 melee (1d4+1, bite) or +6 melee (1d4+1, 2 talons) and +4 melee (1d4+1, bite) or +6 ranged (1d10, 19-20, heavy crossbow); SA blood frenzy, rake (+4 melee, 1d4+1), rebuke undead (4/day); SQ blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +8, Ref +5, Will +11; Str 12, Dex 12, Con 14, Int 18, Wis 18, Cha 12.

Skills and Feats: Concentration +9 (+13 for defensive casting), Handle Animal +6 (+10 with sharks), Hide +6 (+10 underwater), Knowledge (history) +8, Knowledge (religion) +10, Listen +9 (+13 underwater), Profession (hunter) +4 (+9 within 50 miles of home), Ride +3, Spellcraft +11, Spot +9 (+13 underwater), Survival +4 (+9 within 50 miles of home); Great Fortitude, Multiattack^B, Combat Casting, Empower Spell.

Possessions: masterwork trident, heavy crossbow, 20 bolts, +1 banded mail, divine scroll of death knell, pearl of power (1st).

Spells Prepared: (5/4+1/3+1; save DC 14 + spell level) 0—cure minor wounds (3), guidance (2); 1st—bane, bless, enlarge person*, shield of faith (2); 2nd—aid, bull's strength*, death knell, hold person.

*Domain Spell; Deity: Sekolah; Domains: Strength (+4 to Strength for 1 round once per day); War (Martial Weapon Proficiency [trident] and Weapon Focus [trident]). *Domain spell.

Encounter 2—Becalmed

➤ **Boran Umor:** Male Suel human Mnk5/Drd4; Medium humanoid (human); CR 9; HD 9d8+9; hp 57; Init +2; Spd 40 ft.; AC 22, touch 18, flat-footed 20; Base Atk/Grp +6/+7; Atk +7 melee (1d8+1, unarmed); Full Atk +7/2 melee (1d8+1, unarmed) or +7/7/2 melee (1d8+1, flurry of blows); SA flurry of blows; SQ evasion, still mind, nature sense, wild empathy, woodland stride, ki strike (magic), slow fall (20 ft.), trackless step, purity of body, resist nature's lure; AL LN; SV Fort +9, Ref +7, Will +13; Str 12, Dex 14, Con 12, Int 14, Wis 20, Cha 10.

Skills and Feats: Balance +12, Concentration +10, Escape Artist +10, Jump +11, Knowledge (nature) +8, Listen +13, Profession (sailor) +17, Spellcraft +9, Spot +13, Survival +11, Tumble +12; Improved Unarmed Strike^B, Improved Grapple^B, Combat Reflexes^B, Dodge, Mobility, Deflect Arrows, Spring Attack, Whirlwind Attack.

Possessions: staff of the winds (31 charges), pearl of power (1st level), pearl of power (2nd level), periapt of wisdom +4, 2 divine scrolls of greater magic fang, bracers of armor +4.

Spells Prepared: (5/5/3; save DC 15 + spell level) 0—cure minor wounds (3), guidance (2); 1st—cure light wounds, faerie fire, longstrider, produce flame (2); 2nd—chill metal, flame blade, gust of wind.

➤ **Uncle Ophelus:** Male Suel human Mnk7/Sor4; Medium humanoid (human); CR 11; HD 7d8+4d4+11; hp 61; Init +4; Spd 50 ft.; AC 22, touch 17, flat-footed 18; Base Atk/Grp +7/+7; Atk +7 melee (1d8, unarmed); Full Atk +7/2 melee (1d8, unarmed) or +7/7/2 melee (1d8, flurry of blows); SA flurry of blows; SQ evasion, still mind, ki strike (magic), slow fall (30 ft.), purity of body, summon familiar, wholeness of body; AL LN; SV Fort +7, Ref +10, Will +11; Str 10, Dex 18, Con 12, Int 12, Wis 14, Cha 16.

Skills and Feats: Balance +16, Bluff +8, Concentration +13, Escape Artist +14, Jump +12, Listen +12, Spellcraft +8, Spot +12, Tumble +16; Improved Unarmed Strike^B, Improved Grapple^B, Combat Reflexes^B, Endurance, Diehard, Dodge, Leadership, Improved Disarm^B, Combat Casting.

Possessions: bracers of armor +3, potion of cure serious wounds, gauntlets of dexterity +4, boots of levitation, amulet of natural armor +2.

Spells Known: (6/7/4; save DC 13 + spell level) 0—resistance, acid splash, detect magic, read magic, arcane mark, daze; 1st—shield, chill touch, shocking grasp; 2nd—touch of idiocy.

➤ **Ophelus's Guards:** Male Suel human Mnk8; Medium humanoid (human); CR 8; HD 8d8+8; hp 51; Init +3; Spd 50 ft.; AC 20, touch 17, flat-footed 17; Base

Atk/Grp +6/+7; Atk +7 melee (1d10+1, unarmed); Full Atk +7 melee (1d10+1, unarmed) or +6/6/1 melee (1d10+1, flurry of blows); SA flurry of blows; SQ evasion, still mind, ki strike (magic), slow fall (40 ft.), purity of body, wholeness of body; AL LN; SV Fort +6, Ref +7, Will +7; Str 12, Dex 16, Con 12, Int 14, Wis 14, Cha 10.

Skills and Feats: Balance +17, Escape Artist +16, Hide +14, Jump +21, Listen +8, Move Silently +14, Spot +8, Tumble +18; Improved Unarmed Strike^B, Improved Grapple^B, Combat Reflexes^B, Acrobatic, Agile, Dodge, Improved Disarm^B, Mobility.

Possessions: bracers of armor +3, potion of bull's strength, ring of jumping, ring of protection +1.

➤ **Crew:** Male Suel human Mnk5; Medium humanoid (human); CR 5; HD 5d8+5; hp 33; Init +2; Spd 40 ft.; AC 15 (+2 Dex, +2 Wis, +1 class), touch 15, flat-footed 13; Base Atk/Grp +3/+5; Atk +5 melee (1d8+2, unarmed); Full Atk +5 melee (1d8+2, unarmed) or +4/4 melee (1d8+2, flurry of blows); SA flurry of blows; SQ evasion, still mind, ki strike (magic), slow fall (20 ft.), purity of body; AL LN; SV Fort +5, Ref +6, Will +6; Str 14, Dex 15, Con 12, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +12, Jump +12, Listen +10, Profession (sailor) +10, Spot +10, Swim +7, Tumble +12; Improved Unarmed Strike^B, Improved Grapple^B, Power Attack, Improved Bull Rush, Combat Reflexes^B, Cleave.

Possessions: ring of swimming, potion of cure moderate wounds, potion of water breathing.

Encounter 6 – Physical Training

➤ **Dakon Brave:** Dakon Ftr4; Medium humanoid; CR 4; HD 4d10+8; hp 36; Init +3; Spd 30 ft., climb 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk/Grp +4/+9; Atk +10 melee (1d3+8, slam); Full Atk +10 melee (1d3+8, 2 slams); SQ scent; AL LN; SV Fort +6, Ref +4, Will +3; Str 21, Dex 16, Con 14, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +7, Climb +20, Intimidate +7, Jump +12, Sense Motive +6; Dodge^B, Power Attack, Mobility^B, Weapon Focus (slam), Weapon Specialization (slam)^B.

➤ **Dakon Warrior:** Dakon Ftr8; Medium humanoid; CR 8; HD 8d10+14; hp 68; Init +4; Spd 30 ft., climb 30 ft.; AC 16 (+4 Dex, +2 natural), touch 14, flat-footed 12; Base Atk/Grp +8/+13; Atk +15 melee (1d3+7, slam); Full Atk +15 melee (1d3+7, 2 slams); SQ scent; AL LN; SV Fort +8, Ref +6, Will +4; Str 20, Dex 18, Con 14, Int 14, Wis 14, Cha 14.

Skills and Feats: Balance +11, Climb +24, Intimidate +13, Jump +16, Sense Motive +9; Weapon Focus (slam)^B, Dodge, Mobility^B, Combat Expertise, Weapon Specialization (slam)^B, Whirlwind Attack^B, Leadership, Greater Weapon Focus (slam)^B.

Encounter 7 – Magical Training

➤ **Dakon Mage:** Dakon Wiz8; Medium humanoid; CR 8; HD 8d4+24; hp 49; Init +2; Spd 30 ft., climb 30 ft.;

AC 14, touch 12, flat-footed 12; Base Atk/Grp +4/+7; Atk +7 melee (1d3+3, slam); Full Atk +7 melee (1d3+3, 2 slams); SQ scent, summon familiar; AL LN; SV Fort +5, Ref +4, Will +8; Str 17, Dex 14, Con 16, Int 19, Wis 14, Cha 10.

Skills and Feats: Balance +7, Climb +11, Concentration +14, Knowledge (arcana) +15, Knowledge (nature) +15, Knowledge (history) +15, Sense Motive +8, Spellcraft +16; Scribe Scroll^B, Heighten Spell, Combat Casting, Empower Spell^B, Silent Spell.

Possessions: Spell component pouch.

Spells Prepared: (4/5/4/4/3; save DC 14 + spell level) 0—touch of fatigue (2), message, daze; 1st—shield, color spray, cause fear, magic missile (2); 2nd—heightened touch of fatigue, touch of idiocy, melf's acid arrow, (fog cloud or ghoul touch)*; 3rd—empowered magic missile, heightened touch of idiocy, dispel magic, (stinking cloud or ray of exhaustion)*; 4th—empowered touch of idiocy, lesser globe of invulnerability, (shout or enervation)*].

*If there are two dakon mages then each has one of the two spells, if there is only one dakon mage, it has the first of the two listed spells.

Spellbook: 0—all; 1st—shield, grease, endure elements, true strike, color spray, cause fear, reduce person, magic missile; 2nd—fog cloud, melf's acid arrow, ghoul touch, touch of idiocy; 3rd—dispel magic, stinking cloud, displacement, ray of exhaustion; 4th—lesser globe of invulnerability, charm monster, shout, enervation.

Encounter 10 – Assault

WAVE 1:

➤ **Brotherhood Guard:** Male Suel human Mnk3; Medium humanoid (human); CR 3; HD 3d8+3; hp 21; Init +2; Spd 40 ft.; AC 15, touch 14, flat-footed 13; Base Atk/Grp +2/+4; Atk +5 melee (1d6+2, unarmed); Full Atk +5 melee (1d6+2, unarmed) or +3/3 melee (1d6+2, flurry of blows); SA flurry of blows; SQ evasion, still mind; AL LN; SV Fort +4, Ref +5, Will +5; Str 14, Dex 14, Con 12, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +10, Jump +10, Listen +10, Profession (soldier) +8, Spot +10, Tumble +10; Improved Unarmed Strike^B, Stunning Fist^B, Alertness, Weapon Focus (unarmed), Deflect Arrows^B, Improved Grapple.

Possessions: potion of cure moderate wounds, bracers of armor +1.

WAVE 3:

➤ **Brotherhood Slavemaster:** Male Suel human Rgr3/Mnk3; Medium humanoid (human); CR 6; HD 6d8+6; hp 39; Init +2; Spd 40 ft.; AC 15, touch 14, flat-footed 13; Base Atk/Grp +5/+7; Atk +8 melee (1d6+2, unarmed); Full Atk +8 melee (1d6+2, unarmed) or +7/7 melee (1d6+2, flurry of blows); SA flurry of blows, favored enemy (human); SQ wild empathy, combat style (two-weapon fighting), evasion, still mind; AL LE; SV Fort +7, Ref +8, Will +6; Str 14, Dex 15, Con 12, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +11, Escape Artist +8, Handle Animal +9, Jump +11, Listen +11, Spot +11, Survival +11, Tumble +10; Improved Unarmed Strike^B, Stunning Fist^B, Alertness, Weapon Focus (unarmed), Track^B, Two-Weapon Fighting^B, Power Attack, Combat Reflexes^B, Endurance^B, Diehard.

Possessions: quaal's feather token (whip), elixir of vision, potion of barkskin +3, bracers of armor +1.

WAVE 5:

➤ **Fiendish Ape:** Large magical beast (augmented animal, extraplanar); CR 3; HD 4d8+11; hp 29; Init +2; Spd 30 ft., climb 30 ft.; AC 14, touch 11, flat-footed 12; Base Atk/Grp +3/+12; Atk +7 melee (1d6+5, claw); Full Atk +7 melee (1d6+5, 2 claws) and +2 melee (1d6+2, bite); Space/Reach: 10 ft./10 ft.; SA smite good; SQ low-light vision, scent, darkvision 60 ft., resistance (cold and fire) 5, DR 5/magic, spell resistance 9; AL NE; SV Fort +6, Ref +6, Will +2; Str 21, Dex 15, Con 14, Int 3, Wis 12, Cha 7.

Skills and Feats: Climb +14, Listen +6, Spot +6; Alertness, Toughness.

Smite Good (Su): Once per day a fiendish creature can make a normal melee attack to deal 4 extra points of damage against a good foe.

WAVE 8:

➤ **Half-Troll Brotherhood Guard:** Male half-troll half-Suel-human Mnk4; Medium giant (augmented humanoid); CR 6; HD 4d8+16; hp 39; Init +3; Spd 40 ft.; AC 19, touch 15, flat-footed 16; Base Atk/Grp +3/+8; Atk +8 melee (1d8+5, unarmed-claw) or +8 melee (1d6+2, bite); Full Atk +8 melee (1d8+5, unarmed-claw) and +3 melee (1d6+2, bite) or +6/6 melee (1d8+5, flurry of blows); SA rend (2d8+7), flurry of blows; SQ fast healing 5, scent, evasion, still mind, ki strike (magic), slow fall (20 ft.); AL LN; SV Fort +8, Ref +7, Will +6; Str 20, Dex 17, Con 18, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +12, Jump +19, Listen +8, Spot +8, Tumble +12; Improved Unarmed Strike^B, Stunning Fist^B, Power Attack, Cleave, Deflect Arrows^B, Great Cleave.

Possessions: ring of jumping.

Encounter 11 – Tower of Sorcery – Floor 1

➤ **Half-Clay Golem Brotherhood Guard:** Male half-clay golem half-Suel-human Mnk3; Medium construct; CR 6; HD 3d10+20; hp 42; Init +1; Spd 40 ft. (can't run); AC 18 (+1 Dex, +2 Wis, +5 natural), touch 13, flat-footed 17; Base Atk/Grp +2/+7; Atk +8 melee (1d6+5 plus cursed wound, unarmed); Full Atk +8 melee (1d6+5 plus cursed wound, unarmed) or +7/7 melee (1d6+5 plus cursed wound, flurry of blows); SA flurry of blows, berserk; SQ construct traits, DR 5/adamantine, magic immunity, evasion, still mind; AL LE; SV Fort +3, Ref +4, Will +5; Str 20, Dex 12, Con —, Int 8, Wis 14, Cha 6.

Skills and Feats: Balance +9, Escape Artist +7, Jump +13, Listen +10, Spot +10, Tumble +9; Improved

Unarmed Strike^B, Stunning Fist^B, Alertness, Weapon Focus (unarmed), Deflect Arrows^B, Power Attack.

Construct Traits: Darkvision 60 ft., low-light vision, immunity (mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, any effect requiring a Fortitude save unless it also works on objects or is harmless), cannot heal, not subject to (critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain), not affected by massive damage, destroyed at 0 hit points or less, cannot be raised or resurrected, no need to eat, sleep or breathe.

Berserk (Ex): See *Monster Manual*, flesh golem entry.

Immunity to Magic (Ex): See *Monster Manual*, flesh golem entry.

Encounter Thirteen – Tower of Sorcery – Floor Three

➤ **Legendary Grigaur, Advanced:** Huge magical beast; CR 10; HD 10d10+120 (175 hp), Init +2; Spd 40 ft.; AC 25 (+15 natural, -2 size, +2 Dex), touch 10, flat-footed 23; Base Atk/Grp +10/+35; Atk +25 melee (3d6+17, claw); Full Atk +25 melee (3d6+17, 2 claws) and +23 melee (2d6+8, bite); Space/Reach: 20 ft./25 ft.; SA improved grab; SQ blindsight, scent, immunities, DR 5/–, fast healing 5, reflective hide; AL N; SV Fort +22, Ref +12, Will +8; Str 45, Dex 15, Con 34, Int 8, Wis 14, Cha 12.

Skills and Feats: Climb +14, Hide +2*, Listen +5, Move Silently +6, Spot +5; Alertness, Power Attack, Improved Bull Rush, Awesome Blow, Improved Initiative^B, Multiattack^B.

➤ **Half-Fiend Troll Warrior:** Ftr3; Large outsider (augmented giant, extraplanar) CR 10; HD 6d8+3d10+81; hp 129; Init +4; Spd 30 ft., fly 30 ft. (average); AC 19, touch 13, flat-footed 15; Base Atk/Grp +7/+21; Atk +17 melee (1d6+10, claw); Full Atk +17 melee (1d6+10, 2 claws) and +15 melee (1d8+5, bite); Space/Reach: 10 ft./10 ft.; SA rend (2d6+15), smite good, spell-like abilities; SQ darkvision (90 ft.), low-light vision, regeneration 5, scent, immunity to poison, resistance (acid, cold, electricity and fire) 10, DR 5/magic, SR 19; AL NE; SV Fort +17, Ref +7, Will +4; Str 30, Dex 18, Con 28, Int 8, Wis 8, Cha 13.

Skills and Feats: Balance +8, Hide +4, Jump +17, Listen +8, Knowledge (nature) +1, Move Silently +8, Spot +8, Tumble +8; Alertness, Iron Will, Track, Combat Reflexes^B, Power Attack^B, Multiattack.

Smite Good (Su): Once per day a half-fiend creature can make a normal melee attack to deal 9 extra points of damage against a good foe.

Spell-like Abilities: 3/day—darkness, poison; 1/day—desecrate, unholy blight, contagion. Caster Level 9th; save DC (11 + spell level).

➤ **Shulassha:** Large outsider (augmented magical beast, extraplanar) Clr5; CR 12; HD 8d10+5d8+91; hp 160; Init +4; Spd 60 ft., fly 120 ft. (good); AC 20, touch 13,

flat-footed 16; Base Atk/Grp +11/+22; Atk +20 melee (1d8+10, horn); Full Atk +20 melee (1d8+10, horn) and +12 melee (1d4+3, 2 hooves); Space/Reach: 10 ft./5 ft.; SA daylight, smite evil, turn undead (12/day); SQ darkvision (60 ft.), low-light vision, magic circle against evil, spell-like abilities, immunity (poison, disease, charm and compulsion), scent, wild empathy, resistance (acid, cold, electricity) 10, DR 10/magic, SR 23; AL NG; SV Fort +17, Ref +11, Will +14; Str 24, Dex 19, Con 25, Int 12, Wis 26, Cha 28.

Skills and Feats: Jump +27, Knowledge (nature) +11, Knowledge (the planes) +9, Listen +21, Move Silently +19, Spot +21, Spellcraft +15, Survival +22*; Alertness, Skill Focus (survival), Track, Eschew Materials, Still Spell.

Daylight (Su): Half-celestials can use a daylight effect (as the spell) at will.

Smite Evil (Su): Once per day a half-celestial creature can make a normal melee attack to deal 13 extra damage against an evil foe.

Spell-like Abilities: at will—detect evil; 3/day—cure light wounds (caster level 5th), protection from evil, holy aura; 1/day—cure moderate wounds (caster level 5th), neutralize poison (caster level 8th, save DC 25), greater teleport (only within native forest), bless, aid, cure serious wounds, neutralize poison, holy smite, remove disease, dispel evil, holy word, hallow. Caster level (unless otherwise specified) 13th; save DC 19 + spell level.

Spells Prepared: (5/5+1/4+1/3+1; save DC 18 + spell level) o—detect poison (2), guidance (3); 1st—bless water (2), calm animals*, remove fear, sanctuary (2); 2nd—aid, consecrate, lesser restoration (2), heat metal*; 3rd—create food and water, remove blindness/deafness, remove curse, searing light*.

***Domain Spells; Deity:** Ehlonna; **Domains:** Animal (speak with animals 1/day; Knowledge (nature) class skill); Sun (Greater Turning 1/day). Shulassha is a half-celestial unicorn servant of Ehlonna.

Encounter 14 – Tower of Sorcery – Floor 4

➤ **Master Breeder:** Male Suel human Wiz5/ACSk3; Medium humanoid (human); CR 8; HD 8d4+16; hp 41; +6; Spd 30 ft.; AC 14, touch 13, flat-footed 12; Base Atk/Grp +3/+2; Atk +2 melee (1d4-1/19-20, dagger) or +5 ranged; Full Atk +2 melee (1d4-1/19-20, dagger) or +5 ranged; Space/Reach: 5 ft./5 ft.; SA: spell-like abilities, fiendish glare (save DC 13); SQ summon familiar, darkvision (60 ft.), resistance (fire) 10; AL LE; SV Fort +7, Ref +4, Will +8; Str 8, Dex 14, Con 14, Int 18, Wis 12, Cha 10.

Skills and Feats: Concentration +12, Craft (golem) +15, Decipher Script +15, Knowledge (arcana) +15, Knowledge (history) +9, Knowledge (the planes) +15, Spellcraft +17; Scribe Scroll^B, Combat Casting, Reach Spell, Improved Initiative, Empower Spell^B, Widen Spell.

Possessions: lesser metamagic rod of enlarge spell, bracers of armor +1, potion of blur, 2 potion of cure light wounds.

