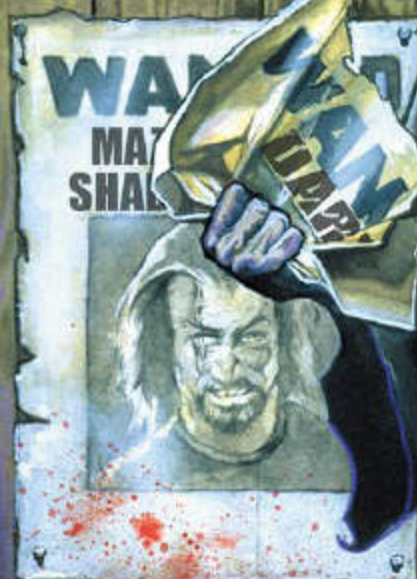


The Wise & The Wicked

SECOND EDITION



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

The Wise & The Wicked

SECOND EDITION



A Gallery of Ghelspad's Most (In)Famous NPCs

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The Wise and the Wicked

Tread carefully, for the characters appearing here have strange and varied fates, and those adventurers who cross their paths may never be the same thereafter.

—Introduction, *The Wise and the Wicked*

This Scarred Lands game supplement presents some of the most celebrated and notorious characters on the continent of Ghelspad, as well as others who work behind the scenes, perhaps battling evil in secret or else doing the titans' will from the shadows. Each character in this book can be used to offer allies, enemies, and challenges to your players, from the lowest-level novice to the most experienced hero.

Some races, archetypes (or prestige classes), spells, gear, and magic items herein are marked with an asterisk (*), indicating that they can be found in the *Scarred Lands Player's Guide: Ghelspad*.

Other new items, spells, etc., marked with a dagger symbol (†), appear in the appendices herein.

Challenge Rating and Effective Challenge

Challenge rating (CR) is not always an accurate indicator, particularly for NPCs, of how difficult they might be for a party of four or five player characters to face in combat. For example, in this book you'll find King Virduk of Calastia, who is technically

CR 17, yet who by himself is in no way a legitimate combat challenge for a party of 17th-level adventurers. (Mind you, he should not really be used as a combat challenge, and especially not while alone, but instead as the source of any number of social and political challenges.)

Still, where combat may occur, it is best to have an accurate measure for your player characters. Therefore, we introduce a new statistic: *effective challenge* (EC), which in most cases should also be used to determine XP rewards for enemies defeated, as we have done here throughout.

In *Pathfinder Roleplaying Game Bestiary 4*, a new system was introduced for creating monsters using a series of target numbers and other determinations. The EC for each NPC in this book is approximated using those excellent monster creation guidelines. Using these guidelines, if King Virduk were a new monster, he would have a CR of somewhere between 11 and 13, so we split the difference and called it EC 12.

Note: In just a few cases, the EC may actually be the same value as the CR, in which case we have not included an EC rating.

Alliastra Denier, Maiden of the Glade

Alliastra Denier, a graceful and supernaturally beautiful elf, serves the titan Denev in the Ganjus, protecting the forested region from harm. Alliastra normally wears a gauzy, flowing white gown and silver bracers etched with vines and flowers. Her shining white-blond hair flows unbound past her waist, and her emerald-green eyes glimmer vividly.

As a child, Alliastra witnessed her parents' death at the hands of a trio of high gorgons; she took up the *Staff of the Bleeding Earth* (see Appendix B: Artifacts), still clutched in her mother's dead hands, and found herself whisked away to safety. Since then, she has dedicated herself to defending the forest and defeating titanspawn.

Today, Alliastra lives in a hidden glen in the Ganjus' eastern region, in the small cottage her parents built. There, she makes her offerings to Denev, brews potions, and patrols the forest nearby. Only a few have seen the ancestral Denier home. Those rare witnesses report that ancient ruins surround the tiny cottage and that located nearby is a blood-red, vine-covered monolith inscribed with indecipherable runes. These witnesses also say that the spirits of departed birds and animals dwell in the glen, bringing Alliastra information about the forest and defending her home from titanspawn threats.

Bards and storytellers of western and central Ghelspad relate tales of the maiden of the glade and her adventures, suggesting that she is but a ghost or a myth. She does not discourage such tales, for they make outsiders even more reluctant to wander into her precious forest. Moreover, she reinforces the tales when, occasionally, she appears unexpectedly to aid those in need and then vanishes back into the forest without a trace.



Roleplaying Notes

One of Denev's most dedicated servants, the maiden of the glade is a wild, untamed creature. Raised in the forest, she understands little of the ways of civilized folk other than the woodland elves, but she is fascinated by the world outside the Ganjus. She eagerly questions visitors about their lands and customs. When interacting with outsiders, while often ill at ease, she never hesitates to voice her opinions or ask difficult questions. What she lacks in etiquette, she more than makes up for in strength of character, natural grace, and force of will.

Alliastra always aids travelers who do not seem aggressive toward her or the forest, but she unhesitatingly attacks titanspawn, regardless of their alignment. She has been known to follow groups secretly for miles through the forest, partly to ensure their safety and partly out of simple curiosity.

Combat

Unless she is facing titanspawn, Alliastra waits to determine intruders' intentions before attacking. Before engaging, if she must fight, she uses *summon nature's allies* and then attacks with spells alongside the summoned creatures. She often gives unintelligent monsters and members of the divine races (or potentially Redeemed races) a chance to escape or surrender. Against titanspawn, she is merciless, neither asking nor giving quarter.

Within Alliastra's hidden glen, the spirits of birds and animals defend her in virtually unlimited numbers. (Apply the "ghost" template to normal animals.) These creatures unhesitatingly attack any hostile intruders near the Denier home.

ALLIASTRA
CR 10 / MR 3 (EC 9)

Female elf druid (jordeh *) 10 / guardian 3

NG Medium humanoid (elf, mythic)

XP 6,400 (based on EC)

Init +7^M; **Senses** elfsight; Perception +22

DEFENSE
AC 27, touch 17, flat-footed 19 (+4 armor, +6 Dex, +1 dodge, +5 natural, +1 shield)

hp 110 (10d8+65)

Fort +9, **Ref** +9, **Will** +14; +2 vs. enchantments, +5 vs. mind-affecting

Defensive Abilities bramble armor 10 rds/day (1d6+5); **Resist** cold 20; **Immune** poison, sleep

Mythic Defenses absorb blow, earth protection, hard to kill

OFFENSE
Speed 50 ft.

Melee Staff of the Bleeding Earth +11/+6 (1d6+3)

Special Attacks wooden fist 10/day

Mythic Attacks mythic power (9/day, surge +1d6)

Druid Spells Prepared (CL 10th; concentration +17)

5th—cure critical wounds, hungry earth, tree stride, wall of thorns^{D,M}
4th—cape of wasps, command plants^D (DC 21), dispel magic, earth glide, freedom of movement

3rd—animal spy*, cure moderate wounds^M, greater longstrider, nature's exile (DC 20), plant growth^D, tree house*

2nd—barkskin^D, bear's endurance, cat's grace, euphoric cloud (DC 19), lesser restoration, share language, wood shape

1st—commune with birds, cure light wounds (x2), detect aberration, entangle^D (DC 18), goodberry^M, whispering lore

0 (at will)—detect magic, guidance, light, stabilize

D domain spell; **M** mythic spell; **Titan** Denev; **Domain** Plant

TACTICS
Base Statistics Without barkskin (cast from her staff), bear's endurance, cat's grace, and greater longstrider active, Alliastra's stats are as follows: AC 20, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge, +1 shield); hp 90 (10d8+45); Fort +7, Ref +7; Speed 30 ft.; Dex 18, Con 15; CMB +8; CMD 26; Skills Acrobatics +8, Stealth +9

STATISTICS
Str 13, **Dex** 22, **Con** 15, **Int** 14, **Wis** 24, **Cha** 22

Base Atk +7; **CMB** +8; **CMD** 28

Feats Brew Potion, Defensive Combat Training, Dodge, Mythic Spell Lore, Nimble Moves, Natural Spell^M, Two-Weapon Defense^B, Weapon Focus (staff)^B
Traits charming, ease of faith

Skills Acrobatics +10 (+18 jumping), Climb +10, Craft (leather, pottery) +7, Diplomacy +16, Heal +15, Knowledge (geography) +8, Knowledge (nature) +13 (+14 related to forests), Knowledge (religion) +3, Perception +22, Sense Motive +12, Spellcraft +10, Stealth +11, Survival +23 (+24 in forest), Swim +6

Languages Ahnae, Druidic, Elvish, Sylvan, Titan Speech

SQ elf traits (woodcraft), favored terrain (forest) +4, green empathy, jordeh wild shape 5/day (as plant shape II), jordeh'lann, nature bond (domain), restful shade, spontaneous casting (summon nature's ally), venom immunity

MQ amazing initiative, commune with power, recuperation, supreme tracker

Combat Gear 3 potions of cure serious wounds (CL 10th), Staff of the Bleeding Earth^I (20 charges); **Other Gear** bracers of armor +4, druid's vestment, headband of mental prowess (Wis, Cha) +4, ring of energy resistance (cold), traveler's outfit, plus other items as needed

Amaishal Tomotthu, General of the Jeweled City

Amaishal Tomotthu of Clan Ssrutek, General of the Armies of Ithiis Iltnaseeth and Speaker of the House of Autumn, is the most respected member of the Courts of the Four Seasons, the high council that advises Queen Ssalaras. Of the four High Courts of the Jeweled City, members of the Autumn Court are the most steeped in druidic mysticism, handed down over millennia from the days when they served only Mormo. They maintain a strict code of conduct that spurns physical indulgence, and much of their time is spent meditating and maintaining this ascetic code.

Lord Amaishal is no exception. A venerable asaath, he is nearly 200 years old. He was already a renowned warrior-mage during the Titanswar, serving in the armies of Mormo. Today, however, he is a Redeemed worshiper of Denev, and his knowledge of history and the arcane is second to few on Ghelspad.

Although most serpentfolk in the Jeweled City now count themselves openly among the Redeemed, that willingness has not been the case for very long at all, particularly considering how long asaathi culture has existed. Life in the Jeweled City has changed enormously just in the past few decades. Even if, as a race, the Redeemed snakefolk accept that they must bow to the Eight Victors, there are still many xenophobes who espouse keeping the asaathi culture pure, apart from humans and the other divine races. However, Amaishal believes that only through mixing with humans, elves, dwarves, and others can the asaathi avoid dwindling away into nothing but a distant memory.

Roleplaying Notes

A seasoned officer and a paragon of asaath honor, Lord Amaishal is a master of protocol in a court with countless subtleties of behavior. His calming presence has smoothed over numerous conflicts and disagreements, and many see him as their people's current best hope for integrating smoothly into the social milieu of Ghelspad. In general, he is brief and to the point, his words carefully chosen, although he can be quite long-winded and eloquent when he must. Only among his handful of closest confidants does he relax, speaking light-heartedly and with a wry wit.

Combat

Amaishal has no wish to fight at his great age. He has seen far more than his share of battle, and he is a surprisingly gentle soul who wishes only to see peace and prosperity for his people. In truth, though, should the need arise, he would likely still prove a match for any but the greatest of heroes on Ghelspad today. If he must, he can use his magic to reduce the physical burden of age, returning to him some of the vitality of his youth.

The spells shown below are those Amaishal normally prepares daily in the sanctity of his own home. If traveling abroad or if he expects danger, he swaps out a number of utility spells for defensive and offensive options.



AMASHAL

CR 18 (EC 15)

Male asaath samurai (paragon warrior*) 5 / wizard 5 / eldritch knight 9

LN Medium humanoid (reptilian)

XP 51,200 (based on EC)

Init +3; **Senses** low-light vision; Perception +28 (+30 to notice hiding creatures)

Aura banner, globe of invulnerability, protective ward 12/day (10-ft. radius, 9 rds, +2 deflection)

DEFENSE

AC 25, touch 11, flat-footed 19 (+9 armor, +1 Dex, +1 natural, +4 shield)

hp 113 (19 HD; 14d10 plus 5d6+19) plus 13 temp

Fort +20, **Ref** +17, **Will** +23; +2 vs. illusion, poison

Defensive Abilities challenge (+1 dodge bonus to AC), resistance, resolve 2/day; **DR** 10/adamantine; **Immune** fear, magic missile; **Resist** fire 5

OFFENSE

Speed 20 ft. (base 30 ft.), fly 40 ft. (average)

Melee +5 axiomatic valiant falchion +29/+24/+19/+14 (2d4+11/15-20)

Special Attacks challenge 2/day, weapon expertise (falchion)

Wizard Spells Prepared (CL 13th; concentration +22, +16 ranged touch)

7th—circle of clarity^A, greater scrying, scrying feedback*

6th—age resistance, globe of invulnerability^A, greater dispel magic, greater heroism

5th—break enchantment^A, fire snake (DC 24), mass charm person (DC 24), overland flight, spell facsimile*, waves of fatigue (DC 24)

4th—communal protection from energy^A, conjuration foil, charm monster (DC 23), greater darkvision, greater false life, resilient sphere (DC 23), stonewall

3rd—arcane sight, daylight, dispel magic (x3), fireball (DC 22), fly, haste, magic circle against chaos/evil/good/law^A, ray of exhaustion (DC 22), suggestion (DC 22), tongues, water breathing

2nd—blindness/deafness (DC 21), corrode* (DC 21), eagle's splendor, investigative mind, protection from arrows^A, scorching ray, see invisibility

1st—adjuring step^A, comprehend languages, dancing lantern, expeditious retreat, magic missile, interrogation (DC 20), shield, youthful appearance

0 (at will)—detect magic, light, instant wardrobe*, read magic

A bonus abjuration spell; **School** abjuration (counterspell);

Opposition Schools conjuration, illusion

TACTICS

Base Statistics Without age resistance, fly, globe of invulnerability, greater heroism, shield, and stonewall active, Amaishal's stats are as follows: Init +2; AC 20, touch 10, flat-footed 19 (+9 armor, +1 natural); hp 94 (19 HD; 14d10 plus 5d6); Fort +15, Ref +12, Will +19; Speed 20 ft. (base 30 ft.); Melee +5 axiomatic valiant falchion +24/+19/+14/+9 (2d4+10/15-20); Str 12, Dex 10, Con 10; CMB +17; CMD 27; Skills Appraise +17, Bluff +11 (+17 to lie convincingly), Climb +4, Diplomacy +25 (+31 to persuade), Fly +4, Handle Animal +9, Intimidate +25, Knowledge (arcana, history) +31, Knowledge (geography) +19, Knowledge (local, nature, nobility) +21, Linguistics +16, Perception +24 (+26 to notice hiding creatures), Perform (oratory) +22, Sense Motive +22, Spellcraft +31, Swim +2

STATISTICS

Str 15, **Dex** 13, **Con** 13, **Int** 28, **Wis** 17, **Cha** 16

Base Atk +16; **CMB** +18; **CMD** 29

Feats Alertness^B, Arcane Armor Training, Arcane Shield, Blind-Fight^B, Combat Casting, Combat Expertise^B, Craft Magic Arms and Armor^B, Dispelling Critical, Greater Weapon Focus (falchion)^B, Greater Weapon Specialization (falchion), Improved Critical (falchion), Iron Will, Lightning Reflexes, Penetrating Strike, Scribe Scroll^B, Weapon Focus (falchion), Weapon Specialization (falchion)^B

Traits student of philosophy, warrior of old

Skills Appraise +21, Bluff +15 (+21 to lie convincingly), Climb +9, Diplomacy +29 (+35 to persuade), Fly +15, Handle Animal +13, Intimidate +29, Knowledge (arcana, history) +35, Knowledge (geography) +23, Knowledge (local, nature, nobility) +25, Linguistics +20, Perception +28 (+30 to notice hiding creatures), Perform (oratory) +26, Sense Motive +26, Spellcraft +35, Swim +7

Languages Asaath, Druidic, Dunahn, Elvish, Elzan, Ledean, Primordial, Shelzari, Satak, Titan Speech

SQ arcane bond (falchion), asaath traits, bonded weapon (falchion), order of the serpent's virtue

Combat Gear knight's pennon (parley), manual of war, wind fan, plus assorted potions and scrolls as required; **Other Gear** +4 champion vigilant sorcerer's steel scale mail, +5 axiomatic valiant falchion, amulet of magecraft, belt of physical perfection +4, headband of mental prowess +4 (Int, Wis; Intimidate, Perform: oratory), ring of wizardry III, vest of resistance +5, spellbooks, noble's outfit, plus other items as required

Spellbooks as a ruler of the nation of asaathi, an ancient race known for its arcane skill, Amaishal has access to nearly any spell he could want; the GM can assume he has access to any wizard spell of 6th level or less, plus most spells of 7th level

Andelais Half-Blooded

Born from the union of a Veshian ranger and a young elf maid of Vera-Tre, Andelais spent his early years within the great Ganjus Forest. As a youth, he often found himself bewildered by his elven elders. Nevertheless, he was an adept student and clearly interested in the safekeeping of both the Ganjus and the elves' culture, so they viewed his passions and curiosities more as eccentricities than matters for concern. As he matured, Andelais developed a serious and reflective side that put his elders more at ease, and that's when they allowed him to study with the jordeh, the druids of Vera-Tre.

Andelais was but a few years among the jordeh when he discovered why their ways came so easily to him and why, even as a youth, he excelled in many things with so little effort: He was in fact an incarnate—the most recent life-form of a potentially ancient being, said to be reborn eternally in order to preserve Denev's creation. He soon learned that this gift was as much a curse as it was a blessing.

In this new life, the young half-elf discovered that his past lives' memories return only slowly, that it might take many years to recall the most impressive events of his past lives (assuming he ever recalled them fully). This realization made Andelais restless, and in a past incarnation that he had already reclaimed, that of a falcon, he took to the skies and soared across Ghelspad.

Although Andelais periodically finds a week or two to return to his quiet, reflective life, his many obligations and adventures tend to keep him busy. During his various escapades, Andelais has been accompanied by the minstrel Meerlah or the vigilant Katonis Woodarbor, if not both; at other times, he has worked in tandem with the Behjurian Vigil out of Mithril. He participates as much for his own personal journey of discovery as he does to assist others. The bard Meerlah sometimes performs a light-hearted, mock-heroic poem in which she quotes Andelais: "It is not for myself that I seek to know me, but my wisdom I gain for you all."

Andelais possesses what may be the largest known *dweomer crystal* (see Appendix B: Artifacts) known on Ghelspad; he calls it "Meerlah's song crystal." He does not carry it with him, but keeps it hidden away somewhere within the Ganjus. He has also been known to carry and use smaller *dweomer crystals*, a practice that has made him the target of more than one greedy mage seeking to learn the druid's source for such priceless artifacts.

Roleplaying Notes

Andelais can be both playful and serious, though he is rarely the

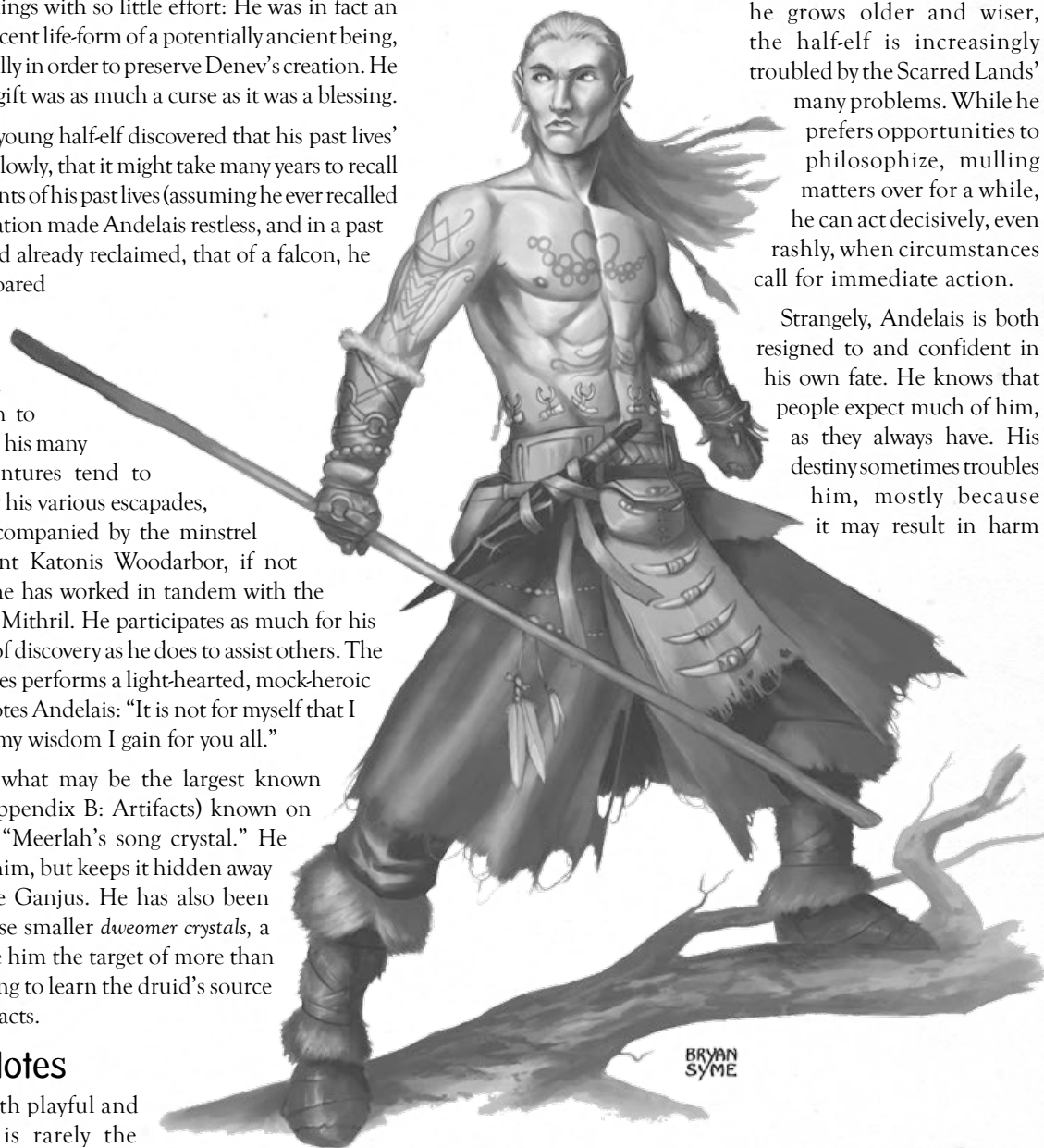
Half-Elf STATISTICS

Half-elves are extremely rare in the Scarred Lands, and their racial stats do not appear in the *Ghelspad Player's Guide*. However, as noted therein, those few half-elves who do occur use the standard *Pathfinder Roleplaying Game* rules; in addition, they gain one or two traits from either their elven or human parent.

In Andelais' case, he gains the elven poise trait from his mother.

former among strangers. As he grows older and wiser, the half-elf is increasingly troubled by the Scarred Lands' many problems. While he prefers opportunities to philosophize, mulling matters over for a while, he can act decisively, even rashly, when circumstances call for immediate action.

Strangely, Andelais is both resigned to and confident in his own fate. He knows that people expect much of him, as they always have. His destiny sometimes troubles him, mostly because it may result in harm



ANDELAIS

CR 8 (EC 7)

Male half-elf druid (jordeh) 5 / incarnate 4

NG Medium humanoid (elf, human)

XP 3,200 (based on EC)

Init +5; **Senses** low-light vision; Perception +18 (+20 outdoors, +22 in forests)

DEFENSE

AC 19, touch 14, flat-footed 15 (+2 armor, +4 Dex, +2 natural, +1 shield)

hp 73 (9d8+37)

Fort +9, **Ref** +7, **Will** +12; +4 vs. enchantment

Immune sleep

OFFENSE

Speed 30 ft.

Melee *fey staff* +9/+4 (1d6+3 plus *faerie fire*)

Ranged mwk elven longbow +13/+8 (1d8+1/19-20/x3)

Domain Spell-Like Ability (CL 5th, concentration +9)

5 bolts/day—lightning lord

Druid Spells Prepared (CL 9th, concentration +14)

5th—*cure critical wounds*, *insect plague*

4th—*bloody claws*, *command plants* (DC 19), *dispel magic*, *slowing mud* (DC 20)

3rd—*chill wind** (DC 18), *cure moderate wounds*, *greater thunderstomp* (DC 18), *wind wall*

2nd—*animal messenger*, *beastpeak*, *cat's grace*, *plant voice*, *resist energy*

1st—*aspect of the falcon*, *blend*, *charm animal* (DC 16), *entangle* (DC 16), *speak with animals*, *thunderstomp* (DC 16)

0 (at will)—*create water*, *detect magic*, *light*, *read magic*

D domain spell; **Titan** Denev; **Domain** Weather (Seasons)

TACTICS

Base Statistics Without aspect of the falcon and cat's grace active, Andelais' stats are as follows: Init +3; AC 17, touch 12, flat-footed 15 (+2 armor, +2 Dex, +2 natural, +1 shield); Ref +5; Ranged mwk elven longbow +10/+5 (1d8+1/x3); Dex 15; CMD 19; Skills Acrobatics +7, Fly +12, Perception +15 (+17 outdoors, +19 in forests), Ride +6, Stealth +7

STATISTICS

Str 12, **Dex** 19, **Con** 14, **Int** 12, **Wis** 20, **Cha** 15

Base Atk +6; **CMB** +7; **CMD** 21

Feats Augment Summoning, Combat Casting, Craft Wondrous Item, Inscribe Magical Tattoo, Skill Focus (Fly), Spell Focus (conjunction), Two-Weapon Defense^B, Weapon Focus (quarterstaff)^B

Traits Denev's boon*, tattoo artist*

Skills Acrobatics +9, Climb +7, Craft (tattoo) +10, Diplomacy +7, Fly +14, Handle Animal +7, Knowledge (geography, history) +6, Knowledge (nature) +8, Linguistics +4, Perception +18 (+20 outdoors, +22 in forests), Profession (brewer) +9, Ride +8, Sense Motive +10, Spellcraft +8, Stealth +9, Survival +12, Swim +6

Languages Ancient Ledeian, Elvish, Ledeian, Sylvan, Titan Speech, Veshian

SQ favored terrain (forest), green empathy, half-elf traits (ancestral arms: elven longbow, elven poise), jordeh wild shape, nature bond (domain: Weather (Seasons)), past life, restful shade, spontaneous casting (domain spells, *summon nature's ally*), true neutrality, untouched by the seasons 8/day, wild incarnation (beast shape IV or monstrous physique III; dire lion, falcon, sea hag)

Combat Gear 20 arrows, dweomer crystal[†] (7 charges), swarm circlet[†]; **Other Gear** leather armor, *fey staff*[†], mwk elven longbow (Str 12), belt of mighty constitution +2, bones of protection[†], periapt of wound closure, sign of the owl tattoo*, 4d4 goodberries, various dried and fresh herbs, whittling knife, 10 birdcall whistles (various birds), 15 gp, 20 sp, 100-gp emerald, 500-gp diamond; **Tattoos** sign of the owl*, tattoo of cure moderate wounds (2/day; shoulders slot)

coming to those he cares about, but it also gives him a sense of peace. He savors every experience; whatever the future holds may be inevitable and might remove him from the life he's always known, so he tries to treasure every present moment.

Combat

When traveling alone, Andelais avoids combat, unless something or someone requires his assistance. He is no coward, though. In his dire lion form, with *beastpeak*, *bloody claws*, and *cat's grace* in effect, he has taught many foes a permanent lesson.

Among allies, he prefers to play a supporting role in combat. If he can stay on the conflict's sidelines and help direct it, then so much the better.

Especially when fighting alongside his good friend Katonis, Andelais uses spells such as *slowing mud*, *thunderstomp*, or *insect plague* to harass and inconvenience their opponents, limiting the number of foes Katonis must face at a time. If directly threatened, the druid keeps opponents at bay using summoned allies or by charming a foe to defend him.

Anteas, Grand Vizier of Calastia

When Anteas was a boy, Chardun sent his avatar to the despondent lad, claiming that the Overlord would teach him “the value of pain, the strength of loss, and the nobility of death.” That day, Anteas became a devout follower of the Great General, and he would go on to become both a potent mage and one of the greatest councilors the nation of Calastia has ever known.

After many years of hard work and prudent choices, Anteas became the tutor to young Prince Virduk. Seeing something of himself in the child who would be king, Anteas befriended the prince, slowly poisoning him against the inept King Korlos. When Virduk plunged his dagger into his father’s neck and claimed the kingdom for himself, Anteas smiled a hidden smirk of victory. Thereafter, the two were inseparable.

Anteas kept the duties Korlos had given him, as well as remaining a mentor to young King Virduk, instructing him in the ways of state, the errors of foolish kings, and the greatness of Chardun. A fateful encounter with treacherous hags in the Fiendwood challenged Anteas’ relationship with the king for a short while, but whatever the king saw that night, he has kept it to himself and the two have remained fast allies ever since. However, certain recent domestic developments — specifically, Virduk’s choice of a new wife — leave Anteas torn.

Virduk is a strong, intelligent, talented ruler. He is not infallible, though, and he seems uncharacteristically oblivious to the increasingly outrageous behavior of his young queen, Geleeda. Yet how might Anteas broach the subject without seeming vindictive or jealous? Additionally, Anteas wonders if the king isn’t spreading himself too thin. At some point, the aging king must delegate more authority, or the myriad endeavors to which he has committed the state will collapse under their own weight. But then, Anteas wonders, does Virduk actually know what he is doing, playing at some ruse? He has never been a fool. For whatever reason, has he chosen to leave his trusted vizier uninformed? These questions haunt Anteas nightly.

In addition to his direct responsibilities to the crown, Anteas takes a personal interest in the nation’s development of magical resources. He is the director of the Crucible of Mesos, often passing long hours into the night with its headmistress Ulica, discussing spellcraft and the progress of the most promising students. As well,

he has a penchant for archaeology, taking a keen interest in the discovery of ruins, pre-Titanswar artifacts, and other mysteries that emerge from the anguished flesh of the Scarred Lands. Of particular note to him recently is the ruin known as Ophidiset.

Roleplaying Notes

Anteas is older than the king by almost 15 years, although his mind remains razor-sharp and his body strong, thanks to potent magics. He is ever vigilant, and although divination is not his strong suit, he is often able to ferret out treachery and conspiracy with his magical abilities and political acumen. The vizier never acts without fully understanding both the nature of the situation and the possible repercussions of his actions. Though he is not a cunning deceiver, like Virduk and Geleeda both, his natural brilliance and foresight most certainly exceeds theirs (or hers, at least).

Loyal, perhaps to a fault, Anteas places the king’s (and therefore Calastia’s) welfare before his own life. Reluctantly, he understands that his fealty to the king also extends to the queen, and this rankles to no end: He knows there’s more to Geleeda than there seems, and what little he can divine seems bad. As yet, he avoids conflict with her until he knows more. When it comes to taking action, Anteas considers all fair in love, politics, and war: He would take innocent lives without a second thought, and he would certainly consider pacts with known evils — no price is too great for Calastia’s continued glory.

Combat

Despite his age, Anteas remains a potent force on the battlefield. Schooled in strategy, tactics, command, and leadership, Anteas always reads a battlefield carefully, mentally cataloging how to use location, terrain, weather, and other local features to his advantage. If the field lacks advantageous features, he will create his own — *walls of fire*, *ice*, or even *force* can appear unexpectedly in the midst of battle, clouds of *acid fog* or *solid fog* envelop foes, and spells targeting vital positions are countered when the enemy attacks. Aided by a dozen or so expert battlemages, Anteas’ presence can easily doom an opposing force.



ANTEAS

CR 18 (EC 16)

Male human magus (staff magus) 3 / wizard 11 / battlemage 5

LE Medium humanoid (human)

XP 76,800 (based on EC)

Init +5; Senses Perception +3

DEFENSE

AC 26, touch 22, flat-footed 17 (+5 armor, +5 Dex, +2 luck, +4 shield)

hp 165 (19 HD; 8d8 plus 11d6+87)

Fort +17, Ref +14, Will +21; +4 vs. mind-affecting

Defensive Abilities spell turning; DR 10/adamantine; Immune divination, scrying; SR 23

OFFENSE

Speed 30 ft.

Melee Crimson Warstaff +20/+15 (1d6+10)

Special Attacks arcane pool (14 points, +2 enhancement), battlefield magic, intense spells +5, magus arcane (arcane accuracy), spell combat, spellstrike

Magus Spells Prepared (CL 3rd, concentration +11)

1st—corrosive touch, illusion of calm, mount, shield, unseen servant

0 (at will)—acid splash, daze, detect magic, ray of frost

School Spell-Like Abilities (CL 11th, concentration +19)

11/day—force missile (1d4+4 force)

11 rds/day—elemental wall

Wizard Spells Prepared (CL 15th, concentration +23)

8th—greater shout^E (DC 27), mind blank, sunburst (DC 27)

7th—greater age resistance (cast daily), mass fly, mass hold person (DC 25), persistent lightning^{E*} (DC 26)

6th—acid fog (DC 24), chain lightning^E (DC 25), disintegrate (DC 24), getaway, globe of invulnerability

5th—corrosive consumption, feeblemind (DC 23), quickened moment of greatness, vampiric shadow shield, telekinesis (DC 23), wall of force^E

4th—black tentacles, calcific touch (DC 22), communal protection from energy, dimension door, earth glide, greater darkvision, scrying (DC 22) (2 slots), solid fog, stonkskin, wall of fire^E (DC 23)

3rd—fireball (DC 22), fly, haste, healing thief, heroism, lightning bolt^E (DC 22), mind raid (DC 21) (2 slots)

2nd—aegis*, defensive shock, elemental touch^E, kinetic reverberation (DC 21), see invisibility, stricken heart, tactical acumen

1st—burning hands^E (DC 20), charm person (DC 19), expeditious excavation, force blast* (DC 20), line in the sand, moment of greatness, shocking grasp

0 (at will)—mage hand, prestidigitation, read magic, touch of fatigue (DC 18)

E bonus evocation spell; School evocation; Opposition divination, illusion

TACTICS

Base Statistics Without heroism, mind blank, shield, and stonkskin active, Anteas' stats are as follows: AC 22, touch 22, flat-footed 17 (+5 armor, +5 Dex, +2 luck); Fort +15, Ref +12, Will +19; Melee Crimson Warstaff +18/+13 (1d6+10); Skills Craft (weapons) +30, Fly +10, Knowledge (arcana, geography, nobility) +30, Knowledge (dungeoneering) +22, Knowledge (history, religion) +26, Knowledge (planes) +24, Linguistics +24, Ride +16, Spellcraft +29

STATISTICS

Str 18, Dex 20, Con 19, Int 27, Wis 16, Cha 16

Base Atk +10; CMB +14; CMD 40

Feats Combat Casting, Combat Expertise, Craft Magic Arms and Armor^B, Craft Staff, Craft Wondrous Item, Defensive Combat Training, Disruptive^B, Empower Spell^B, Mounted Combat, Quarterstaff Master^B, Quickened Spell, Scribe Scroll^B, Spell Focus (evocation), Weapon Focus (Quarterstaff), Weapon Specialization (Quarterstaff)

Traits desperate resolve

Skills Craft (weapons) +32, Fly +12, Knowledge (arcana, geography, nobility) +32, Knowledge (dungeoneering) +24, Knowledge (history, religion) +28, Knowledge (planes) +26, Linguistics +26, Ride +18, Spellcraft +31

Languages Calastian, Dwarvish, Elvish, Ledean, Orcish, Zathisk

SQ arcane bond (Crimson Warstaff), armor training (medium), trained rider

Combat Gear Crimson Warstaff^I, restorative ointment (4 uses), plus assorted potions and scrolls as required; Other Gear robe of the archmagi (evil), belt of physical perfection +4, headband of vast intelligence +4 (Craft: weapons, Knowledge: geography), ring of spell turning, ring of wizardry IV, handy haversack, iron bands of binding, spellbooks, 2 diamonds (1,500 gp each; for limited wish), plus other items as required

Spellbooks as Grand Vizier to one of the most powerful nations on Ghelspad, Anteas has access to a near limitless supply of spells to fill his numerous tomes; the GM can assume that Anteas has access to any wizard spell of 6th level or less, plus most spells of 7th or 8th level, except for those from opposed schools

Brutally efficient, Anteas rarely bothers to take an unknown foe's measure; against unique enemies, he typically starts with his highest-level spells rather than waiting to see if weaker magic might have prevailed. He sees his magic as a resource to be spent, not hoarded. He has also been known to use unorthodox tactics, such as casting lightning spells or disintegrate upon siege engines protected from flame or using multiple castings of spells like expeditious excavation to form deep holes or wide trenches in the battlefield, thus slowing or trapping cavalry and heavily armored warriors.

Anteas' preferred tactics involve remaining astride his horse, protected by multiple magical defenses (including those granted by his Crimson Warstaff), and launching his attacks from there. Though his body is still strong, he does not wade into the fray the way he did in his youth. Now, he leaves the close fighting to younger warriors. Still, should the situation warrant it, he will not hesitate to dive into a melee, cutting a swath with ice and fire.

Ariniel, Swan Champion of Ghelspad

Of all the goddess Madriel's mortal worshipers, the first swan champion Orana was said to have been the fairest and wisest. Dedicated to defending the weak, but especially the Titanswar's female victims, she gained a reputation as a stern but merciful servant of the goddess. Since Orana's departure from Scarn (ascending into the heavens so that today she sits at Madriel's high table), a series of female champions has succeeded her, each answering the goddess' call and taking up Orana's swan sigil. Only a single swan champion exists at a time, chosen from among all the swan knights who currently serve Madriel. Today Ariniel serves that role.

Like her predecessors, Ariniel has been granted certain boons by Madriel: She cannot be charmed or frightened, and she is highly resistant against any form of magical coercion that might lead to her betraying her vows. Madriel has commanded her swan knights to defend maidens and innocents across the Scarred Lands. Though resolute in her pursuit of this particular task — protecting, rescuing, and avenging the victims of abuse — Ariniel also acts as a defender of the weak and defenseless, battling titanspawn, evil rulers, and the immoral servants of the wicked gods with equal enthusiasm. She has been seen in virtually every corner of Ghelspad, particularly where lawlessness is allowed to prosper unchecked.

No one who sees Ariniel forgets the experience. She is striking in both appearance and manner, carrying herself with confident grace and nobility. Clad in ivory-enameled azurium armor, etched all over with images of small flowers, she rides a mighty steed, the mare Tamar, and fights fearlessly with both lance and sword. Her hair is long and blond, and her eyes dark green. She never disguises herself, preferring to face her foes boldly and openly.

Not surprisingly, Ariniel has many enemies, including the fierce tribes of proud on the Plains of Lede, the evil King Virduk of Calastia, and the Glividian Crypt Lady Yvestil, who practices death magic and virgin sacrifice.

Roleplaying Notes

Ariniel vigilantly defends maidens and other innocents threatened by any sort of harm or villainy. She defends other victims whenever she is able, particularly those beset by titanspawn or the evil gods' servants. She is kind and solicitous to females whom she rescues, but most males find her somewhat cold and distant, even as an ally. Despite this, even those who think her aloof agree that she is a paragon of knightly virtue and justice.

Combat

Like most knights, Ariniel shuns combat on foot, preferring to fight from horseback, charging first with her lance then switching to her legendary sword *Oroladis*, blade of the swan champion, for close combat.



ARINIEL**CR 15 (EC 13)**

Female human cavalier (swan knight) 16

NG Medium humanoid (human)

XP 25,600 (based on EC)**Init** +2; **Senses** Perception +20**Auras** aura of courage, aura of resolve (20 ft.), banner, greater banner**DEFENSE****AC** 29, touch 14, flat-footed 23 (+11 armor, +2 Dex, +2 sacred, +4 shield)**hp** 152 (16d10+64)**Fort** +16, **Ref** +9, **Will** +12**Defensive Abilities** holy aura, moderate fortification; **SR** 20**Immune** charm, fear**OFFENSE****Speed** 20 ft.**Melee** Oroladis +27/+22/+17/+12 (1d8+9/17-20), mwk lance +23/+18/+13/+8 (1d8+6/x3), +1 dagger +23/+18/+13/+8 (1d4+7/19-20)**Ranged** mwk heavy crossbow +19 (1d10/19-20)**Special Attacks** channel positive energy (DC 23), demanding challenge 6/day (+5 bonus), lay on hands 13/day (8d6)**Spell-Like Abilities** (CL 16th, concentration +21)**At will**—stabilize, see invisible**3/day**—levitation**STATISTICS****Str** 22, **Dex** 14, **Con** 16, **Int** 11, **Wis** 16, **Cha** 20**Base Atk** +16; **CMB** +22; **CMD** 36**Feats** Blind-Fight, Improved Critical (longsword), Improved Iron Will, Iron Will, Mounted Combat, Power Attack^B, Radiant Charge^B, Resolute Aura, Ride-By Attack, Spirited Charge^B, Weapon Focus (longsword)**Traits** Madriel's blessing*, resilient**Skills** Climb +11, Diplomacy +20 (+28 with non-evil creatures), Handle Animal +13 (+17 with Tamar), Knowledge (local) +7, Knowledge (local) +8, Knowledge (religion) +6, Linguistics +2, Perception +20, Ride +17 (+22 on Tamar), Sense Motive +17**Languages** Calastian, Elvish, Ledean, Veshian**SQ** mount, order of the swan, vow to the innocent**Combat Gear** 20 bolts; **Other Gear** +3 azurium champion half-plate of moderate fortification, +3 light steel shield, Oroladis[†], belt of giant strength +6, ring of weaponcall[†] (holds mwk heavy crossbow, mwk lance, and +1 dagger), holy pennant[†], knight's outfit, holy symbol, plus other items as needed**TAMAR (ARINIEL'S MOUNT)**

Female warhorse

N Large animal

Init +6; **Senses** low-light vision; Perception +16**DEFENSE****AC** 31, touch 10, flat-footed 30 (+11 armor, +1 Dex, +10 natural, -1 size)**hp** 125 (13d8+65)**Fort** +17, **Ref** +18, **Will** +11; +4 vs. emotion effects, enchantment, fear**Defensive Abilities** devotion, improved evasion**OFFENSE****Speed** 65 ft.**Melee** bite +15 (1d6+7), 2 hooves +14 (1d8+7)**Space** 10 ft.; **Reach** 5 ft.**STATISTICS****Str** 25, **Dex** 23, **Con** 21, **Int** 2, **Wis** 17, **Cha** 11**Base Atk** +8; **CMB** +16; **CMD** 32 (36 vs. trip)**Feats** Improved Natural Attack (bite), Improved Natural Attack (hooves), Light Armor Proficiency^B, Medium Armor Proficiency, Heavy Armor Proficiency, Skill Focus (Acrobatics), Valiant Steed, Weapon Focus (bite)**Skills** Acrobatics +14 (+25 jumping), Perception +16**SQ** bonus tricks (6), combat-trained, link, multiattack, share spells**Gear** +3 full plate barding, horsemaster's saddle, horseshoes of speed

Credas, the Necrotic King

Most bards in southern Ghelspad know the name Credas, the Necrotic King, terrifying lord of Glivid-Autel. Rumors suggest he was one of the greatest death wizards of Hollowfaust, the City of Necromancers, exiled for his evil practices. Of course, not all rumors are entirely true. The Necrotic King is indeed a dreadfully powerful figure, but his story is a little more complex than rumor might indicate.

Credas was but a teenager when Hollowfaust was founded, an apprentice brought to the ruined city by his master's master, Ahrmuzda Airat, chief of the Society of Immortals. Credas was a handsome youth, flush with health. Although he was no prodigy in the necromantic arts, he was not incompetent. The Society of Immortals nonetheless accepted him — perhaps in part because he was the very picture of the eternal youth the guild so desperately sought. Credas gradually realized he wasn't destined to be a powerful wizard. While moderately clever, he lacked the talent and keen mind needed grasp the art's esoteric subtleties. As such, he could not advance much beyond a journeyman's rank. In increasingly desperate attempts to court his masters' favor, he accepted any task they would give him, no matter how vile.

If the young wizard ever suspected that his body was worth more to Glivid-Autel than his mind, he soon gained undeniable proof. Airat secretly developed a powerful, evil spell called *soul exchange** that would allow him to swap his mind and all his spellcasting power with those of Credas. The casting complete, Airat placed his own ancient, unnaturally preserved body — with Credas' consciousness locked inside it — into suspended animation, concealing it in a secret vault for safekeeping. Only Glivid-Autel's top necromancers know that Credas owed his sudden ascendancy not to a spontaneous flowering of skill, but to the fact that he was now truly Airat inhabiting the young necromancer's body.

Since then, Airat has experimented with various longevity magics, keeping his stolen human form alive far beyond its natural years, just as he did his own; all the while, his own body is safe until he has grasped the secret of true immortality. Airat occasionally inhabits his own body (or that of another possessed pawn), letting Credas have his old role back for a short time and enjoying those privileges of rank that Airat's inner council allow.

Airat has been doing this for 120 years now. "Credas, the Necrotic King," is the ruler of Glivid-Autel, as far as most



"CREDAS" (AHRMUZDA AIRAT)

CR 18

Male human wizard (cruoromancer[†]) 19

LE Medium humanoid (human)

XP 153,600

Init +1; **Senses** darkvision 60 ft., life sight 30 ft. (19 rds/day), Perception +18

Aura globe of invulnerability, unnatural aura (30 ft.)

DEFENSE

AC 25, touch 14, flat-footed 24 (+6 armor, +3 deflection, +1 Dex, +5 natural)

hp 191 (19d6+125)

Fort +15, **Ref** +11, **Will** +19; +8 vs. disease, mind-affecting, poison, sleep, stun

Defensive Abilities resist level drain; **DR** 15/bludgeoning and magic; **Resist** cold 30, electricity 30

OFFENSE

Speed 30 ft.

Melee dagger of venom +16/+11 (1d4+7/19-20) or 2 slams +15 (1d6+6)

Special Attacks blood ability, blood desecration, blood infusion, command undead 10/day (DC 22)

Spell-Like Abilities (CL 19th, concentration +22)

3/day—detect undead

School Spell-Like Abilities (CL 19th, concentration +26)

10/day—bolster undead (+4 bonus, 9 rds)

Wizard Spells Prepared (CL 19th, concentration +26; or CL 23rd, concentration +30 for necromancy spells)

9th—energy drain (DC 29), overwhelming presence (DC 27), power word kill, wail of the banshee^N (DC 29)

8th—create greater undead, healing interdiction^{N*} (DC 28), horrid wilting (DC 28), undead anatomy IV

7th—banishment (DC 25), control undead^N (DC 27), finger of death (DC 27), greater teleport, leech field* (DC 28), summon monster VII, maximized vampiric touch

6th—acid fog, circle of death^N (DC 26), create undead, globe of invulnerability, move earth, unwilling shield (DC 26)

5th—darkstaff^{N*}, feast on fear (DC 25), mass repair undead, wall of darkness* (2 slots), waves of fatigue

4th—animate dead, earth glide, enervation (x2), lower resistance* (DC 22), reinforce skeletons^{N*}, stonesskin

3rd—dispel magic, haste, howling agony^N (DC 23), mind raid* (DC 21), protection from energy, undead anatomy I, unliving rage

2nd—aegis*, blindness/deafness (DC 22), darkvision (x2), ghoul touch^N (DC 22), protection from arrows, unshakeable chill (DC 22)

1st—comprehend languages, decompose corpse (DC 21), expeditious retreat, interrogation (DC 21), minor animate dead^{N*}, repair undead, shield

0 (at will)—bleed (DC 20), detect magic, disrupt undead, mage hand

N bonus necromancy spell; **School** necromancy (undead); **Opposition** evocation, illusion

TACTICS

Base Statistics Without globe of invulnerability, stonesskin, and undead anatomy IV active, Credas' stats are as follows: AC 20, touch 14, flat-footed 19 (+6 armor, +3 deflection, +1 Dex); Fort +15, Ref +11, Will +19, +2 vs. disease, mind-affecting; Defensive Abilities resist level drain; Melee dagger of venom +15/+10 (1d4+6/19-20); Str 20; CMB +14; CMD 28

STATISTICS

Str 22, **Dex** 13, **Con** 20, **Int** 27, **Wis** 18, **Cha** 16

Base Atk +9; **CMB** +15; **CMD** 29

Feats Combat Casting, Command Undead^B, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Greater Spell Focus (necromancy), Maximize Spell, Scribe Scroll^B, Skeleton Summoner, Spell Focus (necromancy), Undead Master

Skills Appraise +14, Bluff +25, Craft (alchemy) +19, Craft (books, jewelry, sculpture) +14, Escape Artist +8, Intimidate +13, Knowledge (arcana) +28, Knowledge (dungeoneering, nature) +15, Knowledge (engineering, nobility) +13, Knowledge (geography, local) +17, Knowledge (history) +20, Knowledge (planes, religion) +30, Linguistics +17, Perception +18, Profession (embalmer) +11, Spellcraft +30, Survival +7

Languages Ancient Ledeon, Dunahn, Elvish, Elzan, Infernal, Ledeon, Shelzari, Sutak, Titan Speech, Ukruan, Zathisk

SQ blood command[†], dhampir traits, negative energy affinity

Combat Gear staff of Glivid-Autel (as staff of necromancy, but holds 20 charges), wand of greater spectral hand* (CL 7th; 24 charges), wand of magic missile (CL 9th; 40 charges), 2 potions of barkskin (CL 12th); **Other Gear** dagger of venom, bracers of armor +6, cloak of resistance +4, corpseskin belt +6[†], headband of vast intelligence +6 (Bluff, Knowledge: planes, Knowledge: religion), ring of protection +3, ring of spell turning

Spellbook all prepared spells, plus more as decided by the GM; Airat knows most necromancy spells in existence, including soul exchange*, and many spells of up to 6th level from other schools (except his opposed schools)

[†] Ahrmuzda Airat's natural race is dhampir (a twisted semi-vampiric race of abominations created by Belsameth many centuries ago), allowing him to have the cruoromancer archetype. Credas is human, however, so while Airat inhabits Credas' body, he loses his natural darkvision, low-light vision, and light sensitivity.

anyone else knows. In his rare dealings with outsiders, he is a terrible sight; Credas' once handsome and healthy form has slowly bent and twisted into the body of a gnarled old man. The smell of decay and disease surrounds him, thanks to Ahrmuzda Airat's powerful aura. In this guise, the malevolent leader of the Seven Pilgrims prepares to stretch his withered hand across Ghelspad, despoiling whatever he must in his quest for eternal life.

Meanwhile, in a tiny, well-protected crypt secreted in quiet darkness deep underground, trapped inside the magically frozen form of Ahrmuzda Airat, the true Credas screams soundlessly.

Roleplaying Notes

Credas — the true Credas — is a sniveling, cringing, pathetic creature whose spirit has been utterly broken. He spends much of his time helpless in Airat's motionless body, leaving him woefully unstable. In fact, Airat trusts him almost completely with his own body simply because he knows Credas cannot muster the courage or strength of will to betray him. When Credas regains possession of his body, he trembles and fidgets constantly and defers all decisions to Glivid-Autel's other ranking necromancers.

Ahrmuzda Airat, on the other hand, exudes malevolence and confidence in equal measure. He has been alive for centuries, since before the Titanswar began, and he has the power and experience to prove it. When he inhabits Credas' body, he radiates a dark power, becoming a far more commanding and terrifying. Despite his imposing presence and the charnel air that clings to him, though, the Necrotic King feigns physical weakness, concealing the fact that Airat's magic has fortified Credas' now-withered body with near-superhuman strength and vitality.

Ultimately a cunning and ruthless individual, Airat prizes Glivid-Autel because its necromancers serve his purposes well and faithfully, but he would sacrifice it and all of them to achieve his goal — true immortality. Airat is horribly afraid of death (perhaps because he knows what Belsameth does to those souls that deserve her attentions) and seeks always to stave off Nemorga's touch for as long as he can.

Combat

The Necrotic King rarely leaves Glivid-Autel's fortifications and is never seen without elite undead bodyguards, which include not

The True Credas

Credas himself is not particularly powerful, although he is not entirely without skill (*CE male human necromancer 7; Int 13*); still, on those rare occasions when he is allowed to occupy his own body, he attempts to flee any battle or confrontation, running back to his crypt so that Airat can take over. At this point, Credas is quite literally frightened of his own shadow, and he prefers that others do the fighting for him.

just skeletons and zombies, but also mummies, specters, and even vampires. Even on diplomatic missions to neighboring "allies" in the Hornsaw Forest, the Necrotic King is usually surrounded by three or four lesser necromancers (levels 5 to 9), an honor guard of six powerful mummies, and a small troop of advanced skeletons. The undead do their best to interpose themselves between attackers and their king, while the necromancers work on neutralizing enemy spellcasters or missile troops, leaving their master free to work his most potent magics.

While his allies buy him time, Airat casts as many of his defensive spells as he can manage, if he hasn't already done so prior to battle, favoring *globe of invulnerability* and *undead anatomy IV* (assuming the form of a lich) if he senses a meaningful threat. He then uses his most powerful offensive spells to devastate his opponents. If he does not feel terribly threatened, he is fond of summoning and sending bolstered undead minions after enemies while he supports with spells such as *haste*, *reinforce skeletons*, *leech field*, and *mass repair undead*.

However, Airat never fights to the death. If pressed, he uses *greater teleport* to escape; if he must flee Glivid-Autel all together, he first uses *earth glide* to reach his secret underground vault, transfers his gear to his old body, dismisses his *soul exchange* with Credas, and — leaving Credas to face whatever overwhelming force made one of the Seven Pilgrims retreat — teleports from the city to find a new pawn to possess. While inhabiting Credas' body, Airat does not carry his most prized magic item, a *ring of three wishes* (2 wishes remaining), which he normally wears on a *hand of glory* about his neck; those objects reside in the vault, upon his natural body.

Dar'Tan, Master of the Shadow Fortress

Nearly 20 years ago, a young paladin named Barconius discovered a cabal of strange, hostile spellcasters beneath the city of Mithril. Their leader, a fearsome, ebon-skinned elf named Dar'Tan, nearly defeated the paladins, but in the end he fled after losing an arm to the young champion Barconius' holy sword. Today, most members of the Adamantine Church believe Dar'Tan is dead. In his distant abode, the Master of the Iron Fortress is quite alive and plots his vengeance. For his part, Barconius — now, many years later, the High Champion of the Order of Mithril — knows in his heart that his enemy still lives and will one day return.

Dar'Tan is a drendali with perpetually shadowed features. His mystique is further enhanced by the fact that his skin has taken on a shadowy night-black hue, rather than the pale skin of other drendali, an outward sign of his mastery of shadow magic. But his oneness with shadow is more than that: Thanks to Barconius, he lost one arm, but he has long since created a shadowy replacement for it by grafting his shadow familiar to his body.

Since the disaster beneath Mithril, the penumbral lord has moved his operations into the Kelder Mountains, well removed from the city. He has recruited a new cabal of mages (whose identities are carefully hidden) to the Penumbral Pentagon and constructed a fortress riddled with mazes of permanent shadow and filled with servants both living and undead — neophytes and apprentices of various races, plus shadows, shadow demons, and various golems. His plans for the future are uncertain, and even though many in Mithril deny his ongoing existence, the self-styled "Prince of Shadows" lurks in his mountain fastness, constructing elaborate and inscrutable plans for Mithril's downfall. For example, unbeknownst to anyone in Mithril, the heretical Cult of the Golem is secretly encouraged and funded by Dar'Tan's gold, and many of the savage northern raiders who prey upon Mithril's trade routes are also in the pay of the Penumbral Pentagon.