Spell-like Abilities: 1/day—poison. Caster Level 16th; save DC 14 + spell level.

Spells Prepared: (4/4/4/3; save DC 14 + spell level; caster level 6th) o—acid splash, daze (2), ray of frost; 1st—magic missile (2), shield, summon monster I; 2nd—levitate, reach touch of fatigue (2), scorching ray; 3rd—empowered magic missile, lightning bolt (2).

Spellbook: o—all; 1st—shield, summon monster I, magic missile, identify, burning hands, color spray, obscuring mist, hold portal; 2nd—summon monster II, scorching ray, levitate, ghoul touch; 3rd—summon monster III, lightning bolt, suggestion, arcane sight.

➤ **Brotherhood Arcanist of Earth:** Male Suel human Wiz5/Ele1 of Earth; CR 6; Medium humanoid (human) HD 6d4+18; hp 37; Init +2; Spd 30 ft.; AC 13 (+2 Dex, +1 armor), touch 12, flat-footed 11; Base Atk/Grp +2/+1; Atk +1 melee (1d4-1/19-20, dagger) or +4 ranged; Full Atk +1 melee (1d4-1/19-20, dagger) or +4 ranged; Space/Reach: 5 ft./5 ft.; SQ summon familiar, immunities (sleep), resistance (acid) 5; AL LE; SV Fort +4, Ref +3, Will +7; Str 8, Dex 14, Con 16, Int 16, Wis 12, Cha 8.

Skills and Feats: Concentration +12, Craft (golem) +12, Decipher Script +11, Knowledge (arcana) +12, Knowledge (nature) +7, Knowledge (the planes) +12, Spellcraft +14; Scribe Scroll^B, Endurance, Diehard, Enlarge Spell, Energy Substitution (acid)^B, Energy Admixture (acid).

Possessions: bracers of armor +1, arcane scroll of scorching ray, arcane scroll of mage armor, light brown elemental gem.

Spells Prepared: (4/4/4/3; save DC 13 + spell level) o—acid splash (2), daze (2); 1st—shield, ray of enfeeblement, burning hands, enlarged acid splash; 2nd—web, flaming sphere, blindness/deafness, scare; 3rd—acid substituted fireball, deep slumber, stinking cloud.

Spellbook: o—all; 1st—shield, summon monster I, magic missile, burning hands, ray of enfeeblement; 2nd—web, flaming sphere, blindness/deafness, scare; 3rd—lightning bolt, deep slumber, stinking cloud, fireball.

➤ **Brotherhood Arcanist of Water:** Male Suel human Wiz5/Ele1 of Water; CR 6; Medium humanoid (human) HD 6d4+18; hp 37; Init +2; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk/Grp +2/+1; Atk +1 melee (1d4-1/19-20, dagger) or +4 ranged; Full Atk +1 melee (1d4-1/19-20, dagger) or +4 ranged; Space/Reach: 5 ft./5 ft.; SQ summon familiar, immunities (sleep), resistance (cold) 5; AL LE; SV Fort +4, Ref +3, Will +7; Str 8, Dex 14, Con 16, Int 16, Wis 12, Cha 8.

Skills and Feats: Concentration +12, Craft (golem) +12, Decipher Script +11, Knowledge (arcana) +12, Knowledge (nature) +7, Knowledge (the planes) +12, Spellcraft +14; Scribe Scroll^B, Endurance, Diehard, Enlarge Spell, Energy Substitution (cold)^B, Energy Admixture (cold).

Possessions: bracers of armor +1, arcane scroll of scorching ray, arcane scroll of mage armor.

Spells Prepared: (4/4/4/3; save DC 13 + spell level) o—daze (2), ray of frost (2); 1st—shield, ray of enfeeblement,

cold substituted burning hands, enlarged ray of frost; 2nd—cold substituted flaming sphere, blindness/deafness (2), scare; 3rd—cold substituted fireball, deep slumber, stinking cloud.

Spellbook: 0—all; 1st—shield, summon monster I, magic missile, burning hands, ray of enfeeblement; 2nd—web, flaming sphere, blindness/deafness, scare; 3rd—lightning bolt, deep slumber, stinking cloud, fireball.

✚ **Winged Insectile Brotherhood Guard:** Winged male Suel human Mnk4; Medium aberration (augmented humanoid); CR 6; HD 4d8+8; 31 hp; Init +6; Spd 40 ft., climb 40 ft., fly 60 ft. (perfect); AC 22, touch 20, flat-footed 16; Base Atk/Grp +3/+4; Atk +4 melee (1d8+1, unarmed); Full Atk +4 melee (1d8+1, unarmed) or +2/+2 melee (1d8+1, flurry of blows); Space/Reach: 5 ft./5 ft.; SA flurry of blows; SQ darkvision 60 ft., tremorsense 60 ft., wide vision (can't be flanked), evasion, still mind, *ki* strike (magic), slow fall (20 ft.); AL LE; SV Fort +5, Ref +10, Will +8; Str 13, Dex 22, Con 14, Int 12, Wis 18, Cha 10.

Skills and Feats: Balance +14, Escape Artist +13, Listen +11, Sense Motive +11, Spot +15, Tumble +15; Improved Unarmed Strike^B, Stunning Fist^B, Fly-by Attack, Dodge, Deflect Arrows^B, Mobility.

APL 10

Encounter 1 – The Silent Wind

➤ **Huge Fiendish Shark:** Huge magical beast (augmented animal, extraplanar, aquatic); CR 6; HD 10d8+20; hp 65; Init +6; Spd swim 60 ft.; AC 15, touch 10, flat-footed 13; Base Atk/Grp +7/+20; Atk +10 melee (2d6+7, bite); Full Atk +10 melee (2d6+7, bite); Space/Reach: 15 ft./10ft.; SA smite good; SQ blindsense 30 ft., keen scent, darkvision 60 ft., resistance (cold and fire) 10, DR 5/magic, spell resistance 15; AL NE; SV Fort +11, Ref +9, Will +4; Str 21, Dex 15, Con 15, Int 3, Wis 12, Cha 2.

Skills and Feats: Listen +10, Spot +10, Swim +13; Alertness, Great Fortitude, Improved Initiative, Iron Will.

Smite Good (Su): Once per day a fiendish creature can make a normal melee attack to deal 10 extra points of damage against a good foe.

➤ **Sahuagin Warrior:** Male sahuagin Rgr6; Medium monstrous humanoid (aquatic); CR 8; HD 8d8+24; hp 65; Init +2; Spd 30 ft., swim 60 ft.; AC 20 (+2 Dex, +5 natural, +3 armor), touch 12, flat-footed 18; Base Atk/Grp +8/+12; Atk +12 melee (1d4+4, talon) or +13 melee (1d8+6, +1 trident) or +10 ranged (1d10, 19-20, heavy crossbow); Full Atk +13/8 melee (1d8+6, +1 trident) and +10 melee (1d4+2, bite) or +12 melee (1d4+4, 2 talons) and +10 melee (1d4+2, bite) or +10 ranged (1d10, 19-20, heavy crossbow); SA blood frenzy, rake (+10 melee, 1d4+2), favored enemy (humans +4, elves +2), combat style (two-weapon fighting), improved combat style (improved two-weapon fighting); SQ blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent, wild empathy; AL LE; SV Fort +10, Ref +10, Will +9; Str 18, Dex 14, Con 16, Int 12, Wis 18, Cha 9.

Skills and Feats: Handle Animal +10 (+14 with sharks), Hide +13 (+17 underwater), Listen +14 (+18 underwater), Profession (hunter) +10 (+14 within 50 miles of home), Ride +10, Spot +14 (+18 underwater), Survival +10 (+14 within 50 miles of home); Great Fortitude, Multiattack^B, Track^B, Two-Weapon Fighting, Power Attack, Endurance^B, Diehard, Improved Two-Weapon Fighting.

Possessions: +1 trident, masterwork studded leather, heavy crossbow, 20 bolts.

Spells Prepared: (2; save DC 14 + spell level) 1st—jump, longstrider.

➤ **Sahuagin Savant:** Female sahuagin Clr6; Medium monstrous humanoid (aquatic); CR 8; HD 8d8+14 hp 59; Init +1; Spd 30 ft., swim 60 ft.; AC 23, touch 11, flat-footed 22; Base Atk/Grp +6/+7; Atk +7 melee (1d4+1, talon) or +8 melee (1d8+2, trident) or +7 ranged (1d10, 19-20, heavy crossbow); Full Atk +8/3 melee (1d8+2, trident) and +5 melee (1d4+1, bite) or +7 melee (1d4+1, 2 talons) and +5 melee (1d4+1, bite) or +7 ranged (1d10, 19-20, heavy crossbow); SA blood frenzy, rake (+5

melee, 1d4+1), rebuke undead (4/day); SQ blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +9, Ref +6, Will +12; Str 12, Dex 12, Con 14, Int 18, Wis 19, Cha 12.

Skills and Feats: Concentration +11 (+15 for defensive casting), Handle Animal +6 (+10 with sharks), Hide +6 (+10 underwater), Knowledge (arcana, history) +9, Knowledge (religion) +12, Listen +9 (+13 underwater), Profession (hunter) +4 (+9 within 50 miles of home), Ride +3, Spellcraft +13, Spot +9 (+13 underwater), Survival +4 (+9 within 50 miles of home); Great Fortitude, Multiattack^B, Combat Casting, Empower Spell.

Possessions: masterwork trident, heavy crossbow, 20 bolts, +1 banded mail, divine scroll of death knell, pearl of power (1st level), potion of bull's strength.

Spells Prepared: (5/4+1/4+1/3+1; save DC 14 + spell level) 0—cure minor wounds (3), guidance (2); 1st—bane, bless, enlarge person*, shield of faith (2); 2nd—aid, bull's strength*, death knell, hold person (2); 3rd—bestow curse, deeper darkness, magic vestment*, prayer.

*Domain spell; Deity: Sekolah; Domains: Strength (+6 to Strength for 1 round once per day); War (Martial Weapon Proficiency [trident] and Weapon Focus [trident]).

Encounter 2 – Becalmed

➤ **Boran Umor:** Male Suel human Mnk6/Drd5; Medium humanoid (human); CR 11; HD 11d8+11; 69; Init +2; Spd 50 ft.; AC 22, touch 18, flat-footed 20; Base Atk/Grp +7/+8; Atk +8 melee (1d8+1, unarmed); Full Atk +8/3 melee (1d8+1, unarmed) or +8/8/3 melee (1d8+1, flurry of blows); SA flurry of blows; SQ evasion, still mind, nature sense, wild empathy, woodland stride, ki strike (magic), slow fall 30 ft., trackless step, purity of body, resist nature's lure, wild shape (1/day); AL LN; SV Fort +10, Ref +8, Will +14; Str 12, Dex 14, Con 12, Int 14, Wis 20, Cha 10.

Skills and Feats: Balance +13, Concentration +12, Escape Artist +11, Jump +12, Knowledge (nature) +9, Listen +14, Profession (sailor) +19, Spellcraft +10, Spot +14, Survival +13, Tumble +13; Improved Unarmed Strike^B, Improved Grapple^B, Combat Reflexes^B, Dodge, Mobility, Deflect Arrows, Spring Attack, Whirlwind Attack, Improved Trip^B.

Possessions: staff of the winds (47 charges), pearl of power (1st level), pearl of power (2nd level), pearl of power (3rd level), periapt of wisdom +4, 4 divine scrolls of greater magic fang, divine scroll of flame strike, bracers of armor +4, incense of meditation.

Spells Prepared: (5/5/3/2; save DC 15 + spell level) 0—cure minor wounds (3), guidance (2); 1st—cure light wounds, faerie fire, longstrider, produce flame (2); 2nd—chill metal, flame blade, gust of wind; 3rd—call lightning, poison.

➤ **Uncle Ophelus:** Male Suel human Mnk9/Sor4; Medium humanoid (human); CR 13; HD 9d8+4d4+13; hp 73; Init +4; Spd 60 ft.; AC 24, touch 17, flat-footed

20; Base Atk/Grp +8/+8; Atk +8 melee (1d10, unarmed); Full Atk +8/3 melee (1d10, unarmed) or +8/8/3 melee (1d10, flurry of blows); SA flurry of blows; SQ evasion, still mind, ki strike (magic), slow fall (40 ft.), purity of body, summon familiar, wholeness of body, improved evasion; AL LN; SV Fort +10, Ref +13, Will +14; Str 10, Dex 18, Con 12, Int 12, Wis 14, Cha 17.

Skills and Feats: Balance +18, Bluff +8, Concentration +13, Escape Artist +16, Jump +14, Listen +14, Spellcraft +8, Spot +14, Tumble +18; Improved Unarmed Strike^B, Improved Grapple^B, Combat Reflexes^B, Endurance, Diehard, Dodge, Leadership, Improved Disarm^B, Combat Casting, Mobility.

Possessions: bracers of armor +5, 2 potions of cure serious wounds, gauntlets of dexterity +4, boots of levitation, amulet of natural armor +2, monk's belt, cloak of resistance +2.

Spells Known: (6/7/4; save DC 13 + spell level) o—resistance, acid splash, detect magic, read magic, arcane mark, daze; 1st—shield, chill touch, shocking grasp; 2nd—touch of idiocy.

➤ **Ophelus's Guards:** Male Suel human Mnk10; Medium humanoid (human); CR 10; HD 10d8+10; hp 63; Init +3; Spd 60 ft.; AC 22, touch 19, flat-footed 19; Base Atk/Grp +7/+8; Atk +8 melee (1d10+1, unarmed); Full Atk +8 melee (1d10+1, unarmed) or +8/8/3 melee (1d10+1, flurry of blows); SA flurry of blows; SQ evasion, still mind, ki strike (magic, lawful), slow fall (50 ft.), purity of body, wholeness of body, improved evasion; AL LN; SV Fort +6, Ref +7, Will +7; Str 12, Dex 16, Con 12, Int 14, Wis 14, Cha 10.

Skills and Feats: Balance +17, Escape Artist +16, Hide +24, Jump +21, Listen +8, Move Silently +14, Spot +8, Tumble +18; Improved Unarmed Strike^B, Improved Grapple^B, Combat Reflexes^B, Acrobatic, Agile, Dodge, Improved Disarm^B, Mobility, Spring Attack.

Possessions: bracers of armor +3, potion of bull's strength, potion of endurance, ring of jumping, ring of protection +2, Suel cloak (cloak of elvenkind).

➤ **Crew:** Male Suel human Mnk7; Medium humanoid (human); CR 7; HD 7d8+7; hp 45; Init +2; Spd 50 ft.; AC 15, touch 15, flat-footed 13; Base Atk/Grp +5/+7; Atk +7 melee (1d8+2, unarmed); Full Atk +7 melee (1d8+2, unarmed) or +6/6 melee (1d8+2, flurry of blows); SA flurry of blows; SQ evasion, still mind, ki strike (magic), slow fall (30 ft.), purity of body, wholeness of body; AL LN; SV Fort +6, Ref +7, Will +7; Str 14, Dex 15, Con 12, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +12, Jump +12, Listen +10, Profession (sailor) +10, Spot +10, Swim +7, Tumble +12; Improved Unarmed Strike^B, Improved Grapple^B, Power Attack, Improved Bull Rush, Combat Reflexes^B, Cleave, Improved Disarm^B, Great Cleave.

Possessions: ring of swimming, 2 potions of cure moderate wounds, potion of water breathing, potion of bull's strength.

Encounter Six – Physical Training

➤ **Dakon Brave:** Dakon Ftr6; Medium humanoid; CR 6; HD 6d10+12; hp 52; Init +3; Spd 30 ft., climb 30 ft.; AC 15 (+3 Dex, +2 natural), touch 13, flat-footed 12; Base Atk/Grp +6/+11; Atk +12 melee (1d3+8, slam); Full Atk +12 melee (1d3+8, 2 slams); SQ scent; AL LN; SV Fort +7, Ref +5, Will +4; Str 21, Dex 16, Con 14, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +7, Climb +22, Intimidate +9, Jump +14, Sense Motive +6; Dodge^B, Power Attack, Mobility^B, Weapon Focus (slam), Weapon Specialization (slam)^B, Spring Attack^B, Cleave.

➤ **Dakon Warrior:** Dakon Ftr10; Medium humanoid; CR 10; HD 10d10+20; hp 84; Init +4; Spd 30 ft., climb 30 ft.; AC 16, touch 14, flat-footed 12; Base Atk/Grp +10/+15; Atk +17 melee (1d3+7, slam); Full Atk +17 melee (1d3+7, 2 slams); SQ scent; AL LN; SV Fort +9, Ref +7, Will +5; Str 20, Dex 18, Con 14, Int 14, Wis 14, Cha 14.

Skills and Feats: Balance +12, Climb +26, Intimidate +15, Jump +18, Sense Motive +10; Weapon Focus (slam)^B, Dodge, Mobility^B, Combat Expertise, Weapon Specialization (slam)^B, Whirlwind Attack^B, Leadership, Greater Weapon Focus (slam)^B, Improved Trip, Improved Disarm.

Encounter Seven – Magical Training

➤ **Dakon Mage:** Dakon Wiz10; Medium humanoid; CR 10; HD 10d4+30; hp 61; Init +2; Spd 30 ft., climb 30 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; Base Atk/Grp +5/+8; Atk +8 melee (1d3+3, slam); Full Atk +8 melee (1d3+3, 2 slams); SQ scent, summon familiar; AL LN; SV Fort +6, Ref +5, Will +9; Str 17, Dex 14, Con 16, Int 19, Wis 14, Cha 10.

Skills and Feats: Balance +8, Climb +11, Concentration +16, Knowledge (arcana) +17, Knowledge (nature) +17, Knowledge (history) +17, Sense Motive +8, Spellcraft +18; Scribe Scroll^B, Heighten Spell, Combat Casting, Empower Spell^B, Silent Spell, Still Spell, Quicken Spell^B.

Possessions: Spell component pouch.

Spells Prepared: (4/5/5/4/4/2; save DC 14 + spell level) o—touch of fatigue (2), message, daze; 1st—shield, color spray, cause fear, magic missile (2); 2nd—heightened touch of fatigue, touch of idiocy, melf's acid arrow (2), (fog cloud or ghoul touch)*; 3rd—empowered magic missile, heightened touch of idiocy, dispel magic, (stinking cloud or ray of exhaustion)*; 4th—empowered touch of idiocy, empowered melf's acid arrow, lesser globe of invulnerability, (shout or enervation)*; 5th—quicken magic missile, (cone of cold or heightened stinking cloud)*]

*If there are two dakon mages then each has one of the two spells, if there is only one dakon mage, it has the first of the two listed spells.

Spellbook: o—all; 1st—shield, grease, endure elements, true strike, color spray, cause fear, reduce person, magic missile; 2nd—fog cloud, melf's acid arrow, ghoul touch, touch of idiocy; 3rd—dispel magic, stinking cloud, displacement, ray of exhaustion; 4th—lesser globe of invulnerability, charm

monster, shout, enervation; 5th—hold monster, cone of cold, seeming, break enchantment.

Encounter 10 – Assault

WAVE 1:

➤ **Brotherhood Guard:** Male Suel human Mnk3; Medium humanoid (human); CR 3; HD 3d8+3; hp 21; Init +2; Spd 40 ft.; AC 15, touch 14, flat-footed 13; Base Atk/Grp +2/+4; Atk +5 melee (1d6+2, unarmed); Full Atk +5 melee (1d6+2, unarmed) or +3/3 melee (1d6+2, flurry of blows); SA flurry of blows; SQ evasion, still mind; AL LN; SV Fort +4, Ref +5, Will +5; Str 14, Dex 14, Con 12, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +10, Jump +10, Listen +10, Profession (soldier) +8, Spot +10, Tumble +10; Improved Unarmed Strike^B, Stunning Fist^B, Alertness, Weapon Focus (unarmed), Deflect Arrows^B, Improved Grapple.

Possessions: potion of cure moderate wounds, bracers of armor +1.

➤ **Brotherhood Warden:** Male Suel Mnk5; Medium humanoid; CR 5; HD 5d8+5; hp 33; Init +2; Spd 40 ft.; AC 17, touch 15, flat-footed 15; Base Atk/Grp +3/+5; Atk +6 melee (1d6+2, unarmed); Full Atk +6 melee (1d6+2, unarmed) or +5/5 melee (1d6+2, flurry of blows); SA flurry of blows; SQ evasion, still mind, ki strike (magic), slow fall (20 ft.), purity of body; AL LN; SV Fort +5, Ref +6, Will +6; Str 14, Dex 15, Con 12, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +12, Jump +12, Listen +12, Profession (soldier) +10, Spot +12, Tumble +12; Improved Unarmed Strike^B, Stunning Fist^B, Alertness, Weapon Focus (unarmed), Deflect Arrows^B, Improved Grapple.

Possessions: potion of cure moderate wounds, bracers of armor +2.

WAVE 3:

➤ **Brotherhood Slavemaster:** Male Suel human Rgr4/Mnk4; Medium humanoid (human); CR 8; HD 8d8+8 (51 hp); Init +3; Spd 40 ft.; AC 15 (+3 Dex, +2 Wis), touch 15, flat-footed 12; Base Atk/Grp +7/+9; Atk +10 melee (1d8+2, unarmed); Full Atk +10/5 melee (1d8+2, unarmed) or +9/9/4 melee (1d8+2, flurry of blows); SA flurry of blows, favored enemy (humans); SQ wild empathy, combat style (two-weapon fighting), evasion, still mind, animal companion, ki strike (magic), slow fall (20 ft.); AL LE; SV Fort +9, Ref +11, Will +7; Str 14, Dex 16, Con 12, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +14, Escape Artist +10, Handle Animal +10, Jump +13, Listen +13, Spot +13, Survival +13, Tumble +12; Improved Unarmed Strike^B, Stunning Fist^B, Alertness, Weapon Focus (unarmed), Track^B, Two-Weapon Fighting^B, Power Attack, Combat Reflexes^B, Endurance^B, Diehard.