DAR'TAN**CR 19 (EC 18)**

Male drendali wizard (penumbral lord†) 20

LE Medium humanoid (elf)

XP 153,600 (based on EC)**Init** +3; **Senses** darkvision 150 ft.; Perception +32**DEFENSE****AC** 32, touch 18, flat-footed 28 (+6 armor, +3 deflection, +3 Dex, +2 insight, +4 natural, +4 shield)**hp** 116 (20d6+40)**Fort** +14, **Ref** +16, **Will** +19; +5 vs. spells and spell-like abilities**Defensive Abilities** displacement (50% miss); **Immune** sleep**Weakness** light sensitivity**OFFENSE****Speed** 30 ft., fly 60 ft. (average)**Melee** +4 dancing defending rapier +17/+12 (1d6+4/18-20)**Spell-Like Abilities** (CL 20th, concentration +29)**1/day**—blur, detect magic, ghost sound, mage hand, mirror image, vanish**School Spell-Like Abilities** (CL 20th, concentration +29)**600 ft./day**—shadow step**Wizard Spells Prepared** (CL 20th, concentration +29)**9th**—communal mind blank, eclipse† (true ritual), foresight, shades, time stop, weird^l (DC 30)**8th**—blackflame* (DC 31), greater prying eyes, greater shadow evocation^l (DC 31), protection from spells, screen, symbol of death**7th**—dimensional bounce, greater shadow conjuration (DC 30), limited wish, quickened penumbral trap^l (DC 26), project image, symbol of weakness**6th**—analyze dweomer, eyebite (DC 25), greater black tentacles*, mislead^l (DC 27), shadow walk†, true seeing**5th**—break enchantment, mage's private sanctum, major creation, seeming^l (DC 26), shadow traitor*, summon monster V, vampiric shadow shield**4th**—awaken shadows (true ritual), communal nondetection, greater invisibility†, shadow projection, shadow step†, shadowy haven†, wall of darkness*†**3rd**—adjustable disguise, banish shadow (DC 22), displacement, fly, major image, penumbral trap† (DC 26), stilled shadow bolt (DC 25)**2nd**—detect thoughts (DC 21), hide from constructs, invisibility, knock, shadow anchor^l (DC 25), shadow bolt† (DC 25), share memory**1st**—alarm, air bubble, comprehend languages, create caltrops*, illusion of calm^l (DC 22), shield, unseen servant, windy escape**0** (at will)—dancing lights, filch*, open/close, prestidigitation**I** bonus illusion spell; † mastered spell (Spell Mastery); **School** illusion (shadow); **Opposition Schools** enchantment, evocation**TACTICS****Base Statistics** Without displacement, foresight, fly, protection from spells, and shield active, Dar'Tan's stats are as follows: AC 26, touch 16, flat-footed 23 (+6 armor, +3 deflection, +3 Dex, +4 natural); Fort +14, Ref +14, Will +19, +2 vs. spells and spell-like abilities, +4 vs. illusion; Speed 30 ft.; Skills Fly +16**STATISTICS****Str** 10, **Dex** 17, **Con** 14, **Int** 28, **Wis** 14, **Cha** 12**Base Atk** +10; **CMB** +10; **CMD** 26**Feats** Alertness^B, Combat Casting, Craft Tattoo^B, Craft Wondrous Item, Forge Ring, Greater Spell Focus (illusion), Phantom Spell^{B*}, Quicken Spell, Shadow Magic*, Silent Spell, Still Spell, Spell Focus (illusion), Spell Mastery^B, Weapon Finesse**Traits** resilient, skeptic**Skills** Acrobatics +8, Appraise +18, Craft (alchemy) +20, Craft (jewelry) +17, Diplomacy +11, Fly +26, Knowledge (arcana) +32, Knowledge (dungeoneering, engineering, geography, history, nobility, religion) +17, Knowledge (local, nature) +15, Knowledge (planes) +27, Linguistics +18, Perception +32, Sense Motive +30, Spellcraft +32, Stealth +19**Languages** Ahnae, Calastian, Drendali, Dwarvish, Elvish, Goblin, Ledeau, Orcish, Primordial, Titan Speech, Veshian**SQ** dark arts, drendali elf traits, extended illusions (10 rds), living shadow, night sight, shadow casting**Combat Gear** assorted potions and scrolls, as needed; **Other Gear** +4 dancing defending rapier, amulet of natural armor +4, boots of elvenkind, bracers of armor +6, cloak of elvenkind, ring of protection +3, scholar's outfit, spellbooks, 2 diamonds (1,500 gp each; for limited wish), plus other items as needed; **Tattoos** sigil of resistance +5 (waist slot), tattoo of the heightened mind (headband slot; grants +6 enhancement bonus to Intelligence)**Spellbooks** all prepared spells, plus more as decided by the GM; Dar'Tan knows most illusion spells and many spells from other schools (except his opposed schools), including clone**Roleplaying Notes**

Already several centuries old, Dar'Tan is nothing if not patient. When his carefully laid plans against Mithril were smashed by the Adamantine Church, he fled so that he might return victorious. He is serene and methodical, giving orders in a soft, measured tone that nonetheless drips with malice and the barely suppressed threat of violence. He is ruthless and would not hesitate for even a moment to kill anyone to protect the secret location of his fortress.

True to his nature as both a drendali and a penumbral lord, Dar'Tan prefers to work in the shadows, sending minions to carry out his will, remaining safe in his hidden fortress. If encountered, he seeks to capture intruders, extract what they know through magic or less subtle methods, and then dispose of them as efficiently as possible. Dar'Tan has many vices, but he is not a sadist, nor does he have any desire to give his enemies any chance to escape or outwit him. He learned that lesson long ago.

SHADOW ARM (DAR'TAN'S FAMILIAR)*NE Small undead (incorporeal)***Init** +2; **Senses** darkvision 60 ft.; Perception +24**DEFENSE****AC** 26, touch 26, flat-footed 23 (+12 deflection, +2 Dex, +1 dodge, +1 size)**hp** 58 (20 HD)**Fort** +8, **Ref** +8, **Will** +13**Defensive Abilities** channel resistance +2, improved evasion, incorporeal; **SR** 25; **Immune** undead traits**OFFENSE****Speed** 0 ft. (connected to Dar'Tan)**Melee** incorporeal touch +12 (1d4 negative energy)**Space** 0 ft.; **Reach** 5 ft. (10 ft. in darkness, 15 ft. in dim light)**Special Attacks** deliver touch spells**STATISTICS****Str** –, **Dex** 14, **Con** –, **Int** 15, **Wis** 12, **Cha** 15**Base Atk** +10; **CMB** +12; **CMD** 32**Feats** Dodge^B**Skills** Appraise +8, Fly +18, Knowledge (arcana) +22, Knowledge (dungeoneering, engineering, geography, history, nobility, religion) +7, Knowledge (local, nature) +5, Knowledge (planes) +17, Linguistics +8, Perception +24, Sense Motive +21, Spellcraft +22, Stealth +17; **Racial Modifiers** +4 Stealth in dim light, -4 Stealth in bright light**Languages** Ahnae, Calastian, Drendali, Dwarvish, Elvish, Goblin, Ledeane, Orcish, Primordial, Titan Speech, Veshian**SQ** alertness, empathic link, share spells

Combat

Dar'Tan's encounter with the paladin Barconius, which cost him an arm and a grievous blow to his pride, left him with an intense dislike for close combat. He considers any fight that ends with him involved in close combat to have been a failure, no matter how soundly the enemy is defeated.

In fact, he never even reveals himself if he can avoid it, instead summoning shadow creatures and spells against his foes, or sending powerful minions to dispatch especially challenging enemies. Only if he is supremely confident of victory might he reveal himself, and only after warding himself with layers of magical protections, to bolster his followers' morale and help intimidate opponents into surrendering.

Ebalo Rainblade, Arena Champion

In 126 AV, the sutak of the Ukrudan Dessert launched the Fourth Siege of Hollowfaust under the banner of Pherakka, their most renowned leader. Yet the sutak were again routed and scattered to the winds, and the people of Hollowfaust retreated to their city to live in peace once more, or so the story goes. The truth is rarely so straightforward, however. What the Hollowfaustians try to keep secret is the fact that, following that last siege, they began hiring mercenaries — some of them Redeemed ironbred, a relatively new people of the Ukrudan — to hunt sutak and either convert or annihilate the race, thus assuring that there is no Fifth Siege.

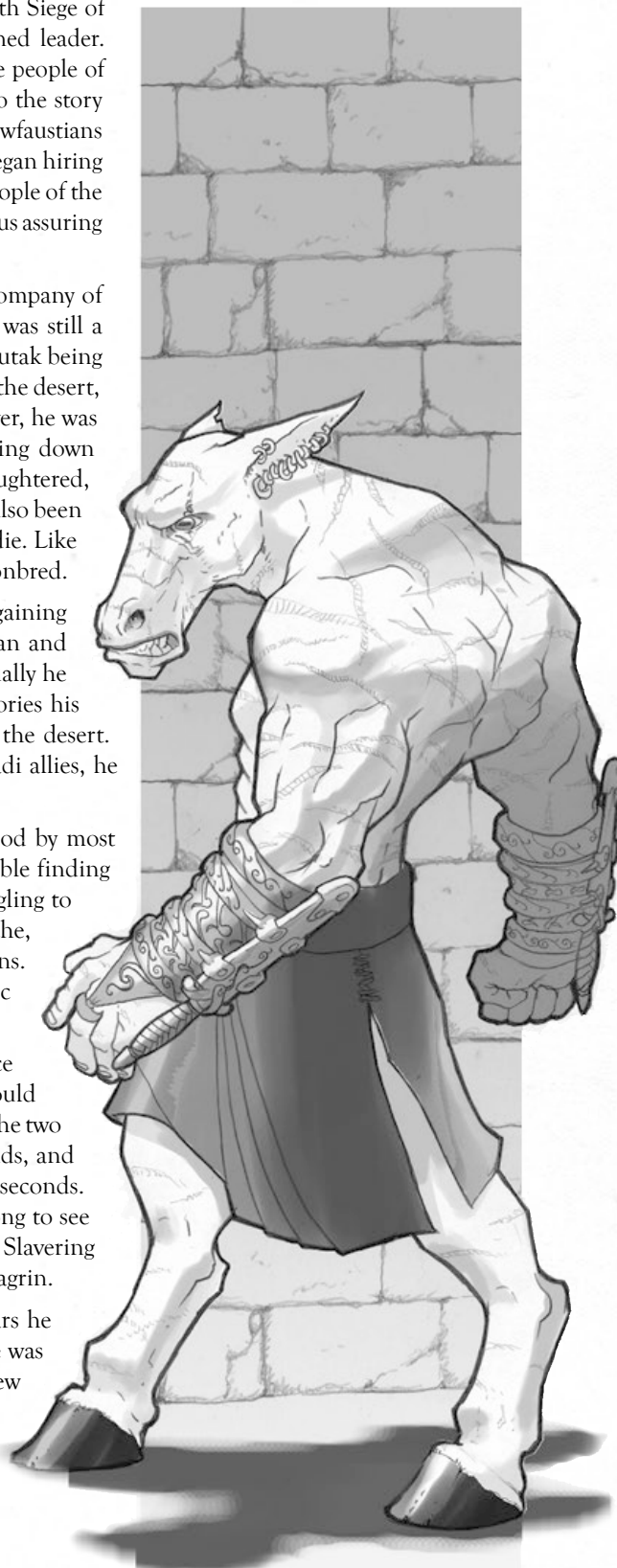
When Ebalo's settlement was raided 22 years ago by a mixed company of Urkhadi orcs and ironbred in the employ of Hollowfaust, Ebalo was still a young warrior, yet to make his first kill in battle. Seeing his fellow sutak being cut down by the overwhelming numbers of the enemy, he fled into the desert, assuming that the ironbred would simply kill him outright. However, he was soon captured, for the seasoned mercenaries were used to running down their fleeing enemies. To his surprise, though, Ebalo was not slaughtered, but along with a dozen or so other warriors from his tribe that had also been captured, he was instead given the Iron Choice — reject Thulkas or die. Like nearly all of his fellows, he chose the former, and thus was now ironbred.

Thereafter, Ebalo decided to join the mercenaries for a time, gaining experience on the battlefield and proving himself a gifted tactician and fighter. He became an officer after a couple more years, but eventually he tired of fighting sutak. His eyes had been opened by the many stories his fellow mercenaries told, and he wanted to see the world beyond the desert. Having heard of the great city of Shelzar from some of his Urkhadi allies, he decided that would be his destination.

Unfortunately, the ironbred were not fully trusted or understood by most citizens in Shelzar, and while he was allowed to enter, he had trouble finding a place to live or a way to feed himself. After a few weeks of struggling to make ends meet, he was lucky enough to be directed to Rekai Peche, owner of one of the city's biggest underground entertainment dens. As Ebalo was a former mercenary, and given the ironbred's athletic build and numerous scars, Peche trusted Ebalo could fight.

For his first fight, Peche threw Ebalo in with a couple of novice knife-fighters as an intermission event, assuming that the match would test the newcomer, but Ebalo proved far beyond the meager skill of the two unfortunate men. He dispatched the first deftly with his bare hands, and then, armed with the dead man's knife, finished the second off in seconds. The crowd went wild and demanded more. It didn't take Peche long to see the potential draw in an ironbred gladiator, whom he called "The Slaving Sutar" in the early years of his fighting career, much to Ebalo's chagrin.

Ebalo made a fortune for Peche, so much so that after four years he was a household name and commanded enough attention that he was able to leverage his popularity and become a free agent, coining a new name, Ebalo "Rainblade." Today, even in middle age, he remains by far the most admired knife-fighter in the city, earning vast sums with each fight — and unlike most arena fighters (many of whom are slaves, ex-slaves, or condemned prisoners), he gets nearly every coin he draws.



EBALO**CR 13 (EC 11)**

Male ironbred brawler (knife-fighter*) 14

LN Medium humanoid (sutak)

XP 12,800 (based on EC)

Init +8; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 23, touch 18, flat-footed 15 (+4 armor, +4 Dex, +4 dodge, +1 natural)

hp 140 (14d10+63)

Fort +15 (+19 vs. heat dangers), **Ref** +16, **Will** +8; +2 vs. fire

Defensive Abilities AC bonus +3

OFFENSE

Speed 30 ft.; dune runner

Melee +2 countering defending dagger +21/+16/+11 (2d6+5/17-20); or +2 countering defending dagger +19/+14/+9 (2d6+5/17-20) and off-hand +2 countering defending dagger +19/+14 (2d6+5/17-20)

Ranged mwk dagger +20 (2d6+3/17-20)

Special Attacks brawler's flurry (Improved Two-Weapon Fighting), pierce armor 2/day

STATISTICS

Str 13, **Dex** 18, **Con** 17, **Int** 13, **Wis** 13, **Cha** 14

Base Atk +14; **CMB** +15 (+16 trip, +20 dirty trick, grapple); **CMD** 33 (34 vs. trip, 38 vs. dirty trick, grapple)

Feats Combat Expertise^B, Dodge, Finishing Strike*, Improved Critical (dagger), Improved Dirty Trick^B, Improved Initiative, Mobility^B, Toughness, Spring Attack, Weapon Finesse^B, Weapon Focus (dagger), Weapon Specialization (dagger)^B

Traits dune runner*, unpredictable

Skills Acrobatics +13, Bluff +14, Climb +9, Escape Artist +21, Intimidate +17, Knowledge (local) +8, Perception +11, Perform (act) +9, Profession (soldier) +8, Sense Motive +11, Survival +6; **Racial Modifiers** +2 Stealth in desert terrain, +2 Survival in desert terrain

Languages Shelzari, Sutak, Ukrudan

SQ brawler's cunning, brawler's strike (cold iron, lawful, magic, silver), ironbred traits (desert stalker), knife mastery 2d6/1d10, maneuver training (dirty trick +3, grapple +2, trip +1), martial flexibility 10/day, martial training, showmanship

Combat Gear 9 mwk daggers; **Other Gear** Ebalo's bracers[†], paired +2 countering defending daggers, entertainer's outfit, 13 gold earrings (1,000 gp value total)

Roleplaying Notes

Although Ebalo is on the short side for an ironbred, he is still a head taller than most Shelzari. His body is covered in the rust-colored hair common to his race, and he has the typical tight-fleshed, horse-like head. His entire frame is a network of bare patches and scars, the natural result of his life as a mercenary-turned-knife-fighter. More than a dozen gold rings hang from his left ear — the many mementos of various important victories in the pits — but his right ear is missing a large piece, sliced off in a particularly hard-fought battle with a talented gladiator. Apart from a simple black kilt slit to allow free movement, the only things Ebalo normally wears are his ornately decorated bracers (which contain his matching magic daggers, “Dexter” and “Sinister”) and a bandolier of throwing knives.

In person, Ebalo is intimidating, saying little and dominating most rooms with his powerful physical presence. He says little,

for the most part, and he avoids strong drink. Even years after his mercenary days have ended, he remains wary and alert at all times, even in social settings, which he endures with a soldier's discipline for the sake of his celebrity in the city. He does enjoy a rather informal but much more enjoyable relationship, it is said, with many of the wealthy women of the City of Sins, who take pleasure in bragging of having bedded such a great and dangerous creature.

Combat

As an arena champion, Ebalo is used to fighting for spectators. He is no less dangerous as a result, but his fighting style tends to be optimized for dramatic effect, with graceful flourishes of his blades and, until combat is closed, broad movements that might be visible from the back seats; at hand-to-hand range, though, his old instincts take over, and he is direct, efficient, and deadly.

Felby Undershovel

Felby Undershovel, a self-styled “adventurer extraordinaire” and jack-of-all-trades, combines the skills of performer, trickster, diplomat, spy, and assassin. Hailing from the Bridged City, Felby belonged to a family of braumeisters who had achieved some local acclaim, particularly among the small population of other halflings there. Alas, the youth had no patience for brewing, but a significant talent for consuming the family’s product. After several elders rather pointedly advised him to expand his horizons (or take a short hike down a steep cliff), Felby set out to explore Ghelspad, learning a wide variety of trades, both legal and illegal, in the process.

After a few decades of traveling with various other disreputable sorts, Undershovel made his way to the town of Amalthea. The rogue was quite taken with its tight-knit halfling community, entirely despite himself, and came to love the place like home. He soon learned of the threat to the dwindling settlement posed by the cannibalistic druids of Khirdet. Sympathetic, he offered to help. The Amaltheans, knowing Undershovel cared about their community, gratefully accepted his offer.

In reality, though, Undershovel is conflicted. His self-interest tells him Amalthea is ripe for exploitation; he could easily abscond with the settlement’s few remaining riches if he put his mind to it. On the other hand, a significant part of him feels a true kinship with the local halflings, one he is loath to betray.

Roleplaying Notes

Undershovel keeps his true intentions to himself. In his younger years, he was the epitome

of self-interest, completely devoted to his own agenda at others’ expense. To some extent, that remains true:

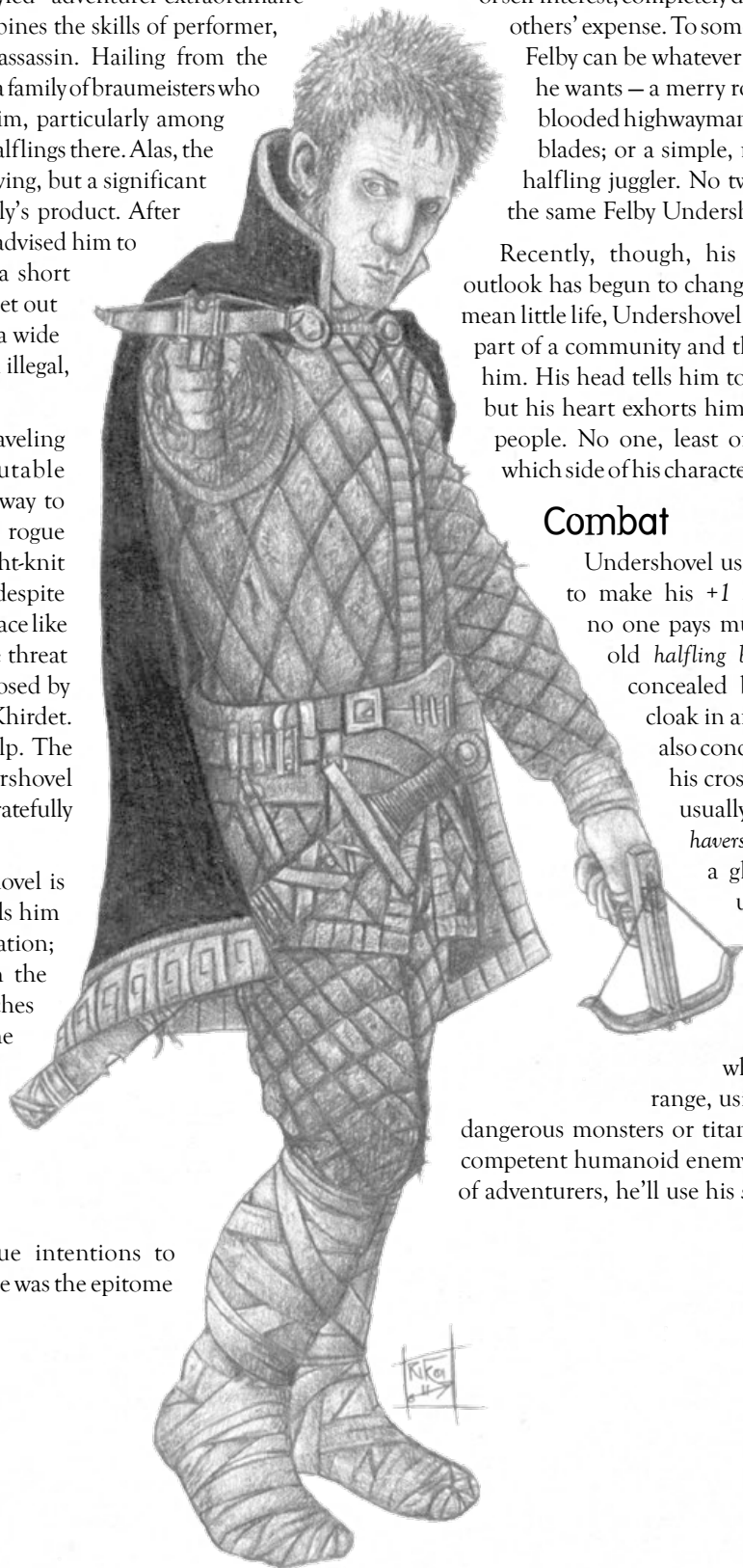
Felby can be whatever he needs to be to get what he wants — a merry rogue, eager to help; a cold-blooded highwayman with ready wit and readier blades; or a simple, rather unremarkable little halfling juggler. No two people ever experience the same Felby Undershovel.

Recently, though, his self-involved mercenary outlook has begun to change. For the first time in his mean little life, Undershovel has realized that he is truly part of a community and that these people count on him. His head tells him to take the money and run, but his heart exhorts him to risk everything for his people. No one, least of all Undershovel, knows which side of his character might win out in the end.

Combat

Undershovel uses his *sheath of bladestealth* to make his +1 *short sword* invisible, and no one pays much attention to his rusty old *halfling blade*, which is normally concealed beneath the folds of his cloak in any case. His extra dagger is also concealed within his cloak, and his crossbow and case of bolts are usually tucked away in his *handy haversack*, safely out of sight. At a glance, he is a completely unarmed, non-threatening halfling commoner.

If forced to fight, Undershovel prefers to use his *crossbow of distance* while sniping from a safe range, using poisoned bolts against dangerous monsters or titanspawn; if he is fighting a competent humanoid enemy or facing a capable band of adventurers, he’ll use his *screaming bolts*.



FELBY**CR 11 (EC 8)***Male halfling rogue (chameleon) 12**N Small humanoid (halfling)***XP** 4,800 (based on EC)**Init** +8; **Senses** Perception +18**DEFENSE****AC** 17, touch 16, flat-footed 17 (+1 armor, +2 deflection, +4 Dex)**hp** 78 (12d8+24)**Fort** +7, **Ref** +13, **Will** +5; +2 vs. fear**Defensive Abilities** evasion, improved uncanny dodge**OFFENSE****Speed** 25 ft.**Melee** *halfling blade* +17/+12 (1d4+3/19-20), off-hand +1 *short sword* +15 (1d4+1/19-20); or +1 *dagger* +15/+10 (1d3+1/19-20)**Ranged** +1 *light crossbow of distance* +16/+9 (1d6+1/19-20)**Special Attacks** sneak attack +6d6**STATISTICS****Str** 10, **Dex** 18, **Con** 14, **Int** 16, **Wis** 10, **Cha** 12**Base Atk** +9; **CMB** +8; **CMD** 24**Feats** Fleet, Improved Initiative, Point-Blank Shot, Precise Shot, Rapid Reload (light crossbow)^B, Two-Weapon Fighting, Weapon Focus (light crossbow), Weapon Finesse**Skills** Acrobatics +15, Appraise +9, Bluff +13, Climb +13, Craft (traps) +11, Diplomacy +10, Disable Device +12, Disguise +12, Escape Artist +15, Knowledge (dungeoneering) +9, Knowledge (geography) +8, Knowledge (local) +10, Linguistics +9, Perception +23, Perform (act, comedy, oratory, wind) +7, Profession (brewer, gardener) +5, Profession (driver) +6, Profession (trapper) +9, Sense Motive +9, Sleight of Hand +13 (+15 to conceal dagger, +18 to conceal +1 *short sword* or *halfling blade*), Stealth +20, Survival +10, Swim +6, Use Magic Device +10**Languages** Dwarvish, Elvish, Ledeian, Titan Speech, Veshian**SQ** advanced rogue talents (hide in plain sight: urban, master of disguise), effortless sneak (forest, mountain, underground, urban), halfling traits, misdirection (9 pts), rogue talents (camouflage, combat trick, fast stealth, survivalist)**Combat Gear** case of 55 bolts, 5 screaming bolts, cape of the mountebank (a plain brown woolen cloak), potion of gaseous form, 3 doses of deathblade poison, 1 dose of wyvern poison;**Other Gear** padded armor, +1 *light crossbow of distance*, *halfling blade**, +1 *short sword*, +1 *dagger*, ring of protection +2, handy haversack, sheath of bladestealth, backpack and various adventuring supplies

Galdor the Deathless, Ravager of Lede

Galdor was already a fearsome warrior-priest serving the dark god Vangal when the Ravager noticed him many years ago. Pleased with the bloody-minded human, Vangal bade his minions seek out Galdor and invite him to serve as their dark lord's champion. Galdor enthusiastically accepted the offer and, infused with the power of his god, fought his way to a position of leadership within the notoriously fierce Horsemen of Vangal. Over time, he carved out an empire across the Plains of Lede, and his name struck fear into even the most powerful rulers' hearts.

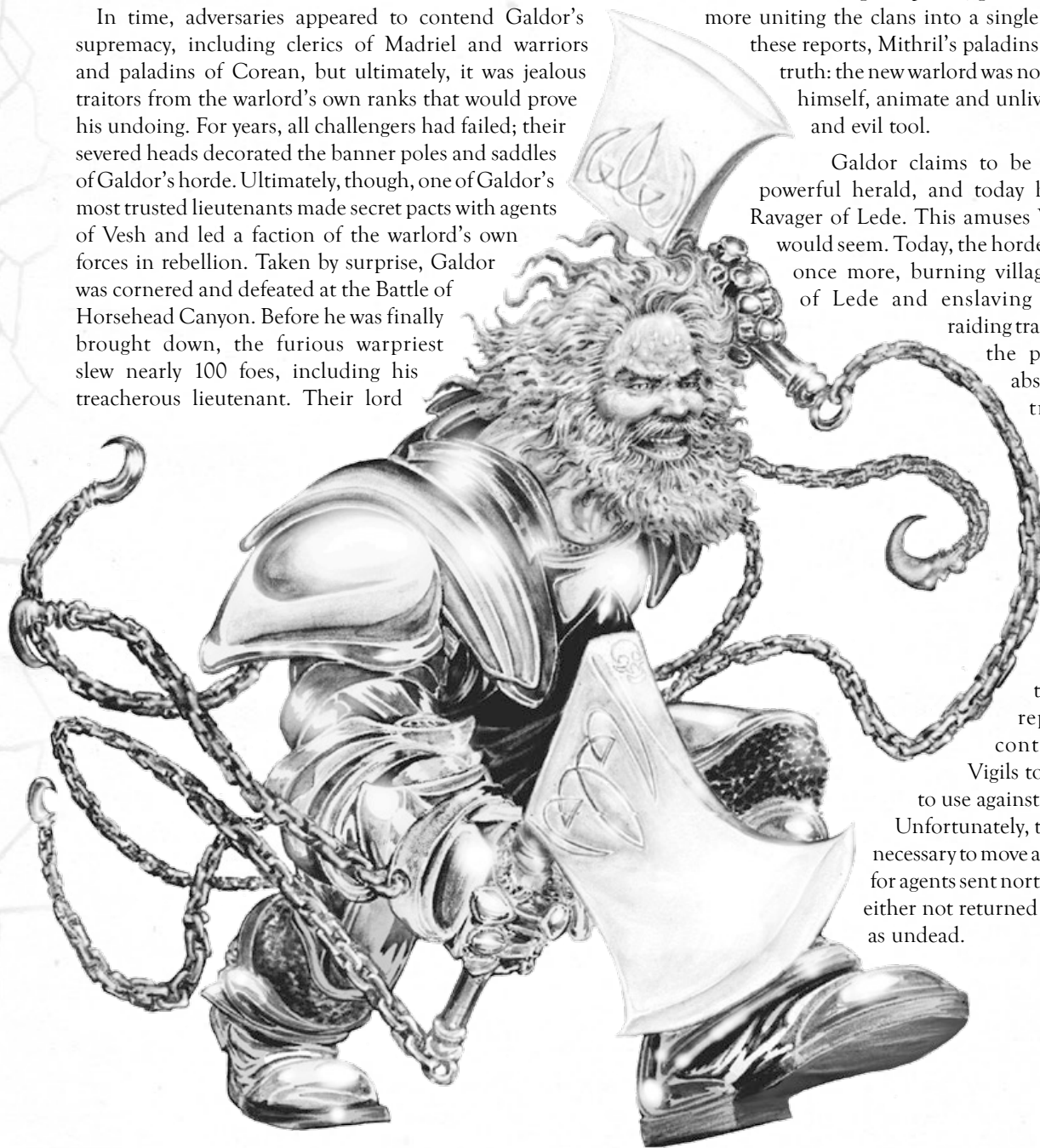
In time, adversaries appeared to contend Galdor's supremacy, including clerics of Madriel and warriors and paladins of Corean, but ultimately, it was jealous traitors from the warlord's own ranks that would prove his undoing. For years, all challengers had failed; their severed heads decorated the banner poles and saddles of Galdor's horde. Ultimately, though, one of Galdor's most trusted lieutenants made secret pacts with agents of Vesh and led a faction of the warlord's own forces in rebellion. Taken by surprise, Galdor was cornered and defeated at the Battle of Horsehead Canyon. Before he was finally brought down, the furious warpriest slew nearly 100 foes, including his treacherous lieutenant. Their lord

slain, the horde disintegrated, its members fleeing headlong into the plains.

And that would have been the end of the matter, had Vangal himself not intervened. No one knows precisely why Vangal brought Galdor back. The Ravager usually forgets his slain champions, nurturing new followers rather than resurrecting old ones, but not so with Galdor. Within a few years of the warlord's fall, travelers began reporting the appearance of a terrifying, undead warrior riding the plains, gathering recruits and once more uniting the clans into a single horde. Investigating these reports, Mithril's paladins discovered the awful truth: the new warlord was none other than Galdor himself, animate and unliving, Vangal's twisted and evil tool.

Galdor claims to be the Ravager's most powerful herald, and today he calls himself the Ravager of Lede. This amuses Vangal to no end, it would seem. Today, the horde grows and conquers once more, burning villages along the Plains of Lede and enslaving their populations, raiding trade caravans that cross the plains, battling and absorbing other human tribes and driving orc and proud clans south to harass Mithril and its allied settlements.

For their part, the paladins and priests of the Adamantine Church understand the threat Galdor represents and have contacted the Veshian Vigils to formulate a strategy to use against the undead warlord. Unfortunately, they lack information necessary to move against him effectively, for agents sent north to reconnoiter have either not returned or now serve Galdor as undead.



GALDOR

CR 17 / MR 3 (EC 15)

Male undead lord warpriest 16 / marshal 3

CE Medium undead (augmented humanoid, mythic)

XP 51,200 (based on EC)

Init +5^M; **Senses** blood scent, darkvision 60 ft., deathwatch; Perception +8

Aura aura of desecration

DEFENSE

AC 29, touch 15, flat-footed 29 (+10 armor, +4 deflection, +1 Dex, +4 natural)

hp 196 (16d8+124)

Fort +19, **Ref** +10, **Will** +21

Defensive Abilities channel resistance +4, sacred armor +4; **DR** 10/magic; **Immune** undead traits; **SR** 26

Mythic Defenses hard to kill

OFFENSE

Speed 20 ft.

Melee Executioner +25/+20/+15 (2d6+14/19-20/x4); or Executioner +23/+18/+13 (2d6+14/19-20/x4) and off-hand Gravedigger +23/+18/+13 (2d6+14/19-20/x4); or 4 armor hooks +18 (reach 10 ft.; 1d6+3)

Ranged Executioner +23 (2d6+14/x3); or Executioner +21 (2d6+14/x3) and off-hand Gravedigger +21 (2d6+14/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with armor hooks)

Special Attacks armor hooks +18 melee (reach 10 ft.; 1d6+3; opportunity attacks only), blessings 11/day, channel negative energy (DC 27, or DC 24 outside aura of desecration), create spawn (zombie), fervor 14/day (5d6), sacred weapon +4 (16 rds/day)

Mythic Attacks glorious charge, menacing presence, mythic power (13/day, surge +1d6)

Spell-Like Abilities (CL 16th; concentration +22)

1/day—darkness, fear (DC 20), summon zombies (24 HD total, none over 15 HD)

Blessing Abilities battle companion (summon monster IV, fiendish animal or outsider), destructive attacks +8, heart of carnage, unholy strike

Warpriest Spells Prepared (CL 16th; concentration +22)

6th—mass bull's strength, symbol of fear (DC 24)

5th—curse of magic negation (DC 23), major curse (DC 23), greater forbid action (DC 23), slay living (DC 23)

4th—control summoned creature (DC 22), dismissal (DC 22), plague carrier, spell immunity, symbol of slowing (DC 22)

3rd—animate dead, blood scent, contagion (DC 21), deadly juggernaut, dispel magic, vision of hell (DC 21)

2nd—communal protection from good/law, death knell (DC 20), desecrate, eagle's splendor, effortless armor, instrument of agony (DC 20), owl's wisdom

1st—bane (DC 19), comprehend languages, deathwatch, entropic shield, protection from good/law, restore corpse, shield of faith

0 (at will)—bleed (DC 18), detect magic, guidance, read magic, spark

Deity Vangal; **Blessings** Destruction, Evil

TACTICS

Base Statistics Without blood scent, deathwatch, mass bull's strength, owl's wisdom, and shield of faith active, Galdor's stats are as follows: AC 25, touch 11, flat-footed 24 (+10 armor, +1 Dex, +4 natural); Will +19; Str 25, Wis 23; CMB +19 (+21 sunder); CMD 31 (33 vs. sunder); Melee Executioner +23/+18/+13 (2d6+12/19-20/x4); or Executioner +21/+16/+11 (2d6+12/19-20/x4), off-hand Gravedigger +21/+16/+11 (2d6+12/19-20/x4); or 4 armor hooks +18 (reach 10 ft.; 1d6+3); Ranged Executioner +23 (2d6+12/x3); or Executioner +21 (2d6+12/x3), off-hand Gravedigger +21 (2d6+12/x3); Skills Climb +12, Profession (soldier) +17, Sense Motive +20

STATISTICS

Str 29, **Dex** 15, **Con** —, **Int** 14, **Wis** 27, **Cha** 22

Base Atk +12; **CMB** +21 (+23 sunder); **CMD** 37 (39 vs. sunder)

Feats Channel Smite^B, Command Undead^B, Cleave, Cleaving Finish, Combat Expertise^B, Improved Sunder, Leadership, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge^B, Trample, Weapon Focus (handaxe)^B, Weapon Specialization (handaxe)^B

Skills Climb +14, Craft (armor, weapons) +10, Handle Animal +12, Intimidate +22, Knowledge (geography) +4, Knowledge (religion) +9, Profession (soldier) +19, Ride +16, Sense Motive +22, Spellcraft +10

Languages Abyssal, Orcish, Titan Speech, Veshian; telepathy 100 ft. (undead only)

SQ aura of chaos and evil, spontaneous casting (inflict wounds)

MQ amazing initiative, legendary item (Galdor's token of Vangal), marshal's order (decisive strike), recuperation

Combat Gear pouch of ashen powder[†] (5 uses), 2 Kadum's pearls (strife)*, plus an assortment of potions and scrolls as needed; **Other Gear** Galdor's serpent mail[†], fists of Vangal[†], cloak of resistance +3, Galdor's token of Vangal[†], traveler's outfit, plus other items as needed

Roleplaying Notes

Galdor is massive, towering over six and a half feet tall, and built like a great bear. Gore mats his long hair, and a thick black beard covers his face. He wears his characteristic black serpent armor and rides a mighty steed, Bruticus — an undead warhorse that is terrifying to behold. Galdor's eyes betray his unnatural

existence: hard and brutal, rimmed with grime and filth, and glowing a sickly yellow. Though brutish in appearance, Galdor nonetheless exudes a powerful and commanding presence, such that the warriors under his command would gladly die for him even were they not compelled to do so.

Galdor enjoys inspiring terror and slaughtering innocents; he dedicates every victim to Vangal. Like his god, he is fierce and

BRUTICUS (GALDOR'S MOUNT)*Male juju zombie warhorse**NE Large undead***Init** +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +16**Aura** frightful presence (60 ft., DC 17)**DEFENSE****AC** 27, touch 13, flat-footed 20 (+9 armor, +4 Dex, +5 natural, -1 size)**hp** 68 (8d8+32)**Fort** +13, **Ref** +15, **Will** +10**Defensive Abilities** channel resistance +4; **Resist** fire 10; **DR** 5/good and slashing**Immune** cold, electricity, *magic missile*, undead traits**OFFENSE****Speed** 50 ft.**Melee** bite +12 (1d4+7), 2 hooves +12 (1d6+7)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** smite good 1/day**STATISTICS****Str** 24, **Dex** 20, **Con** , **Int** 2, **Wis** 17, **Cha** 16**Base Atk** +6; **CMB** +14; **CMD** 33 (36 vs. trip)**Feats** Endurance, Improved Initiative^B, Run^B, Scent of Fear, Skill Focus (Acrobatics, Perception), Toughness^B**Skills** Acrobatics +18 (+26 jumping), Perception +16**Languages** –**Gear** +3 *chain barding*, *harness of resistance* +5, *horseshoes of a zephyr*

merciless, taking joy in the destruction he causes. His vanity and pride are limitless, even though he is an unliving thing, presumably created and kept afoot on Ghelspad by the will of Vangal alone.

Combat

Galdor attacks with all the ferocity one might expect from Vangal's devoted follower. He delights in thundering across the battlefield mounted on Bruticus, striking with his bloody axes at any opponents within reach. He prefers to target spellcasters, and he delights in hurling his axes through their defenses, laughing ferociously if he manages to fell one with a single blow.

When he encounters what he considers a worthy opponent, Galdor may dismount and face his foe in one-on-one combat. Otherwise, he makes great use of both his henchmen and his undead legions, using the living troops to wreak havoc on civilian targets while his undead minions serve as shock troops.

Galdor typically uses his sacred armor ability to add *energy resistance* to his armor as needed, thus negating any energy damage his opponent(s) are dealing. He uses his sacred weapon feature to add the *anarchic* or *unholy* abilities to his axes, whichever seems most beneficial at the moment. If an enemy spellcaster uses a spell of 4th level or lower to harm him more than once, or just once but for a great deal of damage, Galdor casts *spell immunity* to prevent that spell from hurting him anymore.

Geleeda the Fair, Queen of Calastia

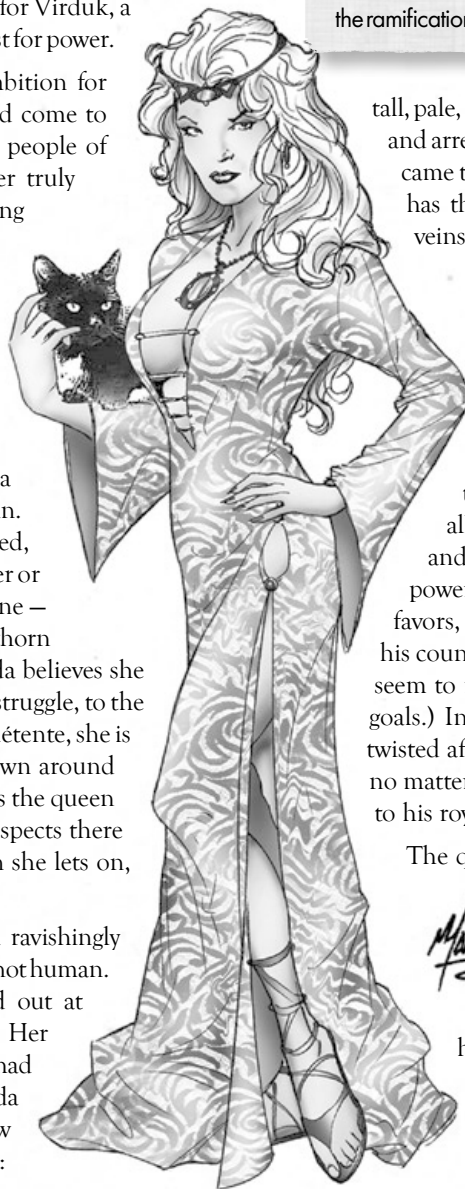
In all of Calastia, there is only one person who can match wits, wickedness, and sheer political brilliance with King Virduk the Black Dragon: Geleeda the Fair, Queen of Calastia, a power in her own right. Geleeda began as a humble traveling dancer, moving about with a troupe of entertainers and thrilling audiences with her singing and exotic dancing. She attained a network of contacts in the form of lovers, using her sorcerous powers discreetly to influence audiences and pawns to do her bidding.

Finally, word of this outstandingly desirable woman reached King Virduk of Calastia; he was intrigued by rumors of this young woman, who had grown wealthy and powerful seducing others. The king had recently interred his latest wife in the family crypt (amidst the usual unsettling rumors as to the cause of her death), and he decided to seek out Geleeda as a distraction. It was lust at first sight for both of them: for Virduk, a physical lust only, but for Geleeda, a lust for power.

In time, Virduk saw Geleeda's ambition for what it was, yet he found that he had come to love her regardless (inasmuch as two people of such raw, naked ambition could ever truly love). They are kindred spirits, seeking power and glory above all else, and the king eventually raised her up from preferred concubine to the exalted position of queen.

This move angered the nobility, and they're still angry about it to this day. Yet Geleeda has outmaneuvered them time and again, proving herself a consummate manipulator and politician. She has seduced, cuckolded, blackmailed, or browbeaten all who have stood in her or her husband's way thus far, save for one — Anteas. The Grand Vizier is a constant thorn in the queen's side, and while Geleeda believes she currently has the upper hand in their struggle, to the point where perhaps they might seek détente, she is not naïve enough to let her guard down around the crafty old wizard. The vizier knows the queen is a sorceress of some skill, and he suspects there is something more to the queen than she lets on, but he has no idea how right he is.

Despite all appearances of being a ravishingly beautiful Albadian woman, Geleeda is not human. She is in fact a changeling, changed out at birth by a hag in service to Mormo. Her adoptive mother Lilia did not know she had bargained with a hag. The young Geleeda was the very image of health and grew to womanhood with frightening speed:



The Triangle of Power

Geleeda, Virduk, and Anteas are three of the most powerful and influential people in Calastia, and on Ghelspad as a whole. Each of them is worthy of mythic ascension — Anteas through the Crucible of Mesos, Geleeda through Mormo's blood or via whatever mystical site exists deep in Geleeda's Woods, and Virduk through either Chardun or his secret *slarecian muse* (see Virduk's entry later in this book) — yet none of them has yet ascended. The moment one of them crosses that threshold, the other two will have to as well, or else the delicate balance of power that exists between them will be broken, and who knows what might happen then?

It is plausible for a destabilizing mythic ascension to occur in Calastia sometime in or soon after the current year, 150 AV, and the ramifications of that ascension would be felt across the continent.

tall, pale, and stunningly beautiful, with lustrous golden hair and arresting emerald eyes. After her mother died, the hag came to Geleeda in a dream and explained that Geleeda has the blood of the Serpent Mother Mormo in her veins, and that all her powers came from the fallen titan.

Roleplaying Notes

Geleeda is crafty, cunning politician. While her sorcery is frighteningly strong, it is her ability to use magic as a tool, without relying on it as a crutch, that sets her apart from so many other spellcasters and power-seekers. She plays the political game and she plays it well, cultivating allies and agents in Calastia and beyond, both divine and titanspawn. The queen offers money, influence, power, magic, sex, and more in exchange for loyalty and favors, and the king knows most of her activities through his countless spies and toadies. (For his part, he does not seem to mind, as most of her dalliances also further his goals.) In fact, the two monarchs do, genuinely, have a twisted affection for one another, and Virduk knows that no matter what new, young lover Geleeda might take, it is to his royal bed she will eventually return.

The queen plans to use her wedding gift — Geleeda's Woods, which King Virduk bestowed upon her — to serve as a hidden base for her Mormo-worshipping activities. There, in the heart of that black wood, she knows of a place of power that she hopes will someday help her ascend beyond mortal powers, to become a mythic thing like the titans of yore. While frustrated by Anteas' suspicions, Geleeda dare not act openly against him, and

GELEEDA**CR 17 (EC 16)**

Female changeling sorcerer 18

LE Medium humanoid (changeling)

XP 76,800 (based on EC)**Init** +2; **Senses** darkvision 60 ft., see *invisibility*; Perception +2**DEFENSE****AC** 21, touch 14, flat-footed 17 (+4 armor, +2 Dex, +2 dodge, +3 natural)**hp** 153 (18d6+90)**Fort** +14, **Ref** +13, **Will** +17; +4 vs. poison**Defensive Abilities** displacement (50% miss); **DR** 10/adamantine**OFFENSE****Speed** 60 ft.**Melee** +1 cold iron dagger +11/+11/+6 (1d4+1/19-20); or 2 bites +10 (1d4 plus poison)**Special Attacks** serpent's fang (9 rds/day; magic)**Spell-Like Abilities** (CL 18th; concentration +24)**1/day**—dancing lights, detect magic, disguise self, pass without trace**Bloodline Spell-Like Abilities** (CL 18th; concentration +24)**1/day**—den of vipers**Sorcerer Spells Known** (CL 18th; concentration +24)**9th** (3/day)—overwhelming presence (DC 26)**8th** (5/day)—greater planar binding, irresistible dance^B (DC 25), maze**7th** (6/day)—mass hold person (DC 24), resonating word (DC 23), limited wish, summon monster VII^B (reptiles only), waves of ecstasy**6th** (7/day)—disintegrate (DC 22), mass suggestion^B (DC 23), mislead (DC 22), scrying feedback* (DC 22)**5th** (7/day)—dominate person (DC 22), hold monster^B (DC 22), lightning arc (DC 21), smug narcissism (DC 22), wall of force**4th** (7/day)—control summoned creature (DC 21), mass daze (DC 21), nixie's lure (DC 21), poison (DC 20), stonkskin**3rd** (7/day)—dispel magic, displacement, haste, rend the sovereign soul* (DC 20), summon monster III (reptiles only)**2nd** (8/day)—alter self, delay poison, detect thoughts (DC 18), see *invisibility*, silk to steel, unnatural lust**1st** (8/day)—burning hands (DC 17), charm person (DC 18), identify, magic missile, hypnotism (DC 18), touch of gracelessness (DC 17)**0** (at will)—acid splash, daze (DC 17), detect poison, instant wardrobe*, mage hand, mending, prestidigitation, read magic, touch of fatigue (DC 16)**B** bloodline spell; **Bloodline** Serpentine; **Bloodline Arcana** Geleeda's mind-affecting or language-dependent spells affect animals, magical beasts, and monstrous humanoids as if they were humanoids who understood her language**TACTICS****Base Statistics** Without displacement, haste, see *invisibility*, and stonkskin active, Queen Geleeda's stats are as follows: Senses darkvision 60 ft.; AC 20, touch 13, flat-footed 17 (+4 armor, +2 Dex, +1 dodge, +3 natural); Ref +12; Speed 30 ft.; Melee +1 cold iron dagger +10/+5 (1d4+1/19-20); or bite [serpent's fang] +9 (1d4 plus poison); CMB +9; CMD 22**STATISTICS****Str** 10, **Dex** 15, **Con** 18, **Int** 15, **Wis** 14, **Cha** 22**Base Atk** +9; **CMB** +10; **CMD** 23**Feats** Combat Casting^B, Cosmopolitan (Knowledge: nobility & royalty, Sense Motive), Deceitful^B, Dodge, Eschew Materials^B, Expanded Arcana, Greater Spell Penetration, Parry Spell, Persuasive, Spell Penetration, Toughness, Voice of the Sibyl**Skills** Bluff +30, Diplomacy +34, Escape Artist +8, Knowledge (nobility) +18, Perform (dance) +17, Sense Motive +15, Spellcraft +23; **Racial Modifiers** +2 Bluff against creatures that may be sexually attracted to her**Languages** Albadian, Calastian, Ledean, Titan Speech; speak with animals (reptilian only)**SQ** changeling traits (hag magic), green widow, serpentfriend, snakeskin**Combat Gear** Queen Geleeda's crown (acts as helm of brilliance); **Other Gear** +1 cold iron dagger, amulet of resistance +4, belt of mighty constitution +6, bracers of armor +4, 3 diamonds (1,500 gp each; for limited wish), plus various royal outfits (always rather revealing) and expensive pieces of jewelry**SPECIAL ABILITIES****Poison (Ex)** Serpent's fang (bite)—injury; save Fort DC 23; frequency 1/round for 6 rounds; effect 1d4 Con; cure 2 saves

she is not the sort to be overwhelmed by hatred or revenge. The Grand Vizier is an obstacle, plain and simple, and if all goes according to plan, she will remove him carefully when the time is right, by whatever means is most likely to preserve her power.

Combat

Geleeda is never alone. At any time, a dozen or so battle-hardened Calastian soldiers can spring to her defense. She finds violence and slaughter distasteful and vulgar (but poison and murder she is quite fine with). She considers a carefully executed murder to be the only form of violence worth engaging in.

If severely threatened, Geleeda can call upon her hag allies that now hide within Geleeda's Woods. She is likely to start off with powerful charms and *dominate* spells against targets she believes she can control and use against others in a fight. She quickly eliminates other casters by means of her most powerful attack spells.

While she does love Virduk, Geleeda is willing to sacrifice anything and anyone, including the king himself, if it becomes necessary. (However, anyone who could force her hand into sacrificing Virduk will have made an enemy for life.)

Gothrin, the Sea Dragon

The Blood Sea is the most perilous ocean on all of Scarn, and only a brave (or foolhardy) few make their homes there. Among these stalwart mariners is the corsair known as Gothrin the Sea Dragon, a tough and resourceful sailor who has dedicated his life to freeing the Blood Sea of both pirates and titanspawn. Yet while he and his crew aboard the *Adventuress* defend honest seafarers against pirates and monsters alike, they are not averse to profiting from their endeavors.

Gothrin's early life is too painful for him to relate. The son of a merchant, he and his family were captured by the infamous pirate Mad Jakarta, a fierce captain with close ties to Queen Ran and the Toe Island Pirates. Forced to serve aboard one of Jakarta's galleys, Gothrin watched his father die beneath the lash; elsewhere, pirate crews tormented and horribly abused his mother and sister. For years thereafter, he labored in silence, nursing his desire for vengeance.

When a fleet of ships from Mithril attacked his pirate convoy, Gothrin broke his chains and fought his way on deck, strangling Jakarta with his bare hands and singlehandedly killing a dozen of the pirate king's crew. Liberated by the Mithrilites and given a share of the bounty that merchants had posted for Jakarta, Gothrin bought his own ship and embarked on his mission of vengeance.

He speaks of these events only to his closest friends. To the world at large, he is a heroic, larger-than-life mariner, sailing the seas in search of adventure, battling evil and defending the victims of titanspawn and piratical violence. While this reputation was honestly earned, there is a sorrow deep in the jolly corsair's heart that even the most rousing adventures and ferocious battles cannot cure.

Roleplaying Notes

Gothrin himself is handsome in a rugged and weathered fashion. His features have an almost bestial cast to them, causing some observers to suspect that orcish blood might flow in his veins. He seems at first an embodiment of the jolly pirate archetype: the hearty rogue, a good-hearted rascal, heroic adventurer. He loves to play up this persona, even though it is to some extent affected. He welcomes fellow adventurers, promising them a world of excitement, always planning a new quest or mission against pirates or titanspawn. Every day with Gothrin is a new adventure, to the extent that some might actually get tired of all the action.

If asked why he has chosen the life of a sea rover, Gothrin glibly cites his love of adventure, his natural hatred of the titanspawn scourge, and his desire to defend the weak and the



BRYAN
SYME

GOTHRIN**CR 11 (EC 9)***Male human fighter (corsair) 12**CG Medium humanoid (human)***XP** 6,400 (based on EC)**Init** +8; **Senses** Perception +10**DEFENSE****AC** 24, touch 13, flat-footed 21 (+8 armor, +2 Dex, +1 dodge, +3 natural)**hp** 114 (12d10+48)**Fort** +10, **Ref** +6, **Will** +6; +3 vs. fear**OFFENSE****Speed** 30 ft.**Melee** +3 *cutlass* +19/+14/+9 (1d6+10/15-20) and +2 *dagger* +18 (1d4+7/19-20)**Ranged** mwk light crossbow +15 (1d8/19-20)**STATISTICS****Str** 17, **Dex** 15, **Con** 15, **Int** 15, **Wis** 11, **Cha** 16**Base Atk** +12; **CMB** +15; **CMD** 28**Feats** Bleeding Critical, Cleave^B, Critical Focus, Dodge^B, Great Cleave^B, Improved Critical (cutlass), Improved Initiative^B, Iron Will, Mobility^B, Quick Draw, Toughness^B, Two-Weapon Fighting, Two-Weapon Defense^B, Weapon Focus (cutlass)^B, Weapon Specialization (cutlass)^B**Traits** reactionary, reckless**Skills** Acrobatics +16, Climb +18, Intimidate +14, Perception +10, Profession (sailor) +15, Swim +12**Languages** Calastian, Ledean, Veshian**SQ** armored pirate, bravery +3, improved deck fighting, weapon training (pirate weapons) +2**Combat Gear** 20 bolts, 3 *potions of cure serious wounds*; **Other Gear** +3 *mithral breastplate*, +3 *cutlass*, +2 *dagger*, mwk light crossbow, *amulet of natural armor* +3, fine silk clothes, high leather boots, sailing vessel *Adventuress*

helpless. He is disarmingly friendly and companionable, but the observant might notice that he is not being entirely honest (DC 30 Sense Motive) — in truth, his deepest motivation is vengeance for the deaths of his parents when he was a boy.

Gothrin's ship, the *Adventuress*, is a sturdy vessel armed with four heavy ballistae and a single, massive harpoon-thrower and cable winch, used for attacking huge oceanic titanspawn. Devil-may-care adventurers and rapsallions of every race and description, including a few orcs and even a slitherin named Kreesa, comprise his crew. The crew affect the same joyful roguishness as their captain, but many have their own secrets that keep them at sea and away from the civilized world.

Combat

While he favors swashbuckling flourishes, clever banter, and fancyswordsmanship, Gothrin is a smart, deadly opponent. He is usually armed with a light crossbow, which he shoots into enemy ranks before engaging in melee. He favors his cutlass, which he calls Boehric's Revenge, for close-quarter fighting. (Further research or successful prying reveals that "Boehric" was Gothrin's father and might help interested players to piece together his true story.) Unsurprisingly, Gothrin swings from the rigging as much as possible and usually does so while exhorting his crew to fight. Most of his crew members are equally reckless, so no one seems to mind.

The *Adventuress'* crew also includes several spellcasters (level 2-5), but most are multiclassed fighter or rogue types who prefer close fighting to standing back and lobbing arrows or spells. They favor touch-based magic and spells that enhance their own defensive or combat abilities. Gothrin and his crew are ferocious opponents, and very few pirates who know of them engage them willingly.

Grakis, Chief of the Web of Green

Grakis "One-Eye" is a particularly nasty spider-eye goblin raider who lives deep in the forest known as Geleeda's Grove. Grakis has lost the sight in most of his eight eyes throughout his sordid life: his first was the result of attempting to steal eggs from a scythe falcon's nest. His second was damaged irreparably when his siblings tried to roast him on a spit during a famine. His third he lost while training his first wolf spider. The fourth was damaged in a cave he was exploring in the Kelder mountains (and he will speak no more of that one). Five and six were taken or damaged in duels to seize leadership of what is now his spider-eye goblin raiding party, the Web of Green. The loss of his seventh eye he is particularly proud of, for he was happily munching on the egg sac of a spider-eye matriarch with whom he had claimed paramour status; needless to say, she quickly terminated the relationship (and tried to terminate him), but she managed only to collect one of his eyes.

Grakis' journey has left a wide variety of people — from ironbred tribes in the Festering Fields to humans as far away as Corean's Cleft — wanting to claim his last eye, and his life. However, Grakis is smart enough to know when to move on. He's been a thorn in the sides of trading caravans throughout eastern Ghelspad (though careful never to annoy the big players, like House Asuras); his band of marauders extorts small towns who can't afford an audience with King Virduk, and they have even embarrassed the Black Dragon's soldiers a few times.

Roleplaying Notes

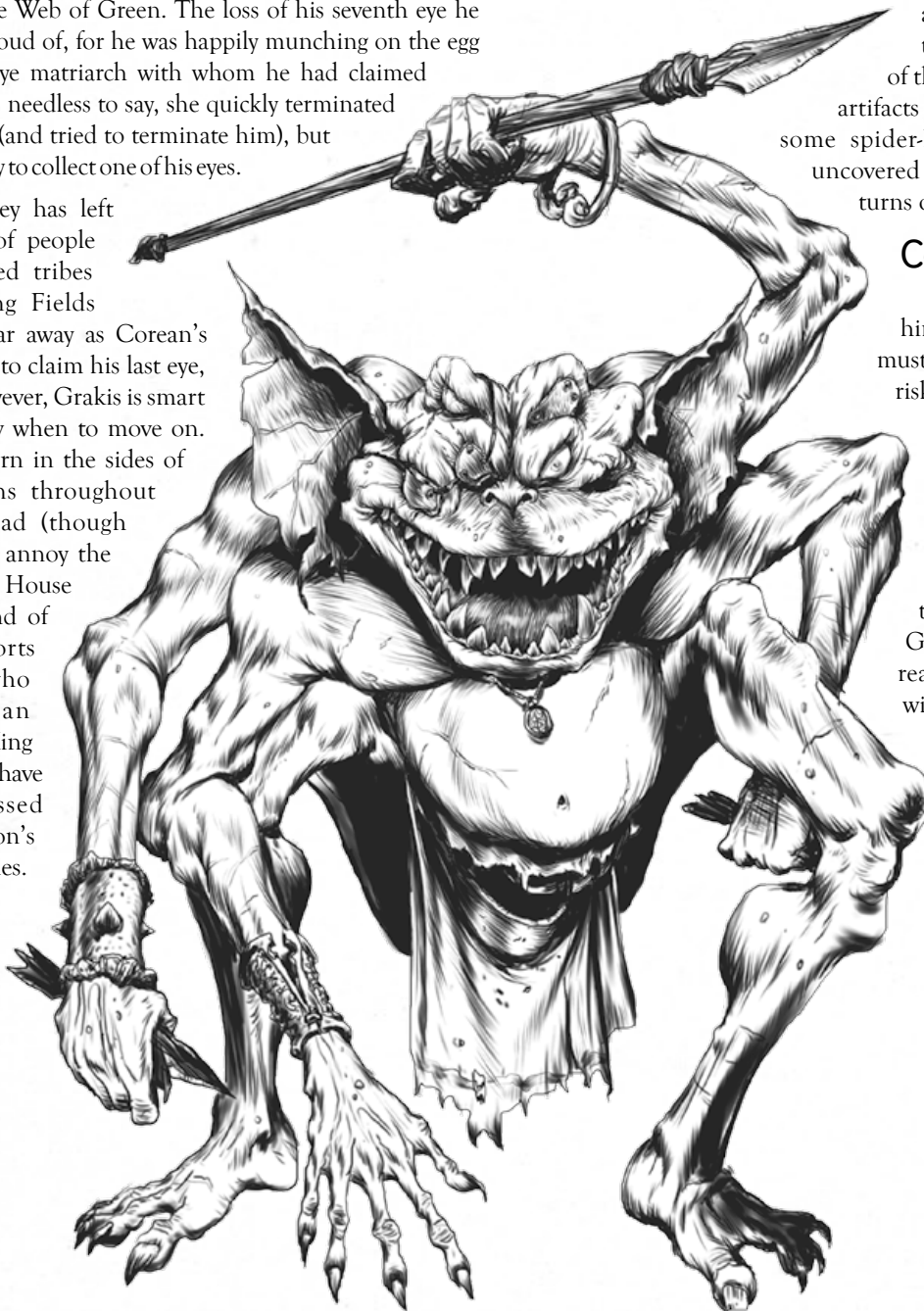
Grakis' cunning brought him to the top of his tribe. He is calculating, but also supremely arrogant, and he believes that it is his destiny to ascend and become ruler of all the goblinoids and arachnids in southern Ghelspad, if only "Virduk the Ape" was not in the way. While not foolish enough to act where he knows he cannot win, Grakis is also searching for allies he can use in his continued rise to power.