Possessions: quaal's feather token (whip), elixir of vision, potion of barkskin +3, bracers of armor +1, elixir of fire breath.

Spells Prepared: (1; save DC 12 + spell level) 1st—longstrider.

➤ **Bugbear Laborer:** Male bugbear Ftr1; Medium humanoid (goblinoid); CR 3; HD 3d8+1d10+4; hp 23; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk/Grp +3/+6; Atk +7 melee (1d8+3, morningstar) or +4 ranged (1d6+3, javelin); Full Atk +7 melee (1d8+3, morningstar) or +4 ranged (1d6+3, javelin); SQ darkvision (60 ft.), scent; AL LE; SV Fort +4, Ref +4, Will +1; Str 16, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +6, Hide +4, Listen +4, Move Silently +6, Spot +4; Alertness, Weapon Focus (morningstar), Power Attack.

Possessions: morningstar, 3 javelin, studded leather.

WAVE 5:

➤ **Fiendish Ape:** Large magical beast (augmented animal, extraplanar); CR 3; HD 4d8+11; hp 29; Init +2; Spd 30 ft., climb 30 ft.; AC 14, touch 11, flat-footed 12; Base Atk/Grp +3/+12; Atk +7 melee (1d6+5, claw); Full Atk +7 melee (1d6+5, 2 claws) and +2 melee (1d6+2, bite); Space/Reach: 10 ft./10ft.; SA smite good; SQ low-light vision, scent, darkvision 60 ft., resistance (cold and fire) 5, DR 5/magic, spell resistance 9; AL NE; SV Fort +6, Ref +6, Will +2; Str 21, Dex 15, Con 14, Int 3, Wis 12, Cha 7.

Skills and Feats: Climb +14, Listen +6, Spot +6; Alertness, Toughness.

Smite Good (Su): Once per day a fiendish creature can make a normal melee attack to deal 4 extra points of damage against a good foe.

WAVE 8:

➤ **Half-Troll Brotherhood Guard:** Male half-troll half-Suel-human Mnk6; Medium giant (augmented humanoid); CR 8; HD 6d8+24; hp 37; Init +3; Spd 50 ft.; AC 20, touch 16, flat-footed 17; Base Atk/Grp +4/+9; Atk +9 melee (1d8+5, unarmed-claw) or +9 melee (1d6+2, bite); Full Atk +9 melee (1d8+5, unarmed-claw) and +4 melee (1d6+2, bite) or +8/8 melee (1d8+5, flurry of blows); SA rend (2d8+7), flurry of blows; SQ fast healing 5, scent, evasion, still mind, ki strike (magic), slow fall (30 ft.), purity of body; AL LN; SV Fort +9, Ref +8, Will +7; Str 20, Dex 17, Con 18, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +12, Jump +19, Listen +8, Spot +8, Tumble +12; Improved Unarmed Strike^B, Stunning Fist^B, Power Attack, Cleave, Deflect Arrows^B, Great Cleave, Improved Trip^B, Improved Sunder.

Possessions: ring of jumping.

Encounter 11 – Tower of Sorcery – Floor 1

➤ **Half-Clay Golem Brotherhood Guard:** Male half-clay golem half-Suel-human Mnk5; Medium construct (augmented humanoid); CR 8; HD 5d10+20 hp 54; Init +1; Spd 40 ft. (can't run); AC 21 (+1 Dex, +2 Wis, +7 natural, +1 class), touch 14, flat-footed 20; Base Atk/Grp +3/+9; Atk +10 melee (1d8+6 plus cursed wound,

unarmed); Full Atk +10 melee (1d8+6 plus cursed wound, unarmed) or +9/9 melee (1d8+6 plus cursed wound, flurry of blows); SA flurry of blows, berserk, cursed wound; SQ construct traits, DR 10/adamantine and bludgeoning, haste, magic immunity, evasion, still mind, *ki* strike (magic), slow fall (20 ft.), purity of body; AL LE; SV Fort +4, Ref +5, Will +6; Str 23, Dex 12, Con —, Int 8, Wis 14, Cha 6.

Skills and Feats: Balance +11, Escape Artist +9, Jump +16, Listen +12, Spot +12, Tumble +11; Improved Unarmed Strike^B, Stunning Fist^B, Alertness, Weapon Focus (unarmed), Deflect Arrows^B, Power Attack.

Construct Traits: Darkvision 60 ft., low-light vision, immunity (mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, any effect requiring a Fortitude save unless it also works on objects or is harmless), cannot heal, not subject to (critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain), not affected by massive damage, destroyed at 0 hit points or less, cannot be raised or resurrected, no need to eat, sleep or breathe.

Cursed Wound (Ex): See *Monster Manual*, Clay Golem entry.

Berserk (Ex): See *Monster Manual*, clay golem entry.

Immunity to Magic (Ex): See *Monster Manual*, clay golem entry.

Haste (Su): See *Monster Manual*, clay golem entry.

Encounter 13 – Tower of Sorcery – Floor 3

➤ **Legendary Grigaur, Advanced:** Huge outsider (augmented magical beast, native) Bar1; CR 12; HD 12d10+1d12+156; hp 229; Init +2; Spd 50 ft.; AC 25 (+15 natural, -2 size, +2 Dex), touch 10, flat-footed 23; Base Atk/Grp +13/+38; Atk +28 melee (3d6+17, claw); Full Atk +28 melee (3d6+17, 2 claws) and +26 melee (2d6+8, bite); Space/Reach: 20 ft./25 ft.; SA improved grab, rage (1/day); SQ blindsight, scent, immunities, DR 5/–, fast healing 5, reflective hide; AL N; SV Fort +25, Ref +13, Will +9; Str 45, Dex 15, Con 34, Int 8, Wis 14, Cha 12.

Skills and Feats: Climb +22, Hide +4*, Listen +5, Move Silently +6, Spot +5; Alertness, Power Attack, Improved Bull Rush, Awesome Blow, Improved Initiative^B, Multiattack^B, Fling Enemy.

Rage (Ex): HD 12d10+1d12+182 (255 hp); AC 23, touch 8, flat-footed 21; Grapple +37; Atk +27 melee (3d6+19, claw); Full Atk +27 melee (3d6+19, claw) and +25 melee (2d6+9, bite); Fort +27, Will +11; Str 49, Con 38; Climb +24. Lasts for 17 rounds, usable once per day.

➤ **Half-Fiend Troll Warrior:** Large outsider (extraplanar) Ftr5; CR 13; HD 6d8+5d10+99; hp 159; Init +4; Spd 30 ft., fly 30 ft. (average); AC 19, touch 13, flat-footed 15; Base Atk/Grp +9/+23; Atk +19 melee (1d6+10, claw); Full Atk +19 melee (1d6+10, 2 claws) and +17 melee (1d8+5, bite); Space/Reach: 10 ft./10 ft.; SA rend (2d6+15), smite good, spell-like abilities; SQ darkvision 90 ft., low-light vision, regeneration 5, scent, immunity to poison, resistance (acid, cold,

electricity and fire) 10, DR 5/magic, SR 21; AL NE; SV Fort +18, Ref +7, Will +4; Str 30, Dex 18, Con 28, Int 8, Wis 8, Cha 13.

Skills and Feats: Balance +8, Hide +4, Jump +19, Listen +8, Knowledge (nature) +1, Move Silently +8, Spot +8, Tumble +8; Alertness, Iron Will, Track, Combat Reflexes^B, Power Attack^B, Multiattack, Improved Bull Rush.

Smite Good (Su): Once per day a half-fiend creature can make a normal melee attack to deal 11 extra points of damage against a good foe.

Spell-like Abilities: 3/day—darkness, poison; 1/day—desecrate, unholy blight, contagion, blasphemy. Caster Level 11th; save DC (11 + spell level).

➤ **Shulassha:** Large outsider (augmented magical beast, extraplanar) Clr7; CR 14; HD 8d10+7d8+105; hp 184; Init +4; Spd 60 ft., fly 120 ft. (good); AC 20, touch 13, flat-footed 16; Base Atk/Grp +13/+24; Atk +22 melee (1d8+10, horn); Full Atk +22 melee (1d8+10, horn) and +14 melee (1d4+3, 2 hooves); Space/Reach: 10 ft./5 ft.; SA daylight, smite evil, turn undead (12/day); SQ darkvision 60 ft., low-light vision, magic circle against evil, spell-like abilities, immunity (poison, disease, charm and compulsion), scent, wild empathy, resistance (acid, cold, electricity) 10, DR 10/magic, SR 25; AL NG; SV Fort +18, Ref +12, Will +15; Str 24, Dex 19, Con 25, Int 12, Wis 26, Cha 28.

Skills and Feats: Jump +27, Knowledge (nature) +13, Knowledge (the planes) +11, Listen +21, Move Silently +19, Spot +21, Spellcraft +17, Survival +22*; Alertness, Skill Focus (survival), Track, Eschew Materials, Still Spell, Silent Spell.

Daylight (Su): Half-celestials can use a daylight effect (as the spell) at will.

Smite Evil (Su): Once per day a half-celestial creature can make a normal melee attack to deal 15 extra damage against an evil foe.

Spell-like Abilities: at will—detect evil; 3/day—cure light wounds (caster level 5th), protection from evil, holy aura; 1/day—cure moderate wounds (caster level 5th), neutralize poison (caster level 8th, save DC 25), greater teleport (only within native forest), bless, aid, cure serious wounds, neutralize poison, holy smite, remove disease, dispel evil, holy word, hallow, mass charm monster. Caster level (unless otherwise specified) 15th; save DC 19 + spell level.

Spells Prepared: (6/6+1/5+1/4+1/3+1; save DC 18 + spell level) 0—detect poison (2), guidance (4); 1st—bless water (2), calm animals*, remove fear (2), sanctuary (2); 2nd—aid (2), consecrate, lesser restoration (2), heat metal*; 3rd—create food and water, remove blindness/deafness, remove curse (2), searing light*; 4th—restoration (3), summon nature's ally IV*.

*Domain spells; Deity: Ehlonna; Domains: Animal (speak with animals 1/day; Knowledge (nature) class skill); Sun (Greater Turning 1/day). Shulassha is a half-celestial unicorn servant of Ehlonna.

Encounter 14 – Tower of Sorcery – Floor 4

➤ **Master Breeder:** Male Suel human Wiz5/AcSk5; Medium humanoid (human); CR 10; HD 10d4+30; hp 61; Init +6; Spd 30 ft.; AC 16 (+2 Dex, +2 natural, +1 armor, +1 insight), touch 13, flat-footed 14; Base Atk/Grp +4/+3; Atk +3 melee (1d4-1/19-20, dagger) or +6 ranged; Full Atk +3 melee (1d4-1/19-20, dagger) or +6 ranged; Space/Reach: 5 ft./5 ft.; SA: spell-like abilities, fiendish glare (save DC 15); SQ summon familiar, darkvision 120 ft., resistance (fire) 10; AL LE; SV Fort +9, Ref +4, Will +9; Str 8, Dex 14, Con 16, Int 18, Wis 12, Cha 10.

Skills and Feats: Concentration +15, Craft (golem) +17, Decipher Script +17, Knowledge (arcana) +17, Knowledge (history) +11, Knowledge (the planes) +17, Spellcraft +19; Scribe Scroll^B, Combat Casting, Reach Spell, Improved Initiative, Empower Spell^B, Widen Spell, Chain Spell^B, Sanctum Spell.

Possessions: lesser metamagic rod of enlarge spell, bracers of armor +1, potion of blur, potion of cure light wounds (2), dusty rose prism ioun stone.

Spell-like Abilities: 2/day—poison. Caster Level 16th; save DC 15 + spell level.

Spells Prepared: (4/5/4/3/2; save DC 14 + spell level; caster level 7th) 0—acid splash, daze (2), ray of frost; 1st—magic missile (3), shield, summon monster I; 2nd—levitate, reach touch of fatigue (2), scorching ray; 3rd—empowered magic missile, lightning bolt (2); 4th—summon monster IV, enervation.] *All spells are cast as Sanctum Spells.

Spellbook: 0—all; 1st—shield, summon monster I, magic missile, identify, burning hands, color spray, obscuring mist, hold portal; 2nd—summon monster II, scorching ray, levitate, ghoul touch; 3rd—summon monster III, lightning bolt, suggestion, arcane sight; 4th—summon monster IV, enervation.

➤ **Brotherhood Arcanist of Earth:** Male Suel human Wiz5/Ele3 of Earth; Medium humanoid (human); CR 8; HD 8d4+24; hp 49; Init +2; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk/Grp +3/+2; Atk +2 melee (1d4-1/19-20, dagger) or +5 ranged; Full Atk +2 melee (1d4-1/19-20, dagger) or +5 ranged; Space/Reach: 5 ft./5 ft.; SQ summon familiar, immunities (sleep), resistance (acid) 5, elemental focus +1, elemental penetration +1; AL LE; SV Fort +5, Ref +4, Will +8; Str 8, Dex 14, Con 16, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +14, Craft (golem) +14, Decipher Script +11, Knowledge (arcana) +14, Knowledge (nature) +11, Knowledge (the planes) +14, Spellcraft +16; Scribe Scroll^B, Endurance, Diehard, Enlarge Spell, Energy Substitution (acid)^B, Energy Admixture (acid).

Spells Prepared: (4/5/4/4/2; save DC 13 + spell level; save DC 14 + spell level for acid spells) 0—acid splash (2), daze (2); 1st—shield, ray of enfeeblement, acid substituted burning hands, enlarged acid splash; 2nd—web, flaming sphere, blindness/deafness, scare; 3rd—acid substituted fireball, deep slumber, stinking cloud; 4th—acid substituted shout, stonkskin.

Spellbook: 0—all; 1st—shield, summon monster I, magic missile, burning hands, ray of enfeeblement; 2nd—web, flaming sphere, blindness/deafness, scare; 3rd—lightning bolt, deep slumber, stinking cloud, fireball; 4th—stonkskin, shout, rainbow pattern, fear.

Possessions: bracers of armor +1, arcane scroll of scorching ray, arcane scroll of mage armor, light brown elemental gem.

➤ **Brotherhood Arcanist of Water:** Male Suel human Wiz5/Ele3 of Water; Medium humanoid (human); CR 8; HD 8d4+24; hp 49; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 11; Base Atk/Grp +3/+2; Atk +2 melee (1d4-1/19-20, dagger) or +5 ranged; Full Atk +2 melee (1d4-1/19-20, dagger) or +5 ranged; Space/Reach: 5 ft./5 ft.; SQ summon familiar, immunities (sleep), resistance (cold) 5, elemental focus +1, elemental penetration +1; AL LE; SV Fort +5, Ref +4, Will +8; Str 8, Dex 14, Con 16, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +14, Craft (golem) +14, Decipher Script +11, Knowledge (arcana) +14, Knowledge (nature) +11, Knowledge (the planes) +14, Spellcraft +16; Scribe Scroll^B, Endurance, Diehard, Enlarge Spell, Energy Substitution (cold)^B, Energy Admixture (cold).

Spells Prepared: (4/5/4/4/2; save DC 13 + spell level; save DC 14 + spell level for cold spells) 0—ray of frost (2), daze (2); 1st—shield, ray of enfeeblement, cold substituted burning hands (2); 2nd—web, blindness/deafness (2), scare; 3rd—cold substituted fireball, cold substituted lightning bolt, stinking cloud; 4th—acid substituted shout, rainbow pattern.

Spellbook: 0—all; 1st—shield, summon monster I, magic missile, burning hands, ray of enfeeblement; 2nd—web, flaming sphere, blindness/deafness, scare; 3rd—lightning bolt, deep slumber, stinking cloud, fireball; 4th—stonkskin, shout, rainbow pattern, fear.

Possessions: bracers of armor +1, arcane scroll of scorching ray, arcane scroll of mage armor.

➤ **Winged Insectile Brotherhood Guard:** Winged Male Suel human Mnk6; Medium aberration (augmented humanoid); CR 8; HD 6d8+12; hp 45; Init +6; Spd 50 ft., climb 50 ft., fly 70 ft. (perfect); AC 23, touch 21, flat-footed 17; Base Atk/Grp +4/+5; Atk +6 melee (1d8+1, unarmed); Full Atk +6 melee (1d8+1, unarmed) or +5/+5 melee (1d8+1, flurry of blows); Space/Reach: 5 ft./5 ft.; SA flurry of blows; SQ darkvision 60 ft., tremorsense 60 ft., wide vision (can't be flanked), evasion, still mind, ki strike (magic), slow fall (30 ft.), purity of body; AL LE; SV Fort +6, Ref +11, Will +9; Str 13, Dex 22, Con 14, Int 12, Wis 18, Cha 10.

Skills and Feats: Balance +16, Escape Artist +15, Listen +13, Sense Motive +13, Spot +17, Tumble +17; Improved Unarmed Strike^B, Stunning Fist^B, Fly-by Attack, Dodge, Deflect Arrows^B, Mobility, Improved Trip^B, Weapon Focus (unarmed).

Possessions: none.

APL 12

Encounter 1 – The Silent Wind

➤ **Huge Half-Fiend Shark:** Huge outsider (augmented animal, extraplanar, aquatic); CR 8; HD 12d8+36; hp 90; Init +8; Spd swim 60 ft.; AC 18, touch 12, flat-footed 14; Base Atk/Grp +9/+24; Atk +14 melee (2d6+10, bite) or +14 melee (1d8+7, clawed fin); Full Atk +14 melee (2d6+10, bite) and +9 melee (1d8+7, 2 clawed fins); Space/Reach: 15 ft./10ft.; SA smite good, spell-like abilities; SQ blindsense 30 ft., keen scent, darkvision (60 ft.), poison immunity, resistance (acid, cold, electricity and fire) 10, DR 10/magic, natural attacks count as magic, spell resistance 22; AL NE; SV Fort +13, Ref +12, Will +5; Str 25, Dex 19, Con 17, Int 8, Wis 12, Cha 4.

Skills and Feats: Jump +14, Hide +7, Knowledge (nature) +1, Listen +18, Spot +18, Swim +22, Survival +8, Tumble +11; Alertness, Great Fortitude, Improved Initiative, Iron Will.

Spell-like Abilities: 3/day—darkness, poison; 1/day—desecrate, unholy blight, contagion, blasphemy. Caster Level 12th; save DC 11 + spell level.

Smite Good (Su): Once per day a fiendish creature can make a normal melee attack to deal 12 extra points of damage against a good foe.

➤ **Sahuagin Warrior:** Male sahuagin Rgr8; Medium monstrous humanoid (aquatic); CR 10; HD 10d8+30; hp 83; Init +2; Spd 30 ft., swim 60 ft.; AC 21, touch 12, flat-footed 19; Base Atk/Grp +10/+14; Atk +14 melee (1d4+4, talon) or +15 melee (1d8+6, +1 trident) or +12 ranged (1d10, 19-20/x2, heavy crossbow); Full Atk +15/10 melee (1d8+6, +1 trident) and +12 melee (1d4+2, bite) or +14 melee (1d4+4, 2 talons) and +12 melee (1d4+2, bite) or +12 ranged (1d10, 19-20/x2, heavy crossbow); SA blood frenzy, rake (+12 melee, 1d4+2), favored enemy (humans +4, elves +2), combat style (two-weapon fighting), improved combat style (improved two-weapon fighting); SQ blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent, wild empathy, woodland stride, swift tracker; AL LE; SV Fort +11, Ref +11, Will +9; Str 18, Dex 14, Con 16, Int 12, Wis 18, Cha 9.

Skills and Feats: Handle Animal +12 (+16 with sharks), Hide +15 (+19 underwater), Listen +16 (+20 underwater), Profession (hunter) +12 (+16 within 50 miles of home), Ride +12, Spot +16 (+20 underwater), Survival +12 (+16 within 50 miles of home); Great Fortitude, Multiattack^B, Track^B, Two-Weapon Fighting, Power Attack, Endurance^B, Diehard, Improved Two-Weapon Fighting, Cleave.

Possessions: +1 trident, +1 studded leather, heavy crossbow, 20 bolts.

Spells Prepared: (2/1; save DC 14 + spell level) 1st—jump, longstrider; 2nd—spike growth.

➤ **Sahuagin Savant:** Female sahuagin Clr8; Medium monstrous humanoid (aquatic); CR 10; HD 10d8+20;

hp 75; Init +5; Spd 30 ft., swim 60 ft.; AC 16, touch 11, flat-footed 15; Base Atk/Grp +8/+9; Atk +9 melee (1d4+1, talon) or +10 melee (1d8+2, trident) or +9 ranged (1d10, 19-20/x2, heavy crossbow); Full Atk +10/5 melee (1d8+2, trident) and +7 melee (1d4+1, bite) or +9 melee (1d4+1, 2 talons) and +7 melee (1d4+1, bite) or +9 ranged (1d10, 19-20, heavy crossbow); SA blood frenzy, rake (+7 melee, 1d4+1), rebuke undead (4/day); SQ blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +10, Ref +6, Will +13; Str 12, Dex 12, Con 14, Int 18, Wis 19, Cha 12.

Skills and Feats: Concentration +13 (+17 for defensive casting), Handle Animal +6 (+10 with sharks), Hide +6 (+10 underwater), Knowledge (arcana, history) +13, Knowledge (religion) +14, Listen +9 (+13 underwater), Profession (hunter) +4 (+9 within 50 miles of home), Ride +3, Spellcraft +15, Spot +9 (+13 underwater), Survival +4 (+9 within 50 miles of home); Great Fortitude, Multiattack^B, Combat Casting, Empower Spell, Improved Initiative.

Possessions: masterwork trident, heavy crossbow, 20 bolts, +1 banded mail, divine scroll of death knell, pearl of power (1st), potion of bull's strength, divine scroll of flame strike.

Spells Prepared: (6/5+1/4+1/4+1/3+1; save DC 14 + spell level) 0—cure minor wounds (3), guidance (3); 1st—bane, bless, doom, enlarge person*, shield of faith (2); 2nd—aid, bull's strength*, death knell, hold person (2); 3rd—bestow curse (2), deeper darkness, magic vestment*, prayer; 4th—cure critical wounds, divine power*, empowered inflict moderate wounds, greater magic weapon.

*Domain Spell; Deity: Sekolah; Domains: Strength (+8 to Strength for 1 round once per day); War (Martial Weapon Proficiency [trident] and Weapon Focus [trident]).

Encounter Two – Becalmed

➤ **Boran Umor:** Male Suel human Mnk7/Drd6; Medium humanoid (human); CR 13; HD 13d8+13; hp 81; Init +2; Spd 50 ft.; AC 23, touch 19, flat-footed 21; Base Atk/Grp +9/+10; Atk +10 melee (1d8+1, unarmed); Full Atk +10/5 melee (1d8+1, unarmed) or +10/10/5 melee (1d8+1, flurry of blows); SA flurry of blows; SQ evasion, still mind, nature sense, wild empathy, woodland stride, ki strike (magic), slow fall (30 ft.), trackless step, purity of body, resist nature's lure, wild shape (3/day), wholeness of body; AL LN; SV Fort +11, Ref +9, Will +16; Str 12, Dex 15, Con 12, Int 14, Wis 22, Cha 10.

Skills and Feats: Balance +14, Concentration +13, Escape Artist +12, Jump +13, Knowledge (nature) +12, Listen +16, Profession (sailor) +22, Spellcraft +11, Spot +16, Survival +15, Tumble +14; Improved Unarmed Strike^B, Improved Grapple^B, Combat Reflexes^B, Dodge, Mobility, Deflect Arrows, Spring Attack, Whirlwind Attack, Improved Trip^B, Natural Spell.

Possessions: 2 staffs of the winds (50 charges, and 13 charges), 2 pearls of power (1st level), pearl of power (2nd

level), pearl of power (3rd level), periapt of wisdom +6, 4 scrolls of greater magic fang, scroll of flame strike, bracers of armor +4, incense of meditation, druid's vestment.

Spells Prepared: (5/5/5/3; save DC 16 + spell level)
0—cure minor wounds (3), guidance (2); 1st—cure light wounds, faerie fire, longstrider, produce flame (2); 2nd—chill metal (2), flame blade, gust of wind, heat metal; 3rd—call lightning, greater magic fang, poison.

☛ **Uncle Ophelus:** Male Suel Mnk9/Sor6; Medium humanoid; CR 15; HD 9d8+6d4+15; hp 81; Init +4; Spd 60 ft.; AC 25, touch 17, flat-footed 21; Base Atk/Grp +9/+9; Atk +9 melee (1d10, unarmed); Full Atk +9/4 melee (1d10, unarmed) or +9/9/4 melee (1d10, flurry of blows); SA flurry of blows; SQ evasion, still mind, ki strike (magic), slow fall (40 ft.), purity of body, summon familiar, wholeness of body, improved evasion; AL LN; SV Fort +12, Ref +15, Will +16; Str 10, Dex 18, Con 12, Int 12, Wis 14, Cha 17.

Skills and Feats: Balance +18, Bluff +12, Concentration +15, Escape Artist +16, Jump +14, Listen +14, Spellcraft +10, Spot +14, Tumble +18; Improved Unarmed Strike^B, Improved Grapple^B, Combat Reflexes^B, Endurance, Diehard, Dodge, Leadership, Improved Disarm^B, Combat Casting, Mobility, Spring Attack.

Possessions: bracers of armor +5, 2 potions of cure serious wounds, gauntlets of dexterity +4, boots of levitation, amulet of natural armor +3, monk's belt, cloak of resistance +3, eyes of doom, lesser metamagic rod of extend spell.

Spells Known: (6/7/6/4; save DC 13 + spell level)
0—resistance, acid splash, detect magic, read magic, arcane mark, daze, touch of fatigue; 1st—shield, chill touch, shocking grasp, identify; 2nd—touch of idiocy, scorching ray; 3rd—vampiric touch.

☛ **Ophelus's Guards:** Male Suel human Mnk12; Medium humanoid (human); CR 12; HD 12d8+12; hp 75; Init +3; Spd 70 ft.; AC 22, touch 19, flat-footed 19; Base Atk/Grp +9/+10; Atk +10 melee (2d6+1, 19-20/x2, unarmed); Full Atk +10/5 melee (2d6+1, 19-20/x2, unarmed) or +10/10/10/5 melee (2d6+1, 19-20/x2, flurry of blows); SA flurry of blows, greater flurry; SQ evasion, still mind, ki strike (magic, lawful), slow fall (60 ft.), purity of body, wholeness of body, improved evasion, diamond body, abundant step; AL LN; SV Fort +7, Ref +8, Will +8; Str 12, Dex 17, Con 12, Int 14, Wis 14, Cha 10.

Skills and Feats: Balance +19, Escape Artist +18, Hide +26, Jump +23, Listen +9, Move Silently +26, Spot +9, Tumble +20; Improved Unarmed Strike^B, Improved Grapple^B, Combat Reflexes^B, Acrobatic, Agile, Dodge, Improved Disarm^B, Mobility, Spring Attack, Improved Critical (unarmed).

Possessions: bracers of armor +3, potion of bull's strength, potion of endurance, ring of jumping, ring of protection +2, Suel cloak (cloak of elvenkind), Suel boots (boots of elvenkind).

☛ **Crew:** Male Suel human Mnk9; Medium humanoid (human); CR 9; HD 9d8+9; hp 57; Init +3; Spd 60 ft.; AC 16, touch 16, flat-footed 13; Base Atk/Grp +6/+8; Atk +8 melee (1d10+2, unarmed); Full Atk +8/3 melee (1d10+2, unarmed) or +7/7/2 melee (1d10+2, flurry of blows); SA flurry of blows; SQ evasion, still mind, ki strike (magic), slow fall (40 ft.), purity of body, wholeness of body, improved evasion; AL LN; SV Fort +7, Ref +9, Will +8; Str 14, Dex 16, Con 12, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +15, Jump +14, Listen +12, Profession (sailor) +12, Spot +12, Swim +7, Tumble +15; Improved Unarmed Strike^B, Improved Grapple^B, Power Attack, Improved Bull Rush, Combat Reflexes^B, Cleave, Improved Disarm^B, Great Cleave, Dodge.

Possessions: ring of swimming, 2 potions of cure moderate wounds, potion of water breathing, potion of bull's strength.

Encounter Six – Physical Training

☛ **Dakon Brave:** Dakon Ftr8; Medium humanoid; CR 8; HD 8d10+16; hp 68; Init +3; Spd 30 ft., climb 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk/Grp +8/+14; Atk +16 melee (1d3+9, slam); Full Atk +16 melee (1d3+9, 2 slams); SQ scent; AL LN; SV Fort +8, Ref +6, Will +5; Str 22, Dex 16, Con 14, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +7, Climb +25, Intimidate +11, Jump +17, Sense Motive +6; Dodge^B, Power Attack, Mobility^B, Weapon Focus (slam), Weapon Specialization (slam)^B, Spring Attack^B, Cleave, Greater Weapon Focus (slam).

☛ **Dakon Warrior:** Dakon Ftr12; Medium humanoid; CR 12; HD 12d10+24; hp 100; Init +4; Spd 30 ft., climb 30 ft.; AC 16, touch 14, flat-footed 12; Base Atk/Grp +12/+17; Atk +19 melee (1d3+9, slam); Full Atk +19 melee (1d3+9, 2 slams); SQ scent; AL LN; SV Fort +10, Ref +8, Will +8; Str 21, Dex 18, Con 14, Int 14, Wis 14, Cha 14.

Skills and Feats: Balance +13, Climb +28, Intimidate +17, Jump +20, Sense Motive +11; Weapon Focus (slam)^B, Dodge, Mobility^B, Combat Expertise, Weapon Specialization (slam)^B, Whirlwind Attack^B, Leadership, Greater Weapon Focus (slam)^B, Improved Trip, Improved Disarm, Greater Weapon Specialization (slam), Iron Will.

Encounter Seven – Magical Training

☛ **Dakon Mage:** Dakon Wiz12; Medium humanoid; CR 12; HD 12d4+36; hp 73; Init +2; Spd 30 ft., climb 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk/Grp +6/+9; Atk +9 melee (1d3+3, slam); Full Atk +9 melee (1d3+3, 2 slams); SQ scent, summon familiar; AL LN; SV Fort +7, Ref +6, Will +10; Str 17, Dex 14, Con 16, Int 20, Wis 14, Cha 10.

Skills and Feats: Balance +9, Climb +11, Concentration +18, Knowledge (arcana) +20, Knowledge (nature) +20, Knowledge (history) +20, Sense Motive +9, Spellcraft +22; Scribe Scroll^B, Heighten Spell, Combat Casting, Empower Spell^B,

Silent Spell, Still Spell, Quicken Spell^B, Maximize Spell.

Possessions: Spell component pouch.

Spells Prepared: (4/6/5/5/4/4/2; save DC 15 + spell level) o—touch of fatigue (2), message, daze; 1st—shield, color spray, cause fear, magic missile (3); 2nd—heightened touch of fatigue, touch of idiocy, melf's acid arrow (2), (fog cloud or ghoul touch)*; 3rd—empowered magic missile (2), heightened touch of idiocy, dispel magic, (stinking cloud or ray of exhaustion)*; 4th—empowered touch of idiocy, empowered melf's acid arrow, lesser globe of invulnerability, (shout or enervation)*; 5th—quickened magic missile (2), hold monster, (cone of cold or heightened stinking cloud)*; 6th—true seeing, (acid fog or mislead)*.

*If there are two dakon mages then each has one of the two spells, if there is only one dakon mage then it has the first of the two listed spells.

Spellbook: o—all; 1st—shield, grease, endure elements, true strike, color spray, cause fear, reduce person, magic missile; 2nd—fog cloud, melf's acid arrow, ghoul touch, touch of idiocy; 3rd—dispel magic, stinking cloud, displacement, ray of exhaustion; 4th—lesser globe of invulnerability, charm monster, shout, enervation; 5th—hold monster, cone of cold, seeming, break enchantment; 6th—acid fog, analyze dweomer, true seeing, mislead.

Encounter Ten – Assault

WAVE 1:

➤ **Brotherhood Warden:** Male Suel human Mnk5; Medium humanoid (human); CR 5; HD 5d8+5; hp 33; Init +2; Spd 40 ft.; AC 17, touch 15, flat-footed 15; Base Atk/Grp +3/+5; Atk +6 melee (1d6+2, unarmed); Full Atk +6 melee (1d6+2, unarmed) or +5/5 melee (1d6+2, flurry of blows); SA flurry of blows; SQ evasion, still mind, ki strike (magic), slow fall (20 ft.), purity of body; AL LN; SV Fort +5, Ref +6, Will +6; Str 14, Dex 15, Con 12, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +12, Jump +12, Listen +12, Profession (soldier) +10, Spot +12, Tumble +12; Improved Unarmed Strike^B, Stunning Fist^B, Alertness, Weapon Focus (unarmed), Deflect Arrows^B, Improved Grapple.

Possessions: potion of cure moderate wounds, bracers of armor +2.

➤ **Brotherhood Watcher:** Male Suel human Mnk6; Medium humanoid (human); CR 6; HD 6d8+6; hp 39; Init +2; Spd 50 ft.; AC 17 (+2 Dex, +2 Wis, +1 class, +2 armor), touch 15, flat-footed 15; Base Atk/Grp +4/+6; Atk +7 melee (1d6+2, unarmed); Full Atk +7 melee (1d6+2, unarmed) or +6/6 melee (1d6+2, flurry of blows); SA flurry of blows; SQ evasion, still mind, ki strike (magic), slow fall (30 ft.), purity of body; AL LN; SV Fort +6, Ref +7, Will +7; Str 14, Dex 15, Con 12, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +13, Jump +13, Listen +13, Profession (soldier) +11, Spot +13, Tumble +13; Improved Unarmed Strike^B, Stunning Fist^B, Alertness, Weapon Focus (unarmed), Deflect Arrows^B, Improved Grapple, Improved Trip^B, Snatch Arrows.

Possessions: potion of cure moderate wounds, bracers of armor +2.

WAVE 3:

➤ **Brotherhood Slavemaster:** Male Suel human Rgr4/Mnk4; Medium humanoid (human); CR 8; HD 8d8+8; hp 51; Init +3; Spd 40 ft.; AC 15, touch 15, flat-footed 12; Base Atk/Grp +7/+9; Atk +10 melee (1d8+2, unarmed); Full Atk +10/5 melee (1d8+2, unarmed) or +9/9/4 melee (1d8+2, flurry of blows); SA flurry of blows, favored enemy (non-suel humans); SQ wild empathy, combat style (two-weapon fighting), evasion, still mind, animal companion, ki strike (magic), slow fall (20 ft.); AL LE; SV Fort +9, Ref +11, Will +7; Str 14, Dex 16, Con 12, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +14, Escape Artist +10, Handle Animal +10, Jump +13, Listen +13, Spot +13, Survival +13, Tumble +12; Improved Unarmed Strike^B, Stunning Fist^B, Alertness, Weapon Focus (unarmed), Track^B, Two-Weapon Fighting^B, Power Attack, Combat Reflexes^B, Endurance^B, Diehard.

Possessions: quaal's feather token (whip), elixir of vision, potion of barkskin +3, bracers of armor +1, elixir of fire breath, potion of cure serious wounds, potion of aid.

Spells Prepared: (-/1; save DC 12 + spell level) 1st—longstrider.

➤ **Bugbear Laborer:** Male Bugbear Ftr1; Medium humanoid; CR 3; HD 3d8+1d10+4; hp 23; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk/Grp +3/+6; Atk +7 melee (1d8+3, morningstar) or +4 ranged (1d6+3, javelin); Full Atk +7 melee (1d8+3, morningstar) or +4 ranged (1d6+3, javelin); SQ darkvision (60 ft.), scent; AL LE; SV Fort +4, Ref +4, Will +1; Str 16, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +6, Hide +4, Listen +4, Move Silently +6, Spot +4; Alertness, Weapon Focus (morningstar), Power Attack.

Possessions: morningstar, 3 javelin, studded leather.

WAVE 5:

➤ **Fiendish Half-Green Dragon Ape:** Large dragon (augmented animal, extraplanar); CR 5; HD 4d10+15; hp 37; Init +2; Spd 30 ft., climb 30 ft., fly 60 ft. (average); AC 18, touch 11, flat-footed 16; Base Atk/Grp +3/+16; Atk +11 melee (1d6+9, claw); Full Atk +11 melee (1d6+9, 2 claws) and +6 melee (1d8+4, bite); Space/Reach: 10 ft./10ft.; SA breath weapon, smite good; SQ low-light vision, scent, darkvision 60 ft., resistance (cold and fire) 5, DR 5/magic, spell resistance 9, immunity (acid, sleep and paralysis); AL NE; SV Fort +7, Ref +6, Will +2; Str 29, Dex 15, Con 16, Int 5, Wis 12, Cha 9.

Skills and Feats: Climb +24, Listen +8, Spot +8; Alertness, Toughness.

Breath Weapon (Su): Once per day a half-green dragon can breath a 30-foot cone of corrosive (acid) gas. This deals 6d8 damage, and a successful Reflex save (DC 15) halves the damage.

Smite Good (Su): Once per day a fiendish creature can make a normal melee attack to deal 4 extra points of damage against a good foe.

WAVE 8:

➤ **Half-Troll Brotherhood Guard:** Male half-troll Suel human Mnk8; Medium Giant; CR 10; HD 8d8+32; hp 75; Init +4; Spd 50 ft.; AC 21, touch 17, flat-footed 17; Base Atk/Grp +6/+11; Atk +11 melee (1d10+5, unarmed-claw) or +11 melee (1d6+2, bite); Full Atk +11/6 melee (1d10+5, unarmed-claw) and +6 melee (1d6+2, bite) or +10/10/5 melee (1d10+5, flurry of blows); SA rend (2d10+7), flurry of blows; SQ fast healing 5, scent, evasion, still mind, *ki* strike (magic), slow fall (40 ft.), purity of body, wholeness of body; AL LN; SV Fort +10, Ref +10, Will +8; Str 20, Dex 18, Con 18, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +15, Jump +21, Listen +9, Spot +9, Tumble +15; Improved Unarmed Strike^B, Stunning Fist^B, Power Attack, Cleave, Deflect Arrows^B, Great Cleave, Improved Trip^B, Improved Sunder.

Possessions: ring of jumping.

Encounter 11 – Tower of Sorcery – Floor 1

➤ **Half-Clay Golem Brotherhood Guard:** Male half-clay golem Suel human Mnk7; Medium Construct (augmented humanoid); CR 10; HD 7d10+20; hp 66; Init +1; Spd 50 ft. (can't run); AC 21, touch 14, flat-footed 20; Base Atk/Grp +5/+11; Atk +12 melee (1d8+6 plus cursed wound, unarmed); Full Atk +12 melee (1d8+6 plus cursed wound, unarmed) or +11/11 melee (1d8+6 plus cursed wound, flurry of blows); SA flurry of blows, berserk, cursed wound; SQ construct traits, DR 10/adamantine and bludgeoning, haste, magic immunity, evasion, still mind, *ki* strike (magic), slow fall (30 ft.), purity of body, wholeness of body; AL LE; SV Fort +5, Ref +6, Will +7; Str 23, Dex 12, Con —, Int 8, Wis 14, Cha 6.

Skills and Feats: Balance +13, Escape Artist +11, Jump +18, Listen +14, Spot +14, Tumble +13; Improved Unarmed Strike^B, Stunning Fist^B, Alertness, Weapon Focus (unarmed), Deflect Arrows^B, Power Attack, Improved Disarm^B, Cleave.

Construct Traits: Darkvision 60 ft., low-light vision, immunity (mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, any effect requiring a Fortitude save unless it also works on objects or is harmless), cannot heal, not subject to (critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain), not affected by massive damage, destroyed at 0 hit points or less, cannot be raised or resurrected, no need to eat, sleep or breathe.

Cursed Wound (Ex): See *Monster Manual*, clay golem entry.

Berserk (Ex): See *Monster Manual*, clay golem entry.

Immunity to Magic (Ex): See *Monster Manual*, clay golem entry.

Haste (Su): See *Monster Manual*, clay golem entry.

Encounter 13 – Tower of Sorcery – Floor 3

➤ **Legendary Grigaur, Advanced:** Huge outsider (augmented magical beast, native) Bar3; CR 14; HD 12d8+3d12+180; hp 267; Init +2; Spd 50 ft.; AC 25, touch 10, flat-footed 23; Base Atk/Grp +15/+40; Atk +30 melee (3d6+17, claw); Full Atk +30 melee (3d6+17, 2 claws) and +28 melee (2d6+8, bite); Space/Reach: 20 ft./25 ft.; SA improved grab, rage (1/day); SQ blindsight, scent, immunities, DR 5/-, fast healing 5, reflective hide, uncanny dodge, trap sense +1; AL N; SV Fort +26, Ref +14, Will +10; Str 45, Dex 15, Con 34, Int 8, Wis 14, Cha 12.

Skills and Feats: Climb +22, Hide +10*, Listen +5, Move Silently +6, Spot +5; Alertness, Power Attack, Improved Bull Rush, Awesome Blow, Improved Initiative^B, Multiattack^B, Fling Enemy, Cleave.

Rage (Ex): HD 12d10+3d12+210; hp 297; AC 23, touch 8, flat-footed 21; Grapple +39; Atk +29 melee (3d6+19, claw); Full Atk +29 melee (3d6+19, claw) and +27 melee (2d6+9, bite); Fort +28, Will +12; Str 49, Con 38; Climb +24. Lasts for 17 rounds, usable once per day.

➤ **Half-Fiend Troll Warrior:** Large outsider (augmented giant, extraplanar) Ftr6; CR 14; HD 6d8+6d10+108; hp 171; Init +4; Spd 30 ft., fly 30 ft. (average); AC 19, touch 13, flat-footed 15; Base Atk/Grp +10/+24; Atk +20 melee (1d6+12, claw); Full Atk +20 melee (1d6+12, 2 claws) and +18 melee (1d8+5, bite); Space/Reach: 10 ft./10 ft.; SA rend (2d6+15), smite good, spell-like abilities; SQ darkvision 90 ft., low-light vision, regeneration 5, scent, immunity to poison, resistance (acid, cold, electricity and fire) 10, DR 10/magic, SR 22; AL NE; SV Fort +19, Ref +8, Will +5; Str 30, Dex 18, Con 28, Int 8, Wis 8, Cha 14.