Currently, Grakis seeks to court the favor of a priestess of Sethris somewhere in Calastia, and he is hoping that the rumors he has heard of the lesser titan Spiragos' artifacts (which seem to bear some spider-like markings) being uncovered somewhere out west turns out to be true.

Combat

For Grakis to risk himself personally, there must be a prize worth the risk. He usually leads only large raiding parties of 50 or more spider-eye goblins, and he and his goblins are fond of hit-and-run tactics. When leading these raiding parties, Grakis leads from the rear and pelts enemies with his darts and javelins.

Only when an enemy seems sufficiently wounded might he swoop in for the kill.



GRAKIS**CR 10 (EC 7)***Male spider-eye goblin ranger (trapper) 10**NE Small monstrous humanoid (goblinoid, titanspawn)***XP** 3,200 (based on EC)**Init** +4; **Senses** darkvision 60 ft.; Perception +17 (+21 to hear noise, +22 to find traps)**DEFENSE****AC** 21, touch 17, flat-footed 15 (+2 armor, +4 Dex, +2 dodge, +2 natural, +1 size)**hp** 83 (11d10+22)**Fort** +8, **Ref** +13, **Will** +10; +3 vs. poison**Defensive Abilities** evasion**OFFENSE****Speed** 30 ft., climb 20 ft.**Melee** 4 claws +18 (1d3+3), bite +18 (1d4+3 plus poison)**Ranged** javelin +15 (1d4+1) or darts +15/+10/+5 (1d3+1)**Special Attacks** favored enemies (human +6, goblin +4, animal +2), launch trap, trap 8/day (DC 19; alarm, poison, snare, swarm)**STATISTICS****Str** 12, **Dex** 19, **Con** 13, **Int** 13, **Wis** 16, **Cha** 8**Base Atk** +11; **CMB** +11; **CMD** 27**Feats** Ability Focus (poison), Advanced Ranger Trap, Dodge, Endurance^B, Improved Natural Attack (bite), Iron Will, Precise Shot^B, Quick Draw^B, Shot on the Run^B, Weapon Finesse**Traits** natural climber**Skills** Acrobatics +14 (+16 in trees), Climb +17 (+19 in trees), Craft (weapons) +7, Disable Device +14, Handle Animal +7, Intimidate +8, Knowledge (nature) +5, Perception +17 (+21 to hear noise, +22 find traps), Ride +14, Stealth +24, Survival +17 (+22 tracking, +23 tracking goblins)**Languages** Calastian, Goblin, Titan Speech**SQ** combat style (thrown), favored terrain (forest +4, mountain +2), hunter's bond (giant wolf spider), scarred veteran, swift tracker, track +5, trapfinding +5, wild empathy (arachnids and spider-like creatures only), woodland stride**Combat Gear** 60 darts, 18 javelins; **Other Gear** +1 poison-resistant leather armor, huntsman amulet of mighty fists +2, vambraces of defense, efficient quiver, trapbuilder's kit**SPECIAL ABILITIES****Poison (Ex)** Bite—injury; save Fort DC 13; frequency 1/round for 4 rounds; effect 1d2 Dex; cure 1 save.**Scarred Veteran (Ex)** Grakis has lost most of his eight eyes. As a result, he does not receive the usual spider-eye goblin trait of all-round vision, and he loses the standard +4 racial bonus to Perception. However, his sense of hearing has sharpened as a result so that he receives a +4 bonus to Perception checks based on sound.**KIRUJ [GRAKIS' COMPANION]***Male giant wolf-spider**N Medium vermin***Init** +8; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +13**DEFENSE****AC** 22, touch 15, flat-footed 17 (+4 Dex, +1 dodge, +7 natural)**hp** 50 (9d8+9)**Fort** +7, **Ref** +10, **Will** +3; +4 vs. enchantments**Defensive Abilities** devotion, evasion**OFFENSE****Speed** 30 ft., climb 30 ft.**Melee** bite +10 (1d6+3 plus poison)**STATISTICS****Str** 14, **Dex** 18, **Con** 12, **Int** 2, **Wis** 10, **Cha** 2**Base Atk** +6; **CMB** +8; **CMD** 23 (+35 vs. trip)**Feats** Ability Focus (poison), Dodge, Improved Initiative, Skill Focus (Stealth), Weapon Finesse**Skills** Acrobatics +16 (+32 jumping), Climb +22, Perception +13, Stealth +15 (+19 while stationary)**Languages** —**SQ** bonus tricks (4), link, multiattack, share spells**SPECIAL ABILITIES****Poison (Ex)** Bite—injury; save Fort DC 17; frequency 1/round for 4 rounds; effect 1 Str; cure 1 save.

Hassek Ruukbrood, Bounty Hunter

Neither Redeemed nor Unredeemed, the shadowy hunter known as Hassek Ruukbrood is a name feared and hated across Vesh and much of eastern Ghelspad. He is conspicuously not mentioned in polite circles in the Calastian hegemony: Over the past few years, Archduke Traviak has paid Hassek a princely sum to keep Lageni free of Veshian agents. Hassek has become quite skilled at sniffing out and hunting vigilants who believe they are operating deep under cover. Ruukbrood's pictures adorn the walls of the Metyrian Vigil and the Semanye Vigils (the two vigiliant chapterhouses whose territory most often intrudes on Lageni). Hassek even wears a *medallion of the Veshian Vigils* as an open challenge to the vigilants.

Hassek took the name "Ruukbrood" for himself because he believes the blood of Hrinruuk the Hunter flows in his veins — and perhaps it does, for some of his exploits truly are beyond the ken of most mortals. He is willing to track anyone or anything down, for the right price.

Roleplaying Notes

Hassek reveres neither god nor titan (except Hrinruuk, whom he admires but can't be said to truly worship), believing the squabbling of such powers to be beyond his concern. He cares only for the hunt. He bears little but contempt for his quarry or his employers, and he affects the veneer of civility only when he must. Hassek is an equal opportunity murderer, and employers risk him turning on them just as much as working for them if the ratman is somehow offended or even if he does not find the challenge worthwhile.

If Hassek encounters a foe who can truly challenge him,

then he savors the coming confrontation and sets up elaborate tricks, hazards, and death traps. He always takes great pride in unnerving his targets before dispatching them.

Combat

Hassek plans his combats well in advance, if possible, preferring cunning traps and snares. In a direct confrontation, he uses his bow and poisoned arrows to start with. He tries to keep out of close combat, except against ranged foes who outclass him; against such enemies, he seeks to extricate himself, or to close with *Karbrud's Fang* if he believes he can score a kill in a hand-to-hand fight.



HASSEK**CR 10 / MR 3**

Male slitherin hunter (feral hunter) 11 / trickster 3

CN Medium humanoid (slitherin, mythic)

XP 9,600**Init** +10^M; **Senses** darkvision 60 ft.; Perception +22^M**DEFENSE****AC** 25, touch 16, flat-footed 18 (+3 armor, +5 Dex, +1 dodge, +4 natural, +1 shield)**hp** 116 (11d8+67)**Fort** +12, **Ref** +16, **Will** +9; +5 vs. disease and poison**Defensive Abilities** freedom of movement**Mythic Defenses** deadly dodge, hard to kill, sniper's riposte**OFFENSE****Speed** 40 ft., climb 20 ft.**Melee** Karbrud's fang +18/+18/+13 (1d4+7/17-20/x3); mwk dagger +17/+12 (1d4+6/17-20); or snag net +15 ranged touch (entangled; trip +2)**Ranged** mwk composite shortbow [+1 arrows] +16/+11 (1d6+2/x3)**Special Attacks** cornered ferocity, summon pack**Mythic Attacks** fleet charge, mythic power (9/day, surge +1 d6)**Spell-Like Abilities** (CL 5th; medallion of the mosquito)**3/day**—comprehend languages**2/day**—cure serious wounds**Hunter Spells Known** (CL 11th; concentration +14)**4th** (2/day)—bow spirit, earth glide, ride the waves**3rd** (5/day)—cure moderate wounds, poison (DC 16), summon nature's ally III, thorny entanglement (DC 16)**2nd** (5/day)—barkskin, cat's grace, chameleon stride, eagle eye, snare**1st** (6/day)—abundant ammunition, alarm, feather step, resist energy, tireless pursuit, unseen cartographer***O** (at will)—create water, detect poison, guidance, mending, read magic, spark**TACTICS****Base Statistics** Without barkskin and cat's grace active, Hassek's stats are as follows: Init +8^M; AC 22, touch 16, flat-footed 15 (+3 armor, +5 Dex, +1 dodge, +1 natural, +1 shield); Ref +14; Melee Karbrud's fang +16/+16/+11 (1d4+7/17-20/x3); mwk dagger +15/+10 (1d4+6/17-20); or snag net +13 ranged touch (entangled, trip); Ranged mwk composite shortbow [+1 arrows] +14/+9 (1d6+2/x3); Dex 20; CMD 25**STATISTICS****Str** 13, **Dex** 24, **Con** 21, **Int** 11, **Wis** 16, **Cha** 12**Base Atk** +8; **CMB** +9; **CMD** 27**Feats** Alertness^M, Dodge, Exotic Weapon Proficiency (net), Improved Critical (dagger), Precise Shot^B, Weapon Finesse^M, Weapon Focus (dagger)**Traits** ambush training, friend in every town**Skills** Acrobatics +9 (+13 jumping), Climb +16, Craft (leather) +4, Diplomacy +11, Escape Artist +12, Handle Animal +5, Knowledge (geography, local) +5, Linguistics +2, Perception +22, Ride +8, Sense Motive +19, Spellcraft +9, Stealth +20, Survival +16 (+21 tracking), Swim +7; **Racial Modifiers** +4 Handle Animal to influence rodents**Languages** Calastian, Slitherin, Titan Speech, Veshian**SQ** feral focus 11 min/day (second focus), nature training, slitherin traits (cornered ferocity), swift tracker, track +5, wild empathy, wild shape 4/day (animal only; as beast shape III), woodland stride**MQ** amazing initiative, recuperation, vanishing move**Combat Gear** 20 +1 arrows, medallion of the Veshian Vigils (mosquito)*, potion of cure serious wounds; **Other Gear** mwk studded leather, light steel shield, Karbrud's fang¹, mwk dagger, snag net, mwk composite shortbow [+1], cloak of resistance +3, traveler's outfit, ranger's kit; **Tattoos** mark of mighty constitution +4 (belt slot)

Jerhard Landereaux, False Lover

Fifty years after the Divine War, in a world still reeling from that catastrophic conflict, the name “Jerhard Landereaux” was known far and wide. Jerhard was a peerless singer and performer who brought joy and hope to the lives of all who saw him. He sang of great heroes, told inspiring tales, and gave people the strength they needed to prevail in what felt like a dying world.

Beloved of Tanil the Bard, Jerhard began to let the fame and fortune get to his head. He grew proud, ever more arrogant, demanding increasingly large sums of money for his performances, even at charitable events put on at the temples of his own patron. He grew more inclined to use his transcendent gifts only for disaffected nobility and others who could pay his exorbitant fees. Then, in Shelzar, his greatest crime involved a priestess of Madriel.

There, in the fabled City of Sin, Jerhard agreed to entertain the temple’s visitors — the poor, the sick, and the underprivileged — saying that his performances would heal them and inspire them to great deeds. Yet his true motivation was his lust for High Priestess Iona. Jerhard first tried to extort her for the money taken in on his performances, and then he committed the ultimate sin against Tanil and Tanil’s daughter, Idra: He forced himself upon the virgin priestess. For that crime and for his incredible hubris, the two goddesses inflicted a terrible curse.

Today, the thing that was once Jerhard Landereaux moves from court to court for a year or two at a time. He is a shallow, empty shell, always

seeking a greater thrill in the hope that something might restore even a glimmer of life or passion. Yet nothing is ever enough, and eternity is a long, long time.

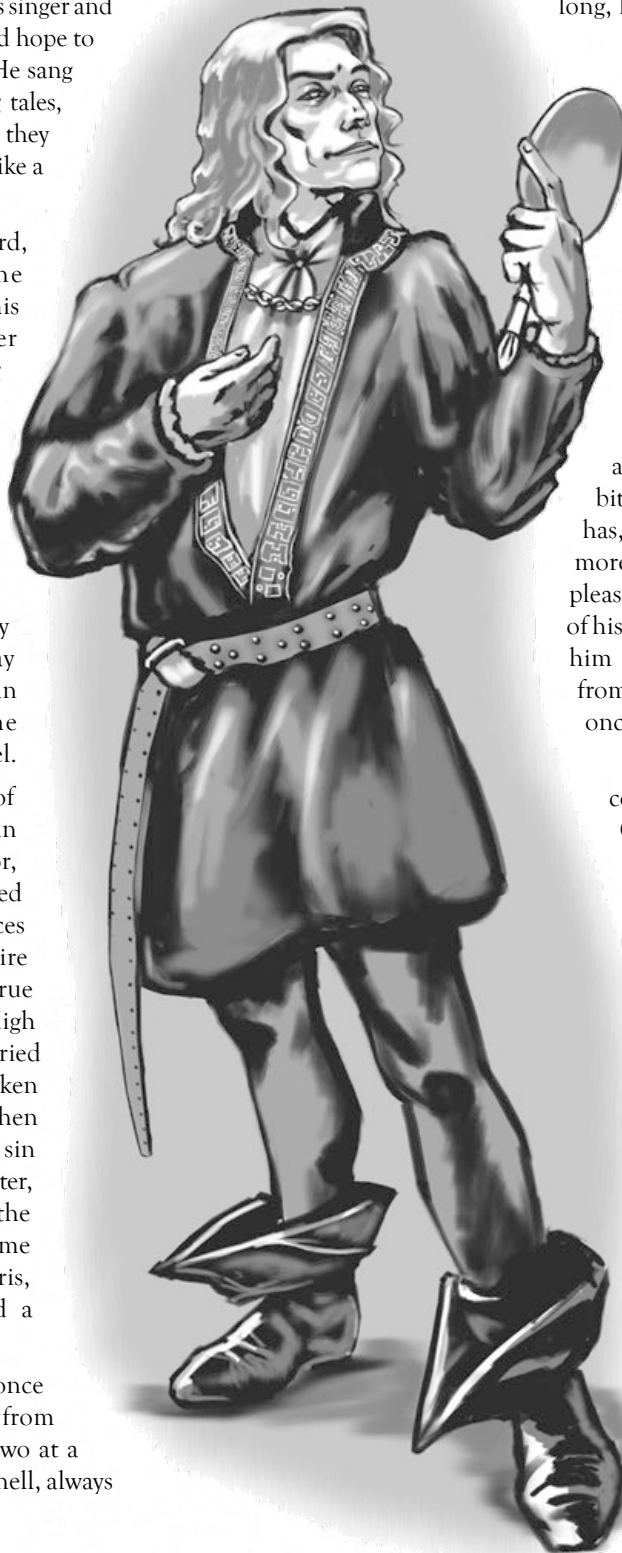
In every court he attends, Jerhard is careful to use a new guise and establish a new persona. He appears in a place, seduces the spouses of jealous nobles, and thus destroys homes, marriages, and entire social circles. Several jealous lovers have “slain” him, but Jerhard always returns, assumes a new identity, and moves on, only to appear on a new stage some years later.

Roleplaying Notes

Jerhard is incredibly cocky, yet his arrogance is a mask covering his deeply bitter and unhappy self. The former bard has, over the last century, grown increasingly more desperate to regain his ability to feel pleasure. He is blind to the reality that none of his activities are helping, but merely driving him ever further into despair and further from Tanil, Idra, and the priestess whom he once betrayed.

Jerhard currently resides in King Virduk’s court and believes he has seduced Queen Geleeda the Fair. Yet Jerhard does not realize just how much danger he is in, for neither Virduk nor Geleeda would betray one another over so paltry a thing as a bedmate: a tryst is one thing, but betrayal is quite another. Each is generally aware of the other’s dalliances, and both are fully aware of Jerhard’s activities and his true nature. Geleeda keeps the undead bard distracted with increasingly elaborate debaucheries while Virduk and Anteus have a small group of trusted wizards readying to bind the Expulsed to the king.

However, Jerhard is anything but a fool, and it is entirely possible that he sees the royal pair’s maneuverings perfectly clearly. If he sees their trap before it is sprung, he is likely to flee to an entirely new location



JERHARD**CR 11 / MR 5***Male Expulsed[†] bard 10**LE Medium undead (augmented humanoid, mythic)***XP** 12,800**Init** +4; **Senses** darkvision 60 ft.; Perception +22**DEFENSE****AC** 30, touch 15, flat-footed 25 (+6 armor, +4 Dex, +2 dodge, +8 natural)**hp** 185 (10d8+140)**Fort** +12, **Ref** +12, **Will** +9; +4 vs. bardic performance, sonic, and language-dependent**Defensive Abilities** displacement (50% miss), invulnerable; **Immune** undead traits**OFFENSE****Speed** 90 ft.**Melee** +1 rapier +13/+13/+8 (1d6+3/18-20)**Special Attacks** bardic performance (31 rds/day; countersong, dirge of doom, distraction, fascinate, inspire competence +3, inspire courage +2, inspire greatness, suggestion)**Mythic Attacks** mythic power (7/day, surge 1d8+1)**Bard Spells Known** (CL 10th; concentration +19)**4th** (3/day)—*deceitful veneer* (DC 23), *utter contempt* (DC 23)**3rd** (5/day)—*displacement*, *haste*, *malicious spite* (DC 22), *mind raid** (DC 22)**2nd** (6/day)—*anonymous interaction* (DC 21), *invisibility*, *rage*, *reckless infatuation* (DC 21), *unadulterated loathing* (DC 21)**1st** (8/day)—*charm person* (DC 20), *feather fall*, *hideous laughter* (DC 20), *identify*, *obscure object***0** (at will)—*daze* (DC 19), *detect magic*, *filch**, *instant wardrobe**, *mage hand*, *read magic***TACTICS****Base Statistics** Without *displacement* and *haste* active, Jerhard's stats are as follows: AC 29, touch 15, flat-footed 24 (+6 armor, +4 Dex, +1 dodge, +8 natural); Ref +11; Speed 60 ft.; Melee +1 rapier +12/+7 (1d6+3/18-20); CMB +10; CMD 25**STATISTICS****Str** 16, **Dex** 18, **Con** —, **Int** 18, **Wis** 14, **Cha** 28**Base Atk** +7; **CMB** +11; **CMD** 27**Feats** Deceitful^{B,M}, Dodge, Extra Mythic Power, Potent Surge^M, Prodigy (Perform: act, sing), Spellsong, Weapon Finesse**Skills** Acrobatics +17, Bluff +26, Diplomacy +24, Disguise +26, Escape Artist +16, Intimidate +17, Knowledge (arcana, geography, history, local, nobility, religion) +14, Perception +22, Perform (act, sing) +26, Perform (oratory) +24, Sense Motive +26, Stealth +25, Use Magic Device +21**Languages** Calastian, Elvish, Ledean, Shelzari, Zathisk**SQ** bardic knowledge +5, jack-of-all-trades, lore master 1/day, versatile performance (act, oratory, sing), well-versed**MQ** display of charisma, Expulsed legend (false lover), ghostly performance, sweet-sounding lies, unearthly glamour**Combat Gear** *dust of appearance* (3 uses), plus other potions, scrolls, and minor items as needed; **Other Gear** +2 *clothborn mail shirt*, +1 rapier, courtier's outfit, various pieces of jewelry (500 gp total), other gear as needed**SPECIAL ABILITIES****Invulnerable (Ex)** Until confronted by his rape of the priestess Iona on sacred ground dedicated to Tanil, Jerhard cannot be destroyed. If reduced to 0 hit points, or destroyed by some other effect, he vanishes from existence and returns the following night in the same spot, with all spells, abilities, and hit points restored. If that spot is now occupied, he reappears in the nearest unoccupied space.**Sweet-Sounding Lies (Su)** No matter what Jerhard says, no matter how bold a lie, it seems a sweet truth. His Bluff checks are always believable, never suffering penalties due to being unlikely, far-fetched, or outright impossible. Further, Jerhard may expend a use of mythic power as a swift action to add a profane bonus equal to twice his MR (+10) to any Bluff check.**Unearthly Glamour (Sp)** So great is Jerhard's beauty and magnetism that even the hardest of hearts can be seduced into his service. As a standard action, Jerhard expends a use of mythic power to assail targets with the full force of his personal magnetism, functioning as *mass suggestion* (DC 24, CL 10th).

and begin his plotting and scheming anew. What remains to be seen is whether or not Geleeda and Virduk's trap might prove to be exactly what Jerhard desires: that someone knows his true nature and might even have the means to destroy him, breaking his curse, and thus introducing a very real gamble that he might be willing to take.

Combat

Jerhard is a lover, not a fighter. He usually has a cadre of enthralled victims (almost always former lovers) who hurl themselves into harm's way to defend him. As such, Jerhard should almost never be fought alone, but with several NPCs (of whatever levels make an appropriate challenge for the PCs).

If cornered, however, Jerhard can fight capably — unless he feels that letting someone "kill" him would be more helpful (or more entertaining).

Jervis, the Living Truce

Today, one of the foremost oracles of the Order of the Seal (see Appendix C: New Archetypes) is Jervis, called the Living Truce. Bearing a mark from each of the Eight Victors on his body, Jervis is an embodiment of the Divine Truce among the gods. He has undertaken quests for all of the gods at some point, and he holds no one god as his patron or matron, nor does he consider any one nation to be his home. An itinerant hermit, Jervis has traveled all over Ghelspad, and even, he claims, to other continents.

The story of Jervis' early rise, like much of his storied career, is one of miracles. He was born in the northern Kelder Mountains, an orphan in a small, isolated village. Like most of his fellows, Jervis was a worshiper of Denev, and he was being groomed as an acolyte to the village healer and holy man. The people of his village knew little of politics or great events across the rest of Ghelspad since the Divine War, being quite remote and independent.

One fateful day when Jervis was barely 18 years old, a badly wounded goblinoid stumbled into the village. Although he was alone, he easily bullied the villagers into surrender, demanding all their food and wine. When the aging priest of the village hesitated to heal him, the bugbear cut him down with his axe. Without hesitation, Jervis struck back, impaling the goblinoid with a pitchfork. The brute took one final swing with his axe, nearly cleaving Jervis in two, and both fell in the dust.

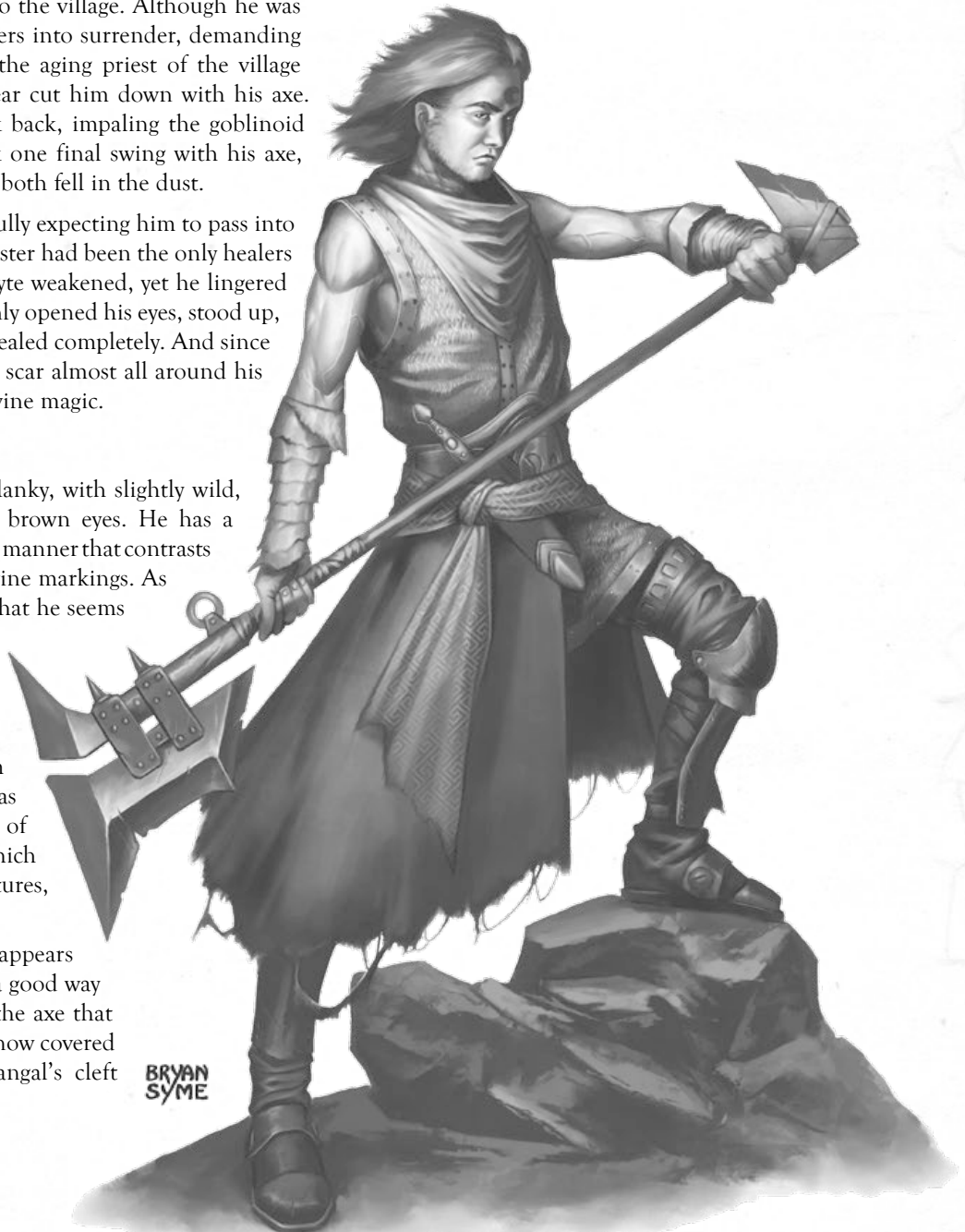
The townsfolk laid Jervis out, fully expecting him to pass into Denev's arms since he and his master had been the only healers for many miles around. The acolyte weakened, yet he lingered on. Then, the next day, he suddenly opened his eyes, stood up, and walked out into the village, healed completely. And since that day, in addition to a terrible scar almost all around his waist, he has possessed potent divine magic.

Roleplaying Notes

Jervis is of average height but lanky, with slightly wild, shoulder-length brown hair and brown eyes. He has a farmer's hands and an unassuming manner that contrasts with his intimidating axe and divine markings. As an adult, he's no longer so thin that he seems sickly, but he is very lean.

While Jervis began as a follower of Denev, he reveres all of Scarn's gods equally and is very much a servant to each of them (including the various lesser gods as well as the Eight). He bears each of the Eight Victors' marks, all of which he acquired during various adventures, in the order they appear below.

Vangal: This horrifying scar appears just above Jervis' waist and runs a good way around his body, a reminder of the axe that felled him as a youth. The scar is now covered with a tattoo that resembles Vangal's cleft shield symbol.



JERVIS**CR 14 (EC 12)**Male human oracle (seal of the gods[†]) 15

NG Large humanoid (human)

XP 19,200 (based on EC)**Init** +1; **Senses** Perception +13**DEFENSE****AC** 25, touch 14, flat-footed 23 (+7 armor, +2 Dex, +3 deflection, +4 natural, -1 size)**hp** 127 (15d8+60); spirit of nature**Fort** +15, **Ref** +10, **Will** +19; +2 vs. negative or positive energy, +8 vs. spells and spell-like abilities**Defensive Abilities** fortification (50%); **DR** 10/adamantine and evil**OFFENSE****Speed** 30 ft.; earth glide (15 mins/day)**Melee** +2 mighty cleaving thundering greataxe +18/+13/+8 (3d6+11/x3)**Ranged** mwk light crossbow +13 (2d6/19-20)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** channel negative or positive energy 8d6 (8/day, DC 22), shroud of retribution 3/day (1d8+7 force), spontaneous symbology (symbol)**Spell-Like Abilities** (CL 15th)**2/day**—stoneskin**Oracle Spells Known** (CL 15th; concentration +20)**7th** (4/day)—destruction (DC 22), resurrection**6th** (6/day)—blade barrier (DC 21), heal, heroes' feast, planar ally, wind walk**5th** (7/day)—break enchantment, communal tongues, flame strike (DC 20), righteous might, spell resistance, true seeing**4th** (7/day)—cure critical wounds^B, greater shield of fortification, imbue with spell ability, neutralize poison^B, rest eternal, restoration, sending, spiritual ally**3rd** (7/day)—bestow curse (DC 18), create food and water, cure serious wounds^B, ironheart^{*}, prayer, remove curse^B, remove disease^B, stone shape, wind wall**2nd** (7/day)—bear's endurance, calm emotions (DC 17), cure moderate wounds^B, eagle's splendor, hold person (DC 17), rage, remove paralysis^B, shield other, spiritual weapon**1st** (8/day)—bless, command (DC 16), cure light wounds^B, deathwatch, doom (DC 16), detect the faithful, protection

from chaos/evil/good/law, remove fear, remove sickness, sanctuary (DC 16)

O (at will)—bleed (DC 15), create water, detect magic, detect poison, guidance, light, mending, purify food and drink, read magic, resistance, spark, stabilize**B** bonus spell (healer's ring); **Mystery** life**TACTICS****Base Statistics** Without bear's endurance, greater shield of fortification, ironheart, righteous might, spell resistance, and stoneskin active, Jervis's stats are as follows: NG Medium humanoid (human); **Init** +2; **AC** 24, touch 15, flat-footed 22 (+7 armor, +2 Dex, +3 deflection, +2 natural); **hp** 97 (15d8+30); **Fort** +9, **Ref** +7, **Will** +15; **Melee** +2 mighty cleaving thundering greataxe +17/+12/+7 (1d12+8/x3); **Ranged** mwk light crossbow +14 (1d8/19-20); **Str** 18, **Dex** 14, **Con** 14; **CMB** +15; **CMD** 30; **Skills** Acrobatics +0**STATISTICS****Str** 22, **Dex** 12, **Con** 18, **Int** 12, **Wis** 18, **Cha** 21**Base Atk** +11; **CMB** +18; **CMD** 29**Feats** Combat Casting, Extra Channel, Extra Revelation, Furious Focus, Great Fortitude^B, Iron Will, Power Attack, Versatile Channeler, Vital Strike**Traits** hard to kill, pantheist**Skills** Acrobatics -1, Bluff +7, Craft (weapons) +8, Diplomacy +13, Handle Animal +11, Heal +12, Knowledge (arcana) +6, Knowledge (geography) +11, Knowledge (history, nature) +12, Knowledge (nobility) +4, Knowledge (planes) +9, Knowledge (religion) +20, Linguistics +3, Perception +13, Perform (any) +7, Sense Motive +17, Spellcraft +12, Survival +16**Languages** Celestial, Hedraic, Infernal, Ledean, Slarecian, Titan Speech, Veshian; tongues**SQ** know the enemy +7, mystery (life), oracle's curse (tongues; speak only Celestial, Hedraic, or Infernal in combat), revelations (battle: iron skin, life: channel, lore: spontaneous symbology, nature: spirit of nature, occult: shroud of retribution, stone: earth glide)**Combat Gear** 12 bolts, plus several potions and scrolls as needed; **Other Gear** +2 mithril scale mail, +2 mighty cleaving thundering greataxe, mwk light crossbow, amulet of natural armor +2, belt of physical might +4 (Str, Con), healer's ring[†], ring of protection +3, traveling outfit, plus other items as needed; **Tattoos** (see sidebar) mark of Belsameth, mark of Chardun, mark of Corean, mark of Enkili, mark of Hedrada, mark of Madriel, mark of Tanil, mark of Vangal

Chardun: A scar around his throat, obtained from a heavy chain when a priest of Chardun tried to kill Jervis, this scar later transformed into a tattoo of Chardun's scepter symbol.

Madriel: Jervis bears a peacock feather symbol tattooed on his breast bone. This he obtained when he was healed of a wound by Ariniel, the Swan Knight.

Hedrada: Jervis gained Hedrada's symbol, a hammer tattoo, when he was clapped on the left shoulder by a Justice of Hedrad.

Enkili: He bears a lightning mask tattoo on his right buttock, placed there by a cleric of Enkili, who also attempted to explain what Jervis' various markings were all about.

Corean: The fourfold sword symbol of Corean appears on the palm of Jervis' right hand, having appeared there spontaneously when Jervis shook hands with a captain of the mithril knights.

Tanil: A passing Tanil fox once woke Jervis by running into him, alerting him to approaching danger, while he was sleeping in the forest. As a result, he gained the three-arrow symbol of

Jervis: Special Marks of the Eight

Jervis bears eight supernatural tattoos on different parts of his body, all of them created spontaneously by events in his life that have corresponded to one of the Eight Victors. Unlike typical magical tattoos, which interfere with magic items worn in the same body slots, these tattoos are divinely created and do not interfere; however, they do prevent him from ever getting any other magic tattoos in any of these same locations.

These tattoos grant him the following benefits:

- **Mark of Belsameth (head slot):** Jervis receives a +2 bonus on saving throws against positive energy spells and effects. Once per day, as a free action when he channels negative energy to harm living creatures, he deals 1 extra point of damage per die.
- **Mark of Chardun (neck slot):** This mark grants Jervis a +2 bonus on Insight, Intimidate, Persuasion, Diplomacy, and Knowledge checks that involve the military, combat tactics, or battle strategy. Once per day, as a swift action when he casts a spell, he receives a +2 bonus to hit with a ranged touch attack or spell attack roll.
- **Mark of Corean (hands slot):** Jervis receives a +2 bonus on Craft, Profession, and Knowledge checks involving forging, smithing, or otherwise crafting weapons. Once per day, as a free action when he makes a melee weapon attack, he receives a +2 bonus to hit.
- **Mark of Enkili (belt slot):** Jervis receives a +2 bonus on Acrobatics and Bluff checks. Once per day, he may reroll a failed Reflex saving throw; he must take the result of the second roll even if it is lower.
- **Mark of Hedrada (shoulders slot):** Jervis gains a +2 bonus on Perception and Sense Motive checks. Once per day, he may reroll a failed Will saving throw; he must take the result of the second roll even if it is lower.
- **Mark of Madriel (chest slot):** Jervis has a +2 bonus on saving throws against positive energy spells and effects. Once per day, as a free action when he channels positive energy to heal living creatures, he may heal 1 extra point of damage per die.
- **Mark of Tanil (feet slot):** Jervis has a +2 bonus on Perform and Survival checks, and he may make any Perform check untrained. Once per day, as a free action when he makes a ranged weapon attack, he receives a +2 bonus to hit.
- **Mark of Vangal (body slot):** Jervis is proficient with all axes and receives a +1 bonus to damage rolls while wielding an axe. Once per day, as a free action when he scores a critical threat with a melee weapon attack, he receives a +4 bonus on the critical confirmation roll.

Tanil, appearing as another spontaneous tattoo on the lower part of the oracle's left leg.

Belsameth: A moon symbol on Jervis' forehead actually changes its shape based on the current phase of Belsameth's moon. It was placed there by the Shifter herself.

Combat

Jervis is no stranger to combat, and he has undertaken many quests and gained numerous companions and allies over the

years. In a time of great need, he could rely without fail on a great many skilled adventurers of all alignments, classes, races, and skill sets to aid him.

Jervis favors the greataxe as a weapon. However, he is more likely to rely on his spells than on his weapons in most fights, particularly if he is accompanied by allies who are melee specialists.

Kaltaag the Highwayman

Kaltaag was born in the mid-western foothills of the Kelder Mountains a little over 20 years ago, shortly after Sky Keep's fall. Jazia, Kaltaag's mother, was a haughty noblewoman in New Venir who bedded an orc mercenary to spite her ailing father. However, she had not counted on bearing the wretched soldier's child, and she despised the boy from the moment she knew she had conceived. Some years later, discovering that he had a son, the orc Kuran offered to raise the child. Jazia readily agreed, happy to have the "filthy orc" and his son, Kaltaag, out of her life.

Wary of the racist and intolerant Calastians, Kuran and Kaltaag traveled west and settled in Shelzar, a city known for its tolerance and acceptance. Still, life there was not easy for a lone orc raising a half-orc son. Yet even though Kaltaag experienced some prejudice, his father taught him a healthy respect for all races. Because of his mother's rejection, however, Kaltaag also developed a deep resentment of the nobility, a sentiment he retains to this day. Growing up in poverty, while his father was busy working long hours, sometimes away for many weeks at a time as a caravan guard or bodyguard-for-hire, Kaltaag learned many unsavory skills as a child.

Kuran died when Kaltaag was nine years old, the victim of a murderous highwayman. The young half-orc found himself homeless. He took to the road, trying to find work and live honorably, as his father had taught him. In the end, though, his circumstances forced him onto the same path as his father's murderer; he became a highwayman himself, haunting the low roads and highways of Zathiske and Ankila.

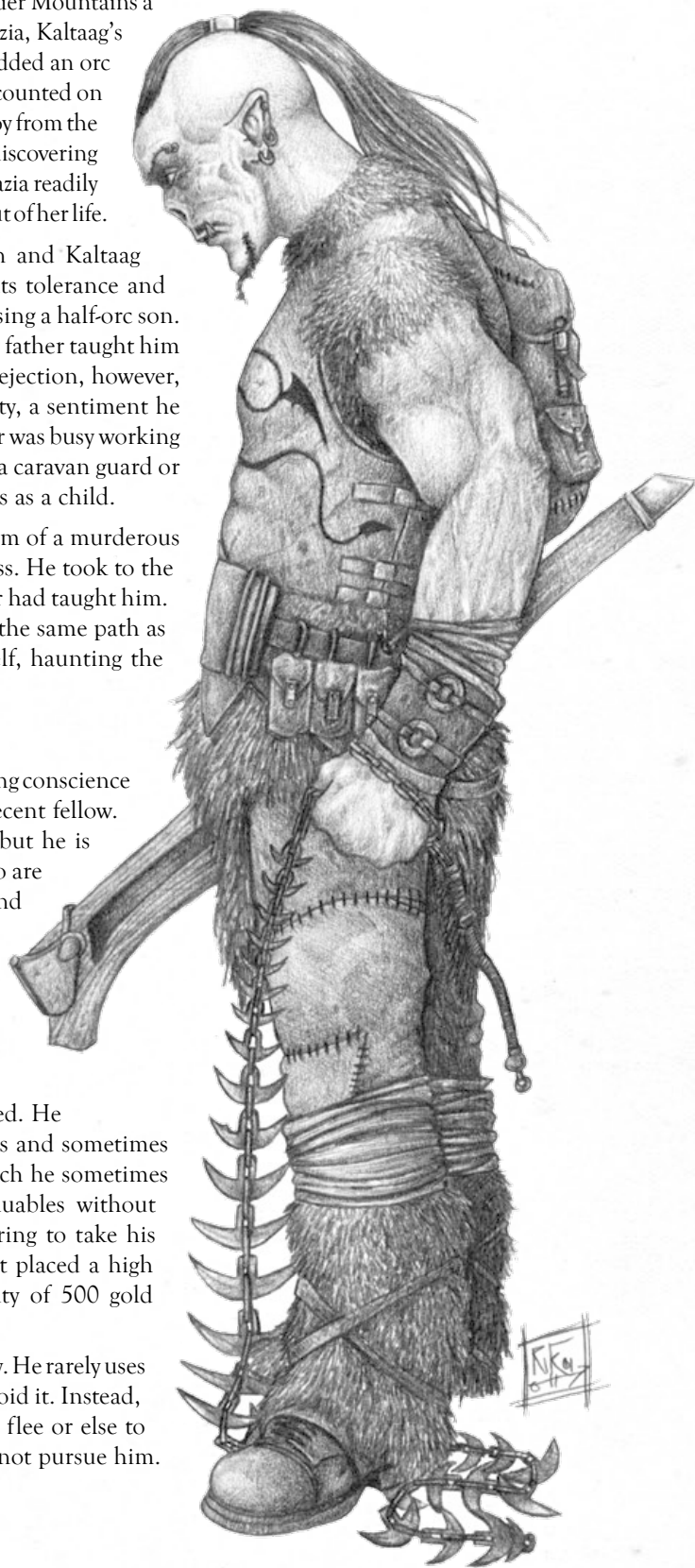
Roleplaying Notes

Despite his "career" as a highwayman, Kaltaag has a strong conscience and an accurate moral compass. He is, deep down, a decent fellow. He may be gruff and unpleasant when it's warranted, but he is usually quick to aid those in need, particularly those who are destitute or otherwise desperate. While he is rough and aggressive, Kaltaag behaves kindly toward members of the lower classes, but he delights in robbing the wealthy and effete. He has little sympathy for his rich victims, but even still, he is rarely violent without good cause.

Combat

Kaltaag prefers ambushes that don't involve bloodshed. He relies on threats and intimidation to distract opponents and sometimes convinces travelers that he has accomplices nearby (which he sometimes does), and thus compels them to surrender their valuables without resistance. He avoids killing whenever possible, preferring to take his victims' money and run. Calastian authorities have not placed a high priority on capturing Kaltaag, posting a meager bounty of 500 gold pieces on his head.

If forced to fight, Kaltaag wields his spiked chain skillfully. He rarely uses the weapon to inflict deadly physical injuries if he can avoid it. Instead, he prefers to trip and disarm opponents so that he can flee or else to disable them without permanent harm so that they cannot pursue him.



KALTAAG**CR 7 (EC 6)***Male half-orc unchained rogue 8**CG Medium humanoid (human, orc)***XP** 2,400 (based on EC)**Init** +3; **Senses** low-light vision; Perception +12 (+14 vs. to avoid surprise, +16 to find traps)**DEFENSE****AC** 17, touch 13, flat-footed 17 (+2 armor, +3 Dex, +2 natural); +2 vs. traps**hp** 60 (8d8+24)**Fort** +6, **Ref** +11 (+13 vs. traps), **Will** +5**Defensive Abilities** danger sense +2, evasion, improved uncanny dodge**OFFENSE****Speed** 30 ft.**Melee** +1 *spiked chain* +11/+6 (2d4+5; disarm +2, trip +2), mwk short sword +10/+5 (1d6+2/19-20)**Ranged** heavy crossbow +9 (1d10/19-20)**Special Attacks** debilitating injury, finesse training (spiked chain), rogue talents (surprise attack), sneak attack +4d6**STATISTICS****Str** 14, **Dex** 16, **Con** 15, **Int** 13, **Wis** 12, **Cha** 14**Base Atk** +6; **CMB** +8 (+10 dirty trick, disarm, steal, trip); **CMD** 21 (23 vs. dirty trick, disarm, steal, trip)**Feats** Combat Expertise, Diehard^B, Exotic Weapon Proficiency (spiked chain), Improved Dirty Trick, Improved Disarm^B, Improved Steal, Improved Trip, Weapon Finesse^B, Weapon Focus (spiked chain)^B**Traits** territorial**Skills** Acrobatics +10, Climb +12, Disable Device +18, Intimidate [8 ranks] +15, Knowledge (local) +8, Perception +12 (+14 vs. to avoid surprise, +16 to find traps), Sense Motive +12, Sleight of Hand +14, Stealth +14, Survival +9**Languages** Calastian, Ledean, Orcish**SQ** half-orc traits (adaptable, diehard), rogue's edge (Intimidate), rogue talents (combat swipe, combat trick, weapon training), trapfinding +4**Combat Gear** 20 bolts; **Other Gear** mwk leather armor, +1 *spiked chain*, mwk short sword, heavy crossbow, *amulet of natural armor* +2, *belt of resistance* +1, traveler's outfit, rogue's kit, survival kit**Half-Orc Statistics**

Half-orcs are extremely rare in the Scarred Lands, and their racial stats do not appear in the *Scarred Lands Player's Guide*. However, as noted therein, those few half-orcs who do occur use the standard *Pathfinder Roleplaying Game* rules; in addition, they gain one or two traits from either their orcish or human parent.

In Kaltaag's case, he gains the adaptable trait from his human mother and the diehard trait from his father.

Katonis Woodarbor, Master Vigilant

Though Katonis Woodarbor has seen only 26 winters, he has a reputation far greater than his years might suggest. Hailing from the forested hills of northern Vesh, the gifted young ranger was a natural candidate for Vigil membership. When he passed all his qualifying tests with ease, he was sent to join the ranks of the Metyrian Vigil in the foothills of the Kelder Mountains. Quickly distinguishing himself there, he was then sent to serve in the Hornswythe Vigil on the edge of the Plains of Lede for two years before transferring to the Ganjus Vigil. Most recently, he was sent to the prestigious Behjurian Vigil, based in the city of Mithril. At each post, his performance was exemplary, and he has now risen to a position of command.

While on patrol in the Kelder Mountains in the final months of his time at the Metyrian Vigil, Katonis and his squad stumbled upon an old battle site. Among the bones of a slain ranger, he found a *medallion of the scorpion*, that of the defunct Dark Motak Vigil, whose leader had treacherously led his warriors into an enemy ambush. Woodarbor took the medallion, intending to turn it over to his superiors, but from that moment forward, frightening dreams and visions plagued him — visions that showed the young Vigil commander betraying his own men. For some reason, Woodarbor felt compelled to keep the *scorpion medallion* and has yet to ask his superiors for help with the ongoing visions, which seem to have no basis in reality.

Woodarbor's most famous exploit took place in the Mourning Marshes while he was at the Ganjus Vigil. He led a patrol to investigate reports that a nefarious necromancer had been sending undead minions against nearby settlements. The rangers discovered the culprit, a crypt lord called Ulder, but to their horror, his creatures were actually undead titanspawn. In the ensuing battle, most of Woodarbor's patrol perished, but he himself slew Ulder. Katonis' victory was not complete, however; Ulder's young apprentice escaped and swore vengeance. Her current whereabouts are unknown.

Since his battle with Ulder, Katonis has been assigned to difficult missions on the Plains of Lede, along the Blood Sea coast, or on the Cordrada Corridor, sometimes working in concert with the Coreanic paladins. He knows that Mithril is a critical city in eastern Ghelspad's defense against the titanspawn, so despite his differences with the paladins (whose rigidity he finds overly restrictive), he continues to serve courageously and loyally.



KATONIS**CR 10 (EC 9)**

Male human ranger 6 / vigilant* 5

CG Medium humanoid (human, orc)

XP 6,400 (based on EC)**Init** +7; **Senses** Perception +19**DEFENSE****AC** 21, touch 14, flat-footed 17 (+7 armor, +3 Dex, +1 dodge)**hp** 125 (11d10+65)**Fort** +12, **Ref** +11, **Will** +8; +1 vs. illusions**OFFENSE****Speed** 30 ft.**Melee** +1 longsword +16/+11/+6 (1d8+5/19-20)**Ranged** +1 elven longbow of distance +16/+11/+6 (2d6+5/19-20/x3, 240 ft.)**Special Attacks** favored enemy (monstrous humanoids +2, undead +4), sneak attack +3d6**Spell-Like Abilities** (CL 5th; medallion of wheat)**3/day**—cat's grace, comprehend languages**Ranger Spells Prepared** (CL 6th; concentration +8)**2nd**—bear's endurance, missile storm***1st**—aspect of the falcon, longstrider, gravity bow**TACTICS****Base Statistics** Without aspect of the falcon, bear's endurance, cat's grace, and gravity bow active, Katonis'stats are as follows: **Init** +5; **AC** 19, touch 12, flat-footed 17 (+7 armor, +1 Dex, +1 dodge); **hp** 103 (11d10+43); **Fort** +10, **Ref** +9; **Ranged** +1 elven longbow of distance +13/+8/+3 (1d8+5/x3, 240 ft.); **Dex** 13, **Con** 15; **CMD** 27; **Skills** Perception +16, **Ride** +13, **Stealth** +11**STATISTICS****Str** 18, **Dex** 17, **Con** 19, **Int** 12, **Wis** 14, **Cha** 18**Base Atk** +11; **CMB** +15; **CMD** 29**Feats** Dodge, Endurance, Improved Initiative^B, Improved Precise Shot^B, Iron Will, Mobility, Power Attack, Precise Shot^B, Toughness**Traits** preservationist*, Tanil's favor***Skills** Diplomacy +12, Handle Animal +15, Knowledge (geography) +13, Knowledge (nature) +16, Perception +19, Ride +15, Sense Motive +11, Stealth +13, Survival +16 (+19 to follow tracks), Swim +14**Languages** Calastian, Titan Speech, Veshian**SQ** combat style (archery), favored terrain (mountains +2), ferocity (precision damage x3), hunter's bond (companions), track, vigil armor training, vigil talents (discerning gaze, rogue talent: fast stealth), wild empathy**Combat Gear** 20 arrows, potion of cure moderate wounds, medallion of the Veshian Vigils (wheat*) (normally worn);**Other Gear** +1 breastplate, +1 longsword, +1 elven longbow of distance (+4), extra medallion of the Veshian Vigils (scorpion*), traveler's outfit, ranger's kit, mwk survival kit

Roleplaying Notes

Katonis is young and occasionally somewhat brash, yet he is a proven leader with a tendency to put himself at risk. He does not believe in demanding sacrifices of his troops that he would not make himself. He has a trace of overconfidence and dislikes having his leadership questioned.

Combat

A born woodsman and warrior, Woodarbor prefers fighting outdoors. He is an excellent tracker, using his uncanny perception to discover the enemy, approach stealthily, and then snipe foes with his longbow or ambush with hit-and-run tactics. As needed, he may also use his *medallion of the scorpion* to assume gaseous form.

Kimer the Shatterer

Albadia is a rough land, where barbarian tribes are known to leave behind orphans in all manner of tragic circumstances (often involving titanspawn). This is why many tribes, especially the dwarven Skaolkor tribe, take in all foundlings, regardless of their heritage. Kimer, who became the Shatterer, was one such child.

The Skaolkor found Kimer amid the smoldering ruins of his village, and they forged the boy into a steel-thewed warrior, imbued with the Skaolkor sense of honor, bravery, and ferocious loyalty. Kimer travelled the land with his best friend, a dwarf known as Gorgadran the Furious. They were mercenaries, drinking companions, and wandering adventurers. It was during those days that Kimer earned his epithet Shatterer, when he destroyed a stone gate with his bare hands. Then the two heard of a frost giant on the edge of the Titanshome Mountains, one who held a human village in its thrall, and they saw a chance for fame and glory. Gorgadran won a coin toss to see who would challenge the giant first. While the dwarf fought gloriously, Kimer was forced to watch as the giant crushed his companion, bringing Gorgadran to an unfortunate end.

Kimer's rage was beyond compare. Rather than mourn, the barbarian became like a ravening dog and tore through the frost giant's lair. He slaughtered the giant and all of his servants, until his rage was spent and Kimer collapsed to grieve. He wept and wept, and stories say that his tears washed away both the blood of the giant and that of his friend who lay on the mountainside... and the ice from a hidden staircase in the giant's lair.

In a hidden chamber, deep inside the lair, Kimer found a shining silver sword hidden in an icy pool. The Albadian plunged his hand into the water and drew forth the mighty blade, whose name roared like an avalanche in his ears: *Ertmodl*, the *Earth Sword of Scam*. So Kimer was chosen, by the blade, to be its new champion, and he became a guardian of Ghelspad with it. Having lost his dwarf-brother, the human was given new purpose to battle titanspawn ceaselessly throughout Albadia and beyond, always with his faithful dog Onyx by his side.

Roleplaying Notes

Kimer is a fundamentally good man. While he still feels the pain of losing his boon companion Gorgadran, he has turned that pain into something positive, using it to drive himself onward. He aids the needy without hesitation, and he counts every day with

Ertmodl as a day in which he can avenge his brother-in-spirit all over again. Many travelers on the Perforated Plains have thanked the gods for the Shatterer's timely intervention.

Unfortunately, Kimer sometimes has a problem telling the Redeemed apart from Unredeemed titanspawn. This has gotten him into trouble more than once, and he has yet to learn this lesson well.

Combat

Kimer is fierce but honorable. He does not kill the helpless, nor does he initiate combat against non-titanspawn if he can avoid it (for he believes there's no sense in wasting the strength of the divine races). Against titanspawn, however, he is ruthless.

Kimer does not often travel out of the northern Perforated Plains, the Titanshome foothills, and Albadia, all places he knows intimately. He often sets ambushes and traps for monstrous titanspawn, whom he slays without mercy, but against intelligent titanspawn he at least offers a chance for honorable death.