Skills and Feats: Balance +8, Hide +4, Jump +21, Listen +8, Knowledge (nature) +1, Move Silently +8, Spot +8, Tumble +8; Alertness, Iron Will, Track, Combat Reflexes^B, Power Attack^B, Multiattack, Improved Bull Rush^B, Awesome Blow, Weapon Focus (claw)^B.

Smite Good (Su): Once per day a half-fiend creature can make a normal melee attack to deal 12 extra points of damage against a good foe.

Spell-like Abilities: 3/day—darkness, poison; 1/day—desecrate, unholy blight, contagion, blasphemy. Caster Level 12th; save DC (12 + spell level).

➤ **Shulassha:** Large Outsider (augmented magical beast, extraplanar) Clr9; CR 16; HD 8d10+9d8+136; hp 225; Init +4; Spd 60 ft., fly 120 ft. (good); AC 20, touch 13, flat-footed 16; Base Atk/Grp +14/+25; Atk +23 melee (1d8+10, horn); Full Atk +23 melee (1d8+10, horn) and +15 melee (1d4+3, 2 hooves); Space/Reach: 10 ft./5 ft.; SA daylight, smite evil, turn undead (12/day); SQ darkvision 60 ft., low-light vision, magic circle against evil, spell-like abilities, immunity (poison, disease, charm and compulsion), scent, wild empathy, resistance (acid, cold, electricity) 10, DR

10/magic, SR 27; AL NG; SV Fort +20, Ref +13, Will +16; Str 24, Dex 19, Con 26, Int 12, Wis 26, Cha 28.

Skills and Feats: Jump +27, Knowledge (nature) +15, Knowledge (the planes) +13, Listen +21, Move Silently +19, Spot +21, Spellcraft +19, Survival +22*; Alertness, Skill Focus (survival), Track, Eschew Materials, Still Spell, Silent Spell.

Daylight (Su): Half-celestials can use a daylight effect (as the spell) at will.

Smite Evil (Su): Once per day a half-celestial creature can make a normal melee attack to deal 17 extra damage against an evil foe.

Spell-like Abilities: at will—detect evil; 3/day—cure light wounds (caster level 5th), protection from evil, holy aura; 1/day—cure moderate wounds (caster level 5th), neutralize poison (caster level 8th, save DC 25), greater teleport (only within native forest), bless, aid, cure serious wounds, neutralize poison, holy smite, remove disease, dispel evil, holy word, hallow, mass charm monster, summon monster IX (celestials only). Caster level (unless otherwise specified) 17th; save DC 19 + spell level.

Spells Prepared: (6/6+1/6+1/5+1/4+1/2+1; save DC 18 + spell level) 0—detect poison (2), guidance (4); 1st—bless water (2), calm animals*, remove fear (2), sanctuary (2); 2nd—aid (2), consecrate, lesser restoration (3), heat metal*; 3rd—create food and water, remove blindness/deafness (2), remove curse (2), searing light*; 4th—neutralize poison, restoration (3), summon nature's ally IV*; 5th—break enchantment, commune with nature*, true seeing]

*Domain Spell; Deity: Ehlonna; Domains: Animal (speak with animals 1/day; Knowledge [nature] class skill); Sun (Greater Turning 1/day). Shulassha is a half-celestial unicorn servant of Ehlonna.

Encounter Fourteen – Tower of Sorcery – Floor Four

➤**Master Breeder:** Male Suel human Wiz5/AcSk7; Medium humanoid (human); CR 12; HD 12d4+36; hp 73; Init +6; Spd 30 ft.; AC 16, touch 13, flat-footed 14; Base Atk/Grp +5/+4; Atk +4 melee (1d4-1/19-20, dagger) or +7 ranged; Full Atk +4 melee (1d4-1/19-20, dagger) or +7 ranged; Space/Reach: 5 ft./5 ft.; SA: spell-like abilities, fiendish glare (save DC 17), glare of the pit; SQ summon familiar, darkvision (120 ft.), resistance (fire and cold) 10; AL LE; SV Fort +10, Ref +5, Will +12; Str 8, Dex 14, Con 16, Int 19, Wis 12, Cha 10.

Skills and Feats: Concentration +17, Craft (golem) +19, Decipher Script +19, Knowledge (arcana) +19, Knowledge (history) +13, Knowledge (the planes) +19, Spellcraft +21; Scribe Scroll^B, Combat Casting, Reach Spell, Improved Initiative, Empower Spell^B, Widen Spell, Chain Spell^B, Sanctum Spell, Iron Will.

Possessions: lesser metamagic rod of enlarge spell, bracers of armor +1, potion of blur, potion of cure light wounds (2), dusty rose prism ioun stone, necklace of fireballs (type IV).

Spell-like Abilities: 2/day—poison. Caster Level 16th; save DC 15 + spell level.

Spells Prepared: (4/5/4/4/3; save DC 14 + spell level; caster level 8th) 0—acid splash, daze (2), ray of frost; 1st—

[magic missile (3), shield, summon monster I]; 2nd—[levitate, reach touch of fatigue (2), scorching ray]; 3rd—[empowered magic missile (2), lightning bolt (2)]; 4th—[summon monster IV, enervation, widen burning hands].

*All spells are cast as Sanctum Spells.

Spellbook: 0—all; 1st—shield, summon monster I, magic missile, identify, burning hands, color spray, obscuring mist, hold portal; 2nd—summon monster II, scorching ray, levitate, ghoul touch; 3rd—summon monster III, lightning bolt, suggestion, arcane sight; 4th—summon monster IV, enervation, wall of fire, dimensional anchor.

➤**Brotherhood Arcanist of Earth:** Male Suel human Wiz5/Ele5 of Earth; CR 10; Medium humanoid (human); HD 10d4+30; hp 61; Init +2; Spd 30 ft.; AC 13 (+2 Dex, +1 armor), touch 12, flat-footed 11; Base Atk/Grp +4/+3; Atk +3 melee (1d4-1, dagger) or +6 ranged; Full Atk +3 melee (1d4-1, dagger) or +6 ranged; Space/Reach: 5 ft./5 ft.; SQ summon familiar, immunities (sleep, paralysis), resistance (acid) 10, elemental focus +2, elemental penetration +1, darkvision (60 ft.); AL LE; SV Fort +5, Ref +4, Will +9; Str 8, Dex 14, Con 16, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +16, Craft (golem) +16, Decipher Script +11, Knowledge (arcana) +16, Knowledge (nature) +15, Knowledge (the planes) +16, Spellcraft +18; Scribe Scroll^B, Endurance, Diehard, Enlarge Spell, Energy Substitution (acid)^B, Energy Admixture (acid), Spell Focus (evocation).

Possessions: bracers of armor +1, arcane scroll of scorching ray, arcane scroll of mage armor, light brown elemental gem.

Spells Prepared: (4/5/5/4/3/2; save DC 13 + spell level; save DC +2 for acid spells; save DC +1 for evocation spells; save DC +3 for acid evocation spells) 0—acid splash (2), daze (2); 1st—shield, ray of enfeeblement, acid substituted burning hands, enlarged acid splash; 2nd—web, acid substituted flaming sphere, flaming sphere, blindness/deafness, scare; 3rd—acid substituted fireball, deep slumber, stinking cloud; 4th—acid substituted shout (2), stoneskin; 5th—acid substituted cone of cold, acid admixture burning hands.

Spellbook: 0—all; 1st—shield, summon monster I, magic missile, burning hands, ray of enfeeblement; 2nd—web, flaming sphere, blindness/deafness, scare; 3rd—lightning bolt, deep slumber, stinking cloud, fireball; 4th—stoneskin, shout, rainbow pattern, fear; 5th—cone of cold, symbol of pain, waves of fatigue, mind fog.

➤**Brotherhood Arcanist of Water:** Male Suel human Wiz5/Ele5 of Water; CR 10; Medium humanoid (human); HD 10d4+30; hp 61; Init +2; Spd 30 ft.; AC 13 touch 12, flat-footed 11; Base Atk/Grp +4/+3; Atk +3 melee (1d4-1/19-20, dagger) or +6 ranged; Full Atk +3 melee (1d4-1/19-20, dagger) or +6 ranged; SQ summon familiar, immunities (sleep, paralysis), resistance (cold) 10, elemental focus +2, elemental penetration +1, darkvision 60 ft.; AL LE; SV Fort +5, Ref +4, Will +9; Str 8, Dex 14, Con 16, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +16, Craft (golem) +16, Decipher Script +11, Knowledge (arcana) +16, Knowledge (nature) +15, Knowledge (the planes) +16, Spellcraft +18; Scribe Scroll^B, Endurance, Diehard, Enlarge Spell, Energy Substitution (cold)^B, Energy Admixture (cold), Spell Focus (evocation).

Possessions: bracers of armor +1, arcane scroll of scorching ray, arcane scroll of mage armor, arcane scroll of blur, potion of cure light wounds.

Spells Prepared: (4/5/5/4/3/2; save DC 13 + spell level; save DC +2 for cold spells; save DC +1 for evocation spells; save DC +3 for cold evocation spells) 0—ray of frost (2), daze (2); 1st—shield, ray of enfeeblement, cold substituted burning hands (2); 2nd—web, cold substituted flaming sphere, blindness/deafness (2), scare; 3rd—cold substituted fireball, deep slumber, stinking cloud; 4th—cold substituted shout (2), stoneskin; 5th—cone of cold, mind fog.

Spellbook: 0—all; 1st—shield, summon monster I, magic missile, burning hands, ray of enfeeblement; 2nd—web, flaming sphere, blindness/deafness, scare; 3rd—lightning bolt, deep slumber, stinking cloud, fireball; 4th—stoneskin, shout, rainbow pattern, fear; 5th—cone of cold, symbol of pain, waves of fatigue, mind fog.

✚ **Winged Insectile Brotherhood Guard:** Winged male Suel human Mnk8; Medium aberration (augmented humanoid); CR 10; HD 8d8+16; hp 59; Init +6; Spd 50 ft., climb 50 ft., fly 70 ft. (perfect); AC 23 (+6 Dex, +4 Wis, +2 natural, +1 class), touch 21, flat-footed 17; Base Atk/Grp +6/+8; Atk +9 melee (1d10+2, unarmed); Full Atk +9/4 melee (1d10+2, unarmed) or +8/+8/+3 melee (1d10+2, flurry of blows); SA flurry of blows; SQ darkvision 60 ft., tremorsense 60 ft., wide vision (can't be flanked), evasion, still mind, ki strike (magic), slow fall (40 ft.), purity of body, wholeness of body; AL LE; SV Fort +6, Ref +11, Will +9; Str 14, Dex 22, Con 14, Int 12, Wis 18, Cha 10.

Skills and Feats: Balance +18, Escape Artist +17, Listen +15, Sense Motive +15, Spot +19, Tumble +19; Improved Unarmed Strike^B, Stunning Fist^B, Fly-by Attack, Dodge, Deflect Arrows^B, Mobility, Improved Trip^B, Weapon Focus (unarmed).

Possessions: potion of cure light wounds.

NEW ITEMS

Staff of the Winds

This plain silver staff has control over certain aspects of weather. The staff protects its bearer from electrical effects, so long as the bearer is holding the staff. The *resist energy* effect ends when all the charges, of which there are 50 at creation, have been used up. This staff cannot be recharged.

- *Resist Energy (electricity)* (continuous, 3rd-level caster)
- *Control Winds* (2 charges)
- *Control Weather* (4 charges)

(Strong Transmutation, Weak Abjuration) **Market Price:** 22,000 gp; **Prerequisites:** Caster Level 13th, Craft Staff, *Control Weather*, *Control Winds*, *Resist Energy*.

Anklet of Restraint

This simple device uses an *alarm* spell to aid in the capture of someone who tries to run away. Once the target moves more than 300 ft. from the location in which the Anklet was placed on them it begins to produce a mental alarm in creatures within a 1-mile radius. This alarm also provides a direction.

Market Price: 2,500 gp; **Prerequisites:** Craft Wondrous Item, *Alarm*, *Locate Object*.

APPENDIX 2: NEW RULES

CREATURES

Changes to the Grigaur for D&D v3.5

The Grigaur, as presented in the *Living Greyhawk Journal* #2, is not consistent with the revised version of *Dungeons and Dragons*. Use the following entry instead:

Medium Magical Beast

Hit Dice: 4d10+12 (34 hp)

Initiative: +1 (Dex)

Speed: 40 ft. (8 squares)

Armor Class: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14

Base Atk/Grp: +4/+8

Attack: Claw +8 melee (2d4+4)

Full Attack: 2 claws +8 melee (2d4+4) and bite +3 melee (1d6+2)

Space/Reach: 10 ft./15 ft.

Special Attacks: Improved Grab

Special Qualities: Blindsight, damage reduction 5/-, immunities, scent

Saves: Fort +7, Ref +5, Will +2

Abilities: Str 19, Dex 13, Con 16, Int 6, Wis 12, Cha 8

Skills: Climb +6, Hide +3*, Listen +4, Move Silently +5, Spot +4

Feats: Alertness, Power Attack

Environment: Any land

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Usually Neutral

Advancement: 5-8 HD (Large); 9-12 HD (Huge)

Improved Grab (Ex): To use this ability, the Grigaur must hit a Medium-size or smaller opponent with a claw attack.

Blindsight (Ex): Grigaurs can ascertain all foes within 60 feet as a sighted creature would. Beyond that range, they treat all targets as totally concealed.

Grigaurs are susceptible to sound- and scent-based attacks, and are affected normally by loud noises and sonic spells (such as *ghost sound* or *silence*) and overpowering odors (such as *stinking cloud* or incense-heavy air). Negating a grigaur's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both are defeated, the grigaur is effectively blinded.

Immunities: Grigaurs are immune to gaze attacks, visual effects, illusions and other attack forms that rely on sight.

Skills: Grigaurs get a +4 racial bonus to Move Silently checks. *In areas of natural earth, they get a +4 bonus to Hide checks.

Changes to the Dakon for D&D v3.5

The Dakon, as presented in the *Living Greyhawk Journal* #5, is not consistent with the revised version of *Dungeons and Dragons*. Use the following entry instead:

	Flesh	Clay	Stone	Iron
Natural Armor	+5	+7	+9	+11
Special Attacks		Cursed Wounds	Slow	Breath Weapon
Damage Reduction	5/adamantine	10/adamantine and bludgeoning	10/adamantine	15/adamantine
Special Qualities	Berserk	Berserk, Haste		
Strength	+6	+8	+10	+12
Magic Immunity	As flesh golem	As clay golem	As stone golem	As iron golem

Medium humanoid

Hit Dice: 1d8+1 (5 hp)

Initiative: +2 (Dex)

Speed: 30 ft. (6 squares), climb 30 ft.

Armor Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

Base Atk/Grp: +1/+5

Attack: Slam +5 melee (1d3+4)

Full Attack: 2 slams +5 melee (1d3+4)

Space/Reach: 5 ft./ 5 ft.

Special Attacks: —

Special Qualities: scent

Saves: Fort +3, Ref +2, Will +3

Abilities: Str 18, Dex 15, Con 12, Int 11, Wis 12, Cha 11

Skills: Balance +6, Climb +12, Hide +4, Jump +4, Listen +3, Sense Motive +5

Feats: Iron Will

Environment: Temperate and warm forest, hill and mountain

Organization: Company (3-12) or tribe (10-40)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually Lawful Neutral

Advancement: By Character Class

Skills: Dakon have a +4 racial bonus to Balance and Sense Motive. They also have a +8 racial bonus on climb checks and may always take 10 on a climb check.

The above statistics block is a 1st level warrior Dakon. Dakon have a favored class of wizard.

TEMPLATES

Half-Golem (*Monster Manual II*)

Half-golems are the result of good-intentioned actions taken too far. While the application of a poultice infused with curative herbs or the casting of a spell can save the life of an injured or diseased person, only powerful magic can replace a missing limb. Such magic is often beyond the reach of an ordinary person working in a quarry or a mill, or scything a field of grain, who suffers the loss of one or more limbs.

Arcane artisans applied their knowledge of golem construction to come up with a way to restore such a person to wholeness. While the initial results were promising, there was a limit to the effectiveness of the technique—many people who received one or more limbs through this process proved unable to withstand the trauma of the transformation and became permanently evil as a result. Individuals of evil intent now exploit this limitation, purposely creating ravening, unholy crosses between living being and golems.

Construction

There are two steps to making a half-golem. The first is constructing the limbs, and the second is attaching the limbs.

Molding a limb from clay, preparing one from flesh, carving it from stone or forging it from iron requires an appropriate skill (see the specific half-golem descriptions for details) and can be done by anyone. Infusing a formed limb with magic requires the Craft Wondrous Item and Craft Magic Arms and Armor feats. It takes one month to complete the magical rituals. The creator must labor for at least 8 hours each day in a specially prepared laboratory or workshop.

The chamber is similar to an alchemist's laboratory and costs 500 gp to establish.

When not working on the rituals, the creator must rest and can perform no other activities, just as if he or she were creating a golem. As with a golem, if the creator is personally constructing the limbs, he or she can perform the building and the rituals together.

Once created, the limbs are treated as spell completion items. Any character capable of casting the appropriate level of spell (see specific descriptions) can attach a limb. All that is left to do is perform the final gestures and speak the words needed to imbue the limb with magic. As; the limbs to be attached to a particular body must be of the same type—it's not possible, for instance, to attach a limb made of iron to a half-golem that already has a new limb made of stone. Any attempt automatically fails, leaving the second type of limb unattached.

The Danger

Each time a limb is attached to his or her body, the recipient makes a Will save. The DC of the save varies according to the number of new limbs the character has received.

	Save DC
First New Limb	15
Second New Limb	19
Third New Limb	25
Fourth New Limb	33
Fifth New Limb	43
Sixth New Limb	55

A character who succeeds at all the saves he or she is required to make takes on the attributes of a half-golem as described below—except that the character retains his or her alignment, gains a +4 bonus to Constitution, and does not change type or gain construct traits. As soon as the character fails one of the required saves, he

or she becomes a half-golem of neutral evil alignment. The character then has no Constitution score and the character's type changes to construct, granting him or her construct traits. A neutral evil half-golem retains the memories and knowledge of its former life, but its personality becomes murderous and cruel. It demonstrates the hatred of flesh creatures common to elementals, and it seeks methods appropriate to its class to slaughter as many flesh creatures as possible.

Creating a Half-Golem

"Half-golem" is a template that can be added to any animal, beast, giant, humanoid creature, magical beast, or monstrous humanoid (referred to hereafter as the character). There is no minimum level or Hit Dice requirement to become a half-golem. The character's type changes to construct once a Will save is failed. Each half-golem takes on the characteristics of a particular type of golem (flesh, clay, stone, or iron) as described later in this section.

A half-golem's abilities are primarily those of the character, with the following exceptions.

Hit Dice: The character gains bonus hit points according to his size: one-half the bonus construct hit points for his size if he keeps his original type, or all the bonus hit points if he is now a construct.

Initiative: Same as character –1, to account for the half-golem's reduced Dexterity (see Abilities, below).

Speed: Same as character, but a half-golem cannot run.

AC: A half-golem replaces any natural armor bonus it may have with a new natural armor bonus (see the table below). The change to Dexterity (see Abilities, below) also affects the half-golem's Armor Class.

Attacks: Same as character.

Damage: Same as character.

Space/Reach: Same as character.

Special Attacks: Same as character (and see the table below).

Special Qualities: Same as character; plus construct traits (upon a failed will save), damage resistance (see table below), and others by type (see table below).

Saves: A half-golem gains a +2 racial bonus on Fortitude saves; otherwise same as character.

Abilities: Half-golems have –2 Dex, +4 Con (or no Con upon a failed Will save), –6 Int, +0 Wis, and –6 Cha. Strength varies by type (see the table below). The number of limbs attached does not alter a half-golem's Strength score.

Skills: Same as character, modified by new ability modifiers. The drop in Intelligence does not retroactively remove skill points spent.

Feats: Same as character.

Climate/Terrain: Same as character.

Organization: Solitary, pair, or squad (5-20).

Challenge Rating: Same as character +3.

Treasure: Standard.

Alignment: Same as character (if all Will saves succeed) or always neutral evil (if any Will save fails).

Advancement: By character class.

Combat

A half-golem fights as the character from which it is created. Half-golems are usually straightforward, unsubtle combatants that rely on their great strength to win the day. They rarely use teamwork or cooperation, even when banded together.

Construct Traits: A half-golem is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A half-golem has darkvision (60-foot range).

Magic Immunity (Ex): A half-golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted in the appropriate golem descriptions (see MONSTER MANUAL).

Half-Golem Characters

Half-golem characters are shunned by society, so they either seek revenge against the world around them or retreat from it. Those who seek revenge generally become fighters or rogues. Those who retreat from it become barbarians, rangers, or druids. A rare few become, or remain, evil clerics.

Flesh Half-Golem

A flesh half-golem is a tortured soul whose replacement limbs were stolen from the dead. Flesh golem's replacement limbs are rudely stitched to their bodies and may have a different skin color or texture from the rest of character's skin.

Berserk (Ex): See MONSTER MANUAL.

Construction

The pieces of a flesh golem must come from corpses of the same size and type as the recipient (for instance, a Medium-size humanoid character cannot use Small animal limbs). The limbs must not have decayed significantly. "Construction" of the limb requires a successful Craft (leatherworking) or Heal check (DC 20). The rituals cost 10,000 gp and 200 XP and require *bull's strength* and *geas/quest*. Attaching the limb requires the ability to cast 6th-level arcane spells.

Clay Half-Golem

A clay half-golem has a grotesquely distorted musculature, such as an oversize chest, arms attached by thick knots of muscle at the shoulder, stubby fingers, or arms that hang to the ground. Its features often appear partially melted. Typically it drips bits of clay, and its slimy replacement "flesh" coats its weapons.

Cursed Wound (Ex): See MONSTER MANUAL.

Berserk (Ex): See MONSTER MANUAL.

Haste (Su): See MONSTER MANUAL.

Construction

A clay limb must be sculpted from a single block of clay weighing at least 100 pounds. The sculpting requires a successful Craft (sculpting) or Profession (Mason) check (DC 20). The rituals cost 12,000 gp and 240 XP and require *animate object* and *geas/quest*. Attaching the limb requires the ability to cast 6th-level divine spells.

Stone Half-Golem

A stone half-golem drags thick limbs of roughly chiseled stone, stylized to suit its creator. For example, one might appear armored, have a particular symbol carved into it, or have designs worked into it. The limbs may be of different types of stone.

Slow (Su): See MONSTER MANUAL.

Construction

A stone limb must be chiseled from a single block of stone weighing at least 300 pounds. The carving requires a successful Craft (stoneworking) check (DC 20). The rituals cost 16,000 gp and 320 XP and require *geas/quest* and *stone to flesh*. Attaching the limb requires the ability to cast 6th-level arcane spells.

Iron Half-Golem

The limbs of an iron half-golem appear bolted or riveted to the flesh. Irregular and haphazard iron plates join flesh and metal limbs. The limbs can be fashioned in any manner, just like those of a stone half-golem, although they usually appear armored. They are much smoother than those of a stone half-golem.

Breath Weapon (Su): See MONSTER MANUAL.

Construction

An iron limb is sculpted from 500 pounds of pure iron. The sculpting requires a successful Craft (armorsmithing) or Craft (weaponsmithing) check (DC 20). The rituals cost 20,000 gp and 400 XP and require *cloudkill* and *geas/quest*. Attaching the limb requires the ability to cast 6th-level arcane spells.

Half-Troll (Fiend Folio)

Trolls, as a rule, breed only with those of their own kind. But from time to time, a troll in rut finds itself without a mate. At such times, many trolls wander into territories of other creatures in a nearly blind state of lust. Such trolls are often less particular about their choice of mates, willing to make an attempt with whatever creature they encounter.

At other times, trolls might breed with polymorphed or otherwise magically altered spellcasters or other creatures in disguise, hoping to cause just the sort of crossbreed such a union inevitably produces. Some less scrupulous practitioners of the arcane mysteries have, at times, taken captive trolls and bred them forcibly with other creatures, hoping to produce a new breed of powerful, resilient, yet easily controlled minion.

A half-troll is typically much tougher than a member of its nontroll parent race. It gains much of the troll's natural ability to shrug off damage; its superior strength, quickness, and hardness; and some of the natural weaponry that makes trolls so fearsome.

Half-trolls also inevitably find that they adopt some of their troll parents' less desirable qualities as well. Greenish skin, an elongated snout, knobby dermal growths, and an insatiable hunger for raw flesh are only a few of these. Half-trolls typically have longer limbs than their nontroll parents—a trait especially obvious in humanoid, giant, and monstrous humanoid half-trolls.

The Half-Troll Template

"Half-troll" is an inherited template that can be added to any animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid or outsider (referred to hereafter as the base creature). The creature's type becomes giant, and a half-troll with an outsider as the base creature also gains the Extraplanar subtype. The half-troll uses all the base creature's statistics and special abilities except as noted here.

AC: Natural armor improves by +4.

Attacks: Same as base creature.

Damage: Half-trolls have bite and claw attacks. If the base creature does not have these attack forms, use the appropriate damage values based on the half-troll's size (see the table below). Otherwise, use the values from the table or the base creature's damage, whichever is greater.

Size	Bite Damage	Claw Damage
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	2d8	2d6
Colossal	4d6	2d8

Special Attacks: A half-troll retains all the special attacks of the base creature. Half-trolls also gain two claw attacks (or the base creature's number of claw attacks, whichever is higher) and the special ability to rend.

Rend (Ex): If a half-troll hits with two or more claw attacks against the same opponents, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional amount of damage based on the half-troll's size (see the table below). A half-troll adds 1 1/2 times its Strength modifier to this base rend damage.

Size	Rend Damage
Fine	—
Diminutive	1d2
Tiny	2d2
Small	2d3
Medium	2d4
Large	2d6
Huge	2d8
Gargantuan	4d6
Colossal	4d8

Special Qualities: A half-troll has all the special qualities of the base creature, plus darkvision with a range of 60 feet, fast healing 5, and scent.

Fast Healing (Ex): A half-troll heals 5 points of damage each round so long as it has at least 1 hit point. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a half-troll to regrow or reattach lost body parts.

Scent (Ex): A half-troll can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Abilities: Adjust from the base creature as follows: Str +6, Dex +2, Con +6, Int -2, Cha -2.

Skills: A half-troll has skill points equal to (2 + its Int modifier, minimum 1) x (its Hit Dice +3). Treats skills possessed by the base creature as class skills and other skills as cross-class. If the creature has a class, it gains skill points for class levels normally.

Feats: Half-trolls gain feats normally. They tend to favor feats that take advantage of their strength, such as Power Attack and Cleave, or feats that offset their natural weaknesses, such as Iron Will.

Climate/Terrain: Same as base creature or any land, aquatic or underground.

Organization: Same as base creature or solitary.

Challenge Rating: Same as base creature +2

Alignment: Usually chaotic neutral or chaotic evil.

Level Adjustment: +4.

Half-Scrag

Scrag, or aquatic trolls, often suffer the same urges or are the subject of the same experiments as their landbound relatives. Half-scrag have the same adjustments as those detailed above for half-trolls, but with the following additional changes:

A half-scrag's land speed is reduced by 5 feet, and it has a swim speed of 20 feet. Its fast healing ability works only if it is immersed in water.

Insectile (Savage Species)

Insectile creatures possess the multiple limbs and eyes of vermin, as well as the hard, chitinous shells shared by so many vermin. Despite their alien appearance, insectile creatures are often welcome among other races because of their industrious nature. Insectile creatures often worship Lolth, the most insectlike of the deities, but they also worship the god of humans.

An Insectile creature is of average height and weight for the base creature from which it is derived. Its chitin may be of any color, but the most common shades are black, green, tan, or yellow. Ridges, bumps, spots, and stripes all serve to differentiate insectile nations from each other.

An insectile creature speaks the same languages as the base creature, and a large number of the speak Terran or Undercommon in addition.

Creating an Insectile Creature

"Insectile" is an inherited template that can be added to any giant, humanoid, or monstrous humanoid (referred to hereafter as the base creature). An insectile

creature is a biped, and it gains four more arms. It has all the base creature's characteristics except as noted here.

Size and Type: The creature's type changes to Aberration.

Speed: An insectile creature gains a climb speed equal to its land speed.

AC: Because of the insectile creature's chitinous shell, the base creature's natural armor bonus increases by +2.

Attacks: Despite having six arms, insectile creatures gain no additional attacks.

Special Qualities: An insectile creature gains darkvision (60-foot range) if it did not already have it, as well as tremorsense and wide vision.

Tremorsense (Ex): An insectile creature can automatically sense the location of anything within 60 feet that is in contact with the ground.

Wide Vision (Ex): Because of its multiple eyes and wide angle of vision, an insectile creature has a +4 racial bonus on spot checks and cannot be flanked.

Abilities: +4 Dex, +2 Wis.

Climate/Terrain: Same as base creature but never aquatic.

Challenge Rating: Base creature's CR +1

Level Adjustment: +2.

Monster of Legend (Monster Manual II)

A monster of legend is a creature chosen by a god to perform an appointed task. The creature is imbued with divine abilities and great strength to better accomplish its goal. A monster of legend is a unique creature and considered to be an archetype for creatures of the same kind. The divinely enhanced creatures are often set to guard artifacts or planar portals.

Monsters of legend are highly dangerous creatures. They are stronger, tougher, and fiercer than their normally encountered kin. Most have potent attack forms, and special qualities that mark them as having been touched by divine forces. Monsters of legend are rarely encountered by chance. They leave their lairs only when on divine missions or when exacting revenge on those who threaten their divine missions.

Creating a Monster of Legend

"Monster of legend" is a template that can be added to any animal, beast, magical beast, or monstrous humanoid (hereafter referred to as the base creature). The creature's type changes to outsider (native). It has all the base creature's attributes, except as noted here.

Hit Dice: all of the base creature's Hit Dice increases to d8s (if smaller than d8, otherwise, same as base creature).

Speed: Same as base creature.

AC: Base creature's natural armor bonus improves by +5

Attacks: Same as base creature.

Damage: Same as base creature or as indicated on the table below, whichever is greater.

Size	Slam	Bite	Claw	Gore
Fine	1	1	—	—
Diminutive	1d2	1d2	1	—
Tiny	1d3	1d3	1d2	1
Small	1d4	1d4	1d3	1d2
Medium	1d6	1d6	1d4	1d3
Large	1d8	1d8	1d6	1d4
Huge	2d6	2d6	1d8	1d6
Gargantuan	2d8	2d8	2d6	1d8
Colossal	4d6	4d6	2d8	2d6

Special Attacks: A monster of legend retains the base creature's extraordinary, supernatural, and spell-like abilities. In addition, it gains one of the following special attacks:

Breath Weapon (Su): Every 1d4 rounds, the monster of legend can use a breath weapon (15-foot cone, 3d6 damage). Choose one of the following energy types: acid, fire, lightning, or cold. A target can make a Reflex save (DC 10 + 1/2 monster of legend's Hit Dice + monster of legend's Constitution modifier) for half damage.

Frightful Presence (Ex): When a monster of legend makes a loud sound (a roar, growl, or other sound appropriate to its form), it inspires terror in all creatures within 20 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save (DC 10 + 1/2 monster of legend's Hit Dice + monster of legend's Charisma modifier) or become shaken—a condition that lasts until the opponent is out of range. A successful save leaves that opponent immune to that monster of legend's frightful presence for 24 hours.

Poison (Ex): A monster of legend delivers its poison with each successful bite attack. A target that succeeds at a Fortitude save (DC 10 + 1/2 the monster of legend's Hit Dice + the monster of legend's Constitution modifier) does not take poison damage from that particular attack. The initial and secondary damage is the same: 1d6 points of Strength damage.

Raging Blood (Su): Choose whether the monster of legend has acid, fire, or electricity in its blood. Each time damage is dealt to the creature with a piercing or slashing attack, its blood sprays outward in a 5' cone, dealing 1d4 points of damage of the selected energy type to all within range (no saving throw). A monster of legend is not harmed by its own blood.

Spells: the monster of legend casts divine spells from the cleric list and from the Protection, Strength, and War domains as a 5th level cleric (save DC 10 + spell level + the monster of legend's Wisdom modifier). It does not gain extra domain spell slots for these domains as a cleric would.

Special Qualities: A monster of legend retains the base creature's extraordinary, supernatural, and spell-like abilities. In addition, it gains two of the following special qualities.

Damage Reduction (Su): 10/magic

Enhanced Attributes (Ex): The save DC for each of the monster of legend's special attacks, spells, and spell-like abilities increases by +4.

Fast Healing (Ex): A monster of legend regains lost hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the monster of legend to regrow or reattach lost body parts.

Greater Damage (Ex): Damage dice for the creature's natural attacks are increased by one die type, as indicated on the table below.

Old Damage	New Damage
—	1
1	1d2
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6

Haste (Su): the creature is supernaturally quick. It always acts as if affected by a *haste* spell.

Immunities (Ex): The creature is immune to two of the following effects: acid, electricity, fear, poison, polymorphing, or mind-affecting effects.

Reflective Hide (Su): the creature has a silvery sheen to its skin and is permanently protected by a spell turning effect.

Regrow Limbs (Ex): If the creature loses a limb, head, or body part, a new one grows in 1 round. A monster of legend with this ability cannot be slain by a vorpal weapon's head severing ability.

See in Darkness (Su): the creature can see perfectly in darkness of any kind, even that created by deeper darkness spells.

Spell resistance (Su): the creature has spell resistance equal to 10 + 1/2 monster of legend's Hit Dice.

Subtype (Ex): the creature has one of the following subtypes: cold or fire.

Saves: Each of the creature's base saves increases by +3.

Abilities: Increase from the base creature as follows: Str +10, Dex +6, Con +10, Int +2, Wis +2, Cha +4.

Skills: A monster of legend has skill points as the base creature, adjusted for its increased Intelligence score. Its class skills are as the base creature.

Feats: a monster of legend gains Improved Initiative and Multiattack as bonus feats.

Climate/Terrain: Same as base creature.

Organization: Same as base creature.

Challenge Rating: Same as base creature +2.

Treasure: Same as base creature.

Alignment: Same as base creature.

Advancement: Same as base creature.

Monsters of Legend can be raised, reincarnated, or resurrected normally.

Winged (Savage Species)

Winged creatures are avian monsters that generally prefer to live in mountainous and heavily forested regions. Some possess feathered wings, some possess

leathery wings and still others possess insect wings. The type of wings is no indication of alignment, sophistication, or attitude. Intelligent winged creatures tend to revere Bahumat and Obad-hai for their control over air.

A winged creature appears as a normal representative of the base creature, with the addition of a pair of wings on its backs. Intelligent winged folk may be primitive tribes, nomadic wanderers, or as culturally sophisticated as elves.

Winged creatures, if they possess the gift of language, speak the languages of their base creatures, plus Auran.

Creating a Winged Creature

"Winged" is an inherited template that can be added to any animal, giant, humanoid, magical beast, monstrous humanoid or vermin (referred to hereafter as the base creature) that does not already have a fly speed. A winged creature has all the base creature's characteristics except as noted here.

Size and Type: Giants and monstrous humanoids do not change types. Animals and vermin become magical beasts, and humanoids become monstrous humanoids.

Speed: A winged creature gains a fly speed equal to its land speed plus 20 feet. Maneuverability is based on the winged creature's Dexterity, as shown on the following table.

Maneuverability	Required Dexterity
Perfect	17
Good	15
Average	11
Poor	7
Clumsy	6 or lower

Abilities: +4 Dex, +2 Wis.

Climate/Terrain: Any mountain or forest.

Challenge Rating: Base creature's CR +1.

Level Adjustment: +2.

PRESTIGE CLASSES

Acolyte of the Skin (Tome and Blood)

"No pain, no gain."

The temptation of power drives some people to extreme lengths, regardless of the consequences. Replacing your own skin with that of a living demon is a goal that most couldn't even conceive of, let alone consider. But this ghastly fate is exactly what some spellcasters seek in their desperate quest.

The Ritual of Bonding is a blasphemy that was long ago eradicated from most arcane libraries, but a few barely legible copies survive—or at least references thereto—along with promises of great power. Spellcasters who happen upon such documents can choose to destroy or ignore the find, but the temptation has already occurred. Those who give in can eventually stumble upon the complete ritual, usually through extended contact with one or more summoned fiends who are all too eager to share their terrible knowledge.

Acolytes of the skin are ill-suited to any position other than one that wields temporal power. Although NPC acolytes may sometimes serve more powerful evil characters as sinister captains, they would rather be calling the shots. They prefer to remain safely ensconced in well-defended fortresses of evil, though sometimes an acolyte may lead an expedition to retrieve a rumored tome of evil arcane magic or other artifact of malign power.

Hit Die: d4.

Requirements

To qualify to become an acolyte of the skin, a character must fulfill all the following criteria.

Alignment: Any nongood.

Knowledge (The Planes): 8 ranks.

Spells: Ability to cast 3rd-level arcane spells.

Special: The acolyte of the skin must have made peaceful contact with a summoned evil outsider.

Class Skills

The acolyte of the skin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (Int), Profession (Wis), Spellcraft (Int). See the *PLAYER'S HANDBOOK* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the acolyte of the skin prestige class.

Weapon and Armor Proficiency: Acolytes of the skin gain no additional proficiency in any weapon or armor.

Spells per Day: At every second level gained in the acolyte of the skin class, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for the increased effectiveness of spellcasting. If a character had more than one spellcasting class before becoming an acolyte of the skin, he must decide to which class he adds the new level for purposes of determining spells per day.

Wear Fiend (Su): An acolyte of the skin summons the essence of a fiend to himself and wears it like a second skin. The Ritual of Bonding is painful and not to be undertaken lightly. The ritual requires 10 rounds from initiation to completion, and once begun, nothing can halt its progress. The fiendish essence subsumes the caster's own skin, and agonizing process that deals 1d4 points of damage each round of the ritual—wise candidates keep some *cure* potions on hand.

At the end of the rite, the acolyte's skin sports an oily, almost unnoticeable sheen. However, as he gains additional levels of the prestige class his skin darkens, sprouts spikes, and gradually gives the wearer a fiendish visage. The fiendish essence also begins to whisper foul secrets to its wearer, urging him to evil.

(The wearer may accept or ignore this advice according to his temperament.)

The bonded fiendish skin is for all intents and purposes the character's own. It grants the acolyte a +1 natural armor bonus, a +2 inherent modifier to Dexterity, 60-foot darkvision, and the spell-like ability

different targets, by making a ranged touch attack. A ray that hits the target deals 8d6 points of fire damage. If both rays hit the same target, the damage is 16d6.

Summon Fiend (Sp): At 9th level, the acolyte learns to draw on another power of his fiendish skin. If the skin is demonic, once per day he may attempt to summon a

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Wear fiend	
2	+1	+3	+0	+3	Flame resistant	+1 level of existing class
3	+1	+3	+1	+3	Fiendish glare	
4	+2	+4	+1	+4	Fiendish knowledge	+1 level of existing class
5	+2	+4	+1	+4	Skin adaptation	
6	+3	+5	+2	+5	Cold resistant	+1 level of existing class
7	+3	+5	+2	+5	Glare of the Pit	
8	+4	+6	+2	+6	Fiendish knowledge	+1 level of existing class
9	+4	+6	+3	+6	Summon fiend	
10	+5	+7	+3	+7	Symbiosis	+1 level of existing class

poison once per day as cast by a 16th-level caster.

The DM determines the actual nature of the skin, be it demonic, devilish, or some other fiendish creature.

Flame Resistant (Ex): At 2nd level, the fiendish skin binds tighter, granting the acolyte fire resistance 10.

Fiendish Glare (Su): At 3rd level, the acolyte of the skin gains the supernatural ability to unnerve opponents with a ferocious glare once per day. This is not a gaze attack, and the target need not meet the acolyte's eye. Glaring is a standard action that affects any creature he can see within 100 feet. Opponents must succeed at a Will save (DC 10 + class level) or be appalled by the terrible promise of retribution in the acolyte's eyes, suffering a –2 morale penalty to attack rolls, damage rolls, and saving throws for 10 minutes. A creature with 50 or fewer hit points is also stunned for 3d4 rounds, one with 51 to 100 hit points is stunned for 2d4 rounds, and one with 101 to 150 hit points is stunned for 1d4 rounds. A creature with 151 hit points or more is not stunned but still suffers the –2 morale penalty if it fails its saving throw.

Fiendish Knowledge: The fiendish skin whispers promises of great power, and to prove it, reveals a hitherto unknown ability. At 4th and 8th level, the acolyte chooses a bonus feat for which he already meets the prerequisites.

Skin Adaptation (Su): By 5th level, skin and wearer have grown more comfortable together, as if they had never been separate. The natural armor bonus granted by the fiendish skin increases to +2, the acolyte's darkvision improves to 120-foot range, and he can now use *poison* twice per day as cast by a 16th-level caster. In addition, the acolyte gains an inherent +2 modifier to Constitution.

Cold Resistant (Ex): At 6th level, the fiendish skin confers cold resistance 10.

Glare of the Pit (Su): At 7th level, the acolyte gains the supernatural ability to produce fiery rays from his eyes. Once per day as a standard action, he can project two rays (one from each eye) with a range of 100 feet. He may aim them both at one target, or one each at two

vrock with a 35% chance of success; if devilish, once per day he can attempt to summon an ice devil (gelugon) with a 35% chance of success. The summoned creatures do the acolyte's bidding but automatically return to whence they came after 1 hour. A fiend that has just been summoned cannot use its own summon ability for 1 hour. At the DM's discretion, using this power leaves the acolyte beholden to the summoned fiend.

Symbiosis: At 10th level, an acolyte of skin's type and subtype become Outsider (Native) rather than its original type and subtype. Additionally, the acolyte of the skin gains damage reduction 10/magic.

Elemental Savant (Tome and Blood)

"O to be the snowflake, the cleansing flame, the ancient stone, the endless wind!"

Elemental savants study the basic building blocks of existence—air, earth, fire, and water—learning to harness their powers. Eventually they transcend their mortal forms and become elemental beings.

Most elemental savants start out as wizards, although clerics and druids are not unknown. Sorcerers occasionally take this prestige class, but since metamagic feats are of less utility to them, they have difficulty using the class's strengths to their fullest.

NPC elemental savants usually prefer to pursue their studies in solitude or in the company of other elemental savants. Sometimes groups of them gather in places of where an element's majesty and power is on display, such as the flanks of a volcano, an island, or a high, windy mountain.

Hit Die: d4.

Requirements

To qualify to become an elemental savant, a character must fulfill all the following criteria.