KIMER**CR 16 / MR 2***Male human barbarian (mad dog) 16 / guardian 2**NG Medium humanoid (human, mythic)***XP** 76,800 (based on EC)**Init** +5^M; **Senses** Perception +17**DEFENSE****AC** 22, touch 16, flat-footed 19 (+6 armor, +3 Dex, +5 deflection, -2 rage); +7 dodge vs. traps**hp** 226 (16d12+122); fast healing**Fort** +17, **Ref** +10 (+17 vs. traps), **Will** +9; +4 vs. fear**Defensive Abilities** trap sense +7; **DR** 10/adamantine and 3/-; **Resist** acid 20, cold 10, fire 20**Mythic Defenses** hard to kill**OFFENSE****Speed** 45 ft.**Melee** *Ertmodl* +30/+25/+20/+15 (2d6+17/19-20 plus 1d6 acid [+1d10 acid on crit])**Ranged** +2 *adaptive composite shortbow of distance* +21/+16/+11/+6 (1d6+11/x3, 140 ft.)**Special Attacks** greater rage 32 rds/day, pack tactics, throat cutter**Mythic Attacks** beast's fury, mythic power (7/day, surge +1d6)**Spell-Like Abilities** (CL 20th)**1/day**—*dominate monster* (earth outsiders only, DC 30), *greater restoration* (swift; self only), *stoneskin* (self only), *stone shape***TACTICS****Base Statistics** While he is not raging and does not have *stoneskin* active, Kimer's stats are as follows: hp 178 (16d12+74), fast healing; **Fort** +14, **Ref** +10 (+17 vs. traps), **Will** +6; **Speed** 40ft.; **Melee** *Ertmodl* +27/+22/+17/+12 (2d6+13/19-20 plus 1d6 acid [+1d10 acid on crit]); **Ranged** +2 *adaptive composite shortbow of distance* +21/+16/+11/+6 (1d6+8/x3, 140 ft.); **Str** 23, **Con** 15, **Int** 12, **Wis** 12, **Cha** 13; **Base Atk** +16; **CMB** +22 (+24 sunder, +26 bull rush); **CMD** 40 (42 vs. sunder); **Skills** *Acrobatics* +10 (+12 on narrow surfaces or uneven ground, +14 jumping), *Climb* +19, *Craft* (leather) +6, *Diplomacy* +6, *Handle Animal* +12, *Intimidate* +16, *Knowledge* (geography) +5, *Knowledge* (nature) +8, *Linguistics* +2, *Perception* +17, *Ride* +8, *Sense Motive* +7, *Survival* +14 (+15 in wilderness), *Swim* +11**STATISTICS****Str** 29, **Dex** 16, **Con** 21, **Int** 12, **Wis** 12, **Cha** 13**Base Atk** +16; **CMB** +25 (+27 sunder, +29 bull rush); **CMD** 43 (45 vs. sunder)**Feats** *Blind-Fight*^M, *Endurance*, *Great Fortitude*^B, *Improved Sunder*, *Lightning Reflexes*, *Power Attack*, *Toughness*, *Weapon Focus* (battleaxe), *Weapon Focus* (longsword)**Traits** frontier-forged, night eyes (no miss chance in dim light)**Skills** *Acrobatics* +10 (+12 on narrow surfaces or uneven ground, +30 jumping), *Climb* +22, *Handle Animal* +12, *Intimidate* +16, *Perception* +17, *Ride* +8, *Sense Motive* +7, *Survival* +14 (+15 in wilderness), *Swim* +14**Languages** Albadian, Darakeene, Dwarvish, Giantish**SQ** fast movement, ferocious fetch, human traits (heart of the mountains), rage powers (ferocious beast, greater ferocious beast, raging leaper, swift foot)**MQ** amazing initiative, display of strength, fast healing**Combat Gear** 12 arrows, 2 *potions of cure serious wounds*; **Other Gear** +3 *stanching studded leather*, *Ertmodl* (Earth Sword of Scarn)[†], +2 *adaptive composite shortbow of distance*, *figurine of wondrous power* (onyx dog) (Kimer's companion; usable for 8 noncontinuous hrs/day), *ice moccasins*[†], *polar bear earring*[†], *greater ring of fire resistance*, *traveler's outfit*, *barbarian's kit***ONYX (KIMER'S COMPANION)***Male Albadian dog**N Medium animal***Init** +5; **Senses** darkvision 60 ft., low-light vision, scent, see invisibility; *Perception* +10**DEFENSE****AC** 31, touch 13, flat-footed 26 (+6 armor, +5 Dex, +12 natural, -2 rage)**hp** 162 (13d8+104)**Fort** +15, **Ref** +13, **Will** +8; +4 vs. enchantments**Defensive Abilities** devotion, improved evasion; **DR** 5/slashing and 3/-**OFFENSE****Speed** 50 ft.**Melee** bite +22/+17 (1d8+16)**TACTICS****Base Statistics** Kimer shares his greater rage and passive rage powers with Onyx. When he is not raging, Onyx's stats are asfollows: **AC** 33, touch 15, flat-footed 28 (+6 armor, +5 Dex, +12 natural); **hp** 123 (13d8+65); **Fort** +12, **Ref** +13, **Will** +5; **Speed** 45 ft.; **Melee** bite +19/+14 (1d8+12); **Str** 22, **Dex** 20, **Con** 19, **Int** 8, **Wis** 12, **Cha** 6; **Base Atk** +9; **CMB** +15 (+17 drag); **CMD** 30 (32 vs. drag, 34 vs. trip); **Skills** *Acrobatics* +11 (+15 jumping)**STATISTICS****Str** 28, **Dex** 20, **Con** 25, **Int** 8, **Wis** 12, **Cha** 6**Base Atk** +9; **CMB** +18 (+20 drag); **CMD** 33 (35 vs. drag, 37 vs. trip)**Feats** *Fleet*, *Improved Drag*^B, *Improved Natural Attack* (bite), *Light Armor Proficiency*, *Skill Focus* (Perception), *Skill Focus* (Survival), *Toughness*, *Weapon Focus* (bite)**Skills** *Acrobatics* +11 (+32 jumping), *Perception* +14, *Survival* +14; **Racial Modifiers** +4 *Survival* when tracking by scent**Languages** Albadian**SQ** bonus tricks (6), link, multiattack, share spells**Gear** +3 *stanching studded leather barding*, *spiked collar of magic fang* +3

Lavina, Will of the Reaver

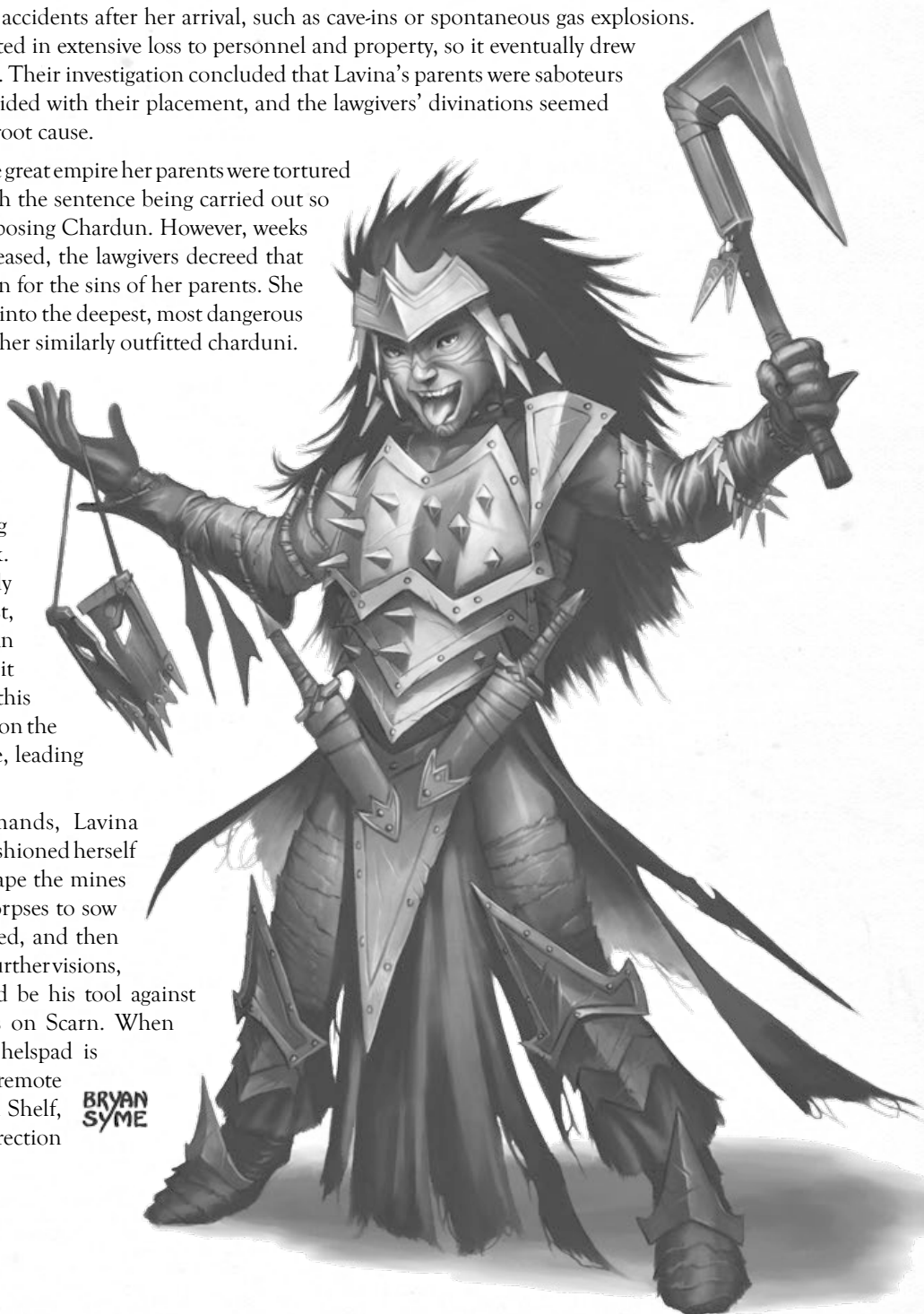
Lavina was born in the poorest district of Borixa, a city within Termana's Charduni Empire, during a violent storm. Her parents were devout worshippers of Chardun, but they also believed a heresy that all of the Eight Victors should be treated with equal respect (Chardun simply being the first among equals). When Lavina was still a child, her parents were sentenced to life as slaves in the mines for their heretical beliefs; as the law of the land dictated, Lavina was sent along with them.

Life in the mines was harsh, but Lavina thrived. Even as a youth, she could break up formations by herself in the same time as several adults. The work came easily to her: Lavina saw destruction as an essential aspect of life, and she knew instinctively where to hit the rocks to smash them up most effectively. The fact that she was so productive was seen as a blessing by her overseers because the mines were plagued by accidents after her arrival, such as cave-ins or spontaneous gas explosions. The frequency of these events resulted in extensive loss to personnel and property, so it eventually drew the attention of a group of lawgivers. Their investigation concluded that Lavina's parents were saboteurs since the increase in disasters coincided with their placement, and the lawgivers' divinations seemed to indicate that her family was the root cause.

For these supposed acts against the great empire her parents were tortured to death. Lavina was forced to watch the sentence being carried out so that she would see their folly in opposing Chardun. However, weeks later, when the accidents only increased, the lawgivers decreed that the girl had been cursed by Chardun for the sins of her parents. She was fitted with a *slave collar* and sent into the deepest, most dangerous parts of the mines, chained to 12 other similarly outfitted charduni.

In the depths, the chain gang was attacked by a blade beast. A red haze fell over Lavina when the battle began, and when it lifted, her *slave collar* was broken and she was the only survivor, having slain the blade beast with her pick. Suddenly, she saw a great, bloody figure standing above the fallen beast, an image of the Ravager, who drew an axe from the beast and presented it to her. She still carries that axe to this day, and sometimes strange writings on the adamantine blade provide guidance, leading her to her next battle.

Following the Ravager's commands, Lavina skinned the chain gang's overseer, fashioned herself a mask that would allow her to escape the mines unmolested, arranged the slave's corpses to sow confusion about what had happened, and then disappeared into the wastelands. In further visions, Vangal revealed that Lavina would be his tool against the resurgence of ancient enemies on Scarn. When and how she made her way to Ghelspad is uncertain, but today she dwells in a remote manor somewhere on the Celestial Shelf, overlooking the Blood Sea in the direction of Termana.



BRYAN
SYME

LAVINA**CR 11 / MR 4**Female charduni inquisitor (reaver[†]) 10 / champion 4

CN Medium humanoid (dwarf)

XP 12,800**Init** +11; **Senses** darkvision 60 ft., deathwatch, see invisibility; Perception +18**DEFENSE****AC** 22, touch 12, flat-footed 20 (+8 armor, +2 Dex, +2 natural)**hp** 105 (10d8+60) plus 10 temp**Fort** +11, **Ref** +5, **Will** +12; +3 vs. poison, +5 vs. spells and spell-like abilities**Mythic Defenses** hard to kill**OFFENSE****Speed** 20 ft.; rock stepper**Melee** +1 cruel adamantine battleaxe +18/+18/+13 (1d8+14/x3), mwk cold iron greatclub +18/+18/+13 (1d10+13), mwk silver armor spikes +18/+18/+13 (1d6+9), or spiked gauntlet +17/+17/+12 (1d4+9)**Ranged** +1 seeking light crossbow +13 (1d8+4/19-20)**Special Attacks** deadly weather (50-ft. radius, 10 rds/day), destructive smite 8/day (+5 damage), greater bane +4d6 (15 rds/day), judgment 4/day (2 judgments)**Mythic Attacks** aerial assault, fleet charge, inspired spell, mythic power (11/day, surge +1d8), punishing blow**Spell-Like Abilities** (CL 10th, concentration +15)**At will**—deathwatch**10 hours/day**—communal phantom steed**Inquisitor Spells Known** (CL 10th; concentration +15)**4th** (2/day)—divine power, fleshworm infestation (DC 19)**3rd** (4/day)—cure serious wounds, heroism^M, greater stunning barrier (DC 18), terrible remorse (DC 18)**2nd** (5/day)—blistering invective^M (DC 17), resist energy, see invisibility, surmount affliction^M**1st** (7/day)—burst bonds (DC 16), cure light wounds, ear-piercing scream^M (DC 16), expeditious retreat, true strike**O** (at will)—acid splash, brand (DC 15), detect magic, detect poison, enumerate^{*}, sift**M** mythic spell; **Deity** Vangal; **Domain** Destruction (Catastrophe)**TACTICS****Base Statistics** Without bull's strength (from a potion), deathwatch, divine power, and see invisibility active, Lavina's stats are as follows: hp 105 (10d8+60); **Melee** +1 cruel adamantine battleaxe +14/+9 (1d8+10/x3), mwk cold iron greatclub +14/+9 (1d10+9), mwk silver armor spikes +14/+9 (1d6+5), or spiked gauntlet +13/+8 (1d4+5); **Ranged** +1 seeking light crossbow +10 (1d8+1/19-20); **Str** 22; **CMB** +13 (+17 sunder); **CMD** 26 (28 vs. sunder); **Skills** Climb +11, Intimidate +26, Swim +8**STATISTICS****Str** 24, **Dex** 15, **Con** 18, **Int** 12, **Wis** 20, **Cha** 5**Base Atk** +7; **CMB** +14 (+18 sunder); **CMD** 27 (29 vs. sunder)**Feats** Cornugon Smash, Dual Path^M (hierophant), Greater Sunder, Improved Sunder, Intimidating Prowess^B, Outflank^B, Power Attack^M, Precise Strike^B, Steel Soul, Stone Dodger^B**Traits** dirty fighter, glory of old**Skills** Acrobatics +6 (+2 to jump), Appraise +5, Climb +15, Intimidate +30, Knowledge (arcana, planes) +7, Knowledge (dungeoneering, nature) +6, Knowledge (engineering) +5, Knowledge (religion) +8, Linguistics +4, Perception +18, Sense Motive +11, Spellcraft +7, Stealth +11, Survival +13, Swim +12**Languages** Charduni, Infernal, Giantish, Ledean, Termanan, Titan Speech**SQ** charduni dwarf traits (rock stepper, tunnel fighting), cunning initiative, discern the hidden +5, favored class bonus (judgment: reaving, +6 to CMB), ferocious gaze, monster lore, reaver's steed, second judgment, solo tactics, teamwork feat 5/day**MQ** amazing initiative, mythic spellcasting, recuperation**Combat Gear** 20 bolts, chime of opening (4 ch.), 2 potions of bull's strength; **Other Gear** alchemical silver spiked +2 creeping breastplate, +1 cruel adamantine battleaxe, mwk cold iron greatclub, spiked gauntlets, +1 seeking light crossbow, bane baldric, belt of physical might +2 (Str, Con), headband of inspired wisdom +2, ravager's mask[†], traveler's outfit, inquisitor's kit, dungeoneering kit, divination foci

Roleplaying Notes

Lavina's opposition to order is so potent that it can manifest tangibly, letting her break objects simply with the power of her glare. She is entirely without tact or artifice, and she has no qualms about putting people in their place (beneath her) as needed. Typically quiet, if not sullen, when she does speak it is often about the impermanence of reality and the frailty of life. She is always willing to educate others, though in as few words as possible, teaching that in the end everything and everyone falls apart—and that when she is around, things tend to come apart quickly and unexpectedly.

For the past few years, Lavina has been seen with a very unlikely group consisting of a human alchemist, an aasimar monk, a haunted elven oracle, and a human ranger. While exploring the

ruins of a strange slarecian-worshipping cult, they were each granted mythic power by their various patrons in order to oppose the Ancients. Since then, the group has been battling the resurgence of the cult. Despite their many differences, they have become loyal friends, and Lavina remains with them since her fever-dreams from Vangal have shown her that they should accompany her to the great battles in her future.

Combat

Lavina is, quite simply, a maniac, laying about with her axe and slaughtering all who get in her way. She uses her judgments and spells to inflict the most damage possible, making sure every enemy knows that crossing her path was a grave, and almost certainly final, mistake.

Leoris the Vengeful

Born and raised on the Plains of Lede in northern Ghelspad, Leoris led a simple life as a cub, playing with his pridemates and enjoying what he believed to be the greatest grassland in the world. Then, his pride hunted two humans who had, unbeknownst to the lionfolk, set a trap. Leoris found himself orphaned after that battle, his mother barely managing to escape with her cub in tow before dying.

In time, Leoris took the pain of that moment and read into it a primal sign: Hrinruuk the Hunter was chastising the proud for having grown lazy. They had been outwitted, outhunted, and beaten by humans, a physically and spiritually inferior foe. Fueled by determination, loss, hate, and anger, Leoris swore he would have vengeance on all humans and their allies as well.

Roleplaying Notes

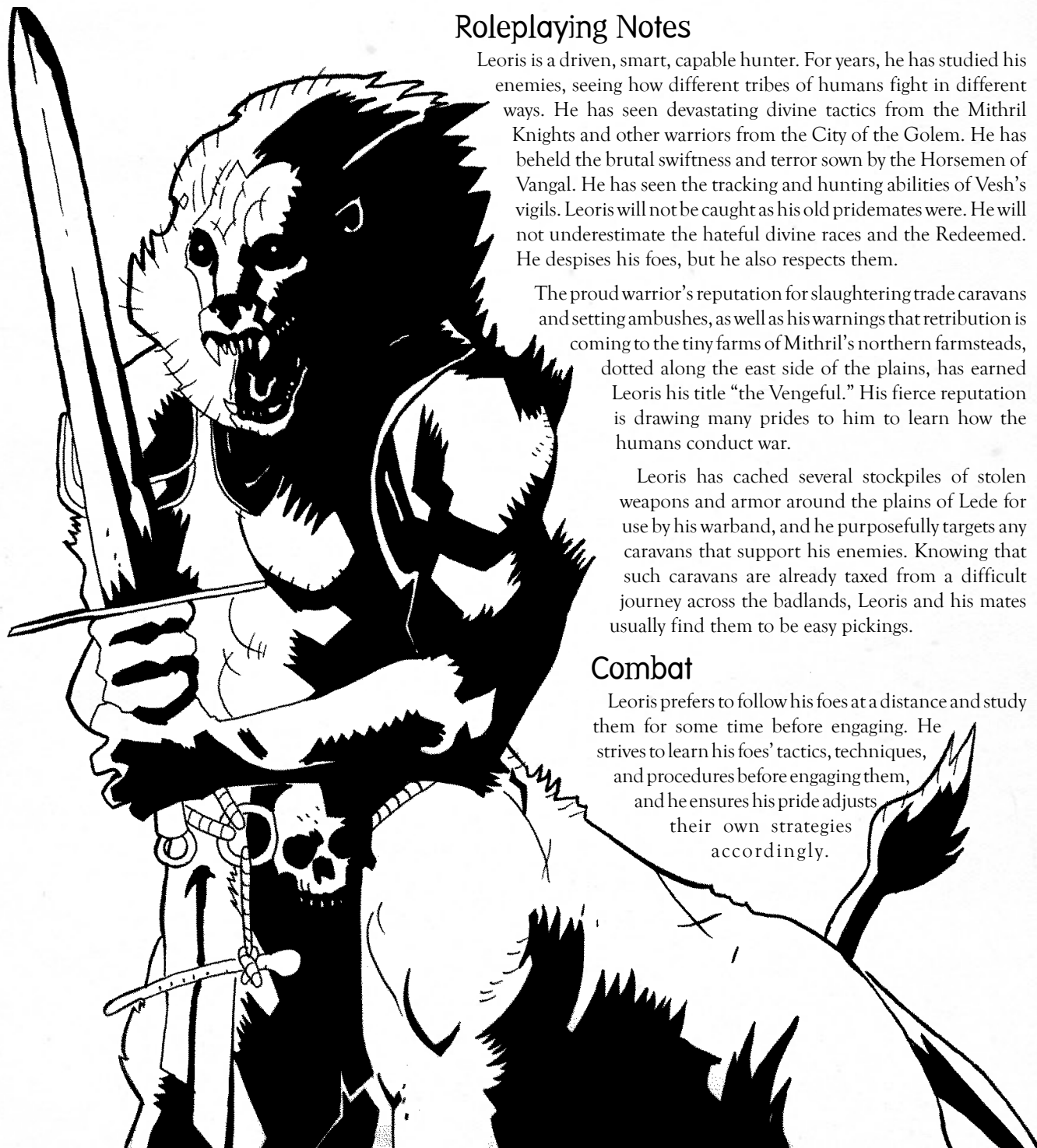
Leoris is a driven, smart, capable hunter. For years, he has studied his enemies, seeing how different tribes of humans fight in different ways. He has seen devastating divine tactics from the Mithril Knights and other warriors from the City of the Golem. He has beheld the brutal swiftness and terror sown by the Horsemen of Vangal. He has seen the tracking and hunting abilities of Vesh's vigils. Leoris will not be caught as his old pridemates were. He will not underestimate the hateful divine races and the Redeemed. He despises his foes, but he also respects them.

The proud warrior's reputation for slaughtering trade caravans and setting ambushes, as well as his warnings that retribution is coming to the tiny farms of Mithril's northern farmsteads, dotted along the east side of the plains, has earned Leoris his title "the Vengeful." His fierce reputation is drawing many prides to him to learn how the humans conduct war.

Leoris has cached several stockpiles of stolen weapons and armor around the plains of Lede for use by his warband, and he purposefully targets any caravans that support his enemies. Knowing that such caravans are already taxed from a difficult journey across the badlands, Leoris and his mates usually find them to be easy pickings.

Combat

Leoris prefers to follow his foes at a distance and study them for some time before engaging. He strives to learn his foes' tactics, techniques, and procedures before engaging them, and he ensures his pride adjusts their own strategies accordingly.



LEORIS**CR 9 (EC 8)***Male proud ranger (skirmisher) 6**NE Large monstrous humanoid (catfolk, titanspawn)***XP** 4,800 (based on EC)**Init** +5; **Senses** darkvision 60 ft., low-light vision; Perception +18**DEFENSE****AC** 24, touch 14, flat-footed 19 (+7 armor, +5 Dex, +3 natural, -1 size)**hp** 105 (10d10+50)**Fort** +10, **Ref** +14, **Will** +8**OFFENSE****Speed** 40 ft.**Melee** mwk greatsword +14/+9 (2d6+6/19-20), 2 claws +14 (1d6+4)**Ranged** mwk composite shortbow +15/+10 (1d6+4/x3)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** favored enemy (human, orc +4, monstrous humanoid +2), hunter's trick (hateful attack), pounce**Spell-Like Abilities** (CL 4th, concentration +6)**1/day**—charm animal (DC 11), speak with animals**STATISTICS****Str** 19, **Dex** 20, **Con** 18, **Int** 14, **Wis** 15, **Cha** 12**Base Atk** +10; **CMB** +15; **CMD** 30 (34 vs. trip)**Feats** Dodge, Endurance^B, Improved Natural Attack (claw)^B, Mobility, Power Attack, Rending Claws^B, Spring Attack, Weapon Focus (claw)**Skills** Acrobatics +17 (+21 jumping), Craft (weapons) +8, Handle Animal +8, Intimidate +11, Knowledge (dungeoneering) +6, Knowledge (geography, nature) +9, Linguistics +4, Perception +18, Stealth +17, Survival +15 (+18 tracking), Swim +11**Languages** Ledeian, Leonid, Orcish, Titan Speech, Veshian**SQ** combat style (natural weapon), favored terrain (plains +2), hunter's bond (companions), track +3, undersized weapons, wild empathy**Combat Gear** 60 arrows, 2 potions of cure moderate wounds, 3 oils of magic weapon; **Other Gear** +1 breastplate, mwk greatsword, mwk composite shortbow (+4), various skins, packs, trophies, and other survival items worth up to 500 gp

He prefers heavy use of ranged attacks in the opening moments of combat, knowing that his proud can outrun most humanoids. He is smart enough to pick off enemies' mounts so that he can maintain the advantage of speed and mobility.

When it's time to engage, Leoris charges into the fray with his massive greatsword. Leoris usually leads a warband of around 20 proud (stats for proud can be found in the appendix of *Scarred Lands Player's Guide*). Half are armed with an ample supply of javelins

or with shortbows, while the others carry only a few javelins for opening throws before charging in with Leoris.

Leoris is a master of feigned retreats, leading others into ambushes by bringing only a handful of his warriors into battle and then withdrawing, making it look like they underestimated their foe. He is also a fan of hit-and-run tactics and is more than willing to retreat after damaging a target group's healers and casters, regrouping and returning before they've had a chance to recover.

Lianca of the Cult of Ancients

King Virduk of Calastia has many enemies and no desire to number the Cult of the Ancients among them. His open contract with the beautiful and cunning assassin Lianca is his way of killing two birds with one stone: She acts as his agent, gathering information on his foes in anticipation of being asked to kill them, and he lavishes staggering sums upon her and the cult for her services, thus cementing good relations.

While she is a superb assassin, Lianca currently serves Virduk in a somewhat different role. She travels to Ghelspad's far corners, quietly observing and gathering information for future reference. In Mithril, she studied High Priest Emili Derigesh's dining habits. In Hedrad, she observed Patriarch Hevestian and discovered that he spends an hour a day alone in Hedrada's chapel. Journeying to Durrover, Lianca pinpointed those politicians most likely to oppose a Calastian invasion and noted their weaknesses. She learned a great deal about the Veshian Vigils' various commanders (and exactly what types of poison would be most effective and undetectable when used against them). Her catalog of foes is always growing, and as long as King Virduk continues to pay her, she loyally gathers information for him — yet also for herself and her organization.

Lianca's current target for observation is one of the most challenging in all of Ghelspad: King Thain the Just of Burok Torn. Surrounded by loyal warriors willing to die a thousand deaths rather than see their king harmed, Thain is a high-impossible target for assassination. Yet if anyone can find a weakness in the king's routine, it is Lianca, who pursues

her mission with a fanatic's single-minded devotion. Currently disguised as a mercenary guard attached to House Asuras' trade offices in the dwarf capital, Lianca moves quietly through the subterranean streets, watching, listening, and scheming.

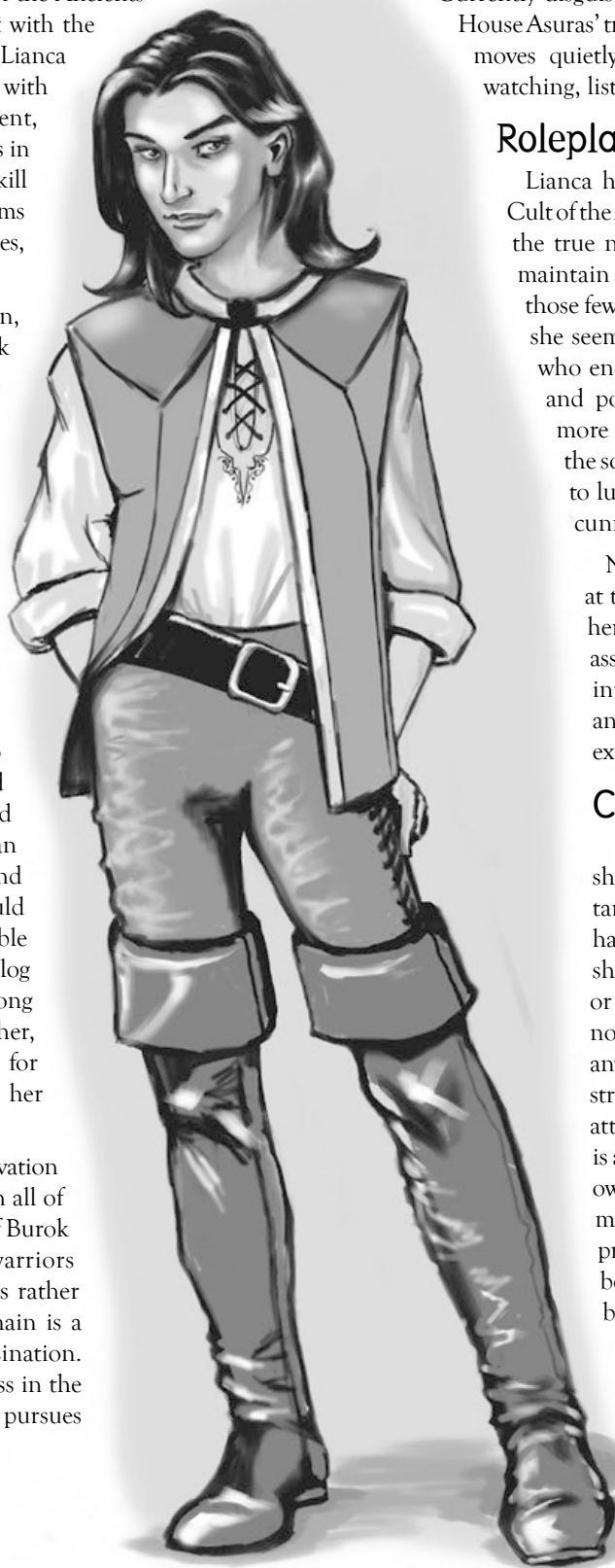
Roleplaying Notes

Lianca has a lifetime of experience with the Cult of the Ancients. She never voluntarily reveals the true nature of her mission. Her ability to maintain a cover identity is almost flawless, and those few who do suspect that she is more than she seems tend to have fatal accidents. Most who encounter her are struck by her beauty and poise, although she rarely engages in more than cursory pleasantries. She is not the sort of assassin who uses feminine wiles to lull victims; her specialties are ruthless cunning, stealth, and discretion.

Nonetheless, Lianca has begun to chafe at the restrictions Virduk has placed on her; she longs to take action, to use her assassin's skills. All the same, she is loyal, intelligent, and strictly loyal to the cult and her employer; she will not act without explicit orders.

Combat

Lianca kills only when necessary, when she receives a contract for a specific target, or in self-defense if her mission has been compromised. In all cases, she strikes from hiding, using poison or some other fatal means. She does not take part in open combat if there is any way she can avoid it; she knows her strengths lie in stealth and subterfuge. If attacked, she attempts to escape, but she is almost certain to return later — on her own terms — to dispatch any foes who might reveal her secrets. If possible, she prefers that her victims' bodies never be found, lest evidence of their killer be discovered.



LIANCA

CR 13 (EC 10)

Female human unchained rogue 7 / assassin 7

LE Medium humanoid (human)

XP 9,600 (based on EC)

Init +5; **Senses** Perception +20 (+22 to avoid surprise, +23 to locate traps)

DEFENSE

AC 21, touch 17, flat-footed 21 (+4 armor, +4 deflection, +3 Dex); +2 dodge vs. traps

hp 84 (14d8+21)

Fort +7, **Ref** +14 (+16 vs. traps), **Will** +9; +3 vs. poison

Defensive Abilities danger sense +2, evasion, improved uncanny dodge

OFFENSE

Speed 30 ft.

Melee wormtongue +16/+11 (1d6+6/19-20)

Ranged +2 heavy crossbow of seeking +15 (1d10+2/19-20) or darts +13/+8 (1d4/20)

Special Attacks death attack (Fort DC 21), debilitating injury, poison use, quiet death, rogue talents (underhanded), sneak attack +8d6, true death (DC 22)

STATISTICS

Str 13, **Dex** 16, **Con** 12, **Int** 17, **Wis** 17, **Cha** 15

Base Atk +10; **CMB** +11; **CMD** 28

Feats Combat Expertise, Deceitful^B, Finishing Strike, Improved Feint, Greater Feint, Skill Focus (Stealth), Stealthy, Weapon Finesse^B

Traits Belsameth's favor*, reactionary

Skills Acrobatics +14, Bluff +21, Climb +11, Disable Device +16, Disguise +26, Escape Artist +22, Knowledge (local) +20, Linguistics +9, Perception +20 (+22 to avoid surprise, +23 to locate traps), Sense Motive +14, Sleight of Hand +20 (+7 to conceal weapons), Stealth +25, Use Magic Device +16

Languages Asaatth, Calastian, Dwarvish, Elvish, Ledean, Titan Speech, Veshian, Zathisk

SQ finesse training (short sword), hidden weapons, rogue's edge (Stealth), rogue talents (deft palm, fast getaway), trapfinding +3

Combat Gear 20 bolts, 6 darts, beads of altered voice*, 2 potions of darkvision, plus several doses of various poisons, some deadly and some incapacitating; **Other Gear** +2 leather armor, wormtongue*, +2 heavy crossbow of seeking, ring of protection +4, ring of resistance +2, plus any disguises or props appropriate to a role she is playing (e.g., trade goods and a pack animal when she is a merchant, suitable armor and weapons if a bodyguard, etc.)

Lilly Weedspawn

Lilly Weedspawn is a sloppily dressed, middle-aged halfling. She ties her long, unkempt hair into several oddly knotted buns, into which she sticks various needles, pins, twigs from poisonous shrubbery, and other odds and ends. Likewise, all manner of plants, flasks, jars, quills and the occasional spider protrude from the many pockets and satchels that adorn her usually dirty robes. Smears of ink stain the corners of her mouth, as do other substances from her experiments (she often taste-tests her lethal concoctions).

Lilly's father, Thorn Weedspawn, was an herbalist and naturalist whom the dark druids of Khirdet once held in high repute. Her mother disappeared when Lilly was a baby. Lilly's father raised her on a tiny fortified farm upon the shore of a small lake, just a day's ride from the Hornsaw Forest.

Thorn taught his daughter a great deal, but he was also very cruel. As Lilly grew older, she developed an unrelenting hatred for both her father and most other warm-blooded life. Though she was but a small, weak halfling teen, her knowledge of poisons and techniques for delivering them were already astounding. Even Thorn's rampant paranoia couldn't save him; he died screaming, his vengeful daughter standing over him, gazing down serenely as he writhed in agony.

Roleplaying Notes

Lilly lives alone on her father's farm with a few poisonous giant insects, reptiles, and fish for companionship. She stocks her garden maze with all manner of poisonous plants and many deadly, cold-blooded creatures. Sometimes she enjoys the company of fellow halfling wanderers, be they ex-slaves, beggars, or other former prisoners — but they often live only as long as she does not grow bored of their company.

Nobles and courtiers sometimes visit Lilly. Most come from the Calastian Hegemony, and they pay her handsomely for her various subtle and ingenious poisons and delivery devices. Little do her customers realize the depths of Weedspawn's evil; she often purposely creates for them a poisoned trap that, if not used with perfect skill and timing, kills many more people than its intended target.

Lilly has written several excellent books on poisoning, including *Death in the Garden*, *Death in the Kitchen*, *Death in the Bedroom*, *Death in the Sitting Room*, *Death in the Library* (and several similarly titled works), *Poisoning Magic-Users*, *Venomous Creatures of the World*, *Goodbye Gifts*, and the very popular *Poison Politics*. She has admirers throughout Ghelspad and perhaps even beyond.

Combat

If Lilly has time to prepare, she sets some sort of poisoned trap, or more likely a series of them. She has all manner of delivery mechanisms: syringes, poison-coated needles, toxic incense and candles, fabric that bursts into flames when the wearer's body temperature increases beyond a certain point, and so on. Weedspawn has recently been experimenting with infectious slimes and fungi.

During encounters with people she dislikes, Lilly may pretend to be friendly and offer them presents (e.g., a glass of fine halfling ale to smooth over their differences). The results of accepting such gifts are too gruesome to relate. Lilly sometimes uses powerful paralyzing poisons to capture people, especially if she requires living subjects for her experiments.



LILLY**CR 14**

Female halfling alchemist 15

CE Small humanoid (halfling)

XP 38,400

Init +8; **Senses** Perception +24

DEFENSE

AC 24, touch 17, flat-footed 20 (+5 armor, +2 deflection, +4 Dex, +2 natural, +1 size); +1 vs. traps

hp 142 (15d8+75)

Fort +20, **Ref** +18, **Will** +14; +1 vs. traps, +2 vs. illusions

Defensive Abilities *displacement* (50% miss); **DR** 10/adamantine; **Immune** poison; **SR** 27

OFFENSE

Speed 20 ft.

Melee seven venom dagger +20/+15/+10 (1d3+2/19-20)

Ranged bomb +17/+12/+7 touch (8d6+5 fire plus entangled, DC 22) or mwk dart +18/+13/+8 (1d3-2)

Special Attacks bomb 22/day, discoveries (fast bombs, poison bomb, smoke bomb, tanglefoot bomb), poison use

Alchemist Extracts Prepared (CL 15th)

5th—plant shape I, spell resistance, vermin shape II

4th—neutralize poison, stoneskin, spell immunity, touch of slime (DC 19), viper bomb admixture

3rd—absorb toxicity, beast shape I, communal delay poison, displacement, fly, gaseous form

2nd—alter self, corrode* (DC 17), darkvision, delay poison, invisibility, transmit potion to poison

1st—blend, comprehend languages, disguise self, expeditious retreat, targeted bomb admixture, true strike

TACTICS

Base Statistics Without her mutagen (Con) in effect and cat's grace (from a potion), *displacement*, *spell resistance*, and *stoneskin* active, Lilly's stats are as follows: **Init** +6; **AC** 20, touch 15, flat-footed 18 (+5 armor, +2 deflection, +2 Dex, +1 size); **hp** 112 (15d8+45); **Fort** +18, **Ref** +16; **Melee** seven venom dagger +18/+13/+8 (1d3+2/19-20); **Ranged** bomb +15/+10/+5 touch (8d6+5 fire plus entangled, DC 22) or mwk dart +16/+11/+6 (1d3-2); **Dex** 14, **Con** 14, **Cha** 11; **CMD** 22; **Skills** Sleight of Hand +18, **Use Magic Device** +18

STATISTICS

Str 6, **Dex** 18, **Con** 18, **Int** 21, **Wis** 14, **Cha** 9

Base Atk +11; **CMB** +8; **CMD** 24

Feats Brew Potion^B, Extra Bombs, Far Shot, Improved Initiative, Iron Will, Master Alchemist, Point-Blank Shot, Remote Bomb, Throw Anything^B, Weapon Finesse, Weapon Focus (dart)

Traits orphaned, trap intuition*

Skills Appraise +23, Craft (alchemy) +25 (+40 to create alchemical items), Knowledge (nature) +23, Perception +24, Profession (herbalist) +20, Sense Motive +4, Sleight of Hand +20, Survival +21, **Use Magic Device** +17

Languages Calastian, Elvish, Ledean, Slitherin, Zathisk

SQ alchemy, halfling traits (practicality), mutagen, discoveries (concentrate poison, malignant poison, poison conversion), poison immunity, persistent mutagen, swift alchemy, swift poisoning

Combat Gear 18 mwk darts, seven venom dagger[†], *potion of cat's grace*, *potion of cure moderate wounds*, various poisons and alchemical items as needed; **Other Gear** +3 leather armor, cloak of resistance +4, ring of protection +2, traveler's outfit, alchemist's kit, survival kit

Loren Rizen, the Belsameth Spider

In Chern's final hours, he inflicted a final ignominy upon Scarn: He cursed one of his attackers, a human priest of Madriel whom the titan decapitated even as he fled into the ocean toward Termana. This mighty curse caused the dead priest's severed head to regain the semblance of life and grow spider legs. The resulting creature attacked everything it faced, and those it bit shared its curse. It roamed the continent, spreading its terrible, gruesome form of undeath to all races, until eventually it drew the goddess Belsameth's attention; she found a purity of distortion in the creature and became its patroness. The sad creature and its many spawn are thus now known as "Belsameth spiders."

With most such abominations, the Witch Goddess is occasionally kind, but she sometimes closely follows the existence of remarkable Belsameth spiders. Loren Rizen, the first of its kind, is one of her favorites. Rizen's curse is completely incurable, so Rizen constitutes a serious threat. Belsameth uses him to deliver "eternal punishment." Since the end of the Divine War, he has been the dark goddess's tool of retribution against those who steal relics devoted to Belsameth or who slay creatures acting in the Queen of Lies' service.

The legend of Loren Rizen is known everywhere, from childhood yards to throne rooms. But what most do not realize is that the other gods fear that Rizen's ultimate loyalty may be to Chern, not the Mistress of Witches, who believes Rizen her faithful pet. The curse that created Rizen is an old thing borne of the titans, and Chern may still exert some influence over the spidery thing.

Roleplaying Notes

Rizen can think as well as any man, but the former priest's tortured soul makes prolonged thought difficult. It is nearly impossible for Rizen to maintain focus on any one task unless it is following a direct command from Belsameth

herself (or some other powerful master). Hateful and cruel, the spider lives in a constant state of fear. It never sleeps, but sometimes remains in a dark, secluded spot for hours at a time, slowly bobbing and swaying as if hypnotized.

When Rizen kills, it often writes ancient words in the victim's blood, crudely scribbled with the tips of its thin legs. These words usually perplex observers and defy translation even using magic such as *comprehend languages*. Among the pathetic creature's more intelligible scrawls, it asks for forgiveness from the Archangel or, equally as often, expresses gratitude to its dark goddess Belsameth, and sometimes it even mourns the fallen titan that cursed it. Many mortal murderers have mimicked these strange scribbles and signs, perhaps hoping to excuse their crimes as the will of the gods or to demonstrate allegiance to Belsameth or possibly to Chern. (Usually, such pretenders eventually suffer Rizen's vengeance.)

Combat

Rizen contemplates and calculates, in a mad sort of way. It thinks, evaluates, and can speak at a great length, but its commands and threats are harsh and muddled due to its damaged tongue. The Belsameth spider never stays in a locale long enough to have a permanent lair. It does not forsake sunlight, but is known to move about and to strike mostly at night.

When it attacks, Rizen simply falls from the ceiling upon its intended victim or crawls from beneath a bed or from some other small opening or gap. It gnashes with teeth that can tear through bone. It prefers to attack when its victim is asleep or unconscious, alone, or otherwise vulnerable.



LOREN RIZZEN**CR 12 / MR 5***CE Tiny undead (mythic, titanspawn)***XP** 19,200**Init** +14^M; **Senses** darkvision 60 ft., tremorsense 60 ft., x-ray vision; Perception +20**DEFENSE****AC** 26, touch 17, flat-footed 21 (+5 Dex, +9 natural, +2 size)**hp** 173 (14d8+110)**Fort** +8, **Ref** +9, **Will** +6; second save**Defensive Abilities** channel resistance +4; **DR** 10/epic; **Immune** undead traits; **SR** 26**Mythic Defenses** deadly dodge**OFFENSE****Speed** 40 ft., climb 40 ft.; nimble glide**Melee** bite +18/+13 (1d8+3 plus curse of Rizen)**Space** 2-1/2 ft.; **Reach** 0 ft.**Special Attacks** curse of Rizen**Mythic Attacks** mythic power (7/day, +1d8)**STATISTICS****Str** 15, **Dex** 20, **Con** –, **Int** 14, **Wis** 5, **Cha** 19**Base Atk** +10; **CMB** +13; **CMD** 25 (33 vs. trip)**Feats** Ability Focus (curse of Rizen), Death from Above^M, Improved Initiative^M, Improved Natural Attack (bite), Skill Focus (Stealth)^M, Toughness, Weapon Focus (bite), Weapon Finesse^B**Skills** Acrobatics +26 (+30 jumping), Climb +27, Perception +20, Sense Motive +16, Spellcraft +19, Stealth +39**Languages** Ancient Ledeon, Celestial, Infernal, Ledeon**MQ** extra mythic power, nimble glide, supreme stealth (blindsight, tremorsense)**SPECIAL ABILITIES****Curse of Rizen (Su)** Bite—injury; save Fort DC 23; frequency 1/round for 5 rounds; effect 1d6 Con; cure 2 consecutive saves.

A humanoid killed by this effect becomes a Rizenspawn (see Appendix H: New Creatures) 1d4 hours after dying.

Lucian Daine, the Black Messiah

Lucian Daine, whose name today is synonymous with evil, began his career as an adventurer visiting Hollowfaust in search of knowledge. While Daine was already accomplished in the necromantic arts, the Guildmasters who interviewed the young spellcaster denied him admission to the Underfaust due to his “unstable and selfish nature.” The necromancers knew Daine better than he knew himself.

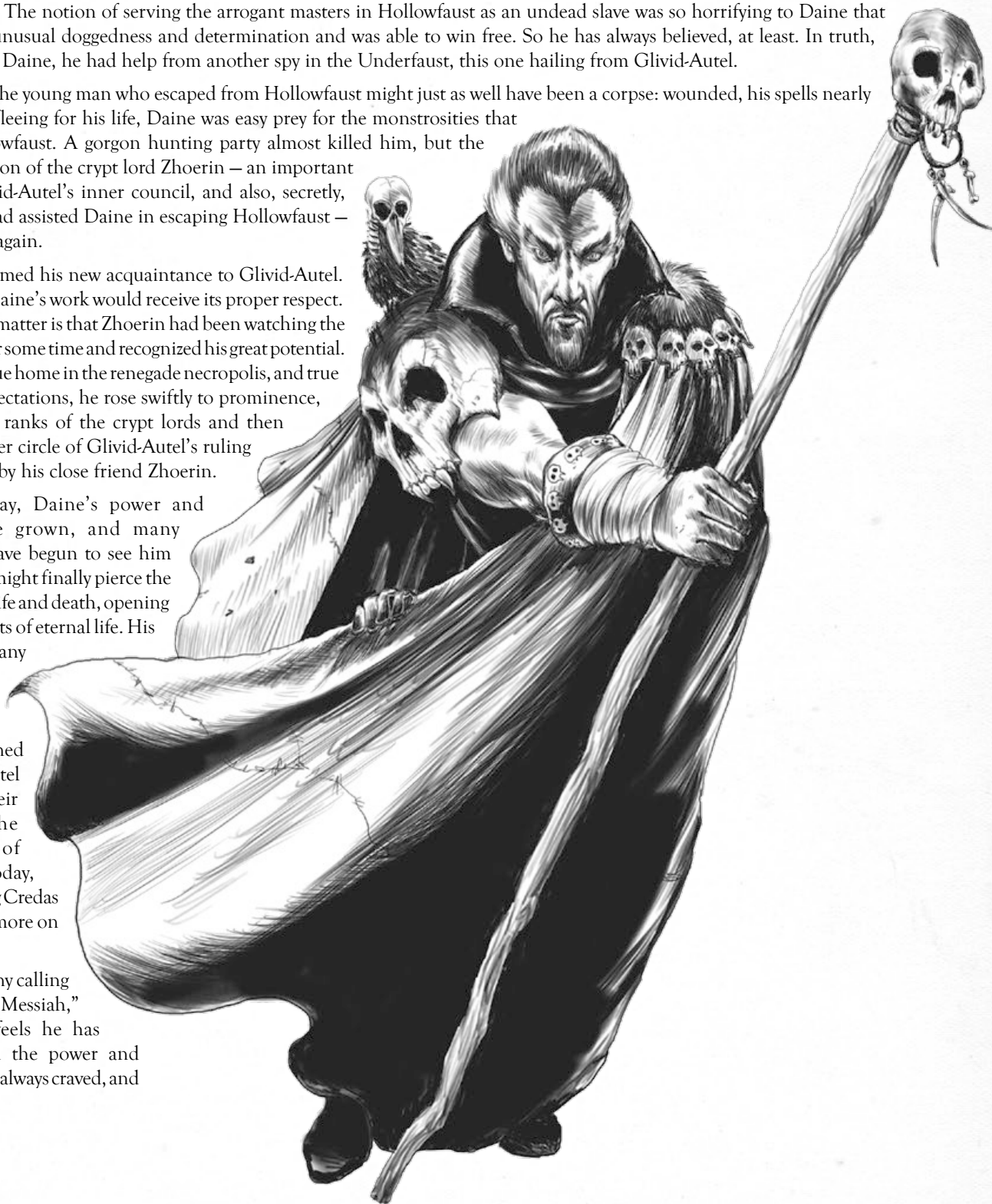
Several weeks later, after assuming a disguise and infiltrating the Animator’s Guild, Daine was discovered and barely escaped the city with his life. The notion of serving the arrogant masters in Hollowfaust as an undead slave was so horrifying to Daine that he fought with unusual doggedness and determination and was able to win free. So he has always believed, at least. In truth, unbeknownst to Daine, he had help from another spy in the Underfaust, this one hailing from Glivid-Autel.

All the same, the young man who escaped from Hollowfaust might just as well have been a corpse: wounded, his spells nearly exhausted, and fleeing for his life, Daine was easy prey for the monstrosities that lived near Hollowfaust. A gorgon hunting party almost killed him, but the timely intervention of the crypt lord Zhoerin — an important member of Glivid-Autel’s inner council, and also, secretly, the mage who had assisted Daine in escaping Hollowfaust — saved him once again.

Zhoerin welcomed his new acquaintance to Glivid-Autel. There, he said, Daine’s work would receive its proper respect. The truth of the matter is that Zhoerin had been watching the young warlock for some time and recognized his great potential. Daine found a true home in the renegade necropolis, and true to Zhoerin’s expectations, he rose swiftly to prominence, first joining the ranks of the crypt lords and then entering the inner circle of Glivid-Autel’s ruling elite, sponsored by his close friend Zhoerin.

Since that day, Daine’s power and influence have grown, and many necromancers have begun to see him as the man who might finally pierce the barrier between life and death, opening to them the secrets of eternal life. His followers (and many of his peers, if somewhat grudgingly) think he is destined to lead Glivid-Autel to victory over their hated foes, the necromancers of Hollowfaust. Today, the Necrotic King Credas relies more and more on Daine’s counsel.

Now, with many calling him the “Black Messiah,” Lucian Daine feels he has at last garnered the power and influence that he always craved, and



LUCIAN**CR 14**Male human witch 7 / crypt lord[†] 8

NE Medium humanoid (human)

XP 38,400**Init** +2; **Senses** Perception +14**DEFENSE****AC** 28, touch 16, flat-footed 22 (+4 armor, +2 Dex, +4 deflection, +4 natural, +4 shield)**hp** 105 (15d6+52) plus 15 temp**Fort** +11, **Ref** +11, **Will** +17; +2 vs. fear**Defensive Abilities** become death, spell turning**OFFENSE****Speed** 30 ft.**Melee** crimson blade +9/+4 (1d4+2/19-20 plus negative levels) or quarterstaff +8/+3 (1d6+1)**Special Attacks** channel negative energy 4d6 (8/day, DC 22), hex (DC 19; blight, evil eye, slumber)**Witch Spells Prepared** (CL 15th; concentration +23)**8th**—leech field* (DC 26)**7th**—harm (DC 25), waves of exhaustion (DC 25)**6th**—create undead, eyebite (DC 24), slay living (DC 24), symbol of fear (DC 24)**5th**—blight (DC 23), feeblemind (DC 21), inflict critical wounds (DC 23), magic jar (DC 23), waves of fatigue (DC 23)**4th**—animate dead, black tentacles (DC 20), enervation (DC 22), lower resistance* (DC 20), poison (DC 22)**3rd**—bestow curse (DC 21), dispel magic, ray of exhaustion (DC 21), sleet storm (DC 19), vampiric touch (DC 21)**2nd**—command undead (DC 20), death knell (DC 20), false life, gentle repose, inflict moderate wounds (DC 18), scare (DC 20)**1st**—cause fear (DC 19), command (DC 17), detect undead, inflict light wounds (DC 19), lesser animate dead*, ray of enfeeblement (DC 19)**0** (at will)—bleed (DC 18), daze (DC 16), light, touch of fatigue (DC 16)**TACTICS****Base Statistics** Without false life, mage armor (from a potion), and a shield (potion) active, Lucian's stats are as follows: AC 20, touch 16, flat-footed 18 (+2 Dex, +4 deflection, +4 natural); hp 105 (15d6+52)**STATISTICS****Str** 13, **Dex** 15, **Con** 14, **Int** 22, **Wis** 15, **Cha** 14**Base Atk** +7; **CMB** +8; **CMD** 24**Feats** Accursed Hex, Command Undead^B (DC 20), Evolved Familiar (unnatural aura), Greater Spell Focus (necromancy), Greater Spell Specialization (animate dead), Improved Channel, Quick Channel, Spell Focus (necromancy), Spell Specialization (animate dead), Toughness^B, Undead Master^B**Traits** focused mind, graveyard shift***Skills** Appraise +12, Fly +15, Heal +17, Intimidate +16, Knowledge (arcana, planes, religion) +24, Perception +14, Spellcraft +24, Use Magic Device +19**Languages** Calastian, Dunahn, Ledean, Leonid, Orcish, Ukruan, Zathisk**SQ** become death, deathly familiar, hex (disguise), nightmare horde, patron (plague), patron spells, witch's familiar**Combat Gear** potion of mage armor (CL 5th), potion of shield (CL 10th), other potions and scrolls as needed; **Other Gear** crimson blade*, cloak of resistance +5, ring of protection +4, ring of spell turning, noble's outfit, witch's kit, jewelry and coins worth 4,000 gp; **Tattoos** ghost hands pattern* (tattoo)**Witch's Familiar** all prepared spells, plus more as decided by the GM; Daine knows most necromancy spells of up to 8th level available to witches, including create greater undead, darkstaff*, and symbol of death, as well as a wide variety of other witch spells up to 6th level**NECAZZAR, SKELETAL RAVEN
(DAINE'S FAMILIAR)**

NE Tiny undead

XP —**Init** +2; **Senses** low-light vision; Perception +6**Aura** unnatural aura (30 ft.)**DEFENSE****AC** 22, touch 14, flat-footed 20 (+2 Dex, +8 natural, +2 size)**hp** 52 (15 HD)**Fort** +5, **Ref** +7, **Will** +11**Defensive Abilities** improved evasion; **DR** 5/bludgeoning; **Immune** cold, undead traits; **SR** 20**OFFENSE****Speed** 10 ft., fly 40 ft. (average)**Melee** bite +15/+10/+5 (1d3-4)**Space** 2-1/2 ft.; **Reach** 0 ft.**Special Attacks** deliver touch spells**STATISTICS****Str** 2, **Dex** 15, **Con** —, **Int** 13, **Wis** 15, **Cha** 7**Base Atk** +11; **CMB** +11; **CMD** 16**Feats** Skill Focus (Perception), Weapon Finesse**Skills** Appraise +7, Fly +24, Heal +12, Intimidate +9, Knowledge (arcana, planes, religion) +16, Perception +14, Spellcraft +16, Use Magic Device +12**Languages** Ledean; speak with master, speak with birds**SQ** alertness, empathic link, scry on familiar, share spells, store spells

his experiments grow more and more elaborate. He is currently working on a true ritual intended to slay the entire population of a town or village and transform them into undead servitors. Hollowfaust has learned of his schemes, but so far has done little to stop him.

Roleplaying Notes

Daine is dedicated to his work, and he nurses a deep hatred toward Hollowfaust's arrogant guild wizards. His ambition knows few limits, and like many of Glivid-Autel's citizens, he has begun to believe that he truly is the Black Messiah. Each day, he summons wraiths and other insubstantial undead creatures, trying to unlock the secret of their existence and their connection to the mortal world. If he succeeds, he intends to raise an invincible army of

such creatures and sack Hollowfaust, converting its citizens and rulers into slaves, whether living or undead. He intends to conquer the entirety of the Hornsaw Forest and its surrounding territories.

Daine has an undead raven familiar named Necazzar. He often whispers to the bird, which brings him secrets from all across Ghelspad.

Combat

Daine avoids direct combat, instead relying on undead to defend him, giving him time to prepare other spells and defenses. If pressed into melee, or if he feels his foes are beneath his magic skill, he may wield his *crimson blade* in close combat after he augments his physical abilities with magic. He flees without hesitation if things look grim, abandoning everyone to save himself.

Luficint of Clan Marduk

Luficint was born into clan Marduk, a loose extended family of bat devil bandits that sometimes raid caravans and travelers along the cliffside roads between Hollowfaust and Lokil. At the age of 12, Luficint was captured during one such failed raid, taken to the city of Shelzar, and sold as a slave. He escaped in short order, though, and wound up on a sailing ship bound for Fangsfall. Thus began Luficint's travels to many of the great cities of the world.

In his early days as an adventurer, Luficint moved rapidly from city to city, stealing as much as he could before the authorities took notice. His distinctive appearance and ostentatious displays of wealth quickly earned him the enmity of several noble houses, which leveled large bounties on his head. Shelzar's great merchant houses and their allies particularly dislike Luficint, as he has pilfered from them for over a decade.

But it was not in Shelzar that Luficint earned his most dangerous enemy. In the city of Meliad lived the mage Drukal-ab-Nur, a very ambitious and promising member of the organization of shadow mages called the Unlit Circle. After a year of painful research and some costly bargains with infernal powers, Drukal had located and retrieved a minor artifact known as the *Key to the Fourth Shadow Gate*. The young wizard intended to use the device to increase his status within the Unlit Circle, perhaps even unseating the dark twins who sat at the circle's center.

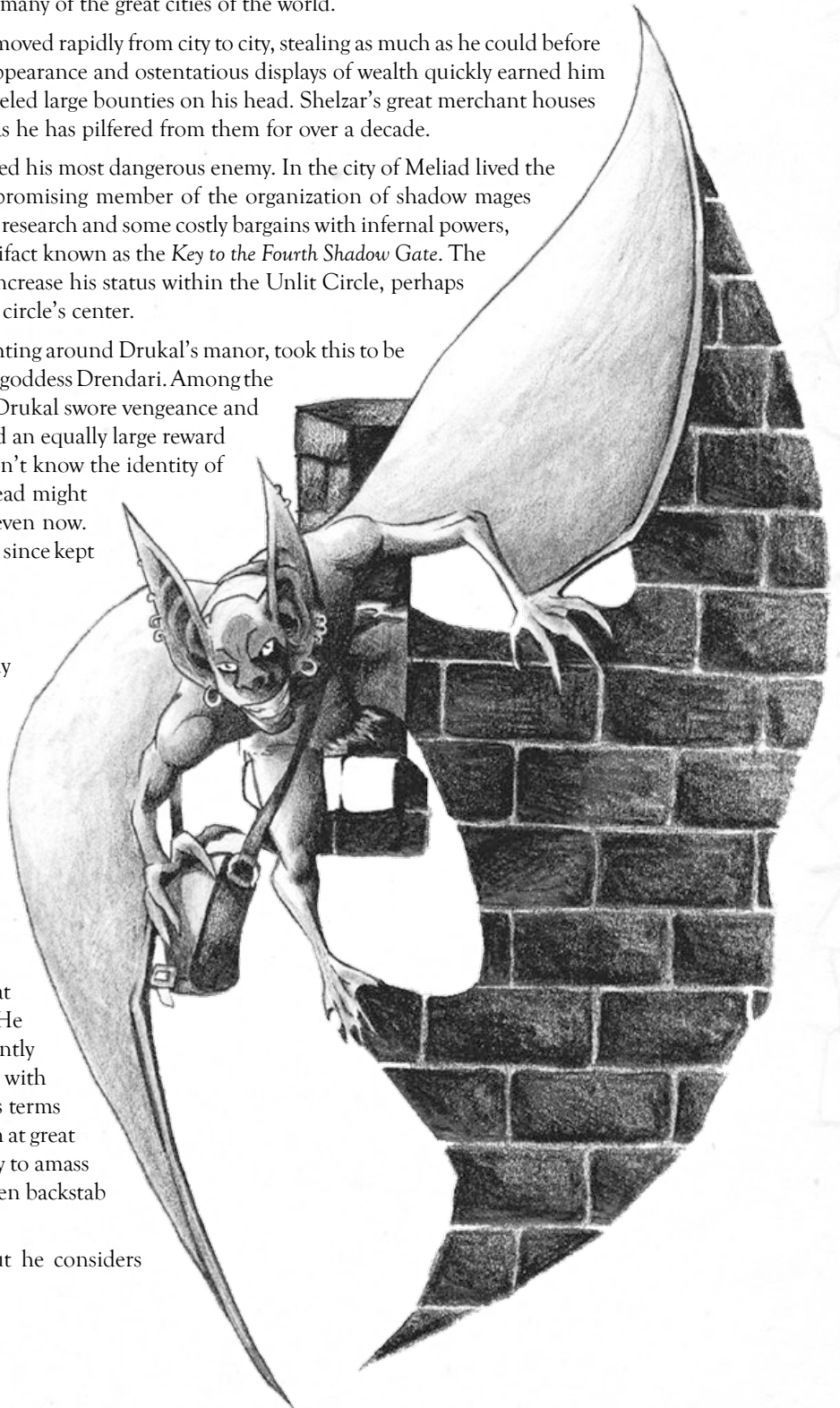
However, Luficint, noting the very poor lighting around Drukal's manor, took this to be a favorable sign from his shadowy mistress, the goddess Drendari. Among the piterin's haul was the *Key to the Fourth Gate*. Drukal swore vengeance and offered a large reward for the Key's return and an equally large reward for Luficint's head. Fortunately, Drukal doesn't know the identity of the artifact's thief; otherwise, the piterin's head might well be part of the décor in Drukal's study even now. Luficint returned to Shelzar afterward and has since kept a low profile since this last heist.

Roleplaying Notes

Luficint carries himself like an elegant, highly civilized bon vivant. Wherever he stays, he maintains a lavish lifestyle, in a luxurious apartment well stocked with furs, silks, and precious objects of art, some stolen and some purchased with his ill-gotten gains. He wears as much jewelry as he can manage, for he sees this as a sign of both his status as a civilized piterin and a successful thief. He especially likes jewel-studded collars and wears large ear- and nose-rings.

Luficint prefers to meet contacts and clients at an inn that is large, crowded, and well-stocked. He prefers negotiating deals while dining, frequently indulging in expensive wines and meat dishes with a bowl of spiced blood for dipping. Luficint's terms are usually fair, but if honoring them puts him at great personal risk or conflicts with an opportunity to amass vast riches, he may double-cross, betray, or even backstab his associates.

Luficint pays homage to several gods, but he considers Drendari his patroness.



LUFICINT**CR 8 (EC 7)***Male piterin† unchained rogue 9**N Medium monstrous humanoid***XP** 3,200 (based on EC)**Init** +7; **Senses** darkvision 60 ft., low-light vision; Perception +16 (+18 in dim light or darkness; +2 if 30 feet up, +3 to avoid surprise, +4 to find hidden objects, +8 to find traps)**DEFENSE****AC** 20, touch 17, flat-footed 20 (+3 armor, +2 deflection, +5 Dex); +3 dodge vs. traps**hp** 67 (9d8+27)**Fort** +7, **Ref** +13 (+16 vs. traps), **Will** +7**Defensive Abilities** danger sense +3, evasion, improved uncanny dodge**Vulnerability** light sensitivity**OFFENSE****Speed** 20 ft. (30 ft. with one hand free), fly 60 ft. (average)**Melee** +3 dagger +14/+9 (1d4+8/19-20) or +2 short sword +13/+8 (1d6+4/19-20)**Ranged** mwk composite shortbow +12/+7 (1d6+2/x3)**Special Attacks** debilitating injury, sneak attack +5d6**Spell-Like Abilities** (CL 12th) (*Key to the Fourth Shadow Gate*)**3/day**—banish shadow (DC 15), shadow step**1/day**—shadow conjuration (DC 17), shadowy haven**1/week**—open shadow portal**STATISTICS****Str** 14, **Dex** 20, **Con** 14, **Int** 13, **Wis** 14, **Cha** 12**Base Atk** +6; **CMB** +8; **CMD** 25**Feats** Calloused Hands†, Death from Above, Echolocation†, Flyby Attack, Hover, Weapon Finesse^B**Traits** aerial observer†, reactionary**Skills** Acrobatics +19, Appraise +13, Disable Device +23, Escape Artist +17, Fly +19, Knowledge (local) +13, Perception +16 (+2 if 30 feet up, +3 to avoid surprise, +4 to find hidden objects, +8 to find traps), Sleight of Hand +17, Stealth +19; **Racial Modifiers** +2 Perception in dim light or darkness, +2 Stealth in dim light or darkness**Languages** Dunahn, Piterin, Shelzari**SQ** finesse training (dagger), piterin traits, rogue talents (black market connections, canny observer, fast stealth, terrain mastery: urban), rogue's edge (Fly), trapfinding +4**Combat Gear** 20 arrows, *Key to the Fourth Shadow Gate*, *potion of gaseous form*, *dust of disappearance* (5 doses), *potion of alter self*, *potion of cure moderate wounds*, *antitoxin* (x2); **Other Gear** mwk leather armor, +2 short sword, +3 dagger, mwk composite shortbow (+2), *amulet of nondetection*, *bracers of armor* +3, *cloak of resistance* +2, *ring of protection* +2, mwk thieves' tools, courtier's outfit, rogue's kit

Combat

Luficint prefers subterfuge to fighting. If discovered during a thief's errand, he most likely flies off. If his discoverer is threatening

or insulting, though, he might make a flyby attack during his escape. If he is truly desperate, he might use the *Key to the Fourth Shadow Gate* to escape, though he is reluctant to risk attracting Drukal's attention in this way.

Lysear, Scion of Mormo

Lysear is one of the most ancient high gorgons alive, and he actually fought at Mormo's side from the beginning of the Titanswar centuries ago. He was among her most favored servants because of both his spellcasting talent and his ferocity. After the Titanswar, forlorn for a time, he randomly destroyed small divine race settlements with bands of low gorgons to sate his bloodlust and avenge the Serpent Queen. It was during these raids that he learned about the hags and witches of the Dar al Annot.

Lysear made a pilgrimage to the Hornsaw Forest, looking for this coven of hags dedicated to Mormo's return. Upon discovering their serpenthold, Lysear decided to keep his true nature hidden and thus retain some of his own secrets. His disguise passed their inspection, so the Dar al Annot accepted him as a human worshipper of Mormo. Before long, Lysear's magical power, already strong, rivaled that of the coven's elder hag, the Blood Crone.

On several occasions during his stay, the hags dissected and studied other gorgons, both high and low, that they had captured. They were trying to understand Mormo's nature by studying her creations. Nonetheless, recognizing an antipathy between the hags and the gorgons, and realizing that the hags had little left to teach him, Lysear left Annot Kalambath. In doing so, he stole several precious Mormite sacraments that had been recovered by the hags and even a few bits of the Witch Queen's *titan's blood* (see sidebar, Chapter 7, *Scarred Lands Player's Guide*). For the next half-century, well hidden from all observation, Lysear studied the fallen titan's remains in a cave deep beneath the Hornsaw.

A decade ago, the high gorgon sorcerer finally formulated a true ritual that he believed might actually restore Mormo's sundered remains. Knowing that he would need help to cast such a powerful ritual, Lysear started building up a legion of followers, proclaiming himself Mormo's true prophet, unlike the hags who had once been human. Gorgons, other titanspawn, and even some renegade humans have flocked to Lysear's banner since. Calling themselves the Cult of the Serpent Ascendant, they scour the Hornsaw Forest looking for new pieces of the titan. The cult's progress has been costly, however; several rival factions also seek pieces of Mormo's flesh, and many spellcasters seek out the precious bits of *titan's blood* as a component for spells and rituals of their own. Lysear has already thwarted two Dar al Annot assassination attempts, and he suspects that other groups also want him dead.

Currently, aside from the witches of Annot Kalambath, Chardun's servants represent the greatest threat to the Cult of the Serpent Ascendant. The Slaver has a well-known hatred for gorgons, and Lysear is likely the most infamous of his kind.



LYSEAR**CR 20 / MR 3**

Male high gorgon * sorcerer 10 / archmage 3

LE Medium monstrous humanoid (mythic, titanspawn)

XP 307,200**Init** +8^M; **Senses** darkvision 60 ft.; Perception +25**DEFENSE****AC** 33, touch 18, flat-footed 24 (+5 armor, +3 deflection, +5 Dex, +6 natural; +4 shield)**hp** 198 (11d10 plus 10d6+103); regenerate 1 hp/10 min.**Fort** +16, **Ref** +18, **Will** +22; +8 vs. mind-affecting**Defensive Abilities** greater invisibility, snakeskin; **Resist** cold 20; **Immune** divination, magic missile, paralysis, poison, sleep; **SR** 29**Mythic Defenses** hard to kill, reverse scrying**OFFENSE****Speed** 30 ft., fly 60 ft. (average)**Melee** sylvan scimitar +24/+19/+14/+9 (1d6+8/18-20 [plus 1d6 and Cleave]), snake bites +21 (2d6+5 plus poison); or bite [serpent's fang] +21/+16/+11/+6 (1d4+3 plus poison)**Special Attacks** poison, serpent's fang (13 rds/day; magic)**Mythic Attacks** eldritch breach, mythic power (9/day, surge +1d6), wild arcana**Sorcerer Spells Known** (CL 18th; concentration +28)**9th** (4/day)—*transmute blood to acid* (DC 30)**8th** (6/day)—*mind blank*, *temporal stasis* (DC 29)**7th** (8/day)—*finger of death*^M (DC 28), *greater scrying*, *limited wish***6th** (9/day)—*analyze dweomer*, *mass suggestion* (DC 26), *true seeing***5th** (9/day)—*cure critical wounds*^M, *dismissal* (DC 25), *dominate person* (DC 25), *vampiric shadow shield***4th** (9/day)—*arcane eye*, *enervation*, *fear* (DC 25), *greater invisibility*, *poison*^B (DC 25)**3rd** (9/day)—*burrow*, *dispel magic*^M, *fly*, *summon monster III*^B (reptiles only), *water breathing***2nd** (10/day)—*alter self*, *delay poison*^B, *detect thoughts* (DC 22), *pernicious poison*, *spectral hand*, *whispering wind***1st** (10/day)—*magic missile*, *hypnotism*^B (DC 21), *identify*, *ray of enfeeblement* (DC 22), *touch of the sea*, *shield***O** (at will)—*arcane mark*, *dancing lights*, *detect magic*, *mage hand*, *message*, *prestidigitation*, *putrefy food and drink*, *read magic*, *touch of fatigue* (DC 21)**B** bloodline spell; **M** mythic spell; **Bloodline** Serpentine; **Bloodline Arcana** Lysear's mind-affecting or language-dependent spells affect animals, magical beasts, and monstrous humanoids as if they were humanoids who understood his language**TACTICS****Base Statistics** Without fly, greater invisibility, mind blank, and shield active, Lysear's stats are as follows: AC 29, touch 18, flat-footed 24 (+5 armor, +3 deflection, +5 Dex, +6 natural); Defensive Abilities snakeskin; Immune paralysis, poison, sleep; Speed 30 ft.; Skills Fly +14, Stealth +23**STATISTICS****Str** 17, **Dex** 20, **Con** 18, **Int** 20, **Wis** 21, **Cha** 30**Base Atk** +16; **CMB** +19; **CMD** 37**Feats** Ascendant Spell, Combat Casting, Combat Reflexes, Craft Wondrous Item, Dervish Dance, Empower Spell, Extend Spell, Eschew Materials^B, Great Fortitude, Mythic Spell Lore, Skill Focus (Bluff)^B, Spell Focus (necromancy, transmutation), Stealthy^B, Weapon Finesse**Skills** Acrobatics +10, Appraise +13, Bluff +34, Craft (alchemy) +16, Diplomacy +18, Disguise +29, Escape Artist +19, Fly +23, Intimidate +24, Knowledge (arcana) +19, Knowledge (dungeoneering, geography, history, planes) +8, Knowledge (local, nature, religion) +7, Linguistics +7, Perception +25, Spellcraft +26, Stealth +43 (+63 while stationary), Use Magic Device +27**Languages** Calastian, Elvish, Goblin, Gorgon, Infernal, Ledeon, Primordial, Titan Speech, Veshian; *speaks with animals* (reptilian only)**SQ** serpentfriend**MQ** amazing initiative, bloodline intensity**Combat Gear** assorted potions and scrolls, as needed; **Other Gear** snakeskin armor*, sylvan scimitar, cloak of resistance +4, headband of alluring charisma +4, ioun stone (pearly white spindle), ring of protection +3, scholar's outfit, 2 diamonds (1,500 gp each; for limited wish), plus other items and spell components as needed**SPECIAL ABILITIES****Poison (Ex)** Serpent's fang—injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d2 Con; cure 2 consecutive saves.**Poison (Ex)** Snake bites—injury; save Fort DC 19; frequency 1/round for 4 rounds; effect 1d3 Con; cure 1 save.

Roleplaying Notes

More than any other living servant of Mormo, Lysear was crushed by her defeat. Where he once was calm, confident, and arrogant, he is now desperate, looking for any way to restore his great matron. This desperation has made Lysear, normally careful, meticulous, and ruthless, even more dangerous. He feels very little concern for his own or his followers' safety, going to nearly any length to obtain enough pieces of Mormo's form to begin his true ritual.

Combat

Lysear seldom leaves his hidden cave base. Whether he should encounter enemies on his rare travels or if they were to penetrate his lair, he invariably has allies nearby. Lysear attacks from a distance while his followers close in on their foes. In the unlikely event that he lacks allies, or if they are defeated, he tries to escape. If he cannot escape, he launches his most deadly array of magic in the hope of making a hole through which he can flee.

Mazat, Shadow of Shelzar

Few know of Mazat, chief of Shelzar's infamous Sa'an crime cartel, knowing only that their leader is referred to as the "Shadow of Shelzar"; only his closest henchmen even know his real name. No one has connected him to a secretive sorcerer who threatened the region over 30 years ago, yet they are one and the same.

In those days, rebuffed by the wizards' colleges of Darakeene, Mazat, a young spellcaster with more confidence than sense, swore vengeance. He journeyed south into the Ukrudan Desert, where he impressed some ignorant tribesfolk with his magic and offered to lead them to glory. Mazat's first crusade against the library-city of Lokil ended in catastrophe. His second campaign, sweeping back into Darakeene to mete out vengeance for the magic colleges' humiliation, was utterly wiped out, leaving Mazat a penniless refugee. He again wandered south through the desert, crossed the Sweltering Plains and Festering Fields, and finally reached the wicked city of Shelzar.

In the City of Delights, a demoralized Mazat fell in with the Sa'an cartel, and finally proved a valuable asset to the criminals. As before, however, Mazat's ego got the better of him, and he began to plot the overthrow of Master Sa'an, the cartel's boss. Again, Mazat's schemes came to nothing as his weakness for the opposite sex betrayed him: a faithless courtesan told Sa'an of Mazat's plans. The following night, Sa'an's thugs ambushed Mazat, bound him, and dragged the young traitor before the crime lord. Sa'an was not known for his mercy. He bade his torturers skin the treacherous sorcerer alive.

In his agony, Mazat called upon any god who would listen. Enkili heard his agonized prayer. The Trickster reached out his hand, shattering Mazat's bonds and transforming the spellcaster into a fearsome, skinless monstrosity — a "skin devil," one of the spawn of Gormoth. Sa'an and his torturers stared in horror as the newly revitalized Mazat unleashed a torrent of spells, killing them all but Sa'an himself. As he stood, Mazat chanced to see his reflection in a nearby mirror and realized what the Trickster had done to him. His fleshless body's pain began to tear at him. Instinctively, he collected strips of flesh from Sa'an and assumed the crime lord's form.

That transformation occurred almost 30 years ago. Mazat took Master Sa'an's identity and reorganized the

cartel. He kept Sa'an imprisoned for several weeks, periodically renewing his stolen skin to perpetuate the illusion for the short time he required. Mazat's towering ego actually helped him here; for all his vanity, the sorcerer was an intelligent man, and his imperious manner kept Sa'an's minions in line. He soon controlled the old master's criminal organization. By the time Sa'an was dead, his flayed body totally stripped of usable skin, Mazat had enacted both the master's natural death and his "successor's appointment."

Today, Mazat lives in seclusion, taking on new identities as necessary. He has retained his loyalty to Enkili, but he is thoroughly chaotic and malicious (a situation that generally pleases the Trickster). Mazat retains his fondness for women, and a steady stream of harlots and courtesans visit his manse. Those who return often do so with a different description of the cartel's master, and occasionally, some of them do not return at all.

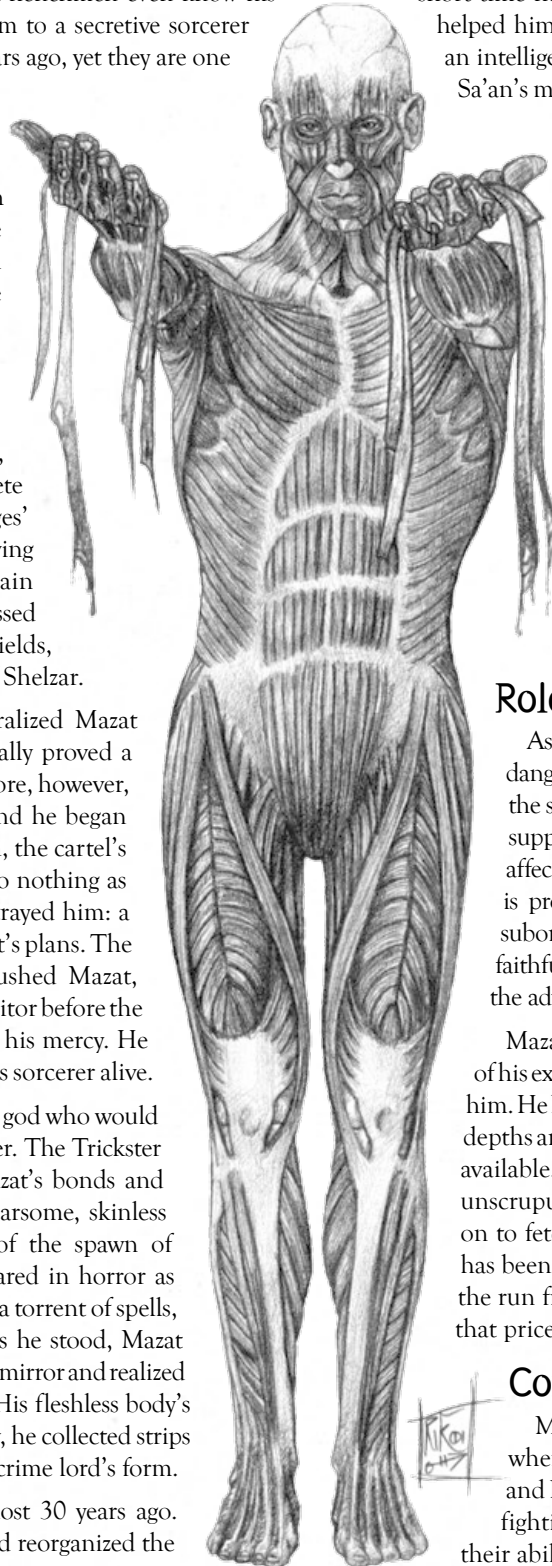
Roleplaying Notes

As time passes, Mazat grows more sadistic and dangerous. Still a terribly vain creature, he prefers the skins of particularly handsome victims and supplements his various guises with magic. He affects an air of sophistication and reason, but is prone to angry outbursts; he has executed subordinates for the slightest infractions. Several faithful followers protect him, however, and enjoy the advantages of his friendship.

Mazat rarely wants for fresh skins, so the agony of his exposed musculature does not often trouble him. He keeps a number of prisoners in his manse's depths and uses them should nothing else become available. His payroll includes several competent, unscrupulous wizards and rogues, whom he relies on to fetch new victims if he needs them. Mazat has been known to offer a safe haven to those on the run from the law — for a price. In some cases, that price might be high indeed.

Combat

Mazat had his fill of battle in years past, when he led his beggar armies against Lokil and Darakeene. Today, he lets his thugs do the fighting for him, although he may supplement their abilities with spells or loaned magic items.



MAZAT**CR 10***Male skin devil[†] sorcerer 9**CE Medium monstrous humanoid (shapechanger)***XP** 9,600**Init** +8; **Senses** darkvision 60 ft.; Perception +10**DEFENSE****AC** 29, touch 15, flat-footed 18 (+3 armor, +2 deflection, +3 Dex, +3 natural, +4 shield)**hp** 128 (14 HD; 5d10 plus 9d6+70)**Fort** +11, **Ref** +12, **Will** +14; +4 vs. poison**Defensive Abilities** *blur* (20% miss), infernal resistances;**Immune** *magic missile*; **Resist** fire 10**OFFENSE****Speed** 30 ft.**Melee** 2 claws +12 (1d6+3 plus steal skin)**Special Attacks** steal skin**Spell-Like Abilities** (CL 5th, concentration +10)**Constant**—*tongues***Bloodline Spell-Like Abilities** (CL 9th, concentration +15)**7/day**—*corrupting touch* (+12 melee touch, 4 rds)**1/day**—*hellfire* (9d6 fire, DC 18)**Sorcerer Spells Known** (CL 9th; concentration +15)**4th** (5/day)—*charm monster^B* (DC 20), *greater invisibility*, *wall of fire***3rd** (7/day)—*beast shape II*, *fly*, *hold person* (DC 19), *suggestion^B* (DC 19)**2nd** (7/day)—*bear's endurance*, *blur*, *hideous laughter* (DC 18), *misdirection*, *scorching ray^B* (DC 16)**1st** (7/day)—*charm person* (DC 17), *disguise self*, *magic missile*, *protection from good^B*, *shield*, *unseen servant***0** (at will)—*bleed* (DC 14), *daze* (DC 16), *detect magic*, *light*, *mage hand*, *message*, *prestidigitation*, *read magic***B** bloodline spell; **Bloodline** Infernal; **Bloodline Arcana** charm subschool spells cast by Mazat gain +2 to their DC**TACTICS****Base Statistics** Without *bear's endurance*, *blur*, and *shield* active, Mazat's stats are as follows: AC 25, touch 15, flat-footed 18 (+3 armor, +2 deflection, +3 Dex, +3 natural); hp 100 (14 HD; 5d10 plus 9d6+42); Fort +9; Defensive Abilities infernal resistances; Con 16**STATISTICS****Str** 17, **Dex** 16, **Con** 20, **Int** 17, **Wis** 10, **Cha** 19**Base Atk** +9; **CMB** +12; **CMD** 27**Feats** Alertness^B, Deceitful^B, Eschew Materials^B, Extend Spell, Heighten Spell, Improved Initiative, Improved Natural Attack (claw), Iron Will, Persistent Spell, Skill Focus (Disguise)**Traits** arcane temper, Enkili's blessing***Skills** Appraise +10, Bluff +33, Diplomacy +12, Disguise +39, Fly +10, Intimidate +12, Knowledge (arcana) +15, Linguistics +15, Perception +10, Sense Motive +4, Spellcraft +15, Stealth +14 (+19 while not moving), Use Magic Device +13**Languages** Ancient Ledeon, Calastian, Dunahn, Infernal, Ledeon, Shelzari, Sutak, Ukrudan, Zathisk; *tongues***SQ** hide in plain sight (*Dimitri's ring*), natural impersonator**Combat Gear** assorted potions and scrolls, as needed; **Other Gear** mwk dagger, bracers of armor +3, cloak of resistance +2, *Dimitri's ring¹*, *ring of protection* +2, sorcerer's kit**SPECIAL ABILITIES****Natural Impersonator (Ex)** Skin devils treat Bluff, Disguise, and Linguistics as class skills.**Steal Skin (Ex)** If a skin devil deals 5 or more points of damage to a humanoid target with a single claw attack, it removes sufficient skin to grow a disguise identical to the target. It must use the skin within 24 hours. During that time, the skin devil needs to rest for 8 hours to grow a new disguise out of the bits of stolen skin. Upon completion, it has a nearly flawless disguise; it can roll two dice, taking the better result, on any Bluff or Disguise check made to impersonate the target whose skin it wears. The disguise lasts for 1 week before deteriorating to the point that it is unusable.

Meerlah Madilehna

Daughter of the renowned singer and famous inamorata Tanyere, Madilehna grew up in Mullis Town, where in her youth she is said to have had a whirlwind romance with then-prince, now king Donad Jaren. That teenage romance and her mother's wealthy connections and patrons introduced the young woman to court finery, jewels, and beautiful people, a lifestyle that Meerlah still enjoys and maintains to this day.

Unfortunately, she also learned that, beneath the veneer of civility, there was more backstabbing and conniving among the patricians than among common thieves. Fortunately, Tanyere taught Meerlah how to navigate the world of the wealthy and powerful; she learned to appreciate the rare gentlemen she met and to avoid (and sometimes fleece) the rest. In time, like her mother, she became singer, songwriter, performer, lover, and a bit of a wild card in Vesh and the courts of eastern Ghelspad.

Even as she gained more contacts, notoriety, and influence in the northeast, though, one thing had always bothered her: Tanyere had never told Meerlah who her father was. She had heard conflicting reports from former associates of her mother in Lageni, Vesh, and Hedrad. Some claimed her father was a brigand who stole from the rich and gave to the poor, while others said he was vain, cruel, and selfish man. Digging deeper, she learned that several Mullis Town nobles were blackmailing Tanyere about something to do with Meerlah's father, so the bard confronted her mother on the topic again, yet still Tanyere refused to speak.

Today, as she travels the breadth of Ghelspad with her companions, Meerlah's one deepest desire is to find out the truth about her father. Her sometimes allies and friends include a strong-willed Helliann sorceress named Valda, along with Valda's very confused druid companion; the ranger and vigilant Katonis Woodarbor; the incarnate Andelais; and

most recently, Suirzayan, a swashbuckling slitherin engineer they just recruited (and whose name the rest all find rather unpronounceable).

Roleplaying Notes

Meerlah has an unquenchable, unmitigated zest for life. She is an ardent follower of Tanil the Bard who has earned a reputation across eastern Ghelspad and is working her way westward. She is a delight to be around and ever intoxicating (and sometimes also intoxicated). She can be aloof, confident, mischievous, and flirtatious all at the same time. She also has a habit of borrowing items from men she's charmed and never giving them back.

Like her mother, Meerlah is very beautiful, with a sultry voice that can melt almost any heart. The clergy of Idra say their demigoddess must have favored the Madilehna line at some point in the past. Meerlah has delicate, smooth features and keeps her brown, shoulder-length hair swept back from her face. Somehow, she always seems at ease, whether she is girt in armor, wearing her road-worn traveler's clothes, or gracefully attired in a formal gown.

Combat

Meerlah takes to combat as she does everything else in life: with zest and gusto. She prefers charm and social grace, but she is an intrepid adventurer at heart, and she understands that that sometimes means fighting. When she fights, she fights to win, swiftly and at all costs. She acts as a force multiplier for her companions, being a bard, so she is not usually confronted alone; she uses her bow, which she calls "Fancy's Flight," and tries to keep enemies at a distance at all times.



MEERLAH**CR 7 (EC 5)**

Female human bard 8

CG Medium humanoid (human)

XP 1,600 (based on EC)**Init** +5; **Senses** Perception +11**DEFENSE****AC** 22, touch 18, flat-footed 15 (+4 armor, +1 deflection, +5 Dex, +2 dodge)**hp** 51 (8d8+16)**Fort** +4, **Ref** +14, **Will** +9; +4 vs. bardic performance, sonic, language-dependent**OFFENSE****Speed** 60 ft.**Melee** mwk short sword +9/+9/+4 (1d6+1/19-20)**Ranged** +1 composite shortbow +14/+14/+9 (1d6+2/x3)**Special Attacks** bardic performance (22 rds/day; countersong, dirge of doom, distraction, fascinate, inspire competence +3, inspire courage +2, suggestion)**Bard Spells Known** (CL 8th; concentration +12)**3rd** (3/day)—*haste*, *purging finale*, *reviving finale***2nd** (5/day)—*cat's grace*, *cure moderate wounds*, *disguise other*, *missile storm****1st** (5/day)—*abundant ammunition*, *charm person* (DC 15), *disguise self*, *identify*, *unseen cartographer****0** (at will)—*dancing lights*, *daze* (DC 14), *instant wardrobe**, *light*, *prestidigitation*, *read magic***TACTICS****Base Statistics** Without abundant ammunition, cat's grace, and haste active, Meerlah's stats are as follows: Init +3; AC 19, touch 15, flat-footed 15 (+4 armor, +1 deflection, +3 Dex, +1 dodge); Ref +11; Speed 30 ft.; Melee mwk short sword +8/+3 (1d6+1/19-20); Ranged +1 composite shortbow +11/+6 (1d6+2/x3); Dex 16; CMB +7; CMD 22; Skills Acrobatics +10, Escape Artist +11, Sleight of Hand +9, Stealth +12**STATISTICS****Str** 12, **Dex** 20, **Con** 13, **Int** 15, **Wis** 14, **Cha** 19**Base Atk** +6; **CMB** +8; **CMD** 25**Feats** Dazzling Display (shortbow), Dodge, Mobility, Toughness^B, Weapon Focus (shortbow)**Traits** deft dodger, market opportunist***Skills** Acrobatics +12, Appraise +8, Bluff +15, Diplomacy +12, Escape Artist +13, Intimidate +15, Knowledge (arcana, nobility) +13, Knowledge (history) +11, Linguistics +7, Perception +11, Perform (comedy, oratory, sing) +15, Perform (dance) +9, Sense Motive +15, Sleight of Hand +11, Spellcraft +9, Stealth +14**Languages** Calastian, Elvish, Ledean, Ontenazu, Orcish, Veshian**SQ** abundant ammunition, bardic knowledge +4, lore master 1/day, versatile performance (comedy, sing)**Combat Gear** 24 arrows, 2 oils of magic weapon, potion of displacement, wand of cure light wounds (45 ch.); **Other Gear** +1 studded leather armor, +1 composite shortbow (+1), mwk short sword, cloak of resistance +1, ring of protection +1, bard's kit, plus jewels, clothes, and other items worth around 400 gp

Menava of Hollowfaust

Menava grew up in the harsh lands of Chardunahae, where her devotion to Chardun's teachings and her studiousness earned her a place among the priesthood despite her not being a dwarf. As time wore on and she served her god faithfully, Menava nevertheless began to wonder about the world beyond Chardunahae's borders. In her 25th year, she left her homeland to explore the lands of Scam. The diverse peoples and philosophies she discovered fascinated her, especially those of Hollowfaust, City of Necromancers. There she met the wizard Saphereal, who was every bit as gentle and benevolent as Menava was hard and cruel. The kindly mage intrigued Menava. Eventually the two became friends, and soon thereafter lovers.

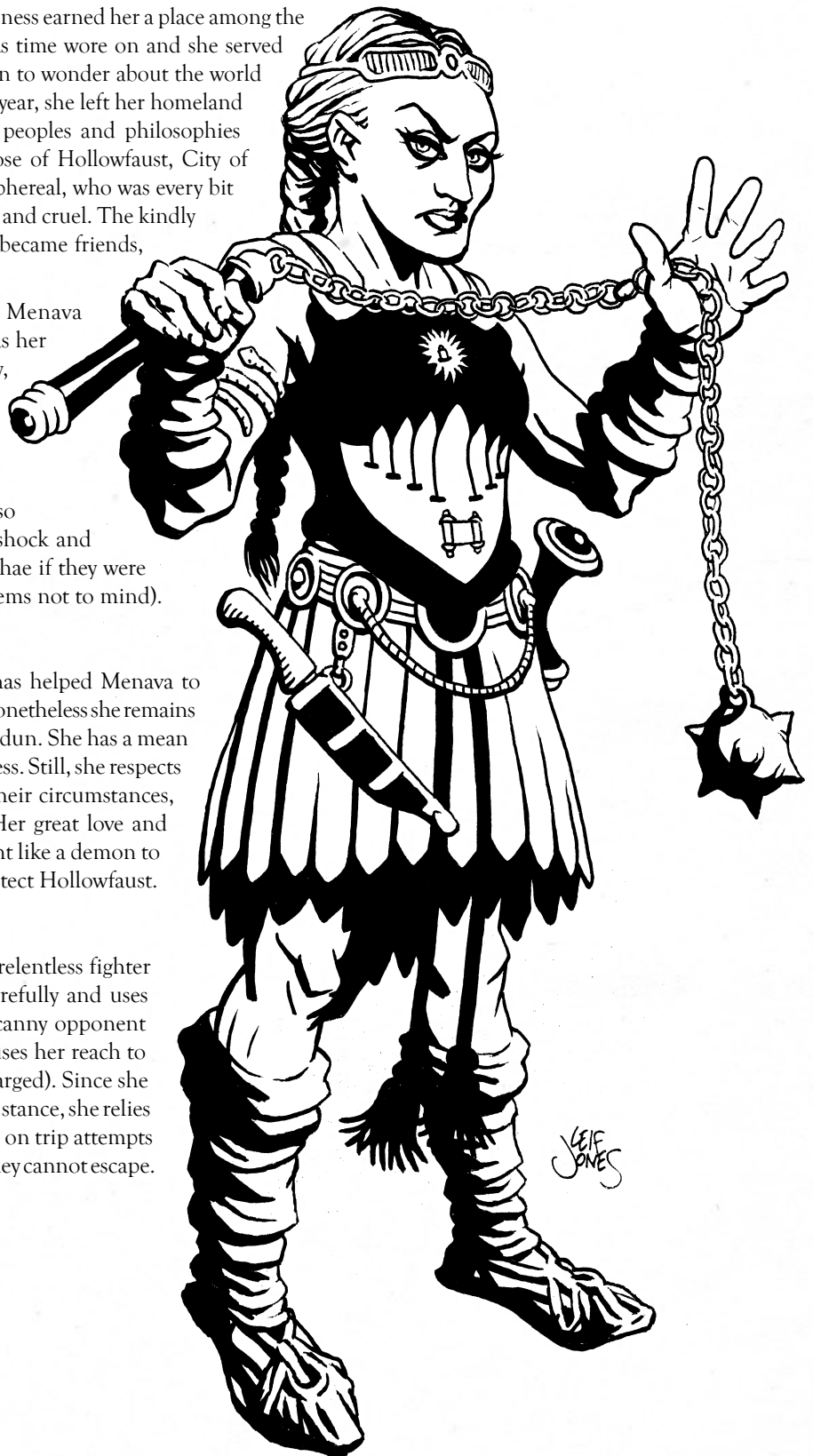
Seeing the world through new eyes, Menava questioned her old ways in the priesthood as her relationship with Saphereal grew. Ultimately, she joined the Unfailing and accepted Saphereal as her charge. While she still worships Chardun, she has also come to learn more of the god Nemorga, Hollowfaust's patron deity, to the extent that now she also pays him homage (which would no doubt shock and disgust her fellow priests back in Chardunahae if they were to learn of it, although Chardun himself seems not to mind).

Roleplaying Notes

Despite her bond with Saphereal, who has helped Menava to become a warmer, more considerate person, nonetheless she remains fundamentally evil, like most priests of Chardun. She has a mean streak and absolutely no tolerance for weakness. Still, she respects those who have the strength to rise above their circumstances, even if they are otherwise unremarkable. Her great love and devotion for Saphereal means she would fight like a demon to protect her charge, and, by extension, to protect Hollowfaust.

Combat

Although her reputation as a savage and relentless fighter is well known, Menava picks her battles carefully and uses her spells and abilities effectively. She is a canny opponent who keeps her opponents off balance and uses her reach to best advantage (preferring to fight while enlarged). Since she can't move while she maintains her defensive stance, she relies on ranged attacks against distant enemies or on trip attempts against opponents within her reach, so that they cannot escape.



MENAVA**CR 11 (EC 10)**

Female human cleric 5 / fighter (unfailing) 4 / stalwart defender 3
NE Large humanoid (human)

XP 9,600 (based on EC)

Init +0; **Senses** Perception +9

DEFENSE

AC 27, touch 13, flat-footed 25 (+9 armor, +4 dodge, +2 natural, +3 shield, -1 size)

hp 112 (12 HD; 5d8 plus 4d10 plus 3d12+48)

Fort +16, **Ref** +6, **Will** +14; +1 vs. fear

Defensive Abilities AC bonus +1, bravery +1, defensive power (clear mind), fortification (25%), uncanny dodge; **DR** 1/—

OFFENSE

Speed 0 ft. (30 ft. base); defensive stance

Melee +2 flail +19/+14 (2d6+12; disarm +2, trip +2), mwk cold iron longsword +18/+13 (2d6+10/19-20), or +1 dagger +18/+13 (1d6+10/19-20)

Ranged bone quills +13/+8 (1d6+9)

Space 10 ft.; **Reach** 10 ft.

Special Attacks channel negative energy 3d6 (7/day, DC 14), defensive stance 10 rds/day, spontaneous casting (inflict)

Domain Spell-Like Abilities (CL 5th, concentration +8)

6/day—battle rage (+2 bonus), inspiring word (30 ft., 2 rds)

Cleric Spells Prepared (CL 5th; concentration +8)

3rd—animate dead, magic vestment^D, speak with dead

2nd—bull's strength, darkvision, hold person (DC 15), spiritual weapon^D

1st—ant haul, cause fear (DC 14), command (DC 14), divine favor^D, enlarge person

0 (at will)—bleed (DC 13), detect magic, light, purify food and drink

D domain spell; **Deity** Chardun; **Domains** Nobility, War

TACTICS

Base Statistics While not in her defensive stance and without bull's strength, divine favor, enlarge person, and magic vestment active, Menava's stats are as follows: NE Medium humanoid (human); Init +1; AC 26, touch 13, flat-footed 27 (+9 armor, +1 Dex, +2 dodge, +2 natural, +2 shield); hp 88 (12 HD; 5d8 plus 4d10 plus 3d12+24); Fort +14, Ref +6, Will +12; Speed 20 ft. (30 ft. base); Melee +2 flail +14/+9 (1d8+4), mwk cold iron longsword +13/+8 (1d8+2/19-20), or +1 dagger +13/+8 (1d4+3/19-20); Ranged bone quills +13/+8 (1d4+4); Space 5 ft.; Reach 5 ft.; Str 14, Dex 13, Con 15; CMB +12 (+14 disarm, trip); CMD 25 (27 vs. disarm, trip); Skills Climb +3, Swim +1

STATISTICS

Str 24, **Dex** 11, **Con** 19, **Int** 13, **Wis** 17, **Cha** 14

Base Atk +10; **CMB** +18 (+20 disarm, trip); **CMD** 30 (32 vs. disarm, trip)

Feats Channel Smite, Combat Expertise, Dodge^B, Diehard^B, Endurance, Extra Channel, Improved Disarm^B, Improved Trip, In Harm's Way^B, Selective Channeling, Toughness^B

Traits armor expert, Chardun's blessing*

Skills Appraise +6, Climb +8, Diplomacy +9, Intimidate +10, Knowledge (geography) +6, Knowledge (local) +3, Knowledge (religion) +9, Perception +9, Sense Motive +11, Spellcraft +9, Survival +10, Swim +6

Languages Dunahn, Dwarvish, Ukrudan

SQ aura of evil, deathless, unnatural toughness

Combat Gear a few potions and scrolls, as needed; **Other Gear** +1 half-plate, mwk heavy steel shield, +2 flail, mwk cold iron longsword, +1 dagger, bone quills¹, amulet of natural armor +2, cloak of resistance +2, traveler's outfit, cleric's kit, other gear as needed

Nerith Alia, Chancellor of the Phylacteric Vault

Chancellor Nerith Alia is a serious-looking woman in her late forties. She assumes a serious, disapproving expression wherever she goes. Her magical talent and knowledge are widely recognized, as is her skilled management of the Phylacteric Vault and its goals. She organizes the Vault with taut efficiency. Though some mock the chancellor's rigid and doctrinaire ways, none can dispute her genius; they cannot deny that, since Nerith has been appointed chancellor, the Vault operates better than ever.

Nerith first gained recognition in the Phylacteric Vault at the relatively young age of 29 when she created the first suit of *clothborn armor*. That single achievement, coupled with her intimate knowledge of the Vault and its procedures, propelled her from her position as a respected wizard and researcher to the Chancellor's post in just under 10 years, an ascent unprecedented in the Vault's history. Since then, she has created a number of powerful spells and items and has pioneered research into oneiromancy, chronomancy, and other areas. Cutting through layers of bureaucracy, she reviewed and redesigned the Vault's antiquated procedures, increasing the Vault's performance and efficacy.

Nerith possesses a great deal of knowledge on just about every subject, from Scarn's geography to specifics about the gods themselves. She is considered an expert in ancient history, languages (both ancient and modern), and the planes of existence. She has compiled the most exhaustive list of magical spells and items currently known to the mortal races. Because of her reputation, many mages send details of their creations to her for inclusion in her gold-plated *Book of the Arcane*, to which Nerith holds the only key.

Recently, however, some members of the Vault's inner circle have begun speculating that Nerith's life is not as ordered as it appears. The trouble, they say, began two years ago when she vanished without a trace for almost 12 weeks, amid a flurry of rumors and gossip. When she returned as mysteriously as she vanished, the chancellor simply refused to acknowledge that anything had happened. However, she now has a bodyguard who accompanies her whenever she travels outside the Phylacteric Vault; a powerful warrior,

he rarely speaks and always hides his face behind a heavy iron helm, remaining constantly at her side, armed with the finest and most powerful magical weapons and armor the Vault possesses.

Roleplaying Notes

Nerith Alia is a genius of the highest order. She can memorize entire volumes with ease and recall specifics from conversations she had years ago. Meticulous, with an almost pathological attention to detail, she believes in procedure and has systemized all aspects of her life. Her daily schedule is set in stone. Meeting with the chancellor requires considerable advance notice to secure a free slot in her schedule.

Nerith likes hot baths, the theatre, and ancient riddles and conundrums. She hates idle chit-chat and can be extremely abrasive to those she considers weak-minded or foolish. She is ill at ease during social interactions, especially when she is uncertain of her relative rank or status, such as among senior diplomats or noble ambassadors. Regardless of her idiosyncrasies, however, the mage is pleasant enough. She devotes much of her time to those students who show promise or a willingness to learn, but tires quickly of those who do not or cannot study, which explains why younger students sometimes call her the "Iron Maiden." Articulate and cerebral, Nerith rarely considers her words' emotional effects.

The chancellor also loves to write. She has penned several tomes on a wide variety of topics, such as *A Journey to the Astral Plane*, *The Inner Sight*, and *The Dream*, as well as several books on other subjects. She spends precisely four carefully allotted hours each week tinkering in a private laboratory on some mystical device or researching a new enchantment deep within the Phylacteric Vault's inner recesses.

Combat

A pacifist by nature and by doctrine, Nerith believes that all disagreements can be resolved peacefully if both sides are willing to talk. However, she grudgingly admits that there are times when force is necessary. Her slate of divination spells does not leave much room for offensive magic, but she does know some powerful destructive spells that she can prepare in times of need. She prefers disabling spells such as *binding aura*, *power word stun*, or *power word blind*. When attacked, she uses her most powerful spells to incapacitate her attacker or, if gravely threatened, to flee. She always seeks to interrogate enemies personally before imprisoning them.



NERITH**CR 16 (EC 14)**

Female human wizard 17

LN Medium humanoid (human)

XP 38,400 (based on EC)**Init** +11; **Senses** Perception +11**Aura** binding aura (DC 25), globe of invulnerability**DEFENSE****AC** 26, touch 16, flat-footed 22 (+6 armor, +3 deflection, -1 Dex, +2 insight, +2 luck, +4 shield)**hp** 93 (17d6+34); regeneration 1**Fort** +12, **Ref** +13, **Will** +20**Defensive Abilities** foresight, forewarned, spell turning; **DR** 15/magic and 10/adamantine; **Immune** magic missile**OFFENSE****Speed** 30 ft.**Melee** staff of power +9/+4 (1d6+1)**School Spell-Like Abilities** (CL 17th, concentration +26)**12/day**—diviner's fortune (+8 bonus)**Wizard Spells Prepared** (CL 17th; concentration +26)**9th**—etherealness, foresight^B, time stop**8th**—discern location, moment of prescience^B, polymorph any object (DC 27), telekinetic sphere (DC 27)**7th**—greater scrying^B (DC 27), greater teleport (2 slots), limited wish, spell turning**6th**—binding aura^{*} (DC 25), greater dispel magic, globe of invulnerability, legend lore, scrying feedback^{*}, true seeing^B**5th**—dismissal (DC 24), dominate person (DC 24), feeblemind (DC 24), hold monster (DC 24), prying eyes^B, sending, wall of force**4th**—arcane eye^B, charm monster (DC 23), detonate (DC 23), greater darkvision, locate creature, scrying (DC 24), stonkskin**3rd**—arcane sight, clairsentience/clairvoyance^B, deep slumber (DC 22), fly, hold person (DC 22) (x2), mind raid^{*} (DC 23)**2nd**—continual flame, daze monster (DC 21), detect thoughts^B (DC 22), greater detect magic, invisibility, see invisibility, 2 empty slots**1st**—charm person (DC 20), color spray (DC 20), comprehend languages^B, detect undead, identify, shield, sleep (DC 20), true strike**0** (at will)—detect magic, enumerate^{*}, light, read magic**B** bonus spell; **School** divination; **Opposition Schools** conjuration, necromancy**TACTICS****Base Statistics** Without binding aura, foresight, globe of invulnerability (from her staff), shield, spell turning, and stonkskin active, Nerith's stats are as follows: AC 20, touch 14, flat-footed 20 (+6 armor, +3 deflection, -1 Dex, +2 luck); Ref +11**STATISTICS****Str** 8, **Dex** 9, **Con** 10, **Int** 29, **Wis** 17, **Cha** 11**Base Atk** +8; **CMB** +7; **CMD** 16**Feats** Brew Potion, Craft Magic Arms and Armor^B, Craft Rod, Craft Staff, Craft Wand^B, Craft Wondrous Item, Empower Spell, Forge Ring^B, Heighten Spell, Improved Initiative, Scribe Scroll^B, Spell Focus (divination), Spell Penetration, Toughness**Traits** bruising intellect, magic crafter**Skills** Appraise +29, Craft (alchemy) +29 (+30 making magic items), Fly +19, Intimidate +20, Knowledge (arcana, engineering, history, planes) +29, Knowledge (all others) +18, Linguistics +21, Perception +11, Sense Motive +8, Profession (librarian, scribe) +12, Spellcraft +29**Languages** Albadian, Ancient Ledeian, Asaath, Calastian, Darakeene, Dwarvish, Elvish, Elzan, Giantish, Hedraic, Ledeian, Ontenazu, Orcish, Primordial, Shelzari, Slitherin, Sutam, Titan Speech, Ukrudan, Veshian, Zathisk**SQ** arcane bond (talisman of resistance), scrying adept**Combat Gear** staff of power (10 charges); **Other Gear** bracers of armor +6, cloak of resistance +5, headband of vast intelligence +4 (Appraise, Knowledge: engineering), ring of protection +3, ring of regeneration, talisman of resistance[†], noble's outfit, wizard's kit, 1 diamond (1,500 gp; for limited wish), plus jewelry worth 1,000 gp**Spellbooks** all prepared spells, plus more as decided by the GM; Nerith knows most divination spells of up to 8th level, and numerous other spells of 7th level or lower, except those from the conjuration and necromancy schools

Oberyn Amethyst, Virduk's Bane

The young elf known by the moniker "Virduk's Bane" was born in 55 AV, in northern Calastia, the year before the Convention of Vera-Tre. At that time, a young King Korlos, Virduk's father, was still consolidating his power in Ankila. She was the daughter of two Termanan refugees, members of a race of elves know as the "forsaken," who had seen the horrors of the Divine War and suffered a dreadful fate under the curse of Chern, titan of plagues. Oberyn was therefore considered a miracle to her people, born healthy save for a beneficial defect in her left eye.

While elves were not warmly welcomed in Calastia even during Korlos' reign, the king's tacit involvement in the Convention at least suggested that his armies would support the Ganjus elves when the Druid War threatened during the 80s. That aid never arose, however, and after Virduk murdered his father and took the throne in 90 AV, what little welcome the displaced elves had once been given dissipated over the next 20 years. Tragedy struck Oberyn's family in 111 AV, when the tyrant's army butchered the few small forsaken elf villages that had resettled in Calastia. Oberyn's older brother, himself a veteran of the Divine War, died to lead several soldiers away from Oberyn, giving her a chance to escape.

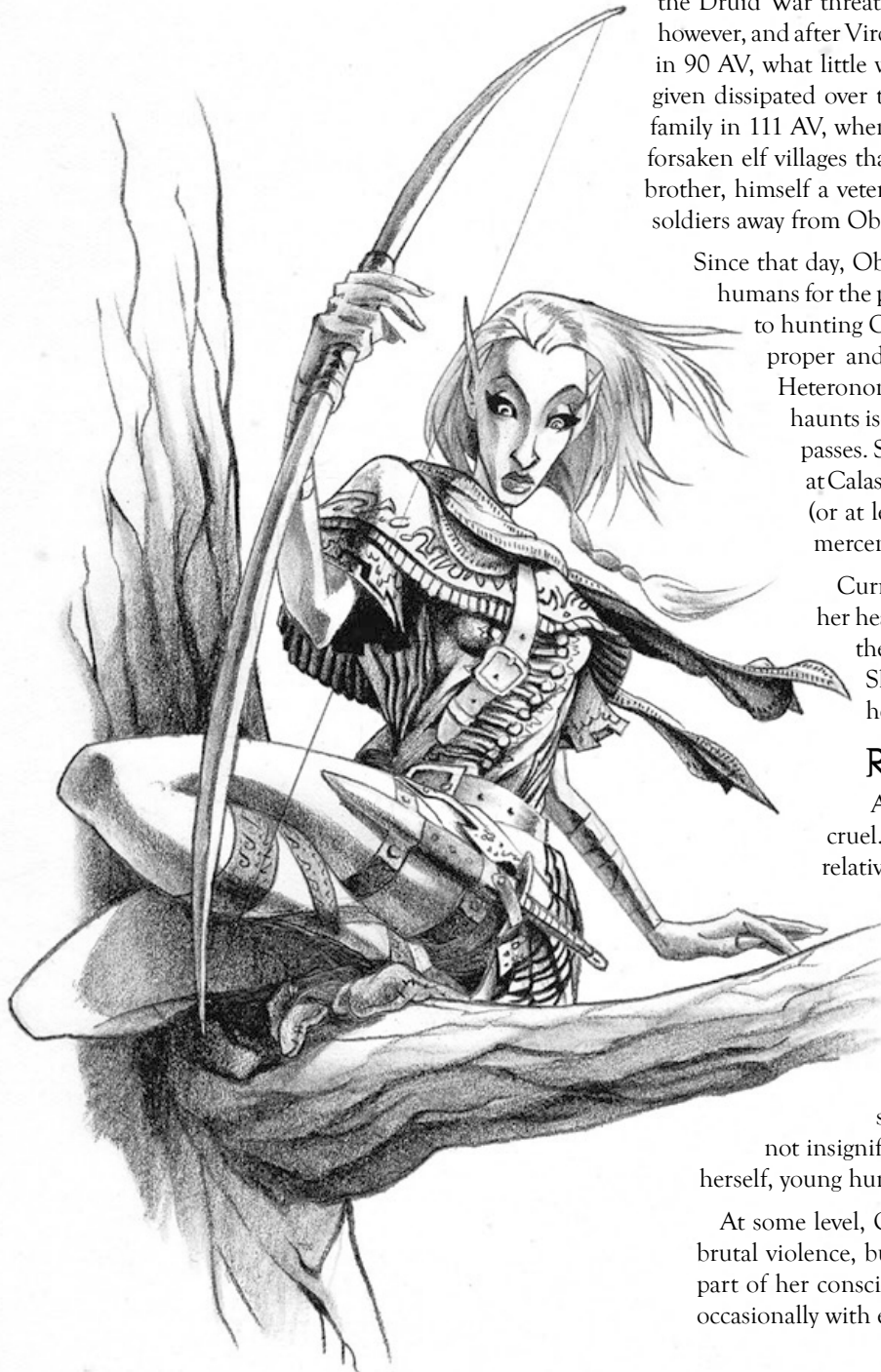
Since that day, Oberyn Amethyst has sworn vengeance on all humans for the pain she still feels in her heart. She has taken to hunting Calastians and operates both within Calastia proper and its tributary states, but tends to use the Heteronomy of Virduk as her base of operations. She haunts isolated highways, dark forests, and mountain passes. She strikes like a shadow, and seemingly only at Calastian forces. She does not attack civilian targets (or at least, she has not yet), but only military and mercenaries.

Currently, a bounty of 5,000 gold pieces lies upon her head, and Oberyn intends to make sure it costs the Calastians far more than that to collect it. She will have revenge, even if it won't soothe her aching heart.

Roleplaying Notes

Amethyst is merciless, but she is not needlessly cruel. Sadly, the only humans she has known in her relatively short life are the xenophobic, intolerant people of Calastia, and she extends her hatred of them to all humans. She blames the entire human race for her family's death. While she might slay every warrior in a caravan, and a few greedy merchants, she is not likely to touch innocent children. Then again, she never speaks to them either, so there's a not insignificant chance she may create others just like herself, young human orphans who blame elves.

At some level, Oberyn knows she's perpetuating a cycle of brutal violence, but she has done her best to stamp out that part of her conscience. She never talks to humans, and only occasionally with elves or other nonhumans. If confronted by



OBERYN**CR 5**Female forsaken[†] elf ranger (skirmisher, wild shadow[†]) 6

CN Medium humanoid (elf)

XP 1,600**Init** +8; **Senses** elfsight; Perception +11**DEFENSE****AC** 21, touch 18, flat-footed 13 (+3 armor, +7 Dex, +1 dodge)**hp** 45 (6d10+12)**Fort** +6, **Ref** +12, **Will** +4; +2 vs. disease, ingested poison, nauseated or sickened**Defensive Abilities** Chern's plague**OFFENSE****Speed** 30 ft.**Melee** mwk short sword +8/+3 (1d6+1/19-20)**Ranged** +1 huntsman elven longbow +16/+11 (1d8+2/x3)**Special Attacks** favored enemy (humans +4, goblinoids +2), hunter's tricks (5/day; hateful attack)**TACTICS****Base Statistics** Without cat's grace (from a potion) active, Obery's stats are as follows: **Init** +6; **AC** 19, touch 16, flat-footed 13 (+3 armor, +5 Dex, +1 dodge); **Ref** +10; **Ranged**+1 huntsman elven longbow +14/+9 (1d8+2/x3); **Dex** 21; **CMD** 22; **Skills** Acrobatics +13, **Stealth** +13**STATISTICS****Str** 13, **Dex** 25, **Con** 12, **Int** 12, **Wis** 14, **Cha** 10**Base Atk** +6; **CMB** +7; **CMD** 24**Feats** Dodge, Endurance^B, Point-Blank Shot, Precise Shot^B, Rapid Shot^B, Weapon Focus (elven longbow)**Traits** ambush training, unassuming^{*}**Skills** Acrobatics +15, Climb +9, Intimidate +8, Knowledge (geography, nature) +7, Linguistics +2, Perception +11, **Stealth** +15, **Survival** +11 (+15 tracking)**Languages** Calastian, Elduran (Termanan Elvish), Elvish, Goblin**SQ** combat style (archery), favored terrain (mountain +2), forsaken elf traits (young elf: double pupil), track +4 (+1 in urban settings), wild at heart, wild empathy +8 (+3 in urban settings), woodland stride**Combat Gear** 30 arrows, 10 +1 arrows, oil of magic weapon, potion of cat's grace, 2 potions of cure moderate wounds;**Other Gear** +1 quilted cloth armor, +1 huntsman elven longbow (+1), mwk short sword, traveler's outfit, ranger's kit, mwk survival kit, other gear and food totaling 100 gp[†] The wild shadow archetype is normally available only to half-elf rangers. In the Scarred Lands, where half-elves are extremely rare, it should be allowed to forsaken elves or Ganjus elves.

other elves, who find her cold and disturbing, she might start to question her own goals and methods.

Combat

Obery is incredibly quick, and she attacks only at range. She uses her hateful attack trick and chooses her targets carefully (picking out humans, and especially Calastians or those who seem like they belong to a military unit), ambushing them, killing

however many she can, and then disappearing. If she can acquire loot to support her efforts, so much the better. If forced to engage in close combat, Amethyst seeks to disengage and re-establish her ranged advantage as quickly as possible.

Obery does not engage in what would obviously be a losing battle, nor does she go out of her way to help other nonhumans, even other elves, if she's not certain she can win.

Orzu the Visionary

Orzu was born in the Heteronomy of Virduk, in the squalid halfling slums of Three Moons. Few halflings born in the Heteronomy ever leave; for the most part, they live dull, meager lives as menials and laborers, or they are forced into serfdom or killed in the petty criminal gangs' many turf wars. This area's poor soil grows only starchy tubers and pipeweed, and the river town's primary business is shipping; Three Moons is the northernmost stop for barges whose goods then travel westward by caravan to Hollowfaust and Lokil. Today, the town has become a breeding ground for criminals and violence, with shipments through the region plagued by both river pirates and caravan robbers.

As Orzu grew up, he chose crime as the best way to escape serfdom, joining the Blackfoot gang and fighting in several bloody gang wars. Even as a youth he showed leadership skills and a knack for strategy. He might have become a gang leader (likely to die young) had he not met Bleegul, a coal goblin sorcerer, during a tavern fight. Bleegul had an eye for talent and saw in Orzu the makings of a powerful sorcerer. The goblin offered to awaken the young halfling's powers. Suspicious, Orzu cautiously agreed, keeping one hand on his dagger as Bleegul invoked sorcerous powers. To Orzu's surprise, though, the goblin proved trustworthy, and within days Orzu had cast his first spell.

As Orzu's powers grew, he began to see visions of freedom for his people; he saw the evil of King Virduk and the Calastian occupation as matched millstones around his peoples' necks, dragging them into servitude and extinction. Not for Orzu was the capitulation and complicity of corrupt leaders like Virduk's puppet satrap, Tamvolie. The young sorcerer saw that Virduk's destruction could truly free the halflings from human oppression. With a renewed sense of purpose, he rose quickly to the Blackfoot gang's leadership, slowly transforming his thugs into freedom fighters and using his newfound powers against Calastian foes.