Knowledge (Arcana): 8 ranks.

Knowledge (The Planes): 8 ranks.

Feat: Energy Substitution (acid, cold, electricity or fire).

Spells: Ability to cast at least three spells with one of the acid, cold, electricity or fire descriptors and at least one summon spell. At least one of these spells must be 3rd level or higher. Alternatively, the character must be able to cast at least one spell of 3rd level or higher and have access to one of the following clerical domains: Air, Earth, Fire, or Water.

Special: The elemental savant must have made prior peaceful contact with an elemental, or with an outsider having an elemental subtype (Air, Earth, Fire, or Water).

form, as shown below. The elemental savant cannot use Energy Substitution to insert a type of energy opposed to her chosen element. For example, an air elemental savant can substitute lightning for another form of energy in a spell, but she is prohibited from substituting acid.

Element	Allied Energy	Opposing Element and Energy
Air	Electricity	Acid, Earth
Earth	Acid	Air, Electricity
Fire	Fire	Cold, Water
Water	Cold	Fire

Class Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0		+0	+0	+2	Elemental transition, resistance 5	+1 level of existing class
2	+1		+0	+0	+3	Elemental focus +1	+1 level of existing class
3	+1		+1	+1	+3	Elemental penetration +1	+1 level of existing class
4	+2		+1	+1	+4	Elemental transition, resistance 10	+1 level of existing class
5	+2		+1	+1	+4	Elemental focus +2	+1 level of existing class
6	+3		+2	+2	+5	Elemental penetration +2	+1 level of existing class
7	+3		+2	+2	+5	Elemental transition, resistance 15	+1 level of existing class
8	+4		+2	+2	+6	Elemental focus +3	+1 level of existing class
9	+4		+3	+3	+6	Elemental penetration +3	+1 level of existing class
10	+5		+3	+3	+7	Elemental perfection, immunity	—

Class Skills

The elemental savant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Handle Animal (Cha), Knowledge (Int), Profession (Wis), Speak Language, Spellcraft (Int). See the *PLAYER'S HANDBOOK* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the elemental savant prestige class.

Weapon and Armor Proficiency: Elemental savants gain no additional proficiency in any weapon or armor.

Spells per Day: When a new elemental savant level is gained (except at 10th level), the character gains new spells per day as if she had also gained a level in a spellcasting class he belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those she receives from the prestige class, and so on), except for the increased effectiveness of spellcasting. If a character had more than one spellcasting class before becoming an elemental savant, she must decide to which class she adds the new level for purposes of determining spells per day.

Elemental Transition: Beginning at 1st level, the elemental savant begins to transcend her mortal form, on the path toward becoming an elemental creature. On first taking this prestige class, she chooses an element, which must be allied with the type of energy she can substitute using Energy Substitution. Each element also has an opposing element and energy

At 1st level, the elemental savant becomes immune to magical sleep effects.

At 4th level, she gains darkvision with a range of 60 feet and immunity to paralysis.

At 7th level, she gains immunity to stunning.

Resistance (Ex): As the elemental savant gains levels in this prestige class, she becomes more resistance to the type of energy allied with her chosen element. At 1st level, she gains resistance 5 against this energy form. This resistance rises to 10 at 4th level, resistance 15 at 7th level, and complete immunity when she becomes an elemental being (at 10th level).

Elemental Focus (Ex): Beginning at 2nd level, the elemental savant learns to better manipulate energy allied with her chosen element. The save DC for any spell using that type of energy increases +1. This rises to +2 at 5th level and +3 at 8th level. These increases are cumulative with those granted by the Spell Focus and Greater Spell Focus feats.

Elemental Penetration (Ex): Beginning at 3rd level, the elemental savant further refines her ability to wield energy allied with her chosen element. When she casts a spell using that type of energy, she gains a +1 competence modifier on caster level checks (1d20 + caster level) to beat a creature's spell resistance. At 6th level, this modifier increases to +2, and at 9th level it increases to +3. These increases are cumulative with those granted by the Spell Penetration and Greater Spell Penetration feats.

Elemental Perfection: At 10th level, an elemental savant's type and subtype become Elemental (type selected at 1st level) rather than her original type and subtype. She gains the advantages and disadvantages of

this type and subtype as per their description in the MONSTER MANUAL.

The elemental savant gains the speed and movement modes, special attacks, and special qualities of a medium elemental of the appropriate type, as noted in the MONSTER MANUAL, except that the save DC against her elemental attack form, if any (whirlwind, burn, or vortex) is 20 + her Constitution modifier.

Upon achieving this state, the elemental savant's appearance undergoes a minor physical change, usually to the skin or eyes. An earth elemental savant, for example, might acquire gemlike eyes and hard, pebbly skin. Anyone who shares the elemental savant's predilection for study of her chosen plane immediately recognizes her transcendent nature. She gains a +2 circumstance modifier on all Charisma-based skill and ability checks when interacting with creatures having her elemental type and with other elemental savants who have chosen her element.

Immunity (Ex): At 10th level, the elemental savant is completely comfortable with energy allied with her chosen element. She gains immunity to that type of energy, in addition to the immunities granted by her elemental form (see Elemental Perfection above).

FEATS

Chain Spell [Metamagic] (Tome and Blood)

You can cast spells that arc to other targets in addition to the primary target.

Prerequisites: Any other metamagic feat.

Benefit: You can chain any spell that specifies a single target and has a range greater than touch. The chained spell affects that target (the primary target) normally, the arcs to a number of secondary targets equal to your caster level. Each arc affects one secondary target. You choose the secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be affected more than once. You can affect fewer secondary targets than the maximum.

If the chained spell deals damage, the secondary targets each take half as many dice damage as the primary target (rounded down) and can attempt Reflex saving throws for half of the secondary damage. For spells that do not deal points of damage, the save DCs against arcing effects are reduced by 4. For example, a 10th-level wizard casts a chained *cause fear* on a nearby goblin and can specify up to ten secondary targets. The goblin, as primary target, must make a Will save against DC 14, while those affected by the secondary arcs save against DC 10.

A chained spell uses up a spell slot three levels higher than the spell's actual level.

Cooperative Spell [Meta-magic] (Tome and Blood)

You can cast spells to greater effect in conjunction with the same spell cast by another.

Prerequisites: Any other metamagic feat.

Benefit: You and another spellcaster with the Cooperative Spell feat can simultaneously cast the same spell (at the same time in the round). You must be adjacent to one another when casting cooperatively. Add +2 to the save DC against cooperatively cast spells and +1 to caster level checks to beat the target's spell resistance (if any). Use the base DC and level check of the better caster. A cooperative spell uses up a spell slot of the same level as the spell's actual level.

Special: For each additional caster with this feat casting the same cooperative spell simultaneously, the spell's save DC and caster level check both increase by +1. When more than two spellcasters cooperatively cast a spell, each must be adjacent to at least two other casters.

Substituting and Admixing Energy

When you alter a spell with the Energy Substitution or Energy Admixture feats, the spell behaves exactly as the normal version does, a *fireball* with acid energy substituted for fire or admixed with acid still deals damage in a 20-foot spread.

If a spell has a secondary effect, so does the altered version. For example, a *shout* spell can deafen creatures and deals extra damage to crystalline creatures. If fire is substituted for sonic energy, the altered *shout* spell still has these effects, but deals fire damage instead of sonic. Sometimes, however, a spell's minor effects are directly related to its energy type; for example, a *fireball* can set things alight, but a *sonic* or *acid fireball* cannot.

When a spell deals some damage that is not energy-based, that portion of the spell cannot be affected by Energy Substitution. For example, *ice storm* deals 3d6 points of impact damage and 2d6 points of cold damage. Substituting electricity for cold produces an *electric storm* that deals 3d6 points of impact damage and 2d6 points of electricity damage. Energy Admixture, however, matches the full amount of damage dealt by the spell. For example, an *electric ice storm* would deal 3d6 points of impact damage, 2d6 points of ice damage, and 5d6 points of electricity damage.

Energy Admixture [Meta-magic] (Tome and Blood)

You can modify a spell that uses one type of energy to mix in an equal amount of another type of energy.

Prerequisites: Energy Substitution, one other metamagic feat, 5 ranks in Knowledge (arcana).

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a spell with an energy designator to add an equal amount of the chosen type of energy. The altered spell works normally in all respects except the type of damage dealt (see sidebar). Thus, an *acid fireball* cast at 6th level deals 6d6 fire damage and 6d6 acid damage (roll each set of dice separately). The damage cap for a spell casting using this feat remains the same as the base spell but counts separately for each type of energy. So an *acid fireball* cast

at 10th level or higher deals 10d6 fire damage and 10d6 acid damage.

Even opposed types of energy, such as fire and cold, can be combined using this feat. An admixed spell uses up a spell slot four levels higher than the spell's actual level.

Special: You can gain this feat multiple times, choosing a different type of energy each time. You can use Energy Admixture to further alter a spell that has already been modified with Energy Substitution. You can also use Energy Admixture to include your chosen energy type with a spell that already uses the same type, in effect doubling the damage dice.

Energy Substitution [Metamagic] (Tome and Blood)

You can modify a spell that uses one type of energy to use another.

Prerequisites: Any other metamagic feat, 5 ranks in Knowledge (arcana).

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a spell with an energy designator to use the chosen type of energy instead. A substituted spell works normally in all respects except the type of damage dealt (see sidebar). A substituted spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Special: You can gain this feat multiple times, each time it applies to a different type of energy.

Fling Enemy (Savage Species)

You can pick up an opponent and fling it.

Prerequisites: Str 23, Huge size, improved grab.

Benefit: You can make a grapple check at a –20 penalty against an opponent at least two size categories smaller than you. If you succeed, on your next action, you can use an attack action to fling the held opponent. The range increment for the thrown creature is 120 feet.

A creature may be thrown horizontally or vertically. If thrown vertically, it takes normal falling damage. If thrown horizontally, it takes half damage as if it had fallen half the distance thrown (rounded down). For example, if a hurled orc is thrown horizontally 170 feet, it takes 8d6 points of damage.

You may also fling the creature at another creature. To do so, make an attack roll at a –4 penalty, with appropriate range penalties against the target creature. If you hit, both creatures take the amount of damage that the thrown creature would have otherwise taken, as given above.

Reach Spell [Metamagic] (Defenders of the Faith)

You can cast touch spells without touching the spell recipient.

Benefit: You may cast a spell that normally has a range of “touch” at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed at a

ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual slot.

Sanctum Spell [Metamagic] (Tome and Blood)

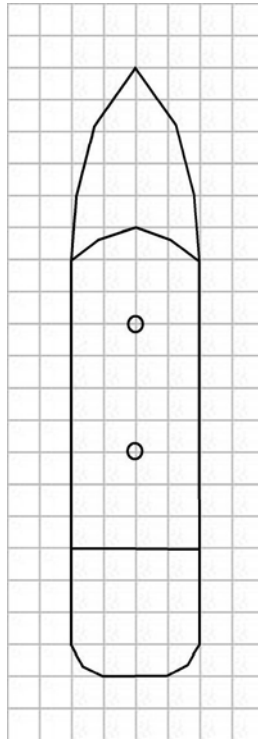
Your spells have a home ground advantage.

Prerequisites: Any other metamagic feat.

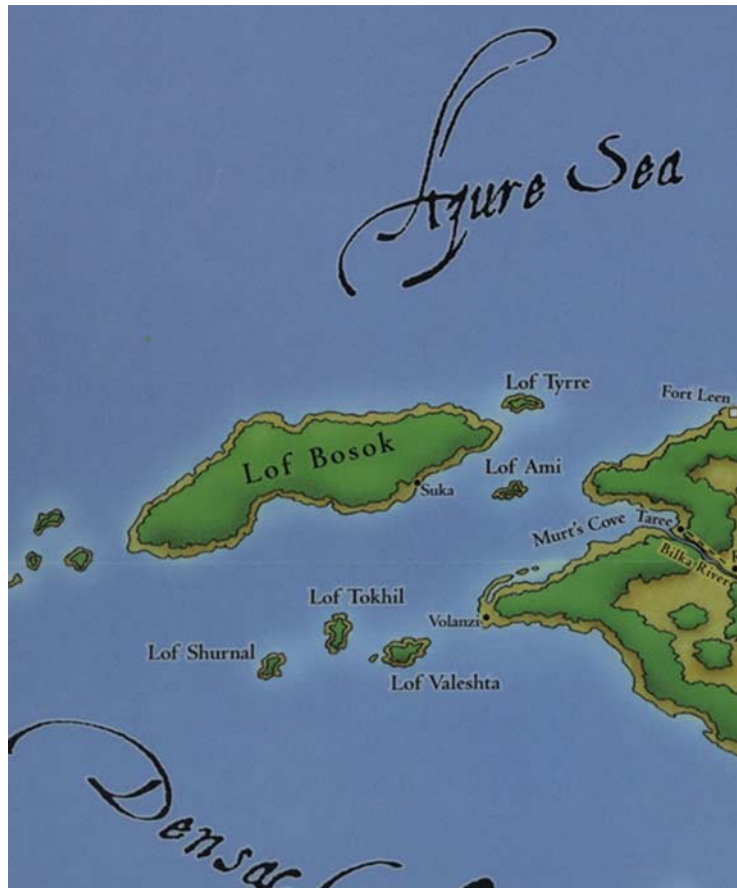
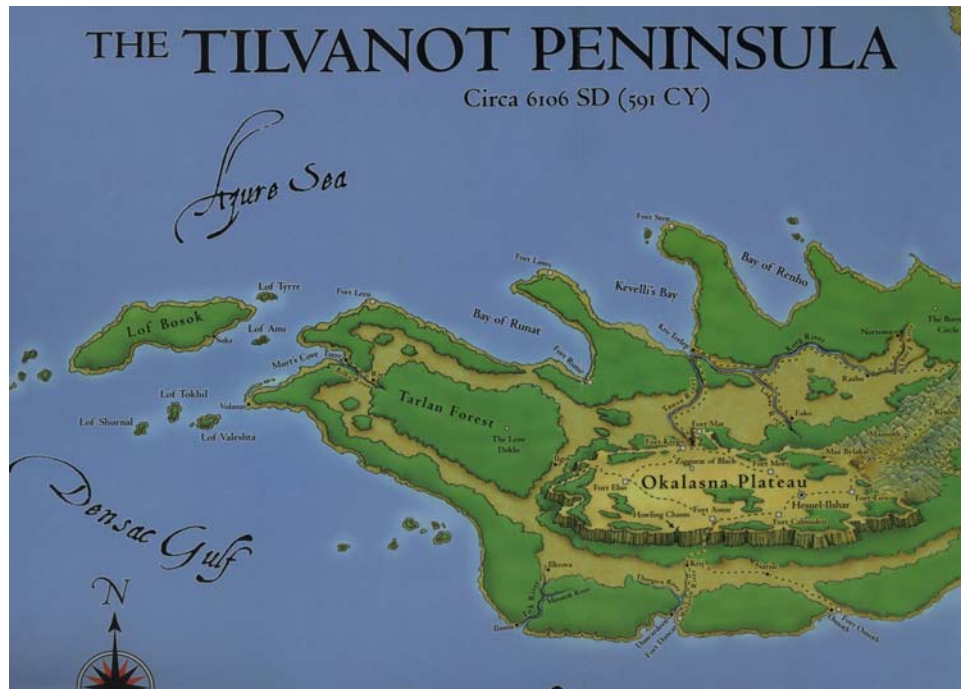
Benefit: A sanctum spell has an effective spell level one higher than normal if cast in your sanctum (see Special, below)—but if not cast in the sanctum, it has an effective spell level one level lower than normal. (such as save DCs or the ability to penetrate a *minor globe of invulnerability*) are calculated according to the adjusted level. A sanctum spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Special: Your sanctum is an area you have previously designated within a 10-foot/level radius from the center. This area can be a particular site, building, or structure. A sanctum can be designated within a large structure, but its special advantages cut off beyond the maximum area. The designated area must be a site where you have spent a cumulative period of at least three months. Once designated, it takes seven days for the site to be your sanctum, the benefits of the old one immediately fade. You may only have a single sanctum at one time.

APPENDIX 3: THE *SILENT WIND*



APPENDIX 4: LOF TOKHIL AND AREA



APPENDIX 5: BROTHERHOOD LAW

Brotherhood Laws

The Brotherhood has several key laws that may come into consideration in this adventure. Those that do are summarized below, with the effects of their punishments. The initial wording is from *The Scarlet Brotherhood* (TSR11374).

The Destiny of the Suel: *Do not take actions that slow the Suel people on the path to their true destiny.* This axiom discourages treason or insurrection against the Brotherhood, or the sabotaging of plans that may benefit the Suel race.

The Bonds of Brotherhood: *Your brothers and sisters share your birthright; let them demonstrate their worth to the Suel people.* This discourages crimes against persons or property.

The Words of the Fathers: *Acknowledge the experience of your superiors and obey their commands.* This discourages the questioning of authority and emphasizes the need to obey the laws set down by the Brotherhood.

In addition to the three cardinal laws, the Brotherhood has specific laws covering all sorts of situations and crimes. The laws are reviewed every five years by the Offices, and laws that are frequently abused or ignored, that conflict with other laws, or that upon reflection seem ridiculous are revised or discarded. Some of the more important laws currently in effect involve:

Arms: Citizens have the right to carry weapons on their persons. Subcitizens, humanoids and slaves may not carry weapons more than 6 inches in length unless they are part of a sanctioned Brotherhood army. Humanoids may not carry weapons within city limits without a permit. Slaves may not carry weapons within city limits at any time. Punishments include imprisonment, enslavement and/or death.

Negligence: Willful or accidental acts, including rioting and Spellcasting, that cause damage to an excess of 100 square feet of property are punishable by fines, imprisonment, enslavement and/or death.

Crimes to the Body: Causing the physical injury or death of a citizen through a willful act or negligence is a crime punishable by fines, imprisonment and/or death.

Theft and Vandalism: Theft of or damage to the property of a citizen is a crime punishable by fines, imprisonment or enslavement. Slaves and humanoids owned by or currently employed by a citizen are considered property of that citizen.

Treason: Willful acts to the detriment of the Scarlet Brotherhood, or crimes against the state — such as revealing state secrets or smuggling contraband materials — are crimes punishable by torture and/or execution.

Punishments in this Adventure

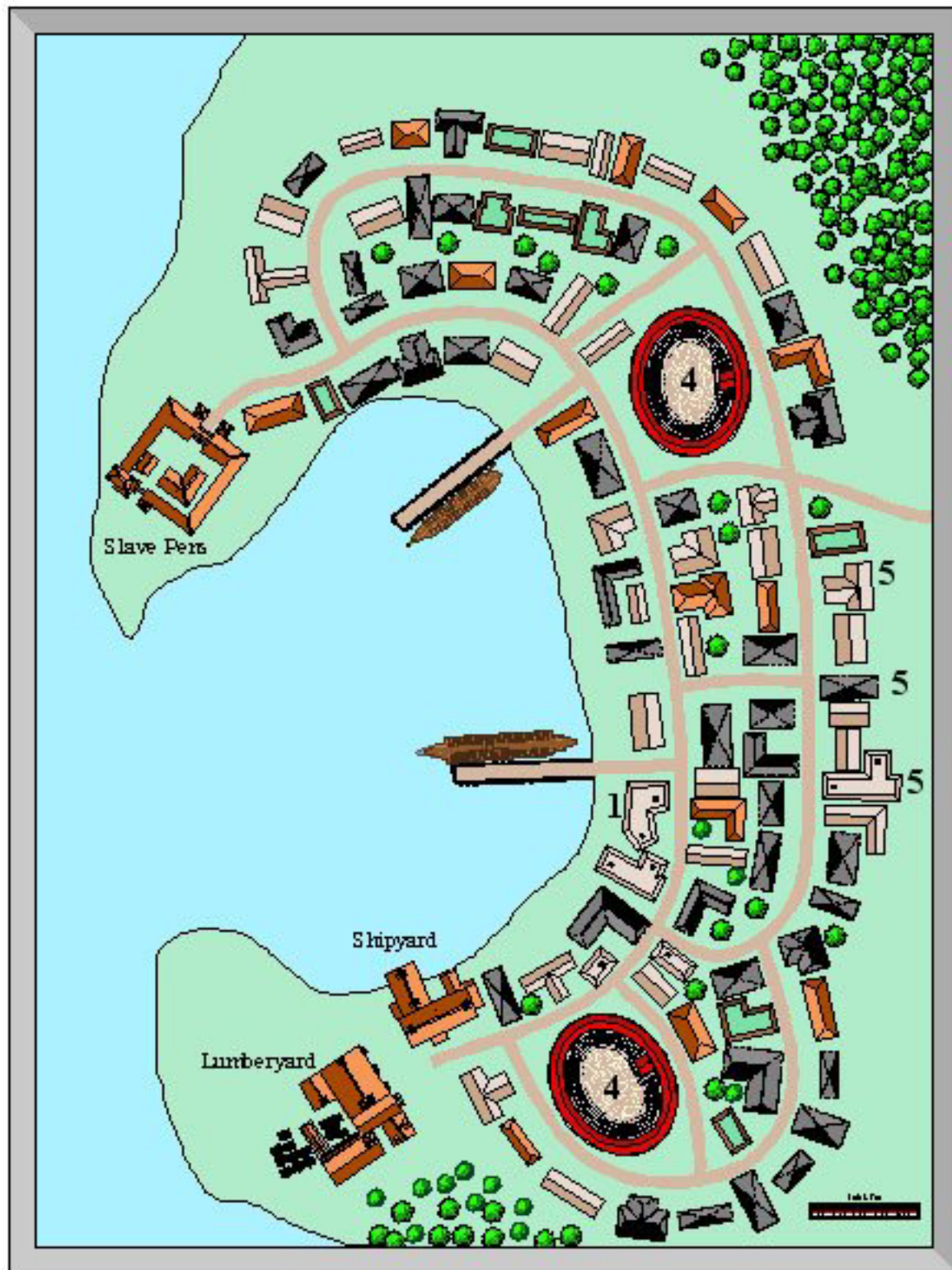
First, all the heroes will be allowed to bear weapons once they have undergone the training. However, the remaining 3 specific laws (treason will not be enforceable) above will be punished.