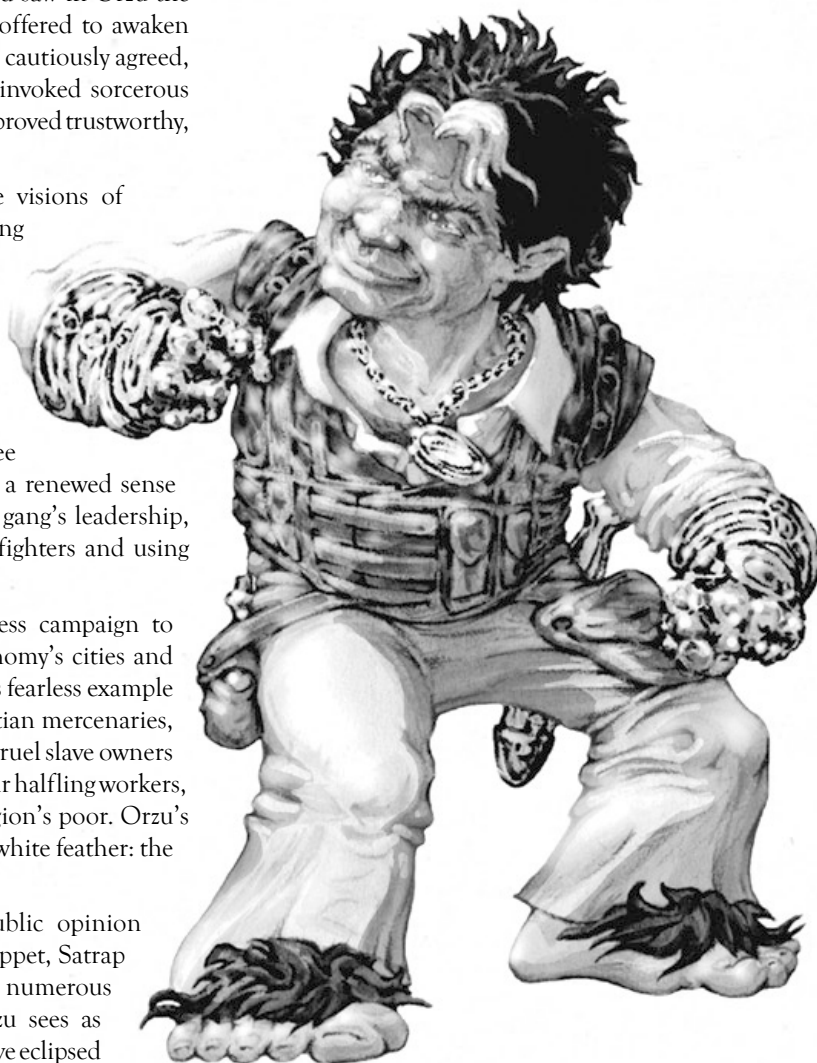
Since that time, Orzu has waged a tireless campaign to end the Black Dragon's rule. In the Heteronomy's cities and countryside, bands of halflings inspired by his fearless example have begun to fight back – killing lone Calastian mercenaries, raiding human settlements known to harbor cruel slave owners or those who otherwise abuse and mistreat their halfling workers, and stealing back taxes squeezed from the region's poor. Orzu's Blackfoot bandits often leave behind a single white feather: the rebellion's sigil.

Orzu has made great strides shifting public opinion against the tyrant king of Calastia and his puppet, Satrap Tamvolie. Of late, however, Queen Geleeda's numerous acts of charity toward halflings (which Orzu sees as political maneuvers, superficial and hollow) have eclipsed Orzu's message. She has forgiven taxes, helped pay for

new homes' construction, distributed food, and sponsored road building, and most recently, statues or plaques have been erected in her honor every few miles along the king's roads. In his heart, Orzu knows that Geleeda's benevolence is a sham. Worse, if she were to ascend to the throne, he knows she would oppress the region every bit as mercilessly as her husband has ever done. He is determined to stop Geleeda as well, though today many halfling families revere the queen and believe her hollow promises.

Roleplaying Notes

Orzu is stubborn, persistent, and daring, being utterly dedicated to his cause. Though a true believer in the ideals of freedom, truth, and mercy, when Orzu deals with the hated Calastians he rarely gives quarter or asks for it. He never lets his principles get in the way of efficient leadership, using flexible, varying tactics to keep the Calastian army forces that hunt him off balance. He hopes for an alliance or aid from distant lands such as Vesh and



ORZU**CR 12 (EC 11)***Male halfling unchained rogue 2 / sorcerer 11**NG Small humanoid (halfling)***XP** 12,800 (based on EC)**Init** +9; **Senses** darkvision 60 ft.; Perception +8 (+9 to find traps)**DEFENSE****AC** 22, touch 20, flat-footed 15 (+2 armor, +2 deflection, +5 Dex, +2 dodge, +1 size)**hp** 97 (13 HD; 2d8 plus 11d6+50)**Fort** +10, **Ref** +16, **Will** +11; +2 vs. fear**Defensive Abilities** displacement (50% miss), evasion**OFFENSE****Speed** 40 ft., fly 120 ft. (average)**Melee** *landshark battle gloves* +15/+15/+10 (1d3+2/15-20)**Ranged** sling [mwk bullets] +14/+14/+9 (1d3)**Special Attacks** sneak attack +1d6**Bloodline Spell-Like Abilities** (CL 13th, concentration +18)**7/day**—*shadowstrike* (+10 melee touch, 1d4+5 nonlethal plus dazzled 1 min.)**1/day**—*shadow well***Sorcerer Spells Known** (CL 13th; concentration +18)**5th** (5/day)—*dominate person* (DC 20), *shadow evocation*^B (DC 21), *teleport***4th** (7/day)—*black tentacles* (DC 19), *dimension door*, *greater invisibility*, *shadow conjuration*^B (DC 20)**3rd** (7/day)—*blink*, *deeper darkness*^B, *displacement*, *fly*, *haste***2nd** (7/day)—*cat's grace*, *darkness*, *darkvision*^B, *mirror image*, *web* (DC 17)**1st** (8/day)—*charm person* (DC 16), *color spray* (DC 17), *disguise self*, *ray of enfeeblement*^B (DC 16), *silent image*, *ventriloquism***0** (at will)—*detect magic*, *read magic*, *daze* (DC 15), *light*, *ghost sound*, *mage hand*, *message*, *open/close*, *prestidigitation***B** bloodline spell; **Bloodline** Shadow; **Bloodline Arcana** when Orzu casts a [darkness] or (shadow) spell, he gains a circumstance bonus on Stealth checks equal to the spell's level for 1d4 rounds**TACTICS****Base Statistics** Without *cat's grace*, *displacement*, *fly*, and *haste* active, Orzu's stats are as follows: Init +7; AC 19, touch 17, flat-footed 15 (+2 armor, +2 deflection, +3 Dex, +1 dodge, +1 size); Ref +13; Defensive Abilities evasion; Speed 20 ft.; *Melee landshark battle gloves* +12/+7 (1d3+2/15-20); Ranged sling [mwk bullets] +11/+6 (1d3); Dex 16; CMB +5; CMD 21; Skills Acrobatics +11 (+7 jumping), Escape Artist +11, Sleight of Hand +9, Stealth +28**STATISTICS****Str** 10, **Dex** 20, **Con** 16, **Int** 14, **Wis** 12, **Cha** 20**Base Atk** +6; **CMB** +6; **CMD** 24**Feats** Brew Potion, Cautious Fighter, Dodge, Eschew Materials^B, Exotic Weapon Proficiency (manticora claw gauntlet), Improved Initiative, Spell Focus (illusion), Stealthy^B, Uncanny Defense, Weapon Finesse^B**Traits** magical knack (sorcerer), second-class citizen ***Skills** Acrobatics +13 (+17 jumping), Appraise +7, Bluff +19, Disable Device +10, Disguise +10, Escape Artist +13, Fly +14, Knowledge (local) +8, Perception +8 (+9 to find traps), Sense Motive +6, Sleight of Hand +11, Spellcraft +16, Stealth +30, Use Magic Device +19**Languages** Calastian, Ledean, Veshian, Zathisk**SQ** finesse training, nighteye, rogue talent (fast stealth), shadow well, trapfinding +1**Combat Gear** 20 mwk sling bullets, *potion of cure serious wounds*, *potion of gaseous form*, *potion of lesser restoration*, *scroll of meteor swarm*; **Other Gear** *landshark battle gloves*[†] (Small), sling, *cloak of resistance* +3, *ring of protection* +2, *prophet's vanity*[†], *traveler's outfit*, *rogue's kit*, various gems and coins worth 750 gp

Mithril, but deep down he knows well enough that those lands have their own problems and can spare little save moral support.

Combat

Orzu knows that his warriors cannot hope to defeat Calastia militarily; he instead relies on classic guerilla tactics, coupled with a political offensive to win the hearts and minds of his fellow halflings and thus foment further rebellion. He aids his forces by creating magic potions, so for example, his rebels can infiltrate

a region in a variety of disguises before battle, augmented by *potions of disguise self*. Night assaults aided by *potions of darkvision* are also the norm.

Missile weapons, ambush, and stealth are all favored tactics for the Blackfoot rebels, for Orzu prefers to bleed an enemy to death rather than risk outright military defeat. His warriors often release a few volleys of arrows from hiding and then flee, sometimes returning later to pick off the wounded stragglers.

Othur the Bellied

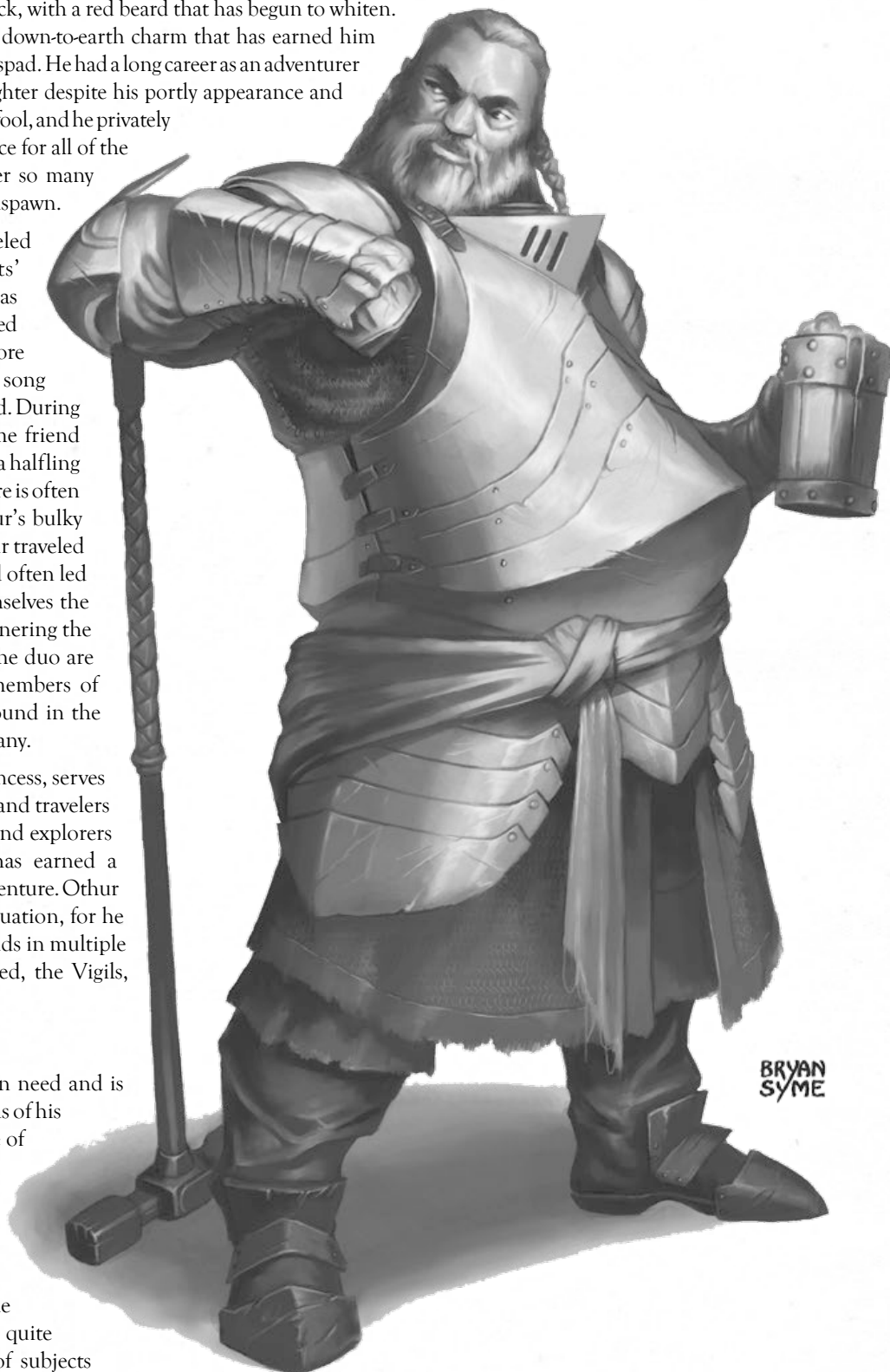
The jovial proprietor of a rowdy Veshian tavern, Othur the Bellied is known for his prodigious love of strong drink, wild women, and recent gossip. He is a large middle-aged man, of Albadian stock, with a red beard that has begun to whiten. Othur is a lover of life and has a down-to-earth charm that has earned him friends and allies throughout Ghelspad. He had a long career as an adventurer and is reputedly a fierce, crafty fighter despite his portly appearance and kindly disposition. Yet Othur is no fool, and he privately believes that his sustained reverence for all of the gods has kept his skin intact after so many years of exploring and fighting titanspawn.

As a young man, Othur traveled much of Albadia, his parents' homeland, eventually journeying as far south as New Venir. There he lived a simple life for a time, spending more than a decade enjoying drink and song before his wanderlust was rekindled. During this time, Othur met his longtime friend and boon companion, Eli Ebbs—a halfling mischief-maker whose small stature is often in comical juxtaposition to Othur's bulky frame. Nearly inseparable, the pair traveled together on many excursions, and often led a group of explorers calling themselves the Order of Fortune. Ultimately garnering the attention of the Vigils of Vesh, the duo are now rumored to be honorary members of the Vigils, despite often being found in the presence of less principled company.

Othur's tavern, The Randy Princess, serves as a watering hole for both locals and travelers alike. Sought out by scoundrels and explorers from across Vesh, the tavern has earned a reputation as a springboard for adventure. Othur himself is certainly part of the equation, for he is rumored to have powerful friends in multiple organizations including the Scaled, the Vigils, and the dwarves of Burok Torn.

Roleplaying Notes

Othur is quick to help those in need and is often quite generous to the patrons of his tavern. He enjoys playing the role of rogue, and he has been known to assist thieves in moving stolen property from time to time. Othur also fancies himself a purveyor of lore and secrets, ranging from ancient history to the latest local gossip. In truth, he is quite knowledgeable on a multitude of subjects



BRYAN
SYME

OTHUR**CR 9 (EC 7)**

Male human fighter 2 / unchained rogue 8

CG Medium humanoid (human)

XP 3,200 (based on EC)

Init +3; **Senses** Perception +9 (+11 to avoid surprise, +13 to find traps)

DEFENSE

AC 23, touch 14, flat-footed 23 (+9 armor, +3 Dex, +1 dodge); +2 dodge vs. traps

hp 75 (10 HD; 2d10 plus 8d8+28)

Fort +8, **Ref** +10 (+12 vs. traps), **Will** +3; +1 vs. fear, ingested poison, +2 vs. cold, +4 vs. nauseated, sickened

Defensive Abilities bravery +1, danger sense +2, evasion, improved uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 adamantite warhammer +13/+8 (1d8+4/x3) or mwk dagger +12/+7 (1d4+3/19-20)

Ranged light crossbow +11 (1d8/19-20)

Special Attacks debilitating injury, positioning attack, sneak attack +4d6

Spell-Like Abilities (CL 5th) (*medallion of the fly*)

Constant—*protection from evil*

3/day—*comprehend languages*

2/day—*protection from energy*

STATISTICS

Str 16, **Dex** 16, **Con** 14, **Int** 16, **Wis** 11, **Cha** 14

Base Atk +8; **CMB** +11 (+13 bull rush, drag); **CMD** 25 (27 vs. bull rush, drag)

Feats Cleave^B, Cosmopolitan, Dodge, Furious Focus^B, Great Cleave^B, Improved Bull Rush, Improved Drag, Power Attack, Weapon Finesse^B, Weapon Focus (warhammer)^B

Traits eager scholar (arcana, history), northerner *

Skills Acrobatics +8, Appraise +9, Climb +6, Diplomacy +15, Disable Device +16, Knowledge (arcana, history, local) +16, Knowledge (dungeoneering, geography) +7, Knowledge (nature) +5, Knowledge (nobility) +8, Knowledge (religion) +11, Linguistics +9, Perception +9 (+11 to avoid surprise, +13 to find traps), Sense Motive +9, Stealth +13, Survival +5, Use Magic Device +13

Languages Albadian, Ancient Ledeon, Calastian, Dwarvish, Ledeon, Orcish, Shelzari, Slitherin, Veshian, Titan Speech

SQ finesse training (dagger), rogue talents (combat trick, esoteric scholar, iron guts, positioning attack), rogue's edge (Knowledge: local), trapfinding +4

Combat Gear 20 bolts, *dust of disappearance* (3 uses), *potion of cure serious wounds*, *wand of cure light wounds* (28 ch.);

Other Gear +1 clothborn azurium half-plate, mwk heavy steel shield, +1 adamantite warhammer, mwk dagger, light crossbow, belt of physical perfection +2, cloak of resistance +1, *medallion of the Veshian Vigils (fly)**, traveler's outfit, rogue's kit, mwk survival kit, various gems and coins worth 750 gp

pertaining to the lands of Ghelspad, especially Albadia and Vesh, although he is certainly more scoundrel than sage.

Othur is indeed a full-fledged member of the Vigils of Vesh, and while his occasional criminal activity seems duplicitous, he is fiercely loyal to Vesh and secretly reports his dealings back to the vigilants. Information is the life-blood of the vigils, and Othur receives a wealth of information through a web of trusted contacts he has maintained for decades.

If Othur witnesses a misdeed that involves preying on the innocent, he is sure to intervene. He has a strong sense of personal (but not institutional) justice.

Combat

Although he is not easily angered, he does not hesitate to fight if he must. Once his anger has risen, he does not calm easily, and he will likely carry his grudges to the grave. If pressed into

combat, Othur fights ferociously and fearlessly, trusting that his surprising agility and sturdy armor will keep him safe. Wielding his adamantite warhammer, Othur uses a rather unorthodox combination of strength and finesse to defeat his foes.

New Background Trait: Eager Scholar

You have a passion and a natural inclination for studying and a sharp mind for recalling details.

Benefit: Choose any two Knowledge skills: They are considered class skills for you.

P'kouro'nk the Anxious

Deep within the Ukrudan Desert lies the slitherin Warren of the Screaming Winds, an ancient place of twisting, constantly changing, sand-choked tunnels plagued by the wind's unending howl. Outsiders cannot pinpoint the warren's exact location; some scholars claim that it actually moves from place to place, either through magic or by the constant construction and destruction of its tunnels and chambers, like a vast amoeba slowly creeping about the desert.

The Unredeemed slitherin of the Screaming Winds tribe make their home in this arid and inhospitable place. In years past, while fleeing into the desert after their original warren was destroyed, the founders stopped when their leader claimed to hear a titan's screaming voice in the wind. There they built their warren and all went mad, dancing to their mysterious matron's endless song.

P'kouro'nk believes that there must be a trickster among the titans. His large family is notorious among the Screaming Winds slitherin: one brother, G'k'chunk, ate three of his siblings. Another, Neek, spends his days shrieking at unseen phantoms, desperately trying to shout out the eternal winds. P'kouro'nk's elder brother, T'k'nk, spouts mad, babbling prophecies that sometimes come true.

But P'kouro'nk is less famous than his brethren. The warren considers him weak, an aberration, for he does not hear the mysterious titan's voice in the winds. When he listens, no matter how hard he tries, all he hears is wind. His tribe wanted to kill the heretic in his youth, when his flaw became known, but thankfully T'k'nk's prophecies prevented it. "P'kouro'nk's madness will become manifest," he said. "And through it, our mistress of the wind shall be exalted."

P'kouro'nk despises his own weakness. He desires only to be like his warren-mates: serenaded by the maddening shrieks of the titan's voice. He knows that the others hate him and that only his brother's prophecy protects him, so he

spends much of his time away from the warren, often fishing in the Splintered River to supplement the warren's larder. On several occasions, river creatures or desert predators have attacked P'kouro'nk; on every occasion he has escaped, though when pressed he can never remember exactly how.

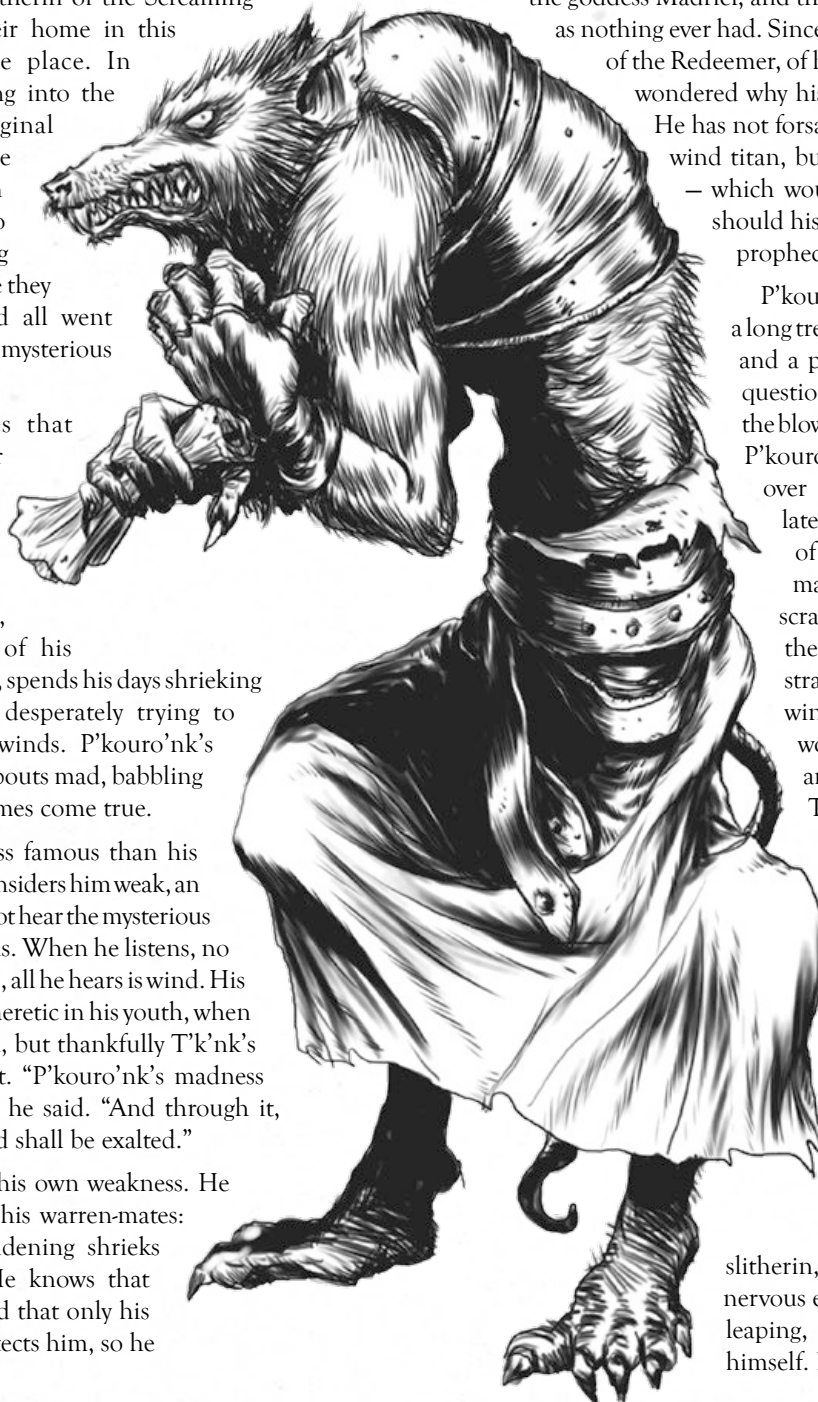
One day while fishing, P'kouro'nk found a weathered parchment with strange writing on it. To his surprise, he found himself able to read it. The parchment chronicled the history and worship of the goddess Madriel, and the words touched the ratman as nothing ever had. Since then, he has thought much of the Redeemer, of her goodness and mercy, and wondered why his people worship the titans. He has not forsaken his people's mysterious wind titan, but he has begun to question — which would earn him instant death should his tribe find out, his brother's prophecy notwithstanding.

P'kouro'nk once left the warren on a long trek to seek a temple of Madriel and a priest who might answer his questions. But as he staggered into the blowing sands and howling wind, P'kouro'nk fell, and blackness swept over him. He awoke some time later, surrounded by the corpses of at least a dozen of his warren-mates. A cryptic message was scrawled in the sand nearby, in the same language as that of the strange parchment. Just as the wind and sand obliterated the words, P'kouro'nk read them, and his blood turned to ice. The words read, "Not yet."

P'kouro'nk made his way back to the warren and reported the event to no one. To this day, he broods on the Splintered River's shores, feeling dark clouds gather above him, unsure whether they spell doom or destiny.

Roleplaying Notes

P'kouro'nk, a moody slitherin, is nonetheless a bundle of nervous energy, constantly twitching, leaping, capering, and muttering to himself. Recently, the other slitherin



P'KOURO'NK**CR 2***Male slitherin unchained rogue 3**NG Medium humanoid (ratfolk)***XP** 600**Init** +3; **Senses** darkvision 60 ft.; Perception +6 (+7 to avoid surprise or find traps)**DEFENSE****AC** 16, touch 14, flat-footed 12 (+2 armor, +3 Dex, +1 dodge); +1 dodge vs. traps**hp** 21 (3d8+9)**Fort** +3, **Ref** +6 (+7 vs. traps), **Will** +1; +2 vs. heat dangers, mind-affecting**Defensive Abilities** danger sense +1, evasion, madness**OFFENSE****Speed** 30 ft., climb 20 ft.**Melee** short sword +5 (1d6+3/19-20)**Ranged** dagger +5 (1d4/19-20)**Special Attacks** cornered ferocity, sneak attack +2d6**Spell-Like Abilities** (CL 1st, concentration +2)**1/day**—read magic**STATISTICS****Str** 10, **Dex** 16, **Con** 15, **Int** 12, **Wis** 10, **Cha** 12**Base Atk** +2; **CMB** +2; **CMD** 16**Feats** Dodge, Mobility, Weapon Finesse^B**Traits** magical talent, wildspawn^{*}**Skills** Acrobatics +9, Climb +14, Disable Device +7, Escape Artist +13, Knowledge (geography) +2, Perception +6 (+7 to avoid surprise or find traps), Sleight of Hand +9, Stealth +9, Survival +7**Languages** Dunahn, Slitherin, Ukrudan**SQ** slitherin traits (cornered ferocity, desert wanderer, madness), finesse training (short sword), rogue talent (fast getaway), trapfinding +1**Combat Gear** 5 throwing daggers; **Other Gear** leather armor, short sword, traveler's outfit, rogue's kit, a pamphlet about Madriel

have begun treating him with something less than hatred, something that borders on actual respect, but he is unsure why. Perhaps his brother has uttered another prophecy of which he is unaware.

Morose, P'kouro'nk has developed a somewhat overly positive image of humans and of Madriel's worshipers in particular. He would greet such strangers with overwhelming (and somewhat disturbing) enthusiasm.

Combat

P'kouro'nk avoids combat, unless it is to help a friend or family member. He fights to defend his warren, but against those wearing symbols of Madriel the Redeemer, he intentionally misses attacks and otherwise avoids harming them. Thankfully, everyone in the warren is mad in their own way, so they would hardly notice. He might even attempt to rescue an injured enemy and hide her in the confusion following battle (so that no one knows it was he who did so).

Screaming Winds Slitherin

The voice of Gulaben, the forgotten Titan of the Wind, touches every Screaming Winds slitherin, giving him or her a mania, dementia, derangement, or phobia that can be exploited by those who learn it.

Screaming Winds slitherin have the following alternate racial trait:

Madness: All the Screaming Winds slitherin are insane. They receive a +2 racial bonus to saving throws against mind-affecting spells. Further, those mind-affecting spells that do affect them have their duration reduced by 1 round. This trait replaces rodent empathy.

Paunles Finn

In one profound way, the sorcerer known as Paunles Finn exemplifies everything that makes Shelzar great: excess. Paunles was born in the seediest of districts in the City of Sin, the unwanted child of a criminal father and a harlot mother. He never really had a chance to get out of his circumstances, having been neglected by his parents, so as a boy he learned to survive only through theft and violence. As a youth, he found he had a gnawing hunger that wouldn't abate, and he imagined everything he stole turned to food.

As he grew, though, repeated trouble with the law made it abundantly clear to Paunles that he lacked the skills required to be a professional thief or pickpocket. As he languished in one of his all-too-familiar terms in Shelzar's filthy prisons, he instead undertook learning the art of the con. He learned to trick and lie, becoming quite good at recognizing and deceiving a mark, yet still he suffered from that eternal hunger.

Then, two men approached him in the dark of night. They explained they'd been watching him and represented a secret cult who could explain his endless hunger. Paunles bore the mark of Gaurak. The cult taught him to tap into that hunger, awakening his latent sorcerous abilities, and in so doing discovered that Paunles's bloodline ran much, much deeper than simple sorcery. Not simply tainted by the titan's power, Finn actually had the blood of the Glutton flowing in his veins. (How this happened is a matter of religious debate that the squeamish dare not consider.)

Since then, Paunles has been serving Gaurak faithfully and has used his skills to amass wealth through procuring and shipping foodstuffs. As his powers grow, Finn has become convinced that he is being prepared to serve up some special destiny. He acts as an ordinary businessman, but from time to time terrible things happen to his clients. For instance, sometimes shipments go missing, and as a result, starving people turn to cannibalism. Others are given too much food, along with some of Finn's famous pastries, and left to become bloated gluttons who die of their many ailments soon thereafter.

Roleplaying Notes

Finn seems like a jolly man, with a ready smile, a firm handshake, a loud laugh, and a belly that shakes like a bowl full of jelly. He tells people that he wants commoners to eat like kings, and it's his mission to make sure that no one goes hungry again. He loves giving out free samples of his specialties, especially to children who have never tasted such succulent meats. Paunles especially loves serving unsuspecting guests some very suspect cuts.

In private, he's far from jolly, and he has an odd compulsion for organization, needing to make certain everything is in its right place. He beats his servants savagely, laughing the whole time, for their perceived shortcomings, and he constantly inspects his home for dirt and grime. His outward fatherly joviality turns to cruel wrath behind closed doors, where it can be turned toward anyone for the slightest imagined fault.



PAUNLES**CR 6 / MR 2 (EC 5)**

Male human sorcerer 6 / trickster 2

LE Medium humanoid (human, mythic)

XP 1,600 (based on EC)**Init** +2^M; **Senses** Perception +3**DEFENSE****AC** 16, touch 12, flat-footed 15 (+4 armor, +1 deflection, +1 dodge)**hp** 48 (6d6+26)**Fort** +5, **Ref** +2, **Will** +6**Defensive Abilities** Glutton's resilience; **DR** 10/magic (ranged only, 60 hp max); **Immune** disease, ingested poison; **Resist** acid 5**Mythic Defenses** hard to kill, master of escape, path dabbling (guardian: immovable)**OFFENSE****Speed** 30 ft.**Melee** mwk dagger +5 (1d4+1/19-20) or bite +4 (1d8+1)**Mythic Attacks** mythic power (7/day, surge +1d6), surprise strike**Sorcerer Spells Known** (CL 6th; concentration +8)**3rd** (3/day)—*eruptive pustules*^B (DC 15), *suggestion* (DC 15)**2nd** (5/day)—*extreme flexibility*^B, *misdirection*, *protection from arrows***1st** (6/day)—*charm person* (DC 13), *corrosive touch*^B, *disguise self*, *liberating command*, *mage armor***O** (at will)—*acid splash*, *mage hand*, *mending*, *prestidigitation*, *read magic*, *resistance*, *touch of fatigue* (DC 12)**B** *bloodline spell*; **Bloodline** Gluttonous[†]; **Bloodline Arcana** when Paunles reduces a creature to 0 hit points with a bite attack or acid damage, he gains 3 temporary hit points**TACTICS****Base Statistics** Without extreme flexibility, mage armor, and protection from arrows active, Paunles' stats are as follows: AC 11, touch 11, flat-footed 11 (+1 deflection); CMB +4; CMD 14 (16 vs. bull rush, drag, reposition, trip); Skills Escape Artist^M +8**STATISTICS****Str** 13, **Dex** 10, **Con** 16, **Int** 10, **Wis** 12, **Cha** 15**Base Atk** +3; **CMB** +4 (+8 to escape grapple); **CMD** 15 (17 vs. bull rush, drag, reposition, trip, 19 vs. grapple)**Feats** Craft Wondrous Item, Empower Spell, Eschew Materials^B, Skill Focus (Bluff)^{B,M}, Still Spell**Traits** Gaurak's mark*, missionary**Skills** Bluff^M +11, Escape Artist^M +12, Knowledge (arcana, religion) +5, Knowledge (local) +2, Perception +3, Profession (cook) +5, Sleight of Hand +1, Spellcraft +6**Languages** Ledeian, Shelzari**SQ** gluttonous jaws**MQ** amazing initiative**Combat Gear** 3 *hunger pastries*[†] (or more if needed), *potion of fly*, *scroll of create pit* (CL 6th), plus other minor potions or scrolls as needed; **Other Gear** mwk dagger, *ring of protection* +1, courtier's outfit, signet ring, 50 gp, plus other mundane items as needed

He also eats. He eats a great deal. And he's quite sloppy about it. He's always eating something and discarding shells, rinds, bones, and other bits and pieces all over. This uncontrollable behavior usually draws him into a fitful rage when he discovers the mess he has left behind him, but instead of recognizing his faults, he blames his staff for not cleaning up fast enough. Worse, he literally eats all sorts of things: fruits, cakes, meats... and even those people who happen to discover his true nature.

In truth, while Paunles understands in his wakeful mind why he is such a ravenously messy eater, he is subconsciously quite

bothered by it, masking his doubts with an obsession for cleanliness after his meals and an irrational anger at the "fools and louts" who can't keep his place tidy.

Combat

Finn is quintessentially craven. He relies on subterfuge and keeps bodyguards to ensure he may avoid combat. He sacrifices anything and everything to get away from enemies and uses spells more to cause pain than to assure victory. His first instinct is always to flee (and his powers make him very hard to restrain or pin down).

Qul Al Nur Ran (Queen Ran)

Queen Ran is an ancient and powerful evil from the deeps, a mighty kraken spellcaster. Before the Titanswar, she led an internecine war in the depths of the ocean against her brother, Tac Al Nur Wu; in those days, she was known as Qul Al Nur Ran. She lost this ancient war and retreated into the depths of time and memory, where she dreamt of revenge and consulted with demons from beyond. Then, the bound titan Kadum fell to the ocean floor, near where Ran slept, and the titan's bleeding body awoke the hibernating kraken. She feasted upon the fallen Mountainshaker's blood and grew strong, gaining vast powers.

As Kadum's essence poured out into the vast expanse, transforming the ocean into the now infamous Blood Sea, others were mutated as well, not all of them for the better. Tac Al Nur Wu went insane on the titan's blood, even as his sister grew strong. When Ran returned, it was with an army of mutants, sea hags, and those who had witnessed Nur Wu's decline and chose to switch sides. Thus did Ran become Queen Ran, commanding a vast and dreadful army under the Blood Sea. Her palace lies on the edge of Kadum's Abyss, where she can languish in the heartsblood of the fallen titan. Within a century, her domain has come to encompass the entire Blood Sea, and still Ran wants more.

Ran has a deep and lasting hatred of surface-dwellers, who have always hunted her creatures. In a terrible act of vengeance, she used a powerful true ritual, powered by the willing sacrifice of a great number of her blood kraken followers, to launch a meteorological assault on Ghelspad: a great storm that the mortals called the Blood Monsoon. During the great monsoon, she also sent waves of titanspawn to attack the coastal cities, especially Mithril and Hedrad. In the end, fortunately for the people of eastern Ghelspad, her army failed and Ran found herself vastly overextended: The Blood Monsoon had drained her arcane reserves to such an extent that she would not soon be able to use such foul rituals again.

Queen Ran then found herself threatened with treason. Several of her subordinates felt the queen must surely be weak enough to slay after the Blood Monsoon debacle. The resulting war lasted nearly 20 years. In the end, she at last defeated the rebels, but only thanks to assistance from a much darker entity than herself. Realizing that even in victory, Ran would know defeat, the clever kraken struck an alliance with the Master of the Blood Bayou, the Jack of Tears. The Momus lent some of his strength to Ran and, in exchange, she agreed to become a nominal part of his Krewes, while still maintaining her independence and rulership of the Blood Sea.



QUEEN RAN**CR 23 / MR 9***CE Gargantuan magical beast (aquatic, mythic)***XP** 819,200**Init** +13^M; **Senses** darkvision 120 ft., low-light vision; Perception +28**DEFENSE****AC** 47, touch 6, flat-footed 47 (+6 armor, +35 natural, -4 size)**hp** 440 (20d10+330); rejuvenation (*Robe of Diamonds*)**Fort** +29, **Ref** +17, **Will** +17**Defensive Abilities** deep dweller; **DR** 10/epic; **Immune** cold, mind-affecting, poison**Mythic Defenses** legendary fortification, mirror dodge**OFFENSE****Speed** 10 ft., swim 40 ft, jet 280 ft.**Melee** 2 arms +26 (2d6+10/19-20 plus grab), 8 tentacles +24 (1d8+5 plus grab), bite +26 (2d8+10)**Space** 20 ft.; **Reach** 20 ft. (60 ft. with arm, 40 ft. with tentacle)**Special Attacks** constrict (tentacles, 1d8+10), ink cloud, rend ship**Mythic Attacks** mythic magic 3/day, mythic power (9/day, surge +1d10)**Spell-Like Abilities** (CL 15th, concentration +23)**3/day**—trap the soul (DC 22)**1/day**—control weather, control winds, dominate monster (DC 25, animal only), resist energy**Witch Spells Prepared** (CL 20th; concentration +28)**9th**—polar darkness (DC 27), power word kill^M, shapechange, wail of the banshee (DC 27)**8th**—demand (DC 26), maze^M (x2), power word stun, resurrection**7th**—heal (x2), greater teleport, mass cure moderate wounds, symbol of weakness (DC 25)**6th**—cone of cold^M, eyebite (DC 24), flesh to stone^M (DC 24), slay living (DC 24), true seeing**5th**—break enchantment, dominate person^M (DC 23), rest eternal, righteous might, teleport**4th**—black tentacles^M, cure serious wounds^M, divine power, phantasmal killer (DC 22), volcanic storm (x2)**3rd**—deep slumber^M (DC 21), dispel magic, healing thief (x2), rage, thorny entanglement**2nd**—blood armor, cure moderate wounds, enemy's heart, molten orb, sickening strikes, touch of idiocy (DC 20)**1st**—command^M (DC 19), comprehend languages, fumble tongue (DC 19), frostbite, ray of enfeeblement (DC 19), undine's curse (DC 19)**0** (at will)—arcane mark, detect magic, message, read magic**M** mythic spell**STATISTICS****Str** 30, **Dex** 10, **Con** 35, **Int** 26, **Wis** 22, **Cha** 23**Base Atk** +20; **CMB** +34 (+38 when grappling); **CMD** 44 (can't be tripped)**Feats** Bleeding Critical^M, Blind-Fight, Cleave, Combat Expertise, Critical Focus^M, Improved Critical^M (arm), Improved Initiative^M, Improved Trip, Multiattack, Mythic Spell Lore, Power Attack**Skills** Intimidate +25, Knowledge (arcana) +28, Knowledge (geography) +28, Perception +28, Stealth +11, Spellcraft +28, Swim^M +41, Use Magic Device +25**Languages** Ancient Ledeon, Asheraki, Infernal, Kraken, Ledeon, Old Termanan, Piscean, Primordial, Termanan, Titan Speech**SQ** tenacious grapple**MQ** abundant casting, commune with power, legendary item (*Scepter of Nara-noden*) (x2), legendary item (*Robe of Diamonds*) (x3)**Gear** robe of diamonds[†], scepter of Nara-noden[†]**SPECIAL ABILITIES****Deep Dweller (Ex)** Queen Ran is immune to damage from water pressure. Her body is capable of instantly adjusting to different depths or even the surface with ease.**Ink Cloud (Ex)** Ran can emit a cloud of black, venomous ink in an 80-foot spread once per minute as a free action while underwater. This cloud provides total concealment, which Ran can use to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness. In addition, the ink is toxic, functioning as contact poison against all creatures caught within it. The ink cloud persists for 1 minute before dispersing. The save DC against the poison effect is Constitution-based.*Kraken Ink:* Ink cloud—contact; save Fort DC 32; frequency 1/round for 10 rounds; effect 1 Str damage plus nausea; cure 2 consecutive saves.**Jet (Ex)** Queen Ran can jet backward as a full-round action, at a speed of 280 feet. She must move in a straight line, but does not provoke attacks of opportunity while jetting.**Rend Ship (Ex)** As a full-round action, Ran can attempt to use four of her tentacles to grapple a ship of her size or smaller. She makes a CMB check opposed by the ship's captain's Profession (sailor) check, but the kraken gets a cumulative +4 bonus on the check for each size category smaller than Gargantuan the ship is. If she grapples the ship, Ran holds the ship motionless; she can attack targets anywhere on or within the ship with her tentacles, but can only attack foes on deck with her free arms and can't attack foes at all with her beak (she can, however, cast spells). Each round Ran maintains its hold on the ship, she automatically inflicts bite damage on the ship's hull.**Tenacious Grapple (Ex)** Queen Ran does not gain the grappled condition if she grapples a foe with her arms or tentacles.**Titanomachic Might (Su)** Queen Ran's constant feeding upon Kadum's blood has given her potent spellcasting capabilities. The kraken casts spells as a 20th level witch with the Strength patron. She does not gain any other witch abilities, nor does she require a familiar. (Her familiar, for all intents and purposes, is Kadum's bleeding body.) Ran has access to a vast library of spells; the spells listed above are her commonly favored ones.

Outwardly, at least, the Jack and Queen Ran are quite friendly. Indeed, the partnership has proven mutually beneficial in nearly every regard. The Krewe now enjoys free passage over the Blood Sea, and Queen Ran receives tithes, offerings, soldiers, and protection from the Carnival of Shadows.

Roleplaying Notes

Queen Ran is powerful, both physically and magically. She hates everything that she cannot control, especially the surface world. She has learned much about the old titans and secretly nurses the desire to become a titan herself.

Ran is encountered only in her vast undersea palace, where she rules with cold, merciless, alien cruelty. The vast structure is constructed of coral and basalt that seems to violate all normal laws of time, space, and geometry. Few surface dwellers who see the place live to tell of it, but whispered tales suggest that among

the twisted corridors and bizarre chambers stand portals to many other dimensions, through which come increasingly strange and nightmarish creatures to serve or at least to treat with Queen Ran.

Combat

Queen Ran prefers to let her armies of blood krakens, mutated sharks, sea hags, and pisceans fight for her. Her minions willingly sacrifice themselves to protect her. If forced to engage directly in combat, Ran first uses spells to determine her opponents' weaknesses and to bring down or circumvent their magical defenses.

Ran prefers to enslave and mutate captive adventurers using the *scepter of Nara-noden*, twisting them to her foul purposes. She shows no mercy to traitors or to those who try to kill her, usually turning them over to her mutated eels and sharks for their pleasure and her amusement.

Regias Juvnal (The Hunter of Vesh)

Few know the true identity of the masked killer called the Hunter of Vesh. Many rumors circulate about him and his origin, though, and authorities throughout the nation struggle to uncover the reasons behind his fanatical hatred of the vigilants. Some say that he is the son of a bandit lord whom the vigilants slew or captured. Others suggest that he is a titanspawn or titan worshiper who fights in the name of one of the fallen, such as Mormo or Hrinruuk. Rumor also has it that he has been collecting *vigil medallions* on behalf of the evil Archduke Traviak. Still others suggest that he is actually the Dark Motak Vigil's master, who supposedly perished after betraying his fellows but who now lives on (or is one of the undead), seeking vengeance.

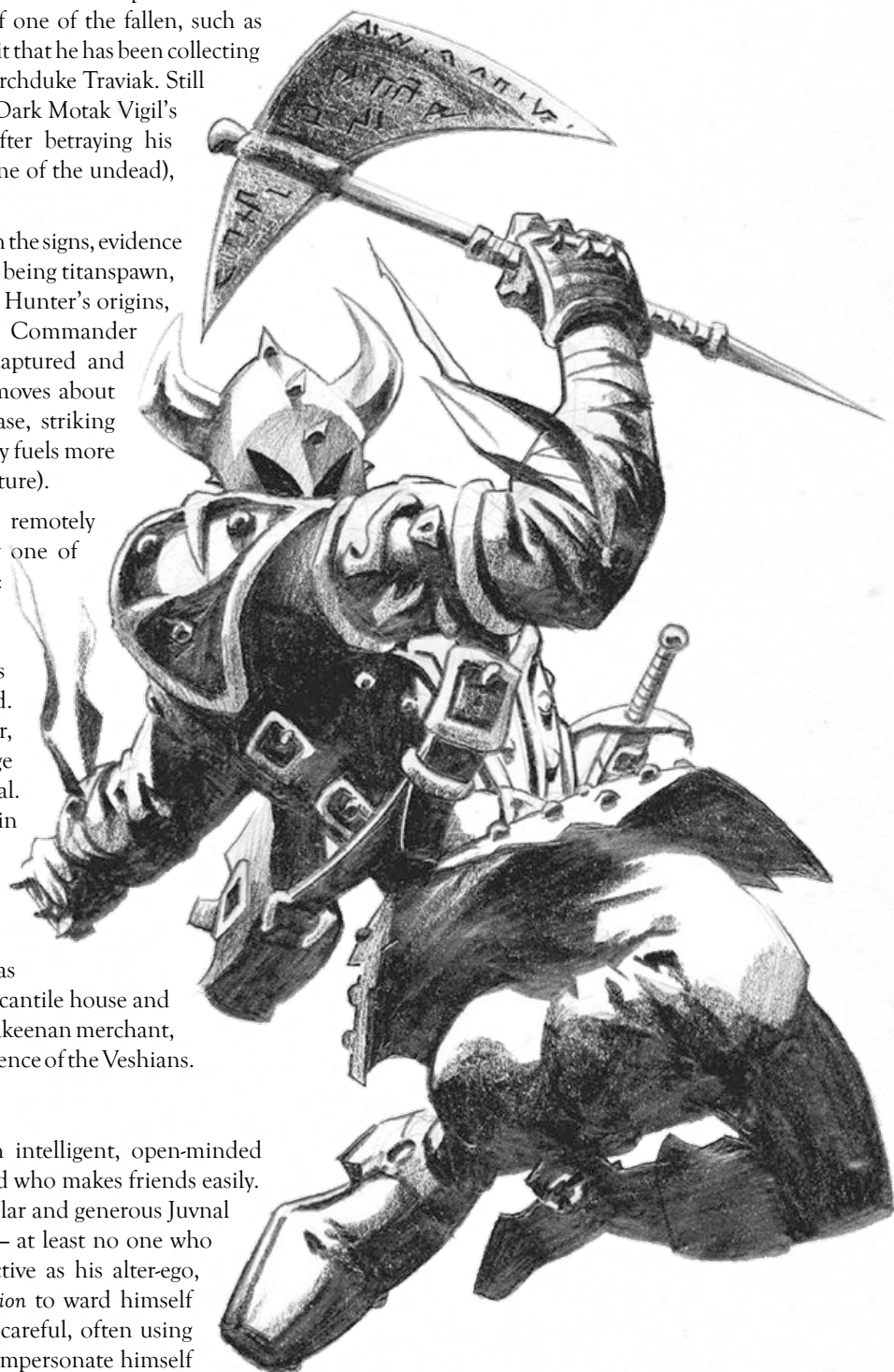
However, to those few who have seen the signs, evidence suggests that the Hunter, rather than being titanspawn, actually serves Vangal. Whatever the Hunter's origins, the vigils (and in particular High Commander Kelemis Durn) want the Hunter captured and brought to justice. Yet the Hunter moves about eastern Ghelspad seemingly with ease, striking and vanishing like a ghost (which only fuels more speculation as to his identity and nature).

So far no one in Vesh has even remotely guessed that the Hunter is actually one of the most trusted men in the realm: Regias Juvnal, merchant, patrician, sophisticate, and advisor to Kelemis Durn. His motivation combines vengeance and his love of bloodshed. Juvnal's real name is Rakash Jekkar, and as a warlord, he once led a large faction of the Horsemen of Vangal. When Jekkar's men were defeated in battle, wiped out by a mixed force of Veshian soldiers and vigilants, he escaped and made his way to Vesh, determined to inflict as much harm there as he could. In the guise of "Regias Juvnal," he founded a successful mercantile house and presented himself as a high-born Darakeenan merchant, over time gaining the trust and confidence of the Veshians.

Roleplaying Notes

On the surface, Regias seems an intelligent, open-minded man who wants the best for Vesh and who makes friends easily. No one has ever connected the popular and generous Juvnal with the infamous Hunter of Vesh — at least no one who has lived thereafter. When he is active as his alter-ego, he regularly uses *potions of nondetection* to ward himself against divination spells. He is very careful, often using illusions or disguised henchmen to impersonate himself

or the Hunter so that his absences are not seen to coincide with the Hunter's attacks. He has a handful of blindly loyal followers, all of them faithful Vangalites like him.



REGIAS (RAKASH)**CR 8 / MR 1**

Male human slayer (stygian slayer) 9 / champion 1

CE Medium humanoid (human, mythic)

XP 4,800**Init** +10^M; **Senses** Perception +14**DEFENSE****AC** 20, touch 14, flat-footed 16 (+5 armor, +4 Dex, +1 natural)**hp** 72 (9d10+22)**Fort** +8, **Ref** +12, **Will** +14; +2 vs. mind-reading**Defensive Abilities** foil scrutiny; **Immune** detect thoughts, discern lies, know alignment**Mythic Defenses** hard to kill**OFFENSE****Speed** 60 ft.**Melee** *darkaxe* +16/+11 (1d8+8/19-20/x3 plus shaken); *mwk dagger* +14/+9 (1d4+4/19-20)**Ranged** throwing axe +13/+8 (1d6+4)**Special Attacks** spell use, sneak attack +3d6, studied target +2 (2 targets, swift)**Mythic Attacks** fleet charge, mythic power (5/day, surge +1d6)**Spell-Like Abilities** (CL 5th; *medallion of the mosquito*)**3/day**—comprehend languages**2/day**—cure serious wounds**Slayer Spell-Like Abilities** (CL 9th; concentration +12)**2/day**—invisibility**STATISTICS****Str** 18, **Dex** 18, **Con** 11, **Int** 16, **Wis** 14, **Cha** 12**Base Atk** +9; **CMB** +13; **CMD** 27**Feats** Blind-Fight, Combat Reflexes^M, Improved Initiative^B, Toughness, Quick Draw, Weapon Focus (battleaxe)**Traits** killer, opportune slayer**Skills** Acrobatics +16, Bluff +15, Climb +14, Disguise +15, Escape Artist +14, Handle Animal +3, Knowledge (geography, local) +8, Perception +14, Ride +8, Sense Motive +14, Stealth +21, Survival +14 (+18 tracking), Swim +13**Languages** Dunahn, Ledean, Titan Speech, Vangalite, Veshian**SQ** slayer talents (blood reader, fast stealth), track +4**MQ** impossible speed**Combat Gear** 6 throwing axes, *medallion of the Veshian Vigils* (*mosquito* *) (usually worn), 2 *potions of nondetection*, *potion of pass without trace*, *wand of vanish* (36 charges); **Other Gear** +2 shadow studded leather, *darkaxe*¹, *mwk dagger*, *cloak of resistance* +2, *ring of mind shielding*, 2 extra *medallions of the Veshian Vigils* (*acorn* *, *scorpion* *), *traveler's outfit*, *ranger's kit*, *mwk survival kit*, other gear as needed**Combat**

Jvnal strikes swiftly and utterly without remorse or mercy if someone threatens to reveal his secret identity. In combat he is terrifying, attacking without hesitation, hacking at foes with his bloodstained axe. Subtlety is not the Hunter's strong suit, but

he sometimes exhibits diabolical patience, setting ambushes or luring victims into blind alleys or box canyons. He likes to attack from above, dropping down on unsuspecting foes.

If he needs to flee to protect his identity, the Hunter might use his *medallion of the acorn* to cast *fly* or his *medallion of the scorpion* to assume *gaseous form*, whichever seems more appropriate.

Sangus, the Blood Alchemist

Sangus (an assumed name, his birth name being unknown to any but him) might be one of Ghelspad's most misunderstood individuals. While he has been condemned as a traitor to the divine races, owing to his fascination with titanspawn and *titan's blood*, he considers himself an honest researcher whose experiments may someday benefit society. While a chief motivator behind his research is self-interest, Sangus nevertheless harbors a scientist's curiosity, despite the hatred, fear, and ignorance that have driven him from his own people's company.

Born in one of Hedrad's poorest neighborhoods, Sangus sought an alchemy apprenticeship, hoping to improve his lot in life. However, Sangus quickly learned that his master's only interest in the youth was as a source of free labor. Sangus began performing his own experiments when his master was absent, absorbing information from the alchemist's books and formulae and using his workshop and equipment. During experiments with the Blood Sea's tainted water, he became fascinated with titans' blood and its effects.

Unfortunately, normal Blood Sea water samples didn't contain a sufficiently high concentration of Kadum's blood, so Sangus secretly began to distill purified samples. His tests and experiments continued, and he began to learn more about the nature of *titan's blood* and its effects. Unfortunately, Sangus' master at last caught wind of his experiments and sent him packing. Worse, the Hedradan priests wished to talk to the young man about his fascination with a titan, and even Patriarch Hevestian learned of his work. Fearing for his life, or at the very least his freedom, Sangus fled Hedrad on the first available merchant ship, bound for parts unknown.

Today, the Veshian vigilants charged with finding Sangus have completely lost track of the "blood-mad" alchemist. Some assume that he must be dead, while others think he is still alive, continuing his blood experiments. Occasional reports surface of a white-haired old man working with goblinoid groups to collect vials of titanspawn blood and *titan's blood*, or other bits of titanic residue, but they are generally

isolated incidents, hardly as pressing as the Calastian invasion of Durrover or the incursions of the Plains of Lede's denizens.

Roleplaying Notes

Sangus is not evil. He has a genuine scientific fascination with the magical and supernatural qualities of *titans' blood*. Unfortunately, his obsession has driven him to the point where he will do some questionable things to obtain more of it. He is neither a sociopath nor a monster, though, as the vigilants portray



SANGUS**CR 11 (EC 10)***Male human alchemist (blood alchemist[†]) 12**LN Medium humanoid (human)***XP** 9,600 (based on EC)**Init** +5; **Senses** Perception +17**DEFENSE****AC** 19, touch 16, flat-footed 15 (+3 armor, +2 deflection, +3 Dex, +1 dodge)**hp** 90 (12d8+36)**Fort** +13, **Ref** +15, **Will** +11**Defensive Abilities** discovery (nauseating flesh), fortification (25%); **DR** 10/adamantine; **Immune** poison**OFFENSE****Speed** 60 ft.**Melee** 3 claws +13 (1d4), bite +13 (1d4); or dagger +10/+10/+5 (1d4/19-20)**Ranged** bombs +14/+14/+9 touch (or +12/+12/+12/+7 touch with Rapid Shot) (6d6+4 acid and negative energy, DC 20), or mwk sling +14/+14/+9 (1d4)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with touch attacks)**Special Attacks** bombs 16/day, discoveries (fast bombs, precise bombs), poison use, titanic fury**Alchemist Extracts Prepared** (CL 12th; concentration +16)**4th**—restoration, stonewall, universal formula**3rd**—bloodhound, haste, nondetection, protection from energy**2nd**—alter self, blood transcription, darkvision, invisibility, spider climb**1st**—cure light wounds, expeditious retreat, keen senses, negate aroma, touch of the sea, true strike**TACTICS****Base Statistics** Without his mutagen (Dex) in effect and haste and stonewall active, Sangus' stats are as follows: Init +5; AC 16, touch 13, flat-footed 15 (+3 armor, +2 deflection, +1 Dex); Ref +12, Will +12; Speed 30 ft.; Melee dagger +9/+4 (1d4/19-20); Ranged bombs +11/+6 touch or +9/+9/+4 touch (6d6+4 acid and negative energy, DC 20) or mwk sling +11/+6 (1d4); Dex 13, Wis 16; CMB +9; CMD 22; Skills Disable Device +16, Heal +18, Perception +18, Survival +18**STATISTICS****Str** 10, **Dex** 17, **Con** 14, **Int** 19, **Wis** 14, **Cha** 12**Base Atk** +9; **CMB** +10; **CMD** 25**Feats** Brew Potion^B, Improved Initiative, Iron Will^B, Improved Iron Will, Master Alchemist, Point-Blank Shot, Rapid Shot, Skill Focus (Craft: alchemy), Throw Anything^B**Traits** alchemical adept, worldly***Skills** Craft (alchemy) +24 (+38 creating alchemical items), Disable Device +18, Heal +17, Knowledge (arcana, nature) +19, Perception +17, Spellcraft +19, Survival +17, Use Magic Device +16**Languages** Elvish, Ledeian, Primordial, Titan Speech, Veshian**SQ** alchemy, discoveries (infusion, inherit form[†], nauseating flesh, precise bombs, selective sanguivore[†]), mutagen, swift alchemy, swift poisoning, tainted blood**Combat Gear** 12 bullets, several doses of titanspawn blood, various potions from the alchemist extract list as needed, several doses of poison; **Other Gear** +1 leather armor, dagger, mwk sling, amulet of the blooded (aberrant), cloak of resistance +3, ring of protection +2, traveler's outfit, alchemist's kit

him; yet if adventurers hear tales about him, they are likely to be of the more scandalous and dark variety.

Those who encounter Sangus in person are likely surprised to find him an intelligent, urbane man whose curiosity about the titans and their remains knows virtually no bounds. He freely helps anyone who aids him in his quest for knowledge and fights only if forced. As he frequently maintains at least a mutually respectful relationship with nearby beings, he can easily act as an intermediary between adventurers and titanspawn.

Combat

Sangus hates to fight. He is a scholar and a researcher, despite his wild appearance and rustic lifestyle. Should he be forced into combat, however, things quickly get bloody — literally. He immediately uses doses of his titanspawn-modified mutagen and calls for aid from any friendly creatures, whether of the divine races or titanspawn. One of his preferred tactics is drink an *extract of invisibility* to make a rapid escape and then inform nearby allies (whether titanspawn or otherwise) of an enemy presence in their lands.

Severin, Mercenary-for-Hire

The Redeemed slitherin are known for their engineering and creativity (and perhaps for their chaotic clutter). Severin is living proof that titanspawn ratfolk are every bit as ingenious as their Redeemed cousins. Born in a colony in the Haggard Hills, among those who worshipped Hrinruuk the Hunter, Severin was raised a hunter, a warrior, and a survivor. The slitherin refuses to tell the reason why, but one day, he must have angered his fellow hunters profoundly, for they tried to kill him.

Severin managed to trap his attackers, keeping any from going back to the colony and killing the entire camp one by one, leaving no evidence of his wrongdoing. Then he fled before others from the colony might find the bodies, slipping away southward into New Venir, and took to petty theft and robbery among the human settlements and convoys. This lasted until, after several months of his depredations, Calastian soldiers caught the ratman and realized, from the amount of goods he'd collected, that this slitherin obviously knew what he was doing. Instead of executing him, they hired him.

Severin was only too happy to find out that the humans would pay him, first as a guide, then a scout, and finally, once they saw his skill with a blade, as a mercenary. He quickly discovered that the best things in life aren't just free — you can get actually paid to do them! Eventually, the Calastian captains would send him out to locate bandit leaders and eliminate them quietly, thus scattering their bandit followers or leaving them as easy pickings for the army.

Now, Severin has become an accomplished mercenary and assassin, well known among the Calastian military, especially those units posted along the northern borders, along the Blood Steppes. He now sells his services across New Venir and Lageni, despite the typical Calastian aversion to nonhumans, all the while internally praising Hrinruuk for his gifts. (If the stupid humans can't tell he's a titan worshiper, then that's just one more bit of wool he's pulled over their eyes.)

Roleplaying Notes

Severin is a survivor, plain and simple. While he thinks most humans are stupid, he also understands that they're dangerous, especially in large groups. He avoids any sign of titan worship around them, unless he can pass it off as reverence for Belsameth or Chardun. Around Redeemed slitherin, Severin is even



SEVERIN**CR 7 (EC 6)**

Male slitherin fighter (cad) 6 / duelist 2

NE Medium humanoid (slitherin, titanspawn)

XP 2,400 (based on EC)**Init** +8; **Senses** darkvision 60 ft.; Perception +10**DEFENSE****AC** 22, touch 18, flat-footed 14 (+3 armor, +5 Dex, +3 dodge, +1 natural)**hp** 66 (8d10+22)**Fort** +9, **Ref** +9, **Will** +6; +2 vs. disease**Defensive Abilities** canny defense +2, parry**OFFENSE****Speed** 30 ft., climb 20 ft.**Melee** *Venomlash* +15/+10 (1d6+4/19-20; disarm +2) or *Bloodfang* +14/+9 (1d4+4/17-20 plus bleed)**Ranged** mwk shortbow +13/+8 (1d6/x3)**Special Attacks** dirty maneuvers +2, payback +1, precise strike**STATISTICS****Str** 13, **Dex** 20, **Con** 14, **Int** 16, **Wis** 14, **Cha** 10**Base Atk** +8; **CMB** +13 (+15 dirty trick, steal; +17 disarm); **CMD** 26 (28 vs. dirty trick, steal; 30 vs. disarm)**Feats** Agile Maneuvers^B, Catch Off-Guard^B, Combat Expertise, Dodge, Exotic Weapon Proficiency (whipsword)^B, Improved Disarm^B, Mobility, Weapon Finesse, Weapon Focus (whipsword)^B**Traits** mercenary, survivor**Skills** Acrobatics +14 (+19 jumping), Climb +14, Diplomacy +0 (+2 negotiating fees), Escape Artist +17, Handle Animal +4, Intimidate +4 (+6 negotiating fees), Knowledge (dungeoneering) +7, Knowledge (geography) +6, Perception +10, Perform (dance) +10, Ride +10, Sense Motive +8 (+10 negotiating fees), Stealth +22, Survival +11, Swim +6; **Racial Modifiers** +4 Handle Animal to influence rodents**Languages** Calastian, Ledean, Slitherin, Titan Speech, Veshian**SQ** improved reaction, slitherin traits (skulk)**Combat Gear** 12 arrows, *candle of truth*, *potion of cure moderate wounds*, *potion of remove blindness/deafness*; **Other Gear** +1 shadow leather armor, *Venomlash*[†], *Bloodfang*[†], mwk shortbow, *cloak of resistance* +1, *ring of jumping*, traveler's outfit, ranger's kit, survival kit

more cautious and less likely to show his true affiliations, for the ratfolk know their own and can usually sniff out a bad seed. For this reason, Severin avoids other ratfolk if he can.

When it comes to his mercenary work or assassination assignments, Severin can be trusted to stick to the letter of his deals, although he has been known to reinterpret the fine print after the fact, meaning he may not always stick to the spirit of the arrangement.

Combat

While he is a skilled fighter against a single enemy, Severin knows his limits. He prefers to strike at lone targets, preferably from surprise. If he must engage a group, he tries to strike down a single target before disengaging and fleeing as swiftly as possible. He harasses and harries; he is not one to stand against multiple foes. If he gets surrounded, he uses Acrobatics to tumble away, escaping as quickly as possible.

Shanti, Knight of Uria

Nearly 250 years old and a veteran of the Divine War, Sir Shanti Rathiel now enjoys a rather peaceful life as one of the diplomats Uria extends to those who make landfall on the island. Specifically, he is one of the aerial knights authorized by royal decree to patrol the shoreline looking for shipwrecks and other vessels landing outside of approved ports. He is always eager to provide assistance to those in need and, unlike some of his more aloof kindred, he is very sociable.

After he sees to the needs of any injured or ill among shipwrecks and those blown ashore on Uria, Shanti offers — on behalf of the crown — to have his people ferry such groups back to Darakeene, or to the nearer island neighbor of Karria. He does not often leave the island, but when he does, it is almost always as a diplomatic envoy to help solidify trade relations with a fellow nation. His mount, Dove, has a reputation all her own as a ferocious creature that once came to the aid of the Earth Mother herself during the Divine War (for which she was blessed with an unnaturally long lifespan).

Recently, King Arwin of Uria has asked Shanti what he should do about a group of ironbred that some of the royal harrier riders attacked and killed, all due to an unfortunate misunderstanding. That incident was three years ago, and Arwin has had a rough time re-establishing relations with the Iron Court. Shanti is certain that the king will soon ask him to go to the ironbred court (which he will happily do, if asked). This may be a hard task for him, for although he knows the Redeemed are no longer titan worshipers, he lost many

friends fighting titanspawn during the Divine War, and old prejudices die hard.

Roleplaying Notes

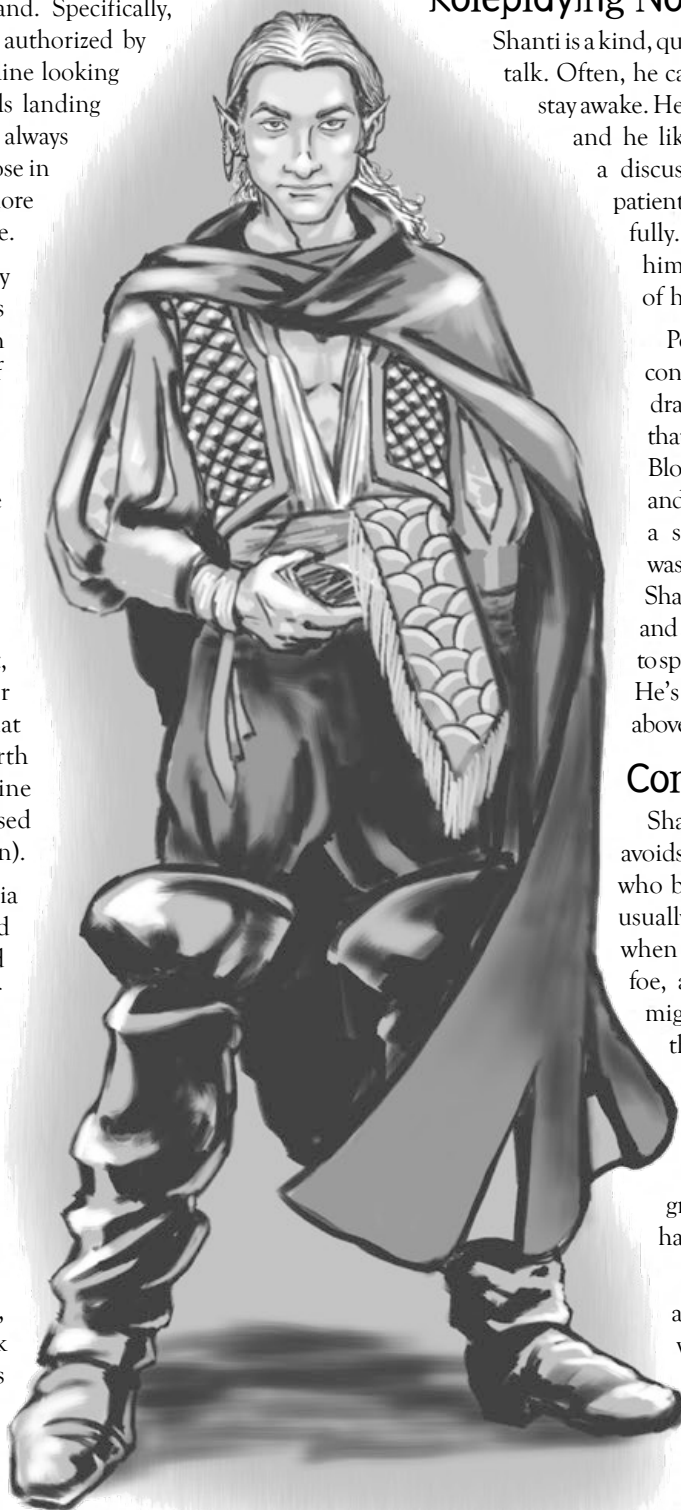
Shanti is a kind, quiet elf who likes to listen more than talk. Often, he can listen longer than humans can stay awake. He is very empathetic and perceptive, and he likes to gather others' opinions in a discussion before contributing. He is patient and likes to understand something fully. He does not like to talk about himself, and he almost never speaks of his past.

People sometimes ask Shanti to confirm stories that he fought wrack dragons during the Divine War, or that he has seen the other side of the Blood Sea where the waters grow clear and cool again and the world becomes a supposed paradise (or a blasted wasteland, depending on who you ask). Shanti quietly dismisses these rumors and stories. The only thing he ever seems to speak on with much vigor is geography. He's had a chance to study it from high above, and it remains a passion of his.

Combat

Shanti has seen too much of war and avoids fighting whenever possible. Those who believe this is out of weakness are usually mistaken, for Shanti (especially when riding Dove) remains a formidable foe, and as capable a warrior as one might expect of a knight who survived the Divine War. He prefers to use Dove to avoid enemies, harrying them with ranged attacks if he must fight, until they either elect to leave or he is somehow grounded and forced to engage in hand-to-hand combat.

Once he engages a foe, Shanti is a straightforward warrior, but one who fights with grace, honor, and dignity nonetheless.



SHANTI**CR 11 (EC 8)***Male elf cavalier (emissary) 12**CG Medium humanoid (elf)***XP** 4,800 (based on EC)**Init** +3; **Senses** elfsight; Perception +24**DEFENSE****AC** 21, touch 14, flat-footed 17 (+7 armor, +3 Dex, +1 dodge)**hp** 72 (12d10+6)**Fort** +10, **Ref** +9, **Will** +9; +2 vs. enchantment**Defensive Abilities** fortification (50%); **Immune** sleep**OFFENSE****Speed** 30 ft.**Melee** +1 lance +14/+9/+4 (1d8+2/x3, reach), +2 shocking burst rapier +18/+13/+8 (1d6+3/15-20 plus 1d6 electricity [+1d10 electricity on crit]), or dagger +15/+10/+5 (1d4+1/19-20)**Ranged** mwk composite shortbow +16/+11/+6 (1d6+1/x3), dart +15/+10/+5 (1d4+1), or dagger +15 (1d4+1/19-20)**Special Attacks** cavalier's charge, challenge 4/day (demanding challenge; allies gain +4 bonus to melee attacks on target), mighty charge**Spell-Like Abilities** (CL 12th; concentration +15)**1/day**—comprehend languages, detect magic, detect poison, read magic**STATISTICS****Str** 13, **Dex** 17, **Con** 11, **Int** 16, **Wis** 16, **Cha** 15**Base Atk** +12; **CMB** +13; **CMD** 27**Feats** Alertness, Dodge, Endurance^B, Improved Critical (rapier), Indomitable Mount, Mobility^B, Mounted Combat^B, Ride-By Attack, Trick Riding^B, Weapon Finesse, Weapon Focus (rapier)^B**Traits** devotee of the green, weathered emissary**Skills** Diplomacy +17, Handle Animal +17 (+19 with birds, +25 with Dove), Knowledge (geography) +16, Knowledge (nature) +8, Linguistics +10, Perception +24, Ride +15 (+17 on bird mounts), Sense Motive +22, Survival +15 (+21 finding food and water or shelter from harsh weather), Swim +7**Languages** Ahnae, Albadian, Darakeene, Dunahn, Dwarvish, Elvish, Elzan, Ledean**SQ** aid allies +4, battlefield agility, elf traits (bird friend, envoy), expert trainer, in or out of the saddle, mount (harrier), mounted acrobatics, order of the dragon, strategy**Combat Gear** 3 daggers, 12 darts, 24 arrows; **Other Gear** +1 breastplate of moderate fortification, +1 lance, +2 shocking burst rapier, mwk composite shortbow (+2), belt of incredible dexterity +2, cloak of resistance +2, courtier's outfit, cavalier's kit**DOVE (SHANTI'S MOUNT)***Female great harrier**N Large animal***Init** +9; **Senses** low-light vision; Perception +12**DEFENSE****AC** 24, touch 14, flat-footed 19 (+5 Dex, +10 natural, -1 size)**hp** 71 (10d8+26)**Fort** +9, **Ref** +12, **Will** +5; +4 vs. enchantments**Defensive Abilities** devotion, evasion**OFFENSE****Speed** 10 ft., fly 80 ft. (average)**Melee** 2 claws +12/+12/+7 (1d8+6)**Space** 10 ft.; **Reach** 5 ft.**STATISTICS****Str** 22, **Dex** 21, **Con** 14, **Int** 6, **Wis** 15, **Cha** 11**Base Atk** +7; **CMB** +14; **CMD** 29**Feats** Alertness, Flyby Attack, Improved Initiative, Light Armor Proficiency^B, Mobility^B, Skill Focus (Fly), Wingover**Skills** Fly +14, Perception +12, Sense Motive +4**Languages** Elvish (can't speak)**SQ** bonus tricks (5), combat-trained, link, multiattack, share spells

Simsel, Baron of River Falls

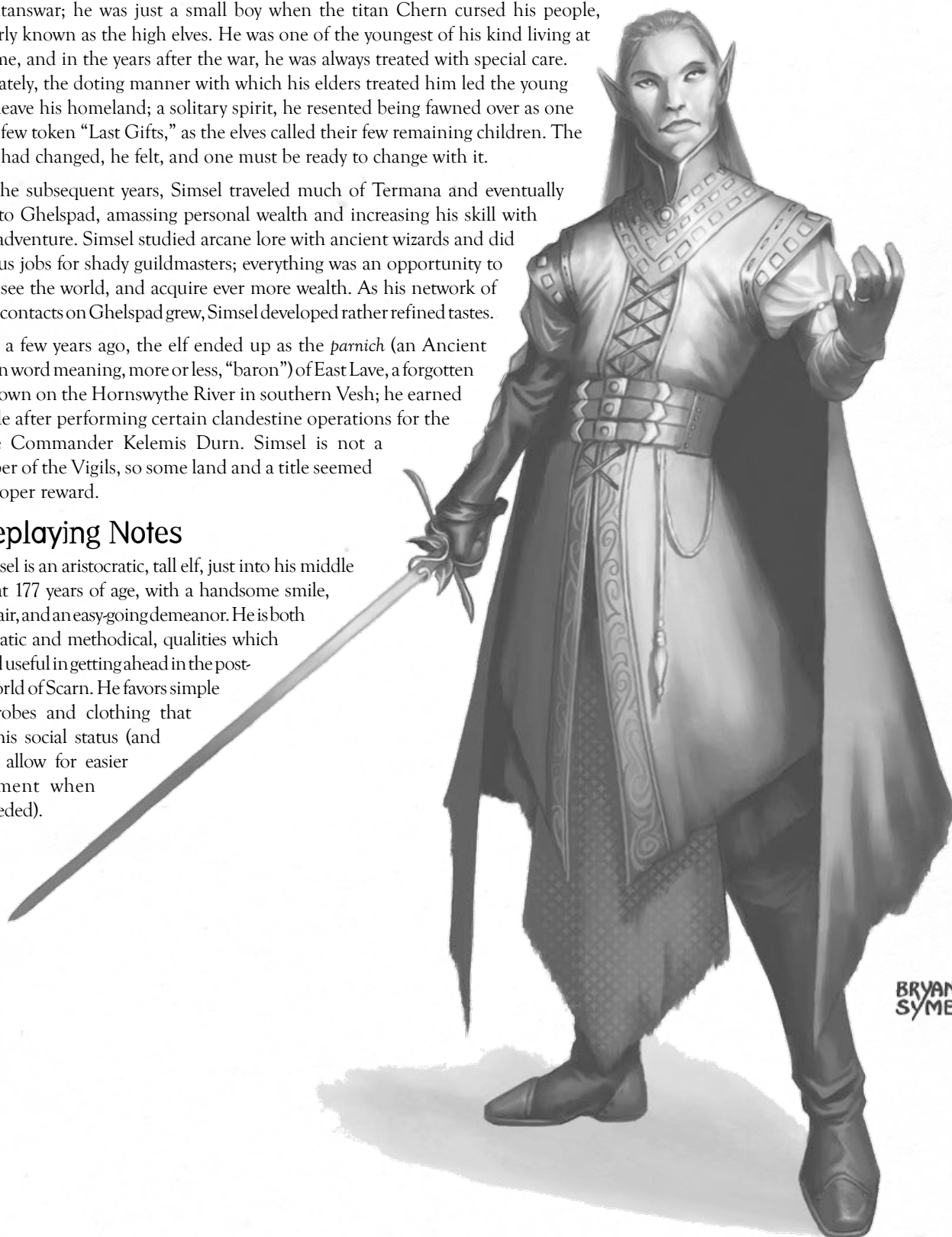
Simsel Lienor, a forsaken elf from Termana, was born during the last days of the Titanswar; he was just a small boy when the titan Chern cursed his people, formerly known as the high elves. He was one of the youngest of his kind living at the time, and in the years after the war, he was always treated with special care. Ultimately, the doting manner with which his elders treated him led the young elf to leave his homeland; a solitary spirit, he resented being fawned over as one of the few token “Last Gifts,” as the elves called their few remaining children. The world had changed, he felt, and one must be ready to change with it.

In the subsequent years, Simsel traveled much of Termana and eventually came to Ghelspad, amassing personal wealth and increasing his skill with every adventure. Simsel studied arcane lore with ancient wizards and did dubious jobs for shady guildmasters; everything was an opportunity to learn, see the world, and acquire ever more wealth. As his network of useful contacts on Ghelspad grew, Simsel developed rather refined tastes.

Just a few years ago, the elf ended up as the *parnich* (an Ancient Ledean word meaning, more or less, “baron”) of East Lave, a forgotten little town on the Hornswythe River in southern Vesh; he earned his title after performing certain clandestine operations for the Home Commander Kelemis Durn. Simsel is not a member of the Vigils, so some land and a title seemed the proper reward.

Roleplaying Notes

Simsel is an aristocratic, tall elf, just into his middle years at 177 years of age, with a handsome smile, long hair, and an easy-going demeanor. He is both pragmatic and methodical, qualities which proved useful in getting ahead in the post-war world of Scarn. He favors simple blue robes and clothing that belie his social status (and which allow for easier movement when it's needed).



BRYAN
SYME

SIMSEL**CR 9 (EC 8)**

Male forsaken[†] elf unchained rogue 4 / wizard 3 / arcane trickster 4

NG Medium humanoid (elf)

XP 4,800 (based on EC)

Init +9; **Senses** elfsight; Perception +13 (+14 to avoid surprise, +15 to find traps)

DEFENSE

AC 24, touch 16, flat-footed 20 (+4 armor, +5 Dex, +1 dodge, +4 shield); +1 dodge vs. traps

hp 64 (11 HD; 4d8 plus 7d6+22)

Fort +5, **Ref** +12 (+13 vs. traps), **Will** +6; +2 vs. disease, ingested poisons, nauseated, sickened

Defensive Abilities *blur* (20% miss), danger sense +1, evasion, uncanny dodge; **DR** 10/magic (ranged only, 70 hp max); **Immune** magic missile, sleep

OFFENSE

Speed 30 ft.

Melee +1 countering rapier of frost +13/+8 (1d6+6/18-20 plus 1d6 cold), or +1 short sword +12/+7 (1d6+2/19-20)

Ranged mwk composite shortbow +12/+7 (1d6+1)

Special Attacks debilitating injury, impromptu sneak attack 1/day, rogue talent (positioning attack), sneak attack +4d6

Spell-Like Abilities (CL 5th; from *amulet of telepathy*)

At will—detect thoughts (DC 13)

1/day—suggestion (DC 14)

School Spell-Like Abilities (CL 3rd)

9/day—blinding ray (+10 ranged touch)

Wizard Spells Prepared (CL 7th; concentration +13)

4th—arcane eye, greater invisibility¹, dimension door

3rd—arcane sight, dispel magic, major image¹ (DC 19), suggestion (DC 19)

2nd—alter self, *blur*¹, cat's grace, invisibility, protection from arrows, spider climb

1st—comprehend languages, charm person (DC 17), disguise self, expeditious retreat, mage armor, shield, ventriloquism¹

0 (at will)—detect magic, enumerate*, filch*, mage hand

I bonus illusion spell; **School** illusion; **Opposition Schools** evocation, necromancy

TACTICS

Base Statistics Without *blur*, cat's grace, mage armor, protection from arrows, and shield active, Simesel's stats are as follows: **Init** +7; **AC** 14, touch 14, flat-footed 14 (+3 Dex, +1 dodge); **Ref** +10 (+11 vs. traps); **Melee** +1 countering rapier of frost +11/+6 (1d6+4/18-20 plus 1d6 cold), or +1 shortsword +10/+5 (1d6+2/19-20); **Ranged** mwk composite shortbow +10/+5 (1d6+1); **Dex** 17; **CMD** 21; **Skills** Acrobatics +12, Disable Device +18, Escape Artist +14, Ride +6, Sleight of Hand +17, Stealth +16

STATISTICS

Str 13, **Dex** 21, **Con** 15, **Int** 22, **Wis** 11, **Cha** 11

Base Atk +6; **CMB** +7; **CMD** 23

Feats Dodge^B, Improved Familiar, Improved Initiative, Nimble Moves, Quick Draw, Scribe Scroll^B, Silent Spell, Weapon Finesse^B, Weapon Focus (rapier)

Traits civilized, old money*

Skills Acrobatics +14, Appraise +20, Climb +10, Diplomacy +9, Disable Device +20, Escape Artist +16, Knowledge (arcana) +16, Knowledge (geography) +13, Knowledge (local) +12, Knowledge (nobility) +14, Perception +13 (+14 to avoid surprise, +15 to find traps), Ride +8, Sense Motive +14, Sleight of Hand +19, Spellcraft +16 (+18 to identify spells), Stealth +18, Survival +4, Swim +8

Languages Calastian, Elduran (Termanan Elvish), Elvish, Sylvan, Termanan, Veshian; *telepathy*

SQ arcane bond (familiar), extended illusions (1 rd), finesse training (rapier), forsaken elf traits, ranged legerdemain, rogue talent (combat trick), trapfinding +2

Combat Gear 20 arrows, potion of cure serious wounds; **Other Gear** +1 frost rapier, +1 short sword, mwk composite shortbow (+1), *amulet of telepathy* (functions as *helm of telepathy*), headband of vast intelligence +4 (Appraise, Sense Motive), noble's outfit, rogue's/wizard's kit, spellbook, mwk thieves' tools

Spellbook all prepared, plus 0—all; 1st—alarm, animate rope, blend, color spray, create caltrops*, feather fall, grease, memory lapse, mount, protection from chaos/evil/good/law, sleep, unseen cartographer*; 2nd—arcane lock, darkvision, eagle's splendor, glitterdust, hypnotic pattern, knock*, levitate, minor image, phantom trap, resist energy; 3rd—adjustable disguise, beast shape I, displacement, illusory script, nondetection, shrink item; 4th—lesser age resistance, mass daze, stone shape

The elf has a blink dog named Umrir for a familiar — the creature's remarkable talents are a small price to pay for its insufferably sarcastic wit. Behind Umrir's constant barrage of barbed jabs, however, hides a fierce loyalty to its master. He has also formed a good relationship with the elves of the Ganjus Vigil, but oddly, Simesel seems almost more at home among humans than he does among the wood elves of Ghelspad, whom he finds to be just a bit backward for his taste (or perhaps the truth is that, deep down, they remind him too much of his family, which pains him more than he would ever care to admit, even to himself).

Combat

Simesel fights with a rapier as his preferred weapon, wielding an enchanted blade he call Hoar's Frost, and he is also skilled with a longbow, both a testament to his time spent as a youth among the forsaken elves. He augments his prowess with magic, as well as sleight-of-hand, and works in perfect coordination with Umrir to truly become a deadly opponent to his enemies.

UMRIR (SIMSEL'S FAMILIAR)*Male blink dog**NG Medium magical beast***Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12**DEFENSE****AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)**hp** 32 (11 HD)**Fort** +5, **Ref** +9, **Will** +9**Defensive Abilities** improved evasion**OFFENSE****Speed** 40 ft.**Melee** bite +7 (1d6+1)**Special Attacks** deliver touch spells**Spell-Like Abilities** (CL 7th; concentration +7)**Constant**—blink**At will**—quicken *dimension door* (self only)**STATISTICS****Str** 12, **Dex** 15, **Con** 14, **Int** 10, **Wis** 13, **Cha** 11**Base Atk** +6; **CMB** +7; **CMD** 19 (23 vs. trip)**Feats** Combat Reflexes, Iron Will**Skills** Acrobatics +11 (+15 jumping), Climb +10, Diplomacy +6, Escape Artist +10, Knowledge (arcana) +8, Knowledge (geography, nobility) +4, Knowledge (local) +2, Perception +12, Spellcraft +7, Stealth +15, Survival +5, Swim +8; **Racial****Modifiers** +4 Survival when tracking by scent**Languages** Sylvan**SQ** alertness, empathic link, share spells

Skrikt, Bandit Leader

Thorn in Lokil's side, enemy of the Urkhadi orcs, hated by the Iron Court, and general nuisance of southwestern Ghelspad, Skrikt is a misshapen brute of poor repute. In his youth, he led a ferocious band of ragtag thieves and bandits that preyed on caravan traffic between Shelzar and Hollowfaust. Back then, the name Skrikt meant little to denizens of either city, for he was just one of numerous bandits on the roads, likely to die after challenging the wrong caravan and then never be remembered.

In time, Skrikt did indeed challenge the wrong caravan, one carrying a number of necromancers from Hollowfaust. The wizards brought low most of the orc's followers, and their undead servitors very nearly slew Skrikt himself, yet in the end, just barely, the orc prevailed. He freed from captivity a sutak called Grolp (actually Gru Ullup, but Skrikt never could pronounce it properly), who turned out to be an assassin of some skill. Grolp offered to teach Skrikt how to murder more efficiently, and Skrikt happily accepted. A few years later, when the nasty old titanspawn passed on, Skrikt actually felt, for the first time in his life, a tiny pang of sadness at the loss of a friend.

Since then, Skrikt has built a new warband, a mixed group of bloodthirsty orcs, humans, manticora, and scoundrels cast off by a few other races as well. His warband now has some goblin slaves, too, whom Skrikt uses to expand his base of operations in a hidden cave complex. Some of the goblins have even earned places of respect within Skrikt's warband — specifically, a few druids and witches among them who proved they could hide Skrikt's band from most divinations used to locate them. To date, though, Skrikt has not proven enough of a threat for any of the great loremasters to spend many resources in finding and eradicating him, especially not with the library's own internal worries. (See the *Scared Lands Player's Guide* for more on Lokil.)

The raiders have been gradually moving their forays away from Hollowfaust-Shelzar routes toward the more lucrative Lokil-to-Three Moons routes. Now, Skrikt has his eye set on shifting his operations into the Heteronomy of Virduk. He learned from Grolp that you can only steal from one place for so long before they run out of things to take, so you have to move on to a new one after a while.

Roleplaying Notes

While he is reasonably smart, Skrikt lacks common sense. He's an orc of great ambition and no shortage of luck, not one who appreciates a great deal of planning. Skrikt is not a religious orc, but still, if great Kadum didn't strategize, why should Skrikt? And the stories he learned from Grolp about Thulkas didn't paint the Iron God as a big thinker either. (Mind you, he wasn't really paying much attention to the more boring parts of Grolp's stories.)

Combat

Skrikt is not a complicated combatant. He starts off at range with a poisoned javelin or two, trying to deal as much damage to his foes as possible before charging in with his greataxe. Out of a lack of good sense, he'll charge right into the fray whether or not his followers have his back.

At other times, the orc can be relatively subtle, but usually not very convincingly. He sometimes offers parlay just as an excuse to get closer so he can murder his targets easier. If he's feeling particularly tricky, he'll even put down his axe for the parlay (as a show of good faith), all the while studying his enemies, use Bluff to feint, and then quickly draw his concealed assassin's dagger and follow up with a death attack.

Another "clever tactic" he enjoys involves using a *potion of disguise self* to appear as a harmless merchant until travelers get close enough for him to launch an attack, while his warband waits in ambush nearby.



SKRIKT**CR 7***Male orc barbarian 5 / assassin 3**CE Medium humanoid (orc)***XP** 3,200**Init** +6; **Senses** low-light vision; Perception +10**DEFENSE****AC** 13, touch 10, flat-footed 13 (+3 armor, +2 Dex, -2 rage); +1 dodge vs. traps**hp** 81 (8 HD; 5d12 plus 3d8+35)**Fort** +9, **Ref** +5 (+6 vs. traps), **Will** +3; +1 vs. poison**Defensive Abilities** improved uncanny dodge, trap sense +1**OFFENSE****Speed** 40 ft.**Melee** *greataxe of blood* +17/+12 (1d12+13/x3), or *assassin's dagger* +16/+11 (1d4+9/19-20)**Ranged** javelin +12/+7 (1d6+7)**Special Attacks** death attack (DC 15), poison use, rage (19 rds/day), rage powers (intimidating glare, no escape), sneak attack +2d6**TACTICS****Base Statistics** When he is not raging, Skrikt's stats are as follows: AC 15, touch 12, flat-footed 15 (+3 armor, +2 Dex);hp 65 (8 HD; 5d12 plus 3d8+19); Fort +7, Will +1; **Melee** *greataxe of blood* +15/+10 (1d12+10/x3), or *assassin's dagger* +14/+9 (1d4+7/19-20); **Ranged** javelin +12/+7 (1d6+5); Str 21, Con 14; CMB +12; CMD 24; **Skills** Acrobatics +6 (+12 jumping), Bluff +7, Climb +13, Craft (poison) +7, Disguise +5, Intimidate +8, Knowledge (nature) +5, Perception +10, Ride +7, Sense Motive +4, Stealth +12 (+13 in hills or mountains), Survival +5**STATISTICS****Str** 25, **Dex** 14, **Con** 18, **Int** 12, **Wis** 8, **Cha** 10**Base Atk** +7; **CMB** +14; **CMD** 26**Feats** Alertness, Diehard^B, Improved Initiative, Power Attack, Quick Draw**Traits** coherent rage (Stealth), highlander**Skills** Acrobatics +6 (+12 jumping), Climb +15, Intimidate +8, Knowledge (nature) +5, Perception +10, Ride +7, Sense Motive +4, Survival +5**Languages** Ledeau, Orcish, Shelzari**SQ** fast movement, orc traits**Combat Gear** 4 javelins, 4 doses of Large scorpion venom, *potion of disguise self*, other minor potions as needed; **Other Gear** mwk spiked studded leather, *assassin's dagger*, *greataxe of blood* (as *cursed mace of blood*, but a *greataxe*), traveler's outfit, common dungeoneering kit, fighter's kit, other gear as needed

Solon Telos Asuras

Solon Telos Asuras, who usually goes by the name Telos, celebrated his 100th birthday a year ago. Even when he was born in Old Venir, the Asuras family was already wealthy beyond most peoples' dreams. From early childhood, Telos was a bit of a rapsallion, carousing with disreputable gamblers and rogues. Legend holds that among his winnings at cards was an odd piece of agate marked with Enkili's symbol; since then, the ancient merchant has fondly revered the Lady of Misfortune. If there is any god that Telos honors above all others, though, it is money.

Telos also dabbled with magic, but he was ill suited to manipulate arcane energies and abandoned his studies. However, a mischievous turn playing with his master's *crystal ball* revealed that Telos did possess a knack for using magical objects. With a bit of wheedling, Telos convinced his father to buy him his own scrying device, and he was soon spying on and outmaneuvering House Asuras' competitors across the continent.

Family lore claims that the family's original village was called Asuri, but it was destroyed a century before the Divine War. In keeping with the legend that the first patriarch was also the village's leader, House Asuras honors this tale by calling its current master "the Reeve." Yet, the origin of House Asuras' coat-of-arms (a yellow lion with a man's face on a black field) is less well known. Telos has long pondered this sigil's meaning, for strangely, no record exists of its origin.

Under Telos' guidance, House Asuras grew incredibly wealthy trading with both sides during the Druid War, an act that angered many other parties involved in the war. In 90 AV, with young Prince Virduk newly crowned King, the Reeve recognized that Calastia was poised to change the face of Ghelspad. Accordingly, he moved the family headquarters from Old Venir to the decadent city of Shelzar, where he made a fortune

providing new homes and safe transport to nobles displaced by the change in the Calastian regime. At the same time, he began to export Shelzar's vices to his former homeland (and is, if one were to make a study of it, as much to blame for Femulyae's current decadence as is His Resplendent Majesty Prince Urlis).

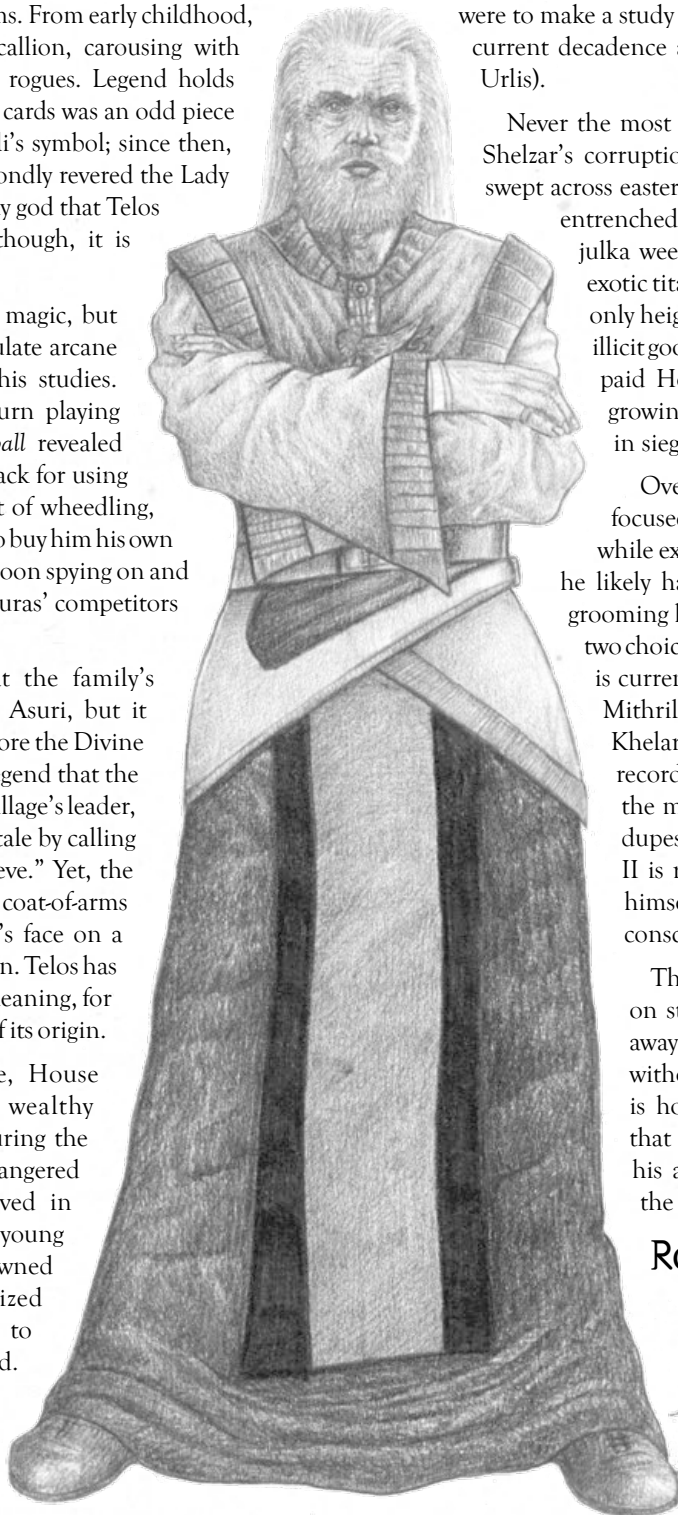
Never the most moral of men, Telos quickly fell into Shelzar's corruption. By the time the Blood Monsoon swept across eastern Ghelspad, House Asuras was firmly entrenched in black markets for everything from julka weed and lotus flowers to slave girls and exotic titanspawn. Calastia's military expansion only heightened the demand for both legal and illicit goods, and desperate populations willingly paid House Asuras' exorbitant prices as the growing Hegemony exhausted their supplies in siege after siege.

Over the past several years, Telos has focused on strengthening his house internally while expanding into new areas. Realizing that he likely has only a few years left, he has been grooming his most promising successors. His top two choices are his cousin Khelarian Asuras, who is currently managing family affairs in distant Mithril, and Telos' grand-nephew, Neso II. Khelarian possesses a keen mind, a proven record of success, and the ability to charm the most distrustful audiences into careless dupes. On the other hand, the younger Neso II is rather like a younger version of Telos himself — smart, ruthless, and without a conscience.

The aged reeve keeps a full-time alchemist on staff these days. As his final years tick away, he fears spending even a moment without his mind as sharp as it can be; he is hopelessly addicted to magical potions that enhance his mental abilities, even as his alchemist searches for ways to extend the reeve's lifespan.

Roleplaying Notes

Like many others, Telos wishes for eternal life, but unlike most of them, if immortality can be bought and sold, he can actually afford it. He does not pursue it obsessively like King Virduk the Black Dragon, though. Deep in



TELOS**CR 14 (EC 5)***Male human expert 16**NE Medium humanoid (human)***XP** 1,600 (based on EC)**Init** -3; **Senses** Perception +26**DEFENSE****AC** 10, touch 10, flat-footed 10 (+3 deflection, -3 Dex)**hp** 56 (16d8-16)**Fort** +7, **Ref** +6, **Will** +20**Defensive Abilities** resist divination (DC 19); **Immune** scrying**OFFENSE****Speed** 30 ft.**Melee** mwk dagger +10/+5/+0 (1d4-3/19-20)**Spell-Like Abilities** (CL 1st, concentration +4)**1/day**—detect magic, suggestion (DC 14, via crystal ball)**STATISTICS****Str** 4, **Dex** 5, **Con** 6, **Int** 21, **Wis** 18, **Cha** 16**Base Atk** +12; **CMB** +9; **CMD** 16**Feats** Alertness^B, Additional Traits, Iron Will, Improved Iron Will, Persuasive, Skill Focus (Use Magic Device), Smooth Operator, Toughness, Uncanny Alertness**Traits** criminal, magical talent, old money, petty thief**Skills** Appraise +25, Bluff +26, Diplomacy +25, Intimidate +26, Knowledge (history) +22, Knowledge (local) +25, Knowledge (nobility) +22, Linguistics +24, Perception +26, Profession (merchant) +24, Sense Motive +26, Use Magic Device +29**Languages** Ancient Ledeian, Asaatth, Calastian, Darakeene, Dwarvish, Elvish, Elzan, Ledeian, Shelzari, Vangalite, Veshian, Zathisk, plus any other 10 languages as needed by the GM**Combat Gear** crystal ball with telepathy, potion of cure serious wounds, potion of eagle's splendor, 2 potions of fox's cunning, potion of owl's wisdom; **Other Gear** mwk dagger, amulet of proof against detection and location, cloak of resistance +3, ring of protection +3, stone of good luck (luckstone), noble's outfit, jewelry and coins worth 1,000 gp, other items as needed

his heart, Telos knows that his family's prosperity and power are his true legacy. Even now, as he approaches his 101st year, his fourth wife swells with child and will soon bless the world with yet another Asuras scion. Telos is building for his family the ultimate inheritance: a trade empire that may endure until the end of time.

Years of reading and peering into the secret lives of others through his *crystal ball* have convinced Telos that the vast majority of Ghelspad's inhabitants are happy as long as they have enough food to eat, a decent roof over their heads, regular sexual congress, and perhaps a few children. Despite priests' words to the contrary, Telos suspects that people's ultimate desire is simply to survive and propagate. If life is really such a petty game and fickle gods like Enkili make the rules, then at least it is a game Telos is winning.

Combat

Telos is more likely to use a dagger to stab a grape or carve off a slice of lamb than to defend himself with it. In any case, few could possibly reach him through the intricate and deadly maze

of defenses that surround his villa in Shelzar. His servants and guards could themselves populate a large hamlet, and the villa also houses the Asuras family and its special guests. At all times of the day, four frighteningly huge thugs, paid handsomely for their mindless loyalty (and all highly addicted to julka weed), attend the reeve, along with numerous other paid defenders of various races and classes.

These days, Telos has seen it all. It is not easy to anger him, but should someone rouse his ire, the old man is merciless. He may use his *crystal ball* to plant a *suggestion* that leads any enemy to harm, or he may simply pay a family retainer to make the offender disappear. Methods range from the subtle assassins of the Cult of the Ancients to the crude sellswords of the Crimson Legion, all of whom happily take Asuras money in trade for their bloody work. Rumors suggest that the Asuras can even call upon a handful of sinister asaatthi battlemages, but the household may have spread this tale to enhance its reputation.

Talina Som, Whisper of Belsameth

Few outside the Cult of the Ancients (see Chapter 9, *Scarred Lands Player's Guide*) know who truly leads that fearsome group. Some claim its leader is an ancient, wizened assassin who was born before the Divine War. Others believe that the cult is led by a horrific demon lord. Still others believe that they have no leader, but exist as independent cells united by their desire to kill for the Great Assassin. A few even suggest, in fearful whispers, that Belsameth herself leads the cult, passing commands through her avatar. Oddly enough, the latter hypothesis is closest to the truth, for the woman known as Talina Som, Whisper of Belsameth, is a true vessel for the Slayer's will. She exists only to sate that fell goddess's thirst for blood and death.

Almost from birth, Talina was strange. Quiet, withdrawn, and contemplative, she formed few attachments to other children, who were disturbed by her wide, unblinking violet eyes and the bone-white streak in her raven-black hair. For their part, Talina's wealthy parents did their best, showering their daughter with affection and denying her nothing. By her 13th year, however, they were close to despair and began to wonder if their daughter was mad.

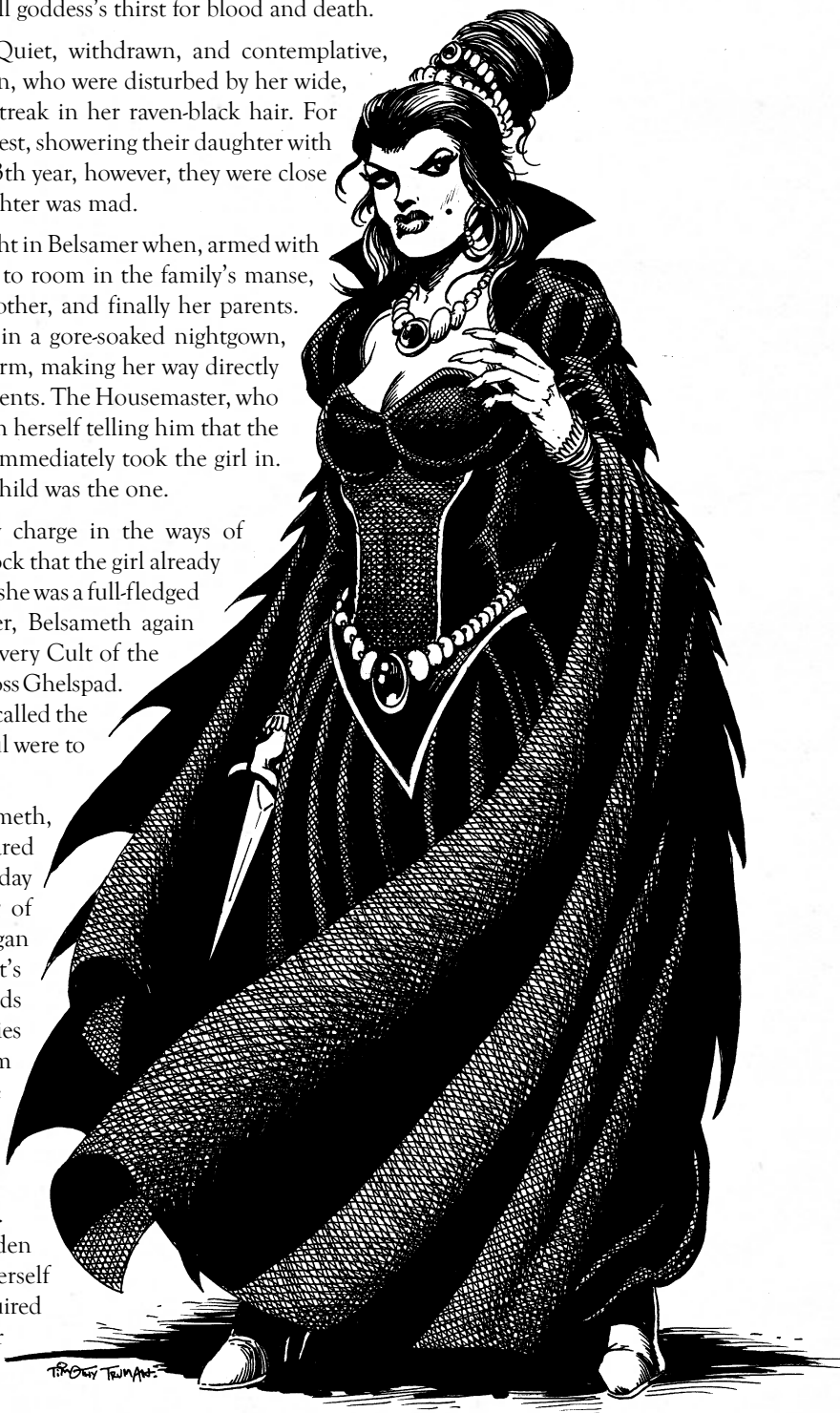
She proved their suspicions on a stormy night in Belsamer when, armed with her father's razor, Talina stalked from room to room in the family's manse, killing first the servants, then her infant brother, and finally her parents. Covered in blood, eyes wild, and clad only in a gore-soaked nightgown, Talina then staggered out into the raging storm, making her way directly to a chapter house run by the Cult of the Ancients. The Housemaster, who had recently received a vision from Belsameth herself telling him that the Slayer's chosen would soon appear to him, immediately took the girl in. He knew immediately in his heart that this child was the one.

The cultists prepared to train their new charge in the ways of assassination, but they discovered to their shock that the girl already knew much of their trade. Within a few weeks she was a full-fledged member of the circle. Less than a year later, Belsameth again appeared in a dream that was visited upon every Cult of the Ancients Housemaster and Housemistress across Ghelspad. The Slayer's chosen one had arrived, the one called the Whisper of Belsameth. Now, all of the faithful were to bow down before her as their new leader.

So Talina Som, the Whisper of Belsameth, became the undisputed leader of the most feared cult of assassins on Ghelspad. From that day forward, despite the occasional grumbling of older, more conservative cultists, Talina began to make wholesale changes, expanding the cult's activities and adding new and terrifying methods of dispensing death. Her own clerical abilities grew as well. If the cult had been a bad dream before, under Talina Som it has truly become a waking nightmare.

Roleplaying Notes

As the years pass, Talina changes very little. She spends most of her time in the cult's hidden citadel. When she does leave, she disguises herself with illusions. She still takes assignments as required by her dark goddess or, sometimes, simply for



TALINA**CR 17 / MR 4 (EC 13)**

Female human cleric 7 / slayer 9 / hierophant 4

NE Medium humanoid (human, mythic)

XP 25,600 (based on EC)**Init** +17^M; **Senses** darkvision 60 ft., deathwatch; Perception +24**DEFENSE****AC** 27, touch 23, flat-footed 17 (+3 deflection, +9 Dex, +1 dodge, +4 natural); +3 dodge vs. traps**hp** 126 (16 HD; 7d8 plus 9d10+48)**Fort** +18, **Ref** +22 (+25 vs. traps), **Will** +18**Defensive Abilities** fortification (25%), trap sense +3**Mythic Defenses** hard to kill**OFFENSE****Speed** 30 ft.**Melee** +5 wormtongue +29/+24/+19 (1d6+6/17-20)**Special Attacks** channel negative energy 6/day (4d6, DC 17), sneak attack +3d6 (or +5d6 on critical), studied target +2 (2 targets, swift)**Mythic Attacks** inspired spell, mythic power (11/day, surge +1d8)**Domain Spell-Like Abilities** (CL 7th; concentration +12)**8/day**—bleeding touch (+23 melee touch), copycat**Cleric Spells Prepared** (CL 7th; concentration +12)**4th**—air walk, confusion^D (DC 19), dimensional anchor**3rd**—bestow curse^D (DC 18), nondetection, speak with dead, water walk**2nd**—bear's endurance, death knell^D (DC 17), grace, shield of fortification, silence**1st**—comprehend languages, deathwatch, disguise self^D, endure elements, forbid action (DC 16), obscuring mist**O** (at will)—bleed (DC 15), guidance, read magic, stabilize**D** domain spell; **Deity** Belsameth; **Domains** Death (Murder), Trickery**TACTICS****Base Statistics** Without bear's endurance, deathwatch, and shield of fortification active, Talina's stats are as follows: Senses darkvision 60 ft.; hp 110 (16 HD; 7d8 plus 9d10+16); Fort +16; Defensive Abilities trap sense +3; Con 10**STATISTICS****Str** 12, **Dex** 28, **Con** 14, **Int** 16, **Wis** 20, **Cha** 17**Base Atk** +14; **CMB** +15; **CMD** 38**Feats** Bleeding Critical, Crippling Critical, Critical Focus^M, Deceitful, Dodge, Improved Critical (short sword), Improved Initiative^B, Nimble Moves, Stealthy^M, Weapon Finesse^B, Weapon Focus (short sword)^B**Traits** sacred conduit, vagabond child**Skills** Acrobatics +28, Bluff +21, Diplomacy +13, Disable Device +25, Disguise +20, Escape Artist +29, Knowledge (geography, local, nobility) +11, Knowledge (religion) +13, Perception +24 (+28 finding traps), Sense Motive +15, Spellcraft +13, Stealth +34, Survival +18 (+22 tracking)**Languages** Darakeene, Infernal, Ledeane, Shelzari, Zathisk**SQ** aura of evil, slayer talents (combat trick, fast stealth, finesse rogue, trapfinding +4), spontaneous casting (inflict), stalker, track +4**MQ** amazing initiative, longevity, pierce the darkness, reconstitution (see sidebar), recuperation, sustained by faith**Combat Gear** assorted potions and minor items, as needed; **Other Gear** +5 wormtongue*, amulet of natural armor +4, belt of incredible dexterity +6, ring of protection +3, shawl of resistance +5, clothing appropriate to the situation, plus other items as needed

her own amusement. Her connection to the Slayer is a mystical one, and she spends much of her time communing with her goddess. She issues orders and assignments from her Chamber of Whispers, where she sits enthroned on a dais, speaking in a voice that is sometimes a gentle feminine murmur and sometimes the snarling tones of the Shifter herself.

Combat

Most commonly, Talina uses her illusions to take the guise of a target's trusted advisor, friend, or servant. She strikes quickly, usually with a poisoned dagger or other concealed weapon, and she always makes sure that her victims know that it the Cult of the Ancients who sent them to their reward. Talina has occasionally been defeated and killed, but she is always restored by her goddess. If she is slain, she makes certain that her killers pay a steep price, usually at the hands of her goddess's daemonic minions.

New Mythic Path Ability: Reconstitution

3rd-Tier Hierophant Path

Reconstitution (Su): If you are killed, regardless of the condition of your body or the means by which you were killed, you fade away and then return to life 1d3 days later, at full hit points, in your sanctuary (per the word of recall spell). When you reconstitute this way, you lose 1 point of Constitution; this ability loss cannot be avoided or prevented by any means, nor can it be restored by any spell or power lesser than that of a deity. When you reconstitute, you are exhausted, and you don't regain the use of abilities that recharge with rest until the end of your next rest.

You cannot reconstitute if you're killed by a mythic creature of a tier higher than your own (or a deity) or by a non-mythic creature wielding a weapon capable of bypassing epic damage reduction.

Thadorius the Titanstalker

Many tales have been told of the exploits of the Coreanic knights, who wander about Ghelspad hunting down the servants of evil. Thadorius sees himself as their parallel: a hunter dedicated exclusively to the extermination of titanspawn and their ilk. Unfortunately, Thadorius does not discern between good and evil, nor Redeemed and Unredeemed. His wrath is wicked and obsessive, and by mercilessly cutting down many creatures that were not evil, he has in some ways become like the very titanspawn he hates.

On a hot summer day nearly 20 years ago, an army of gorgons, ratfolk, and other titanspawn emerged from the Kelder Steppes and descended upon the region known as Emerald Vale. Relatively untouched by the Titanswar, the vale knew peace and stability, and human communities had existed there for centuries. Nominally allies of Vesh, the Vale people were actually their own masters, living independent of any outside rulers.