Negligence (if they destroy buildings or something of that nature) will be punished by enslavement for 4 weeks (4 TU).

Crimes to the Body (if they attack an NPC member of the Brotherhood) will result in imprisonment for 4 weeks (4 TU).

Theft and Vandalism (any freeing of slaves, killing of slaves, stealing of weapons, etc) will result in a fine (for anything not involving a slave) of 150% of the normal value of the item. For the freeing or killing of slaves the character in question will be enslaved.

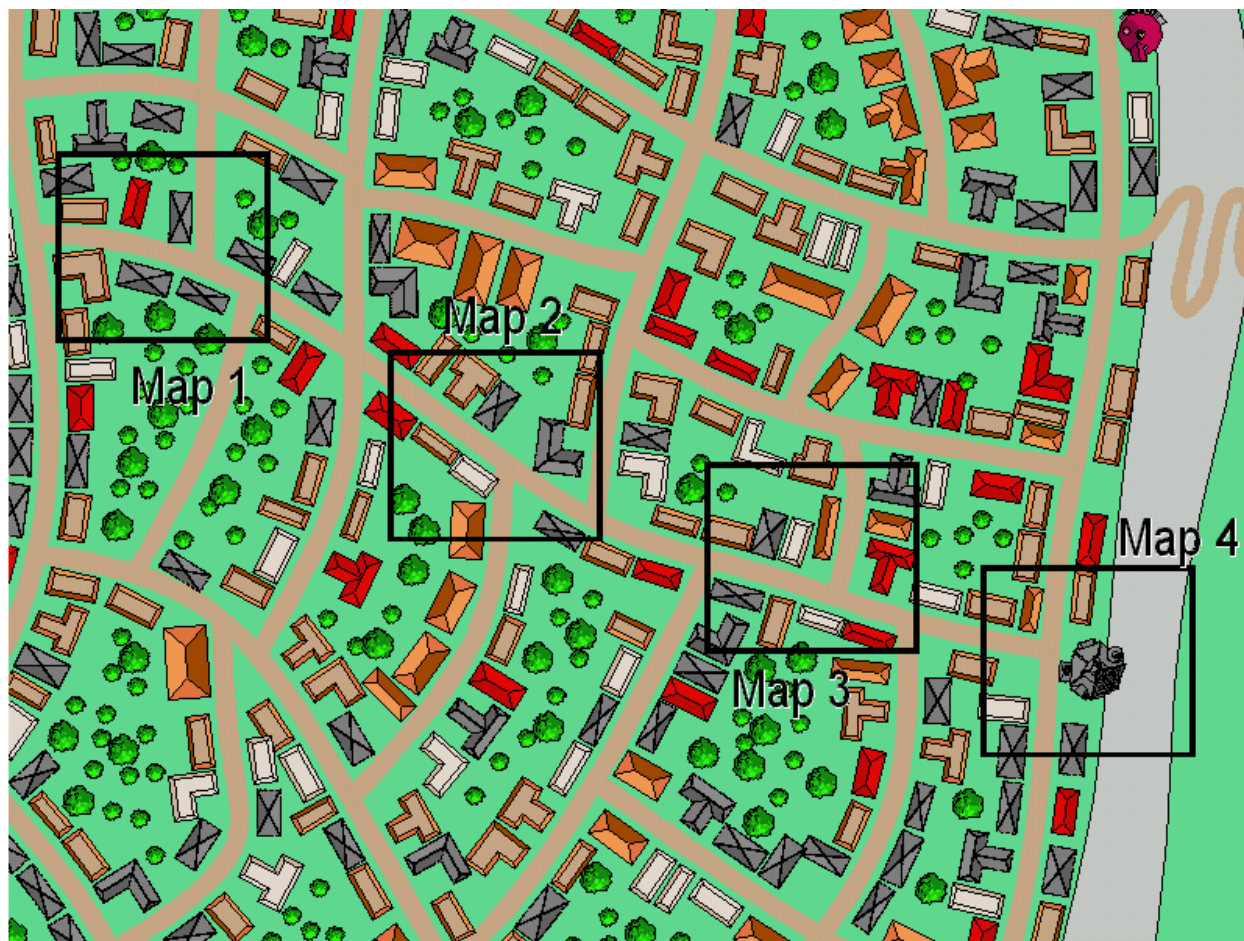
APPENDIX 6: HOMELAND NOBILITY CAMP



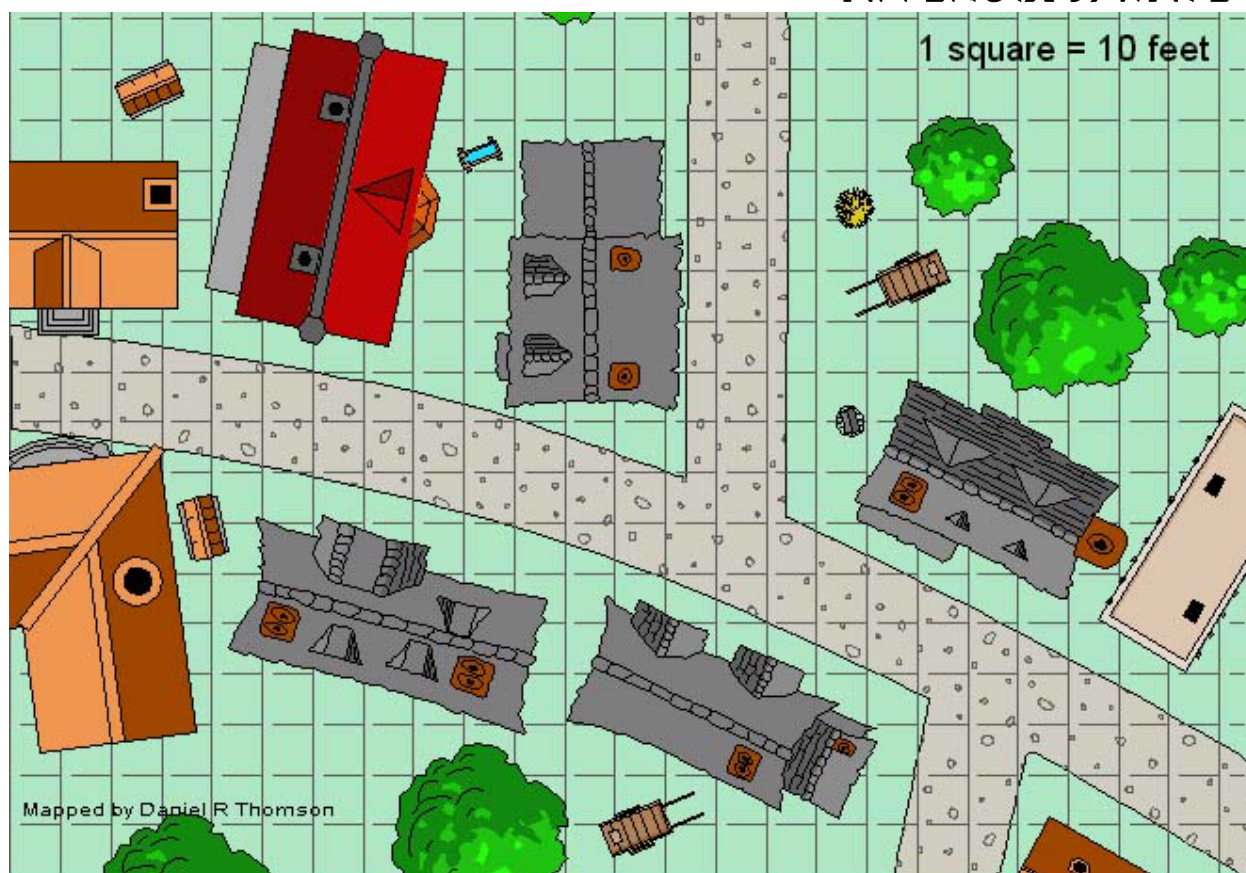
APPENDIX 7: MAP OF SUKA



APPENDIX 8: MAP OF SUKA – DETAILS



APPENDIX 9: WAVE 1



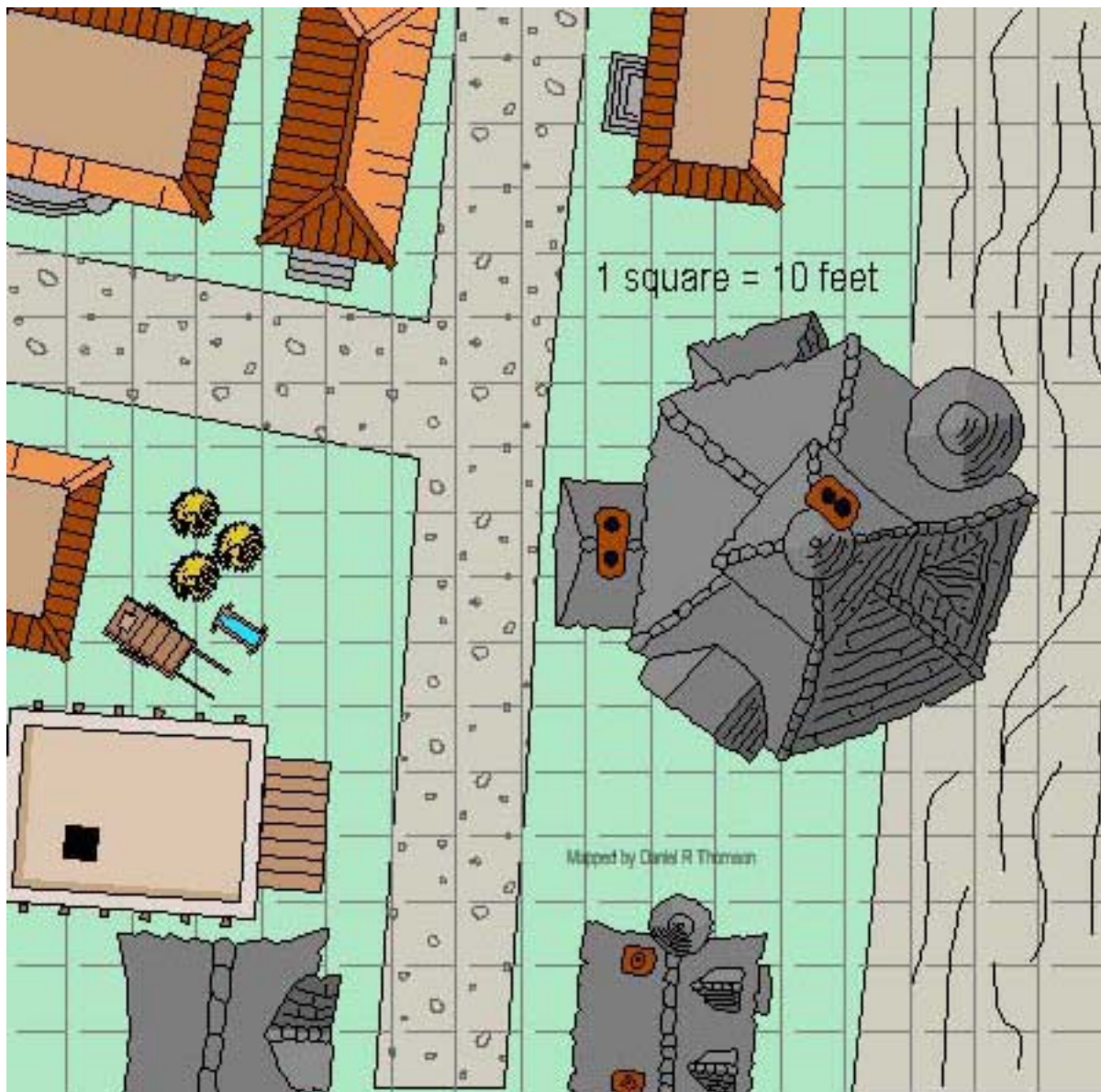
APPENDIX 10: WAVE 3



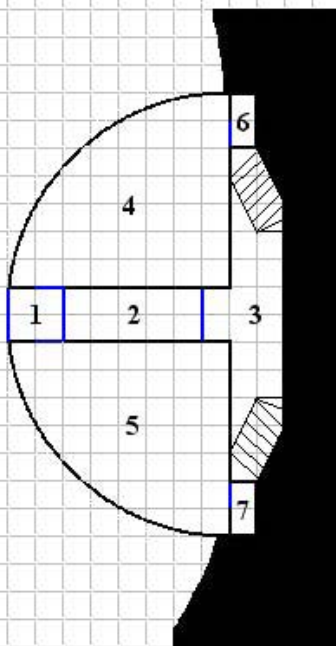
APPENDIX 11: WAVE 5



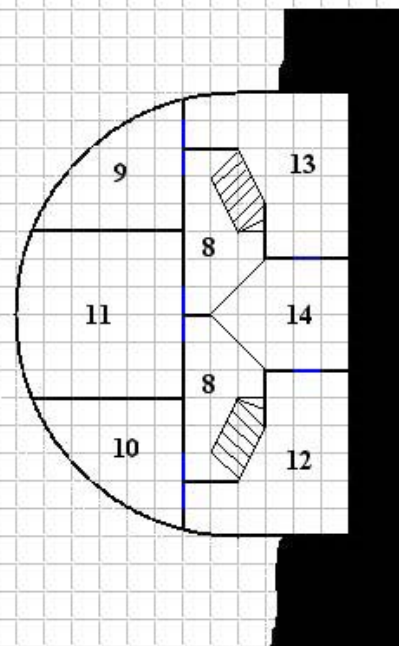
APPENDIX 12: WAVE 8



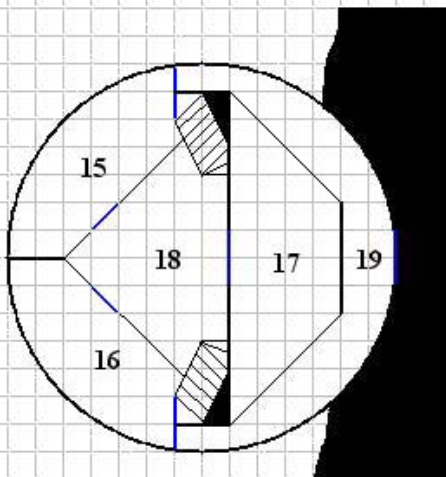
APPENDIX 13: THE TOWER OF SORCERY



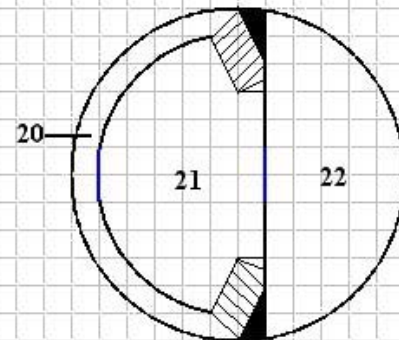
Floor One



Floor Two



Floor Three



Floor Four

APPENDIX 14: VEILS OF THE ARCANE

Each veil is detailed below, as they are in the handout; however, the school is also listed for each.

1. **Divination:**



Fate is not beyond control; but to have control over something it must be known.

2. **Enchantment:**



Subtlety and finesse are the tools of control.

3. **Abjuration:**



The walls of the mind protect the flesh and blood from the ravages of the savage.

4. **Conjuration:**



Aid arrives by force of will and the careful stroke of the stylus.

5. **Evocation:**



Concept becomes truth and the vision of the mind becomes the truth of the action.

6. **Illusion:**



Masks and shadows succeed where force will fail.

7. **Transmutation:**



Concealment is flawed; true shaping is a truth, albeit a mutable truth.

8. **Necromancy:**



Death is not an end, merely a means to an end.

9. **Power or Blood Magic:**



The essence of true power lies within all beings, but only a scant few are capable of truly exploiting the truths, and inherent power, of the essence.

PLAYER'S HANDOUT 1 – LAWS OF THE BROTHERHOOD

The Brotherhood has several key laws that may come into consideration in this adventure. Those that do are summarized below, with the effects of their punishments. The initial wording is from *The Scarlet Brotherhood* (TSR11374).

The Destiny of the Suel: *Do not take actions that slow the Suel people on the path to their true destiny.* This axiom discourages treason or insurrection against the Brotherhood, or the sabotaging of plans that may benefit the Suel race.

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In addition to the three cardinal laws, the Brotherhood has specific laws covering all sorts of situations and crimes. Some of the more important laws currently in effect involve:

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Negligence: Willful or accidental acts, including rioting and Spellcasting, that cause damage to an excess of 100 square feet of property are punishable by fines, imprisonment, enslavement and/or death.

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Theft and Vandalism: Theft of or damage to the property of a citizen is a crime punishable by fines, imprisonment or enslavement. Slaves and humanoids owned by or currently employed by a citizen are considered property of that citizen.

Treason: Willful acts to the detriment of the Scarlet Brotherhood, or crimes against the state — such as revealing state secrets or smuggling contraband materials — are crimes punishable by torture and/or execution.

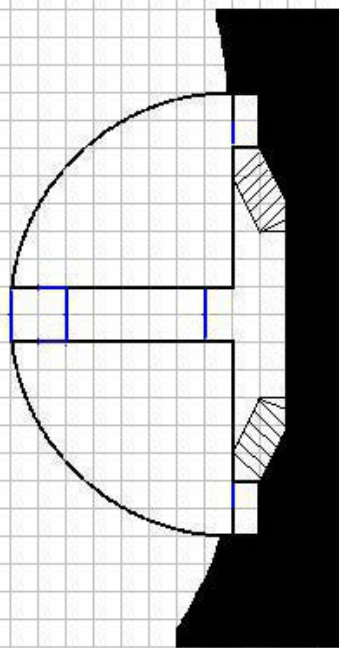
PLAYER'S HANDOUT 2 – FACTION CAMP



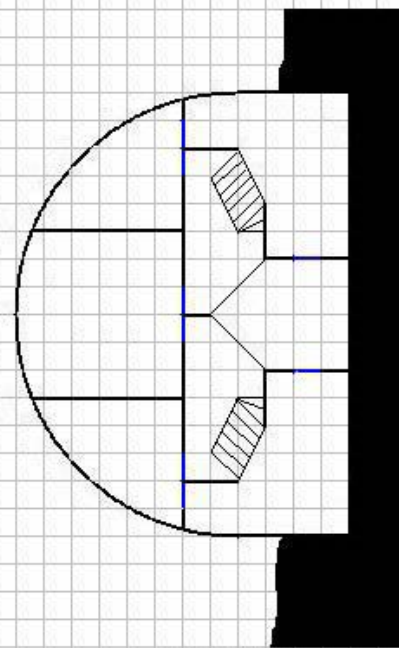
PLAYER'S HANDOUT 3 – SUKA



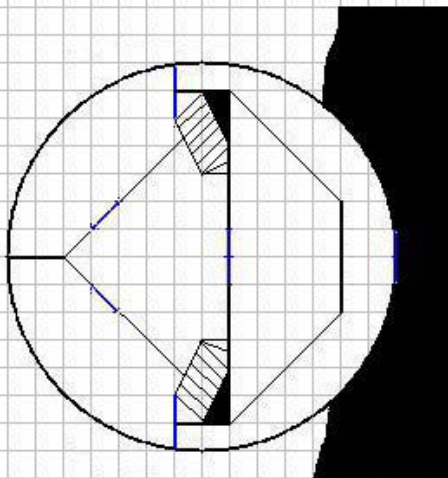
PLAYER'S HANDOUT 4 – THE TOWER OF SORCERY



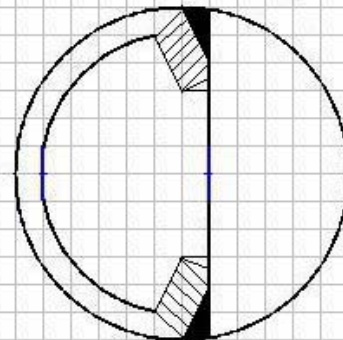
Floor One



Floor Two



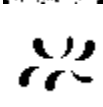
Floor Three



Floor Four

PLAYER'S HANDOUT 5 – VEILS OF LIGHT

Each of the nine veils is detailed below, using the image followed by the text.

1.  *Fate is not beyond control; but to have control over something it must be known.*
2.  *Subtlety and finesse are the tools of control.*
3.  *The walls of the mind protect the flesh and blood from the ravages of the savage.*
4.  *Aid arrives by force of will and the careful stroke of the stylus.*
5.  *Concept becomes truth and the vision of the mind becomes the truth of the action.*
6.  *Masks and shadows succeed where force will fail.*
7.  *Concealment is flawed; true shape is a truth, albeit a mutable truth.*
8.  *Death is not an end, merely a means to an end.*
9.  *The essence of true power lies within all beings, but only a scant few are capable of truly exploiting the truths, and inherent power, of the essence.*