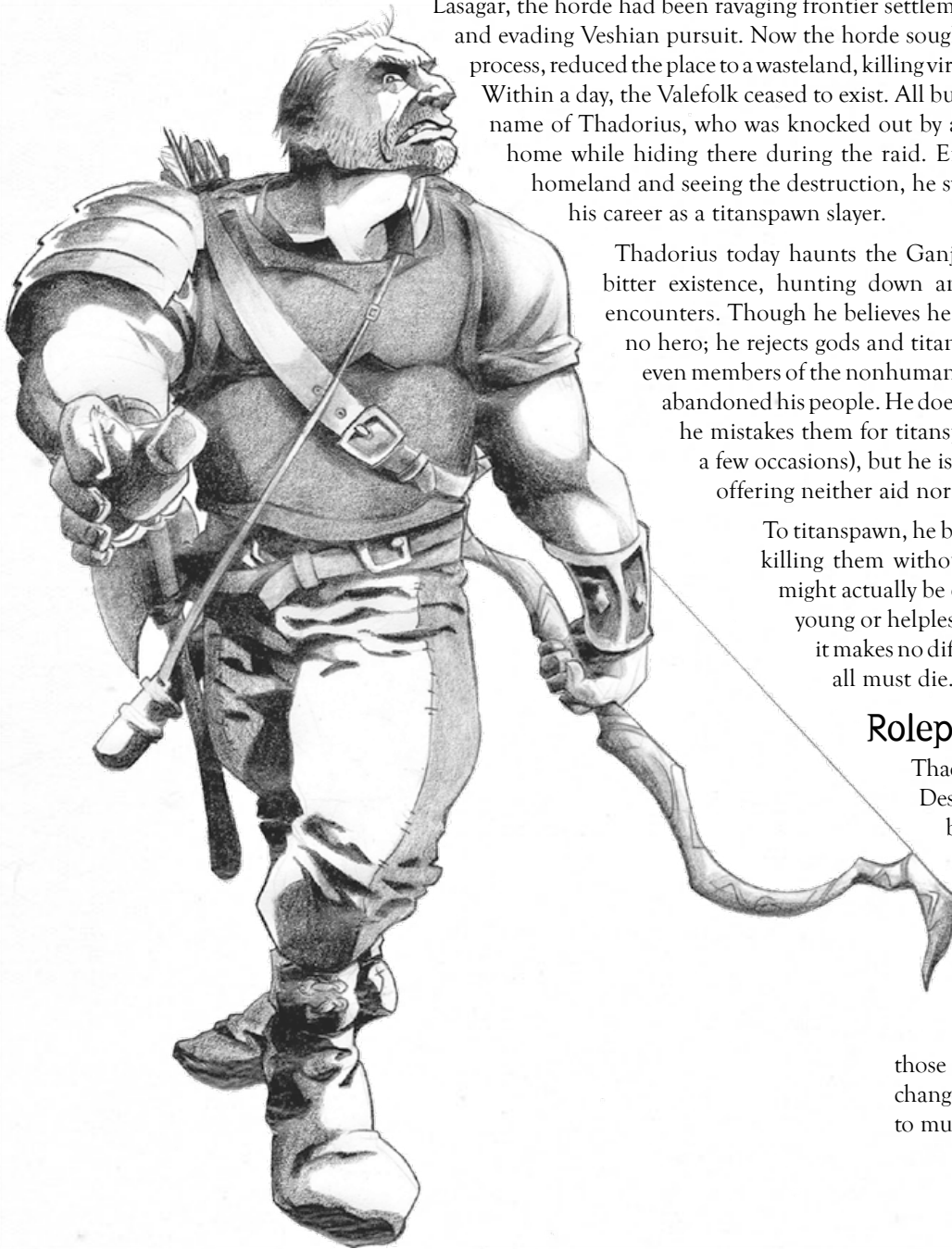
A titanspawn raid ended that serenity. Under the leadership of a high gorgon named Lasagar, the horde had been ravaging frontier settlements for months, slipping away and evading Veshian pursuit. Now the horde sought the Vale's riches and, in the process, reduced the place to a wasteland, killing virtually every living thing present. Within a day, the Valefolk ceased to exist. All but one, that is: a teenager by the name of Thadorius, who was knocked out by a falling timber in his burning home while hiding there during the raid. Emerging from the ruins of his homeland and seeing the destruction, he swore vengeance and set out on his career as a titanspawn slayer.

Thadorius today haunts the Ganjus region, living a lonely and bitter existence, hunting down and slaying any titanspawn he encounters. Though he believes he fights for justice, Thadorius is no hero; he rejects gods and titans alike and hates most people, even members of the nonhuman divine races, whom he believes abandoned his people. He doesn't kill non-titanspawn (unless he mistakes them for titanspawn, which has happened on a few occasions), but he is generally rough and insulting, offering neither aid nor comfort.

To titanspawn, he brings nothing but a swift death, killing them without hesitation, even those who might actually be of neutral or good alignment — young or helpless, fleeing or begging for mercy, it makes no difference to the Titanslayer. They all must die.

Roleplaying Notes

Thadorius is cold, hard, and angry. Despite spilling rivers of titanspawn blood, he remains as bitter and vengeful as the day he began his quest. He loves no one and at best only grudgingly shares food and shelter with other humans he encounters. Should he come across titanspawn or even those he suspects are titanspawn, he changes instantly from grim outcast to murderous brute.



THADORIUS**CR 7 (EC 6)***Male human slayer 8**CN Medium humanoid (human)***XP** 2,400 (based on EC)**Init** +7; **Senses** Perception +13**DEFENSE****AC** 19, touch 13, flat-footed 14 (+4 armor, +3 Dex, +2 shield)**hp** 60 (8d10+16)**Fort** +7, **Ref** +9, **Will** +4; +2 vs. emotion effects**OFFENSE****Speed** 20 ft. (base 30 ft.)**Melee** mwk silver battleaxe +13/+8 (1d8+4/x3) or +1 dagger +13/+8 (1d4+5/19-20)**Ranged** elven longbow +11/+6 (1d8+4/x3)**Special Attacks** poison use, rogue talents (surprise attack, slowing strike), sneak attack +2d6, studied target +2 (two targets; move or swift)**STATISTICS****Str** 18, **Dex** 16, **Con** 13, **Int** 11, **Wis** 14, **Cha** 7**Base Atk** +8; **CMB** +12; **CMD** 25**Feats** Deadly Aim, Improved Initiative, Point-Blank Shot^B, Power Attack, Rapid Shot, Toughness^B**Traits** axe to grind, grief-filled**Skills** Climb +8, Bluff +10, Disguise +10, Perception +13, Sense Motive +13, Stealth +7, Survival +13 (+17 tracking), Swim +8**Languages** Titan Speech, Veshian**SQ** slayer talents (poison use, ranger combat style: archery), stalker, track +4**Combat Gear** 20 arrows, oil of magic weapon, potion of cure serious wounds, 12 doses of bilebranch poison (as deathblade);**Other Gear** mwk armored coat, heavy steel shield, mwk silver battleaxe, +1 dagger, elven longbow (+4), 5 bear traps, traveler's outfit, ranger's kit, trapper's kit, warhorse with saddle and harness, pack mule, plus other gear as needed

Combat

Thadorius feels that his foes lack all honor, so he is justified in his contempt and treats them accordingly. No ploy is beneath him: poison, traps, deception, feigned retreat or surrender, appeals to a foe's decency — all of these tactics have worked for him in the past. A master of concealment, silent movement, disguise, and stealth, Thadorius is most at home taking down titanspawn foes from a distance with poisoned arrows. He favors extract of bilebranch sap, which is abundant and easily harvested. Thadorius

prefers not to be drawn into close combat if titanspawn can use their numbers against him, but he may approach when foes are helpless or disabled, often gloating over and tormenting wounded opponents before putting them to death.

Against larger numbers, where a direct assault cannot be tried, Thadorius prefers to lure his enemies into tight confines or difficult terrain, where their numerical advantage becomes a disadvantage, or else he feigns retreat so that his foes pursue, leading them into an area that he has previously set with spiked pits, deadfalls, and other traps.

Thain the Just, King of Burok Torn

The dwarven city of Burok Torn has opposed King Virduk's encroachment for decades, and no one embodies its people's unyielding heart and soul as much as its king, Thain the Just. The youngest of five brothers, Thain was born to King Thune and Queen Jiana in the year of victory, 1 AV, just after the gods subdued the last of the titans.

The dwarves did not have much time to celebrate the triumph, however, for they were still beset by all manner of foes. Thain's brothers Ruore and Lorthin died while fighting slitherin in the Mourning Marshes. His next brother, Haekin, fell while fighting for Amalthea against the druids of Khirdet. Years later, his last surviving sibling Uthran perished, axe in hand, while repelling a titanspawn attack in Burok Torn's deepest tunnels.

The loss of four sons saddened weary old King Thune, but the worst was yet to come. King Virduk of Calastia, his bloody crown only newly placed on his head, was determined to lead his nation to greatness; his first goal was Irontooth Pass, the strategic route from Burok Torn to Durrover. Sweeping through Lageni, Calastia's legions rolled into the pass. Taken by surprise, the dwarves could field only a small army, and despite ferocious resistance, they were driven out; the pass fell in 92 AV. True to his nature, brave King Thune fell leading his forces.

The sole remaining heir, Thain was crowned king, but it was with great sorrow that he assumed the throne. His was a beleaguered kingdom. Not only did his people face the implacable drendali, as they had since the end of the Titanswar, but now Irontooth Pass had fallen and Calastia was on the march. Virduk had few qualms about sacrificing warriors, and his surface campaign against Burok Torn was long and bloody. Unfortunately, the Calastians' numbers were seemingly endless, and Burok Torn's were already divided on two fronts. Ten Calastians fell for every dwarf, but still Virduk would not relent. Slowly, the Calastians pushed the dwarves back. By 112 AV, they stood at the very gates of Burok Torn.

Then came the Blood Monsoon. Sweeping in from the eastern Blood Sea, the monsoons savaged eastern Ghelspad, sending massive waves, tearing winds, and ferocious rain storms inland. Pisceans and other horrors followed on the storm's heels. The disaster caught the Calastians unprepared. Winds lashed at the Black Dragon's armies, and many soldiers were either killed by titanspawn or carried away by flashfloods. Nearly a third of Virduk's forces perished in the first few days, and the remainder routed back to Calastia in complete disarray.

The dwarves remained in their underground fastness, riding out the storms in relative safety and emerging unscathed to retake much of their lost territory. The

greatest prize, Irontooth Pass, remained in Calastian hands; Thain's victory was bittersweet. Yet Virduk, denied the ultimate prize, was likewise in no mood to celebrate. The dwarves' king, Virduk's closest advisors assured him, was the lynchpin; Thain's fall would demoralize Burok Torn, leaving it easy pickings. Secretly, the king hired assassins and mages to eliminate Thain.

At a banquet some months later, in 123 AV, a dwarf turncoat disguised as a member of King Thain's bodyguard somehow unleashed a deadly demon to kill the dwarven king. Thain survived, though he was sorely wounded, but his wife and daughter died in the attack, along with several highborn dwarves and a dozen of the king's most trusted guards. Devastated by the tragedy, Thain nonetheless remained stoic and strong. He laid his family and honored servants to rest in a solemn ceremony. A short time later, his rune wizards declared they had discovered the assailant's true



THAIN**CR 16***Male dwarf fighter (foehammer) 17**LG Medium humanoid (dwarf)***XP** 76,800**Init** +2 (+4 underground); **Senses** darkvision 60 ft., stonecunning; Perception +16**DEFENSE****AC** 34, touch 15, flat-footed 26 (+13 armor, +1 Dex, +1 dodge, +3 deflection, +6 shield); +4 dodge vs. titanspawn**hp** 229 (17d10+136)**Fort** +20, **Ref** +10, **Will** +10; +2 vs. poison, spells, spell-like abilities, +4 vs. fear**Defensive Abilities** bravery +4, stability; **DR** 3/—**OFFENSE****Speed** 20 ft.**Melee** *Hammer of Goran* +30/+25/+20/+15 (1d8+14/19-20/x3 plus bull rush, trip); +1 to hit vs. titanspawn**Special Attacks** ground breaker, hammer to the ground, piledriver, rhythmic blows, weapon training (hammers) +4**Spell-Like Abilities** (CL 20th)**1/day**—*flame strike* (DC 20)**STATISTICS****Str** 16, **Dex** 15, **Con** 24, **Int** 14, **Wis** 15, **Cha** 17**Base Atk** +17; **CMB** +20 (+22 overrun, trip, +24 sunder, +26 bull rush); **CMD** 36 (38 vs. sunder, 40 vs. trip, 42 vs. bull rush)**Feats** Cleave, Cleaving Finish, Combat Expertise^B, Combat Reflexes, Diehard, Dodge^B, Endurance, Great Cleave^B, Greater Bull Rush^B, Improved Bull Rush^B, Improved Cleaving Finish^B, Improved Critical (warhammer), Improved Sunder, Leadership, Power Attack^B, Toughness, Weapon Focus (warhammer)^B, Weapon Specialization (warhammer)^B**Traits** influence, tunnel fighter**Skills** Acrobatics +4 (+0 jumping), Appraise +6, Climb +7, Craft (brewing) +9, Diplomacy +13, Intimidate +10, Knowledge (dungeoneering, engineering) +8, Knowledge (geography) +4, Knowledge (history) +6 (+8 re. dwarves or dark elves), Knowledge (nobility, religion) +5, Linguistics +3, Perception +12, Profession (soldier) +9, Sense Motive +13, Survival +9, Swim +3**Languages** Drendali, Dwarvish, Elvish, Ledean, Veshian**SQ** dwarf traits, hammer master, sledgehammer**Combat Gear** brooch of shielding (67 hp), *horn of the ancestors* (as *iron horn of Valhalla*, but summons dwarven barbarians), various potions as needed; **Other Gear** +5 *adamantine full plate*, +4 *heavy steel shield*, *Hammer of Goran*[†], *belt of mighty constitution* +4, *crown of Burok Torn* (as *headband of mental superiority* +2, and grants +3 resistance bonus to saves), *ring of protection* +3, royal outfit, assorted gold jewelry, other items as needed

identity—a shapeshifting assassin from the Cult of the Ancients, hired by King Virduk. King Thain swore an oath of vengeance against both Virduk and that entire brotherhood of assassins.

Thain mourned his wife and child for the next two decades, though he revealed his grief only through his silence. Finally, in 144 AV, at the behest of his councilors, he took a new wife, the rune-priestess Krylara, and the two hope one day to provide Burok Torn with a new heir.

Today, King Thain is like an unyielding pillar: he supports his people and his kingdom, protecting and inspiring. Even though the dwarves struggle against their old foe from Dier Drendal and against the legions of the Black Dragon, Thain remains unshaken, a paragon of dwarven honor, courage, and resolve.

Roleplaying Notes

King Thain embodies all the dwarven virtues. In the early years of his reign, his love of fine ales and youthful behavior earned him the affectionate moniker “the Aleking.” Now, although he still enjoys his ale, Thain never overindulges in alcohol, food, or revelry. He is calm, quiet, and somber. When at leisure, the king smokes a simple clay pipe and sometimes visits the royal kennels, where he keeps dozens of dwarf hounds. He is largely free of the most common dwarven character flaw—greed—and is in fact

quite generous, often giving lavish gifts to both favored advisors and poor subjects alike. It takes a great deal of effort to win the king’s trust, but once earned, it is not easily lost.

Thain is not free from prejudice, however. While he is mistrustful of both humans and elves, he is always gracious and honorable in his dealings with them (at least until they prove that they do not deserve it). He openly dislikes the titanspawn races, though, even those who call themselves Redeemed, and he does not welcome them to his court unless he must.

Combat

Thain is everything a dwarf should be in combat. He never shirks battle, leading his warriors in person, always from the front. His battle cry has rallied many a wavering dwarven warrior, and his mighty *Hammer of Goran*, passed down through the line of kings, is fearsome to behold. He would gladly give his life for Burok Torn.

All the same, Thain is merciful. He spares any non-titanspawn enemy that begs for mercy, and he never kills those who are helpless. These qualities are withheld when Thain fights titanspawn, for whom he feels great antipathy. In the past, he has always treated Calastian enemies honorably on the battlefield, but since the murder of his wife and daughter, he is far less decorous in his thoughts toward them.

Traviak the Steel-Fisted, Archduke of Lageni

Along the western foothills of the Kelder Mountains, in the land of Lageni, sits Castle Durm, one of the most vital strategic assets protecting and staging the expansion of the Calastian Hegemony eastward. Ruling that castle, and the Archduchy of Lageni, is the infamous Duke Traviak the Steel-Fisted. Technically a Grand Duke (or Archduke, as he prefers, when being formal), sitting a step above the dukes of Calastia proper, he is the notoriously cold and cruel master of all the eastern armies.

Traviak is also the leader of the elite Black Dragoons, an order of Chardunite cavaliers selected from the very best of the Hegemony's knights. With this army, his strategic assets, and his reputation for unrepentant cruelty, Traviak is considered a top contender for the Calastian throne should Virduk die without an heir. Yet Traviak seems to have no interest in the throne, at least publicly. His militaristic gaze remains leveled at the city-state of Burok Torn. His forces are currently leading the charge against that city, and it is they who capture, torture, and then murder any dwarf they catch trying to escape westward.

Traviak, the second son of Duke Aold, was born in the year 112 AV, the year the Blood Monsoon started. (The locals quietly whisper that he was the most dreadful thing to arise from that hellish storm.) At 11 years of age, Traviak was sent to the court of King Virduk. Ostensibly, the reason for this was training and patronage, but all know the real reason: to ensure Lageni's loyalty. Six years after his tutelage began in Virduk's court, Traviak's elder brother died, slain at the hands of an unknown assassin.

Traviak became the heir apparent and swore an unholy oath of fealty to Virduk, witnessed and sealed by Chardun's highest priests. Virduk then returned the 17-year-old to his father's court to help Aold rebuild the duchy's battered military.

Then, eight years later, in 137 AV, everything changed.

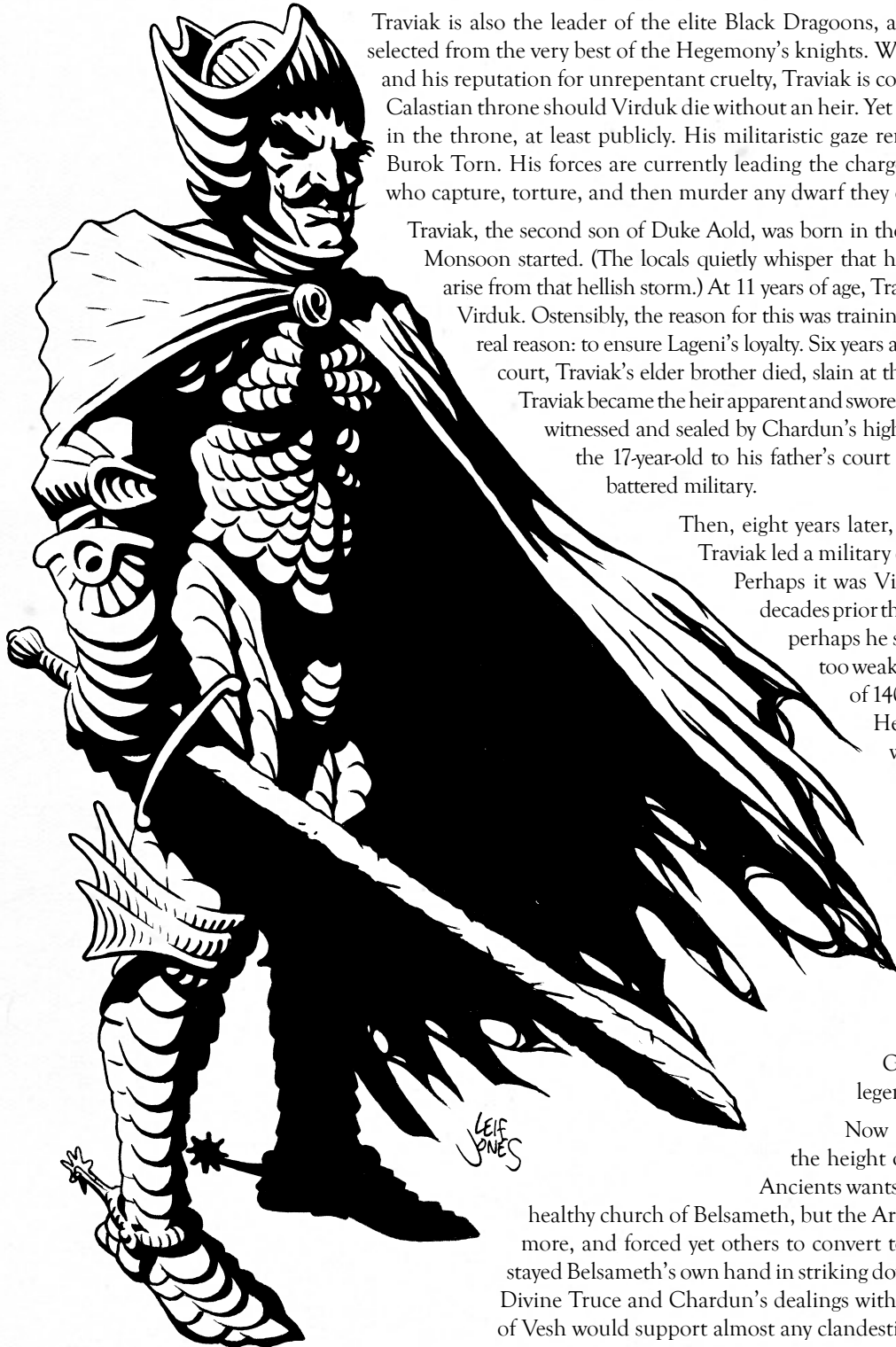
Traviak led a military coup and took control of Lageni.

Perhaps it was Virduk's own patricide nearly five decades prior that had inspired the Steel-Fisted, or perhaps he simply felt his father had become too weak to rule. In any case, by the middle of 140 AV, Traviak had secured Lageni.

He is no fool, and he knows very well that he cannot match Virduk's political acumen, nor would he ever presume to challenge Virduk. Almost immediately, he started building up Lageni's military, with full permission and assistance from Calastia. The king allowed this drain on Calastian resources because it secured him another fighting force unrivaled by few on Ghelspad, if any, save perhaps the legendary Legion of Ash.

Now 38 years of age, Traviak is at the height of his power, yet the Cult of the Ancients wants him dead. Lageni used to have a

healthy church of Belsameth, but the Archduke killed some, exiled many more, and forced yet others to convert to Chardun. Perhaps all that has stayed Belsameth's own hand in striking down the presumptuous duke is the Divine Truce and Chardun's dealings with his kindred goddess. The Vigils of Vesh would support almost any clandestine effort to remove Traviak, but



TRAVIAK**CR 13 (EC 12)***Male human cavalier (castellan) 14**LE Medium humanoid (human)***XP** 19,200**Init** +2 (+8 in urban settings); **Senses** see in darkness; Perception +10 (+16 in urban settings)**Auras** banner, greater banner**DEFENSE****AC** 26, touch 11, flat-footed 20 (+10 armor, +1 Dex, +5 shield)
hp 119 (14d10+56)**Fort** +17, **Ref** +11, **Will** +11; +2 vs. poison**Defensive Abilities** castle defender +2; **Immune** detect thoughts, discern lies, fire, know alignment, poison**OFFENSE****Speed** 20 ft. (base 30 ft.), fly 60 ft. (average)**Melee** +1 unholy longsword +21/+16/+11 (1d8+6/19-20 plus poison)**Special Attacks** braggart, castle defender +2, challenge 5/day, mighty defense, harvester, steal glory**Spell-Like Abilities** (CL 15th, devil cloak)**1/day**—*summon imp or barbazu***STATISTICS****Str** 20, **Dex** 14, **Con** 16, **Int** 14, **Wis** 15, **Cha** 16**Base Atk** +14; **CMB** +19; **CMD** 31**Feats** Bloody Assault, Cavalry Formation^B, Combat Reflexes, Dazzling Display^B, Duck and Cover^B, Furious Focus, Leadership, Mounted Combat^B, Mounted Shield^B, Power Attack, Shield Focus, Step Up^B, Weapon Focus (longsword)**Traits** harvester, resilient**Skills** Appraise +9, Bluff +20, Diplomacy +12, Fly +9, Handle Animal +14, Intimidate +16, Knowledge (engineering) +7 (+13 in urban settings), Knowledge (geography) +5, Knowledge (nobility) +8 (+14 in urban settings), Perception +10 (+16 in urban settings), Profession (trapper) +8, Ride +17, Sense Motive +12, Stealth +6 (+12 in urban settings), Survival +6**Languages** Calastian, Dwarvish, Infernal, Ledean**SQ** aid allies +4, castle lore, defending challenge, greater tactician 3/day (swift), guard companion, order of the cockatrice**Combat Gear** 2 doses of black adder venom, 2 doses of purple worm poison, plus other potions and poisons as needed; **Other Gear** +2 improved clothborn* dastard full plate, +2 grinding heavy steel shield, +1 unholy longsword, amulet of resistance +3, devil cloak¹, ring of feather falling, ring of mind shielding, scabbard of keen edges, finery and ducal raiment worth 500 gp; **Tattoos** tattoo of the soldier***TORANICUS****(TRAVIAK'S GUARD COMPANION)***Male fiendish pegasus**LE Large magical beast***Init** +4; **Senses** darkvision 60 ft., detect evil, detect good, low-light vision, scent; Perception +16**DEFENSE****AC** 22, touch 13, flat-footed 18 (+4 Dex, +9 natural, -1 size)
hp 85 (9d10+36)**Fort** +9, **Ref** +10, **Will** +6; +4 vs. enchantment**Defensive Abilities** evasion; **Resist** cold 10, fire 10; **DR** 5/good; **SR** 16**OFFENSE****Speed** 60 ft., fly 120 ft. (average)**Melee** bite +14 (1d3+6), 2 hooves +12 (1d6+3)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** smite good 1/day**Spell-Like Abilities** (CL 9th)**Constant**—detect evil (60-ft. radius), detect good (60-ft. radius)**STATISTICS****Str** 22, **Dex** 19, **Con** 16, **Int** 10, **Wis** 13, **Cha** 13**Base Atk** +9; **CMB** +16; **CMD** 30 (34 vs. trip)**Feats** Endurance, Flyby Attack, Iron Will, Multiattack^B, Skill Focus (Perception), Toughness**Skills** Fly +12, Perception +16, Sense Motive +5**Languages** Calastian, Infernal (can't speak)**SQ** devotion, link

they must move carefully to avoid an open declaration of war against Calastia.

Roleplaying Notes

Traviak is powerful and commanding. He is a fearful presence on the battlefield as well as in court. He suffers no fools and seems to have very little patience (although truthfully, he can be quite calculating if he wishes). The Archduke has assembled powerful servants and allies, from an ancient wight-lord called Arrach,

who leads an army of undead slaves for the duke, to a number of demonic creatures summoned through true rituals powered by Traviak's public executions of criminals. Further, Castle Durm supposedly houses a great stable of fiendish warhorses.

Traviak and Queen Geleeda share a mutual attraction, but the duke is not so foolish as to believe Virduk would stand aside if someone as powerful as Traviak cuckolded him. Instead, the Archduke arranged a conventional marriage with Lady Sussea, one of the youngest daughters of King Ankila IX. She has yet to

bear him a child. (Some whisper her miscarriages are a result of her desire to keep her children out of the duke's hands, while others say Traviak himself is the one who has had them sacrificed to Chardun for some terrible purpose.)

Combat

Traviak is quick and brutal in combat, and he prefers to stack the deck in his favor. He poisons his weapons (using purple worm poison against particularly dangerous foes), and he never goes into

battle alone unless he is absolutely sure of victory. He is incredibly arrogant, but he also has a clear sense of his own capabilities.

Outside of his castle, Traviak is almost never without Toranicus, his steed. He often rides out to war, but he is also a master of siege warfare. He has defended Castle Durm successfully several times against titanspawn raids out of the Kelders. He soon hopes to have his forces undertake aerial warfare, and to that end he has sent expeditions to recover pieces of the Skykeep Ruins in the Kelders, perhaps hoping to turn his own castle into a floating fortress.

Virduk, the Black Dragon, King of Calastia

On the night he was born, the legends say that Prince Virduk's house was bathed in a blood-red light by a great star in the heavens. This omen is said to have covered the countryside, causing King Korlos to take the babe to his soothsayer. The ancient crone prophesied that Virduk would bathe the land in blood and lead the kingdom to greatness. While pleased, the king never suspected that the first victim of his son's tyranny would be he.

After Korlos had the boy trained as a tactician and a courtier, Virduk put his almost criminally brilliant mind to work securing a base of power for himself, until he no longer needed his father. Korlos, who had survived numerous attempts by his grasping dukes to slay him, who had thought himself untouchable, found a 16-year-old prince burying a knife in his chest. Virduk had help from his lifelong friend, the battlemage Anteias, but it was Virduk's plan and Virduk's hand that wielded the blade.

The prince seized the crown and soon thereafter redistributed the power base of the nobility. Thus, since 90 AV, Virduk has ruled Calastia. The Black Dragon is very popular within Calastia, not among the nobility but among the common man. He has enfranchised many who had no social standing before his reign even as he removed those in power who could threaten him. Ever has he expanded the nation's borders and husbanded her resources toward greater wealth, power, and prestige. He has made overtures to the halflings, who were once slaves, a fierce warrior people who serve in his armies. He has made a foreign woman his queen, and she, given how apt she has proven at the task of ruling, has only reinforced the general belief in the king's great wisdom.

Yet, for all this, Virduk's power is still

fundamentally insecure: He has no heir, and he is now an old man. He has had (and some say he murdered) many wives, yet none have given him a son. As he nears death, the patricians stir, swearing that they will find a way to replace the king if he does not produce an heir. Now, though, with his healthy young bride Geleeda, the common people hope he might produce a strong and healthy boy (while the nobility prays he does not spawn a princeling on some "foreign sow").

Now, a delicate triad of power exists in Calastia, for the king adores his vivacious young queen, even if they do not always agree with one another behind closed doors. Yet Anteias is ever suspicious of her, and with good reason, for she sometimes seems to goad Virduk on to less wise courses of action.

The vizier, always prudent, advises caution to Virduk: Calastia cannot grow forever and must shift from an expansionistic power to a tax-based power. (To some extent, Virduk has listened, especially where such tax structures draw on the wealthy, who are thus less able to meddle in Virduk's affairs.) But it remains to be seen how long this game can continue.

Roleplaying Notes

For an ardent follower of Chardun the Slaver, Virduk has pardoned more criminals and made more serfs into free citizens of the Calastian Hegemony than any of his predecessors. Yet at the same time, he has elevated himself above all other potential challengers to the throne, pleasing Chardun by convincing people, even as he gives them what seems like freedom, that their continued service to him is better than the life they would find in more egalitarian lands like Vesh.

Virduk is unabashedly evil. He is ruthless, profoundly selfish, and uncompromising. Yet he is no brute or bloodthirsty savage. He is sophisticated and urbane, learned and cultured, and he disdains senseless violence. Everything has a purpose and a place in Chardun's great order, and Virduk's purpose is to make Calastia the greatest empire known in the history of the world.

The king cares for very few people, among them his Grand Vizier Anteias and Queen



VIRDUK
CR 17 (EC 12)

Male human cavalier (inspiring commander[†]) 18

LE Medium humanoid (human)

XP 19,200 (based on EC)

Init +9; **Senses** Perception +28

DEFENSE
AC 26, touch 16, flat-footed 24 (+10 armor, +2 Dex, +4 deflection)

hp 153 (18d10+54)

Fort +17, **Ref** +12, **Will** +15

Resist fire 30; **Immune** poison

OFFENSE
Speed 30 ft.

Melee royal scepter of Calastia +25/+20/+15/+10 (1d8+6 plus 1d6 fire and 1 bleed)

Special Attacks act as one, demanding challenge 6/day, inspiring commands (45 rds/day; inspire competence +5, inspire courage +4, inspire greatness, inspire heroics [two targets])

STATISTICS
Str 12, **Dex** 14, **Con** 15, **Int** 24, **Wis** 16, **Cha** 19

Base Atk +18; **CMB** +19; **CMD** 35

Feats Alertness, Cleave, Back to Back^B, Combat Expertise, Coordinated Maneuvers^B, Iron Will, Leadership, Lookout^B, Outflank, Precise Strike, Shake It Off, Shield Wall^B, Toughness^B, Weapon Focus (morningstar)

Traits bully*, Chardun's blessing*

Skills Appraise +10, Bluff +25, Diplomacy +26, Disguise +10, Handle Animal +14, Intimidate +26 (+27 to demoralize), Knowledge (engineering, geography, local, nature) +13, Knowledge (history, nobility, religion) +25, Linguistics +10, Perception +28, Perform (oratory) +10, Ride +13, Sense Motive +28, Survival +14 (+23 finding food and water or shelter from harsh weather), Swim +9

Languages Calastian, Dwarvish, Elvish, Elzan, Infernal, Ledean, Shelzari, Veshian, Zathisk

SQ aid allies +5, inspiring voice, order of the dragon, put your heart into it 10/day, rapid tactician 6/day (12 rds), strategy, tactical mastery, youthful vigor (negative effects of aging removed by wish)

Combat Gear royal scepter of Calastia[†], crown of Calastia (acts as both a helm of brilliance and a headband of mental superiority +6, granting ranks in Knowledge: history, nobility, religion), marvelous pigments (2 uses), ring of spell storing (magic circle against chaos), stone horse (destrier); **Other Gear**^{**} +4 clothborn* breastplate, cloak of resistance +4, ring of protection +4, necklace of adaptation, periapt of proof against poison, royal outfit

[†] An archetype from *The Secrets of Adventuring*, by Rite Publishing.

^{**} This entry represents the king's favored items. He may access virtually any of Calastia's wealth and possessions, and thus can have many magic items obtained or made for him upon request, as needed; likewise, he can obtain very large amounts of coin at very short notice.

Virduk: Brilliance and Prescience

Virduk is absolutely brilliant. He is a capable, cunning strategist. He is a social and political prodigy without equal. At times, his knowledge seems almost unnatural. He is always one step ahead. With the notable exception of his queen, he knows exactly who his enemies are and how to foil their plans. Surely his insight cannot be natural.

The reason for the king's seemingly infallible knowledge is simple: Many years ago, in secrecy, he uncovered a relic of the Ancients called a *slarecian muse*. This strange stone, carved in the shape of a malformed human head, grants the king knowledge and insight, sending him visions of things and events, glimpses into the workings of other minds that should be impossible for a mortal to know. Not a single soul knows Virduk possesses this incredible device — not his queen Geleeda, not his confidant Anteas, not even his god Chardun. And if the muse has anything to say about it, Virduk is going to keep it that way.

Geleeda; he might even be said to love them, in his own way. Outside of that very small circle of people, Virduk sees people as pawns and tools to be wielded and set aside once they have served their purpose.

Combat

Virduk has extensive training in tactics and strategy. He is a capable warrior still, even in his old age. As King of Calastia, though, Virduk should almost never be encountered alone. He usually has a cadre of royal guards defending him (fighters or warriors, levels 6-10), as well as at least one cleric of Chardun (level 8-10) and a battlemage or two (each level 7-11). He may also have Anteas near at hand, and the old wizard would defend the king with his life.

Virduk makes use of all his available assets to defeat an enemy, but he does not start a fight unless it serves his purpose. Instead, his razor-sharp intellect and silver tongue are the potent weapons he relies upon. If combat is unavoidable (a rare situation for him), the king also makes judicious use of his teamwork feats to maximize his allies' abilities. He is not out for personal glory, but only to win, and thus no tactic or stratagem is too low or dishonorable.

Yonis Hevestian, Patriarch of Hedrad

At 87 years of age, Patriarch Yonis Sonyavar Hevestian is the eldest priest of Hedrada alive today in the city of Hedrad. As Yonis approaches his final judgment, though, fear overwhelms him, for he feels that his work in the mortal world is unfinished despite his many triumphs. Now, in the twilight of a long life that has seen service to Hedrada on both the bench of justice and in the church, Hevestian fervently prays that his god might transform him into a divine inquisitor so that he might continue to serve faithfully for eternity, both in the Timeless Vault and here on Scarn.

To that end, Yonis' research encourages him. He believes that inquisitors — powerful beings that serve Hedrad, akin to Madriel's angels, said by some to have been raised up from mortals — have guided him spiritually. He has read reports and made powerful divinations that not only revealed several inquisitors of Hedrada active on Scarn, but also disclosed their mortal identities: In every case, the inquisitor was once a powerful patriarch who had participated in ruling Hedrad.

Recently, as Yonis' quest absorbs more of his time and he approaches his final accounting, some complain that he neglects his temporal duties. Still, in keeping with ancient tradition, the other priests of the high temple have begun preparing for the ritual by which Yonis' soul will be commended to the Lawgiver and sent on its final journey.

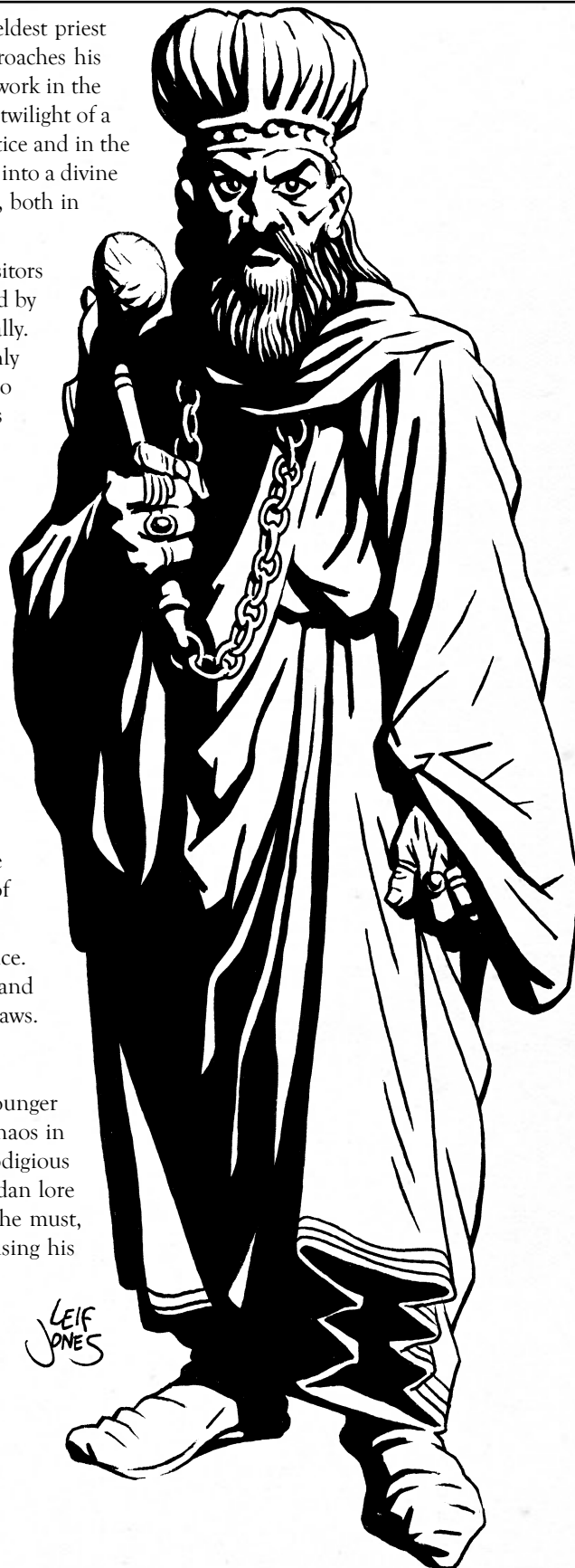
Roleplaying Notes

Yonis Hevestian is an unemotional but commanding figure. He once had a very powerful voice, although its quavering now reveals his great age, so he speaks only when he considers it critical. Hevestian wields great political and religious clout, having occupied over his long career all four positions in Hedrada's ruling theocratic council — the seats of Law, Education, and Prosperity, and also the High Seat of Justice. In fact, he has twice been the high priest of Justice, a seat currently held by Jaram Kalay.

All who worship the Lawgiver value Yonis' wisdom and experience. Unsurprisingly, he expects absolute obedience from subordinates and is scrupulous in his own observation of both spiritual and mortal laws.

Combat

Although Yonis undertook many quests for Hedrada in his younger days, he is no longer the physically powerful cleric who battled chaos in Ghelspad's furthest reaches. While his peers still call upon his prodigious spellcasting abilities, Yonis is usually left alone to research Hedradan lore or oversee the daily concerns of the church. He fights fiercely if he must, but he prefers the traditional role of healer and support caster, using his mighty spells to assist his allies, guards, and fellow priests.



YONIS**CR 19 (EC 13)**

Male human cleric 20

LN Medium humanoid (human)

XP 25,600 (based on EC)**Init** +2; **Senses** detect chaos; Perception +18**Aura** magic circle against chaos**DEFENSE****AC** 22, touch 14, flat-footed 22 (+8 armor, +4 deflection, -2 Dex, +2 insight)**hp** 110 (20d8+20)**Fort** +15, **Ref** +11, **Will** +28**Immune** mind-affecting effects, illusions; **SR** 32**OFFENSE****Speed** 20 ft. (base 30 ft.)**Melee** hammer of smiting +25/+25/+20/+15 (1d8+10/x3)**Special Attacks** channel positive energy 10d6 (8/day, DC 25), staff of order 4/day (10 rds)**Spell-Like Abilities** (CL 11th)**At will**—discern lies (DC 20)**Domain Spell-Like Abilities** (CL 20th; concentration +26, +14 melee touch)**At will**—lore keeper (check result 41)**20 rds/day**—remote viewing**9/day**—touch of law**Cleric Spells Prepared** (CL 20th; concentration +26)**9th**—astral projection, foresight^D, mass heal, miracle, summon monster IX**8th**—dimensional lock, discern location^D, greater spell immunity, mass cure critical wounds, shield of law**7th**—dictum^D (DC 25), greater restoration, refuge, repulsion (DC 25), summon monster VI**6th**—banishment (DC 24), forbiddance (DC 24), hold monster^D (DC 24), heal, mass bull's strength, mass owl's wisdom**5th**—break enchantment, commune, dispel chaos^D, greater shatter* (DC 23), hallow, spell resistance**4th**—air walk, contingent seal*, dismissal (DC 22), divine power, freedom of movement, order's wrath^D (DC 22)**3rd**—daylight, dispel magic, ironheart*, prayer, revive*, speak with dead^D**2nd**—aid, communal protection from chaos, detect thoughts^D (DC 20), hold person (DC 20), spiritual weapon (x2), zone of truth (DC 20)**1st**—bless, command (DC 19), comprehend languages^D, detect chaos, detect the faithful, divine favor, shield of faith**0** (at will)—create water, detect magic, light, stabilize**D** domain spell; **Deity** Hedrada; **Domain** Knowledge, Law**TACTICS****Base Statistics** Without detect chaos, divine power, foresight, mass bull's strength, mass owl's wisdom, and spell resistance active, Yonis' stats are as follows: AC 20, touch 12, flat-footed 20 (+8 armor, +4 deflection, -2 Dex); hp 90 (20d8); Ref +9, Will +26; Melee hammer of smiting +17/+12/+7 (1d8+2/x3); Str 8, Wis 23; CMB +14; CMD 26; Skills Perception +16, Sense Motive +24**STATISTICS****Str** 12, **Dex** 7, **Con** 6, **Int** 18, **Wis** 27, **Cha** 17**Base Atk** +15; **CMB** +16; **CMD** 30**Feats** Alignment Channel, Extra Channel, Forge Ring, Improved Channel^B, Improved Initiative, Iron Will, Leadership, Quick Channel, Selective Channeling, Toughness, Turn Undead**Traits** devout scholar*, Hedrada's favor***Skills** Diplomacy +21, Knowledge (arcana, engineering, history) +17, Knowledge (geography, local, nobility, planes) +12, Knowledge (religion) +23, Linguistics +10, Perception +18, Sense Motive +26, Spellcraft +20**Languages** Calastian, Celestial, Dwarvish, Hedraic, Infernal, Ledean, Veshian**SQ** aura of law, spontaneous casting (cure)**Combat Gear** 2 potions of owl's wisdom; **Other Gear** +2 breastplate, hammer of smiting (as a mace of smiting, in warhammer form), circlet of the iron mind^I, cloak of resistance +5, platinum ring of Hedrada^I, ring of protection +4

Yugman the Great Sage

The Great Sage of Ghelspad. The Wise Man in the Woods. Dwarf-Friend. Jackass. All are names by which Yugman has been known. Few influential people across Ghelspad (and possibly all the Scarred Lands) have not heard of this legendary sage. His ways are strange, known only to himself, and he is generally thought of as a bit of a crackpot, yet one to be feared. Rumors abound claiming that Yugman is really some ancient demigod or dragon, or that his is a power older than the gods, or that he is one of Enkili's avatars. Of course, since Yugman might have started many of these rumors, no one can speak to their veracity.

What is known as that Yugman is very old. He shows up in the records of the ancient Ledean Empire, and it is thought by loremasters that obscure mentions in even older texts might refer to him. He has dwelt in his tower since before the gods arrived on Scarn, supposedly, and he has a habit of blasphemy. That is not to say he dislikes the gods, or that he favors the titans, so much as he simply tells things like they are, consequences be damned. Certainly, during the Divine War, neither god nor titan ever attempted to molest his tower.

Yugman appears as a short, swarthy human, almost dwarvish in stature, who wears brilliant gold-embroidered vermilion robes. His face sports sharp, wizened features, bushy eyebrows, and a rather large nose. He lives alone in a white tower in the southern reaches of the Fouled Forest. Visible for miles, the tower has a bit of a sinister reputation as a place of inexplicable power.

Roleplaying Notes

Yugman's reputation for being odd is well deserved. On many a summer night, caravans passing the southern Fouled Forest have claimed to see the old sage standing on one of his balconies, shouting to the heavens and gesticulating wildly, as if in some great debate. Other times, he has appeared suddenly in courts across the continent to bring messages of doom and woe — or simply to ask for some small favor or a bit of a rare material he requires. The few people who have visited his tower sometimes speak of his wondrous clock room, filled with clockwork devices and star charts, all counting down in time toward some zero-point. (Perhaps that time is simply when Yugman has to wind them back up again.)

The Great Sage never really explains himself or his plans. He does not give straight answers. He gives quests, tasks, and more questions. He does appear to appreciate gifts, no matter how small or insignificant they might seem. (Except money — he has no use for money.)



YUGMAN**CR 24 / MR 10 (EC 21)**

Male human arcanist 10 / loremaster 10 / archmage 10

N Medium humanoid (human, mythic)

XP 409,600 (based on EC)**Init** +11^M; **Senses** blindsense 30 ft.; Perception +18**DEFENSE****AC** 27, touch 17, flat-footed 26 (+10 armor, +6 deflection, +1 Dex)**hp** 176 (20d6+110)**Fort** +15, **Ref** +15, **Will** +26; +2 vs. charm and compulsion; mythic saving throws**Defensive Abilities** arcane barrier; **DR** 15/magic; **SR** 25 (35 vs. arcane magic)**Mythic Defenses** hard to kill, mirror dodge, immortal, true archmage, unstoppable**OFFENSE****Speed** 30 ft.; dimensional slide**Melee** staff of the magi +11/+6 (1d6)**Mythic Attacks** mythic power (23/day, surge +1d12), reverse scrying, true archmage, wild arcana**Spell-Like Abilities** (CL 20th)**At will**—tongues**3/day**—plane shift**Arcanist Spells Prepared** (CL 20th; concentration +30)**9th** (6/day)—foresight^M, mage's disjunction (DC 29), mass icy prison (DC 30)**8th** (6/day)—greater instant summons, power word stun^M, protection from spells**7th** (7/day)—delayed blast fireball (DC 28), repeated teleport*, sequester (DC 27)**6th** (7/day)—analyze dweomer, forceful hand (DC 27), healing interdiction^{M*} (DC 26)**5th** (7/day)—dismissal (DC 25), false vision, sending, wall of force^M**4th** (7/day)—detonate (DC 25), dimension door^M, mass reduce person (DC 24), scrying (DC 24)**3rd** (8/day)—aura sight, displacement, mind raid* (DC 23), protection from energy**2nd** (8/day)—aegis^{M*}, alter self, invisibility^M, make whole^M, see invisibility**1st** (8/day)—alarm, anticipate peril, break^M (DC 21), identify, magic missile^M**0** (at will)—arcane mark, daze (DC 20), detect magic, light, mage hand, open/close, prestidigitation, read magic, spark (DC 21)**STATISTICS****Str** 10, **Dex** 12, **Con** 12, **Int** 30, **Wis** 22, **Cha** 12**Base Atk** +10; **CMB** +10; **CMD** 27**Feats** Craft Staff^B, Craft Wand^B, Craft Wondrous Item, Empower Spell^B, Enlarge Spell, Extend Spell, Forge Ring, Heighten Spell, Improved Counterspell^M, Maximize Spell^B, Mythic Spell Lore, Quicken Spell^M, Scribe Scroll^B, Skill Focus (Knowledge: arcana), Spell Focus (evocation), Spell Penetration^M, Toughness^{B,M}**Traits** birthmark, hedge magician**Skills** Appraise +16, Craft (alchemy) +23, Diplomacy +12, Knowledge (arcana) +40, Knowledge (dungeoneering, engineering, nobility) +20, Knowledge (geography, history) +30, Knowledge (local, nature, religion, planes) +25, Perception +18, Sense Motive +16, Spellcraft +30, Use Magic Device +18**Languages** tongues**SQ** arcanist exploits (arcane barrier, consume magic items, dimensional slide, item crafting, metamagic knowledge), arcane reservoir 13 (max 23), consume spells, greater lore, lore +5, secrets (applicable knowledge, lore of true stamina, recuperation, secret health, secret of inner strength, secret knowledge of avoidance), true lore 1/day**MQ** amazing initiative, component freedom, deep understanding, farwalker x2, force of will, legendary hero, mythic sight, perfect preparation, star walker, tongues**Combat Gear** assorted potions and scrolls, as needed; **Other Gear** Yugman's scarlet robe[†], staff of the magi, headband of mental superiority (Int, Wis) +4, ring of protection +6, plus other items to meet his current needs**Spells Known** all of the prepared spells above, which are simply some of Yugman's favorites, plus many more as decided by the GM; Yugman might know virtually any spell in existence

Yugman is never malicious, but he can be quite decisive, assertive, and peremptory when he's annoyed. When confronted with unwanted guests, he is rude or short-tempered until they prove themselves worth his time. However, it is also said that he only acts annoyed as a means of coercion or manipulation, or perhaps just for fun, for Yugman is always capricious and does things seemingly for his own amusement.

Combat

As one of the most powerful beings to walk the waking world, Yugman fears little in the way of direct physical confrontation. His

vast abilities mean that he is rarely, if ever surprised and is almost always prepared with a host of relevant spells. As an example of his power, during the last known siege of his tower, Yugman watched as the high gorgons came with an army of titanspawn. He simply smiled and enjoyed the show as the titanspawn suddenly slipped their master's control and proceeded to devour the high gorgons.

In any personal confrontation, should such a thing even occur, the GM should assume Yugman probably had some foreknowledge of the fight and has numerous applicable protections, wards, abjurations, and enhancements already in place.

Yvestil, Mistress of Glivid-Autel

Common necromancers, such as those of Hollowfaust, remain living and thus fundamentally apart from their objects of study. Most of these necromancers are mere dabblers compared with those who embrace undeath itself: the loathsome and repellent crypt lords. In Glivid-Autel, Ghelspad's most twisted necromancers practice the ancient craft of becoming like the undead.

The crypt lord (or crypt *lady*, as she prefers) Yvestil, Mistress of Glivid-Autel, is known throughout the necropolis as an especially ambitious practitioner of the black arts. Not only has she made necromancy her life's work, but she is a leading scholar in the area of rituals and spells powered by humanoid sacrifice. Mistress Yvestil has broken new ground in this field, for which she has earned great renown amongst her peers.

Her priestess-mother first taught young Yvestil the rituals of Belsameth. At just 12 years of age, the precocious Yvestil qualified as an acolyte, and her mother prepared her for induction into the faith. But one night, after completing the Sacrament of the Eclipse, the child Yvestil looked upon the waning moon and beheld a cryptic vision: She saw herself transformed into an incarnation of undeath and felt the negative energies of the cosmos coursing through her immortal body. The child, already far more intelligent and dangerous than many adults, decided to shun the priesthood and instead study necromancy.

Seeing her daughter's determination, Yvestil's mother agreed and hired several accomplished specialist wizards as tutors. The girl immediately took to her studies; by the age of 17, she had surpassed the necromancers brought to teach her their craft. When sufficiently powerful, she began to pursue the crypt lord's path. Since then, her power has grown swiftly (and some would say unnaturally), earning her the enmity of some less accomplished colleagues. The price of her power is considerable, however; Yvestil has clearly lost much of her humanity, transforming into a pale, skeletally thin creature with parchment-like flesh and hollow, faintly glowing green eyes. The fulfillment of her childhood vision approaches.

Much of Mistress Yvestil's black art involves the sacrifice of innocent creatures, along with the preservation of their bodily fluids, organs, and limbs in specially prepared urns, vases, canopic jars, and other arcane containers. She favors human and dwarven skin when binding her many books.

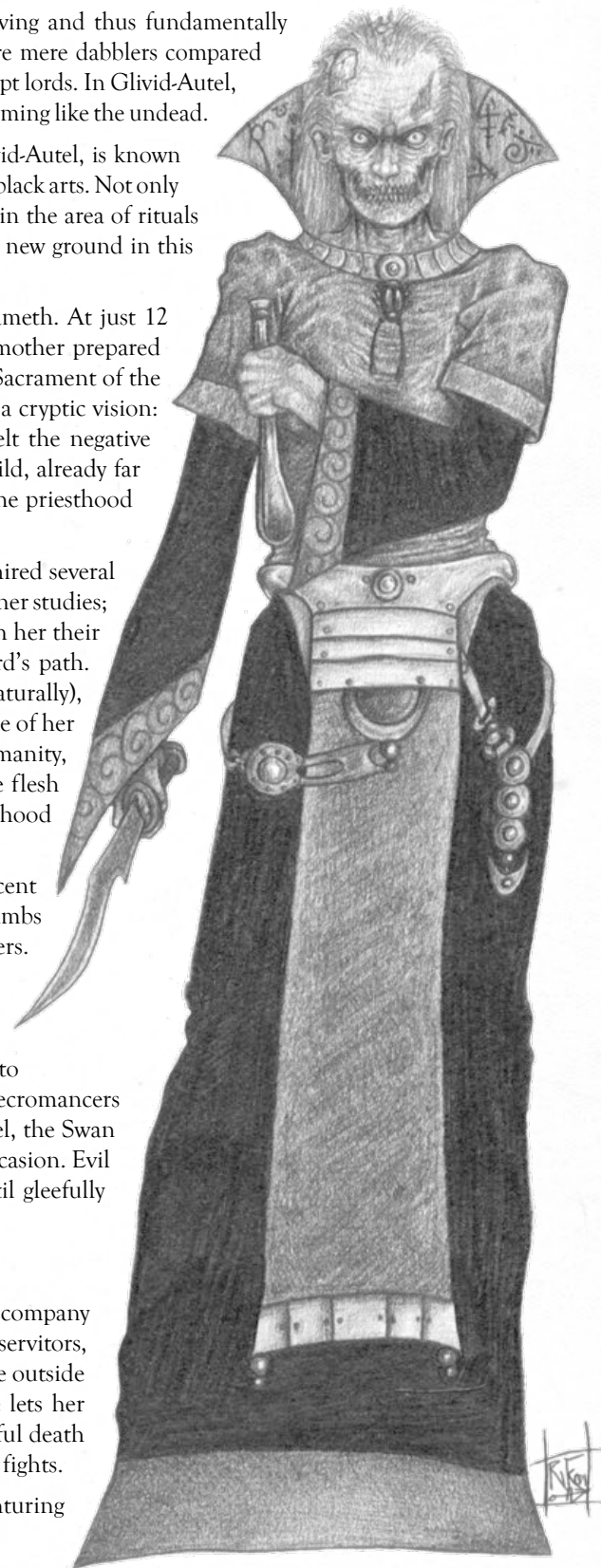
Roleplaying Notes

Like her familiar, the skeletal snake Eboe, Mistress Yvestil prefers to strike at her enemies from hiding, whether those enemies are rival necromancers or other foes beyond her city's walls. Her most hated enemy is Ariniel, the Swan Knight of Ghelspad, whom she has encountered on more than one occasion. Evil in a manner that must make even her matron goddess proud, Yvestil gleefully preys upon the weak while avoiding or crippling the strong.

Combat

Like many Glividian necromancers, Yvestil leaves the city only in the company of powerful guardians, whether mercenary henchmen, powerful undead servitors, or summoned outsiders. Before exposing herself to the dangers that lie outside Glivid-Autel, Yvestil casts an array of defensive spells. In battle, she lets her bodyguards and monsters take the brunt of any attack, casting powerful death spells from the rear. When pressed or cornered, she flees rather than fights.

The spells shown below are those Yvestil normally prepares when venturing beyond Glivid-Autel's walls.



YVESTIL**CR 13 (EC 12)**

Female human wizard 7 / crypt lord† 7

NE Medium humanoid (human)

XP 19,200 (based on EC)**Init** +2; **Senses** darkvision 60 ft., life sight 10 ft. (7 rds/day); Perception +11**DEFENSE****AC** 23, touch 14, flat-footed 17 (+3 armor, +2 deflection, +2 Dex, +2 natural, +4 shield)**hp** 84 (14d6+35) plus 25 temp**Fort** +10, **Ref** +9, **Will** +16**Defensive Abilities** become death; **DR** 5/bludgeoning; **Immune** magic missile**OFFENSE****Speed** 30 ft.**Melee** +1 *quarterstaff* +8/+3 (1d6+2), *crimson blade* +8/+3 (1d4+2/19-20 plus negative levels), or bite +7 (1d6+1) and 2 claws +7 (1d6+1)**Ranged** mwk light crossbow +9 (1d8/19-20)**Special Attacks** channel negative energy 3d6 (15/day, DC 21)**School Spell-Like Abilities** (CL 7th, concentration +12)**8/day**—bolster undead (+2 bonus, 3 rds)**Wizard Spells Prepared** (CL 14th; concentration +19)**7th**—finger of death^N (DC 24), limited wish, waves of exhaustion (DC 24)**6th**—circle of death (DC 23), create undead^N, eyebite (DC 23), greater dispel magic**5th**—blight^N (DC 22), darkstaff* (DC 22), teleport, undead anatomy II (2 slots)**4th**—animate dead^N, bestow curse (DC 21), enervation (DC 21), fear (DC 21), greater false life, reinforce skeletons***3rd**—deep slumber (DC 18), halt undead (DC 20), nondetection, phantom steed, ray of exhaustion (DC 20), vampiric touch^N (DC 20)**2nd**—blindness/deafness^N (DC 19), darkness, ghoul touch (DC 19) (x2), scare (DC 19), spectral hand**1st**—cause fear^N (DC 18), charm person (DC 16), chill touch (DC 18), minor animate dead*, ray of enfeeblement (DC 18), shield (x2)**0** (at will)—bleed (DC 17), disrupt undead, ghost sound, touch of fatigue (DC 17)**N** bonus necromancy spell; **School** necromancy (undead); **Opposition Schools** illusion, transmutation**TACTICS****Base Statistics** Without greater false life, shield, and undead anatomy II active, Yvestil's stats are as follows: Senses life sight 10 ft. (7 rds/day); AC 19, touch 14, flat-footed 17 (+3 armor, +2 deflection, +2 Dex, +2 natural); hp 84 (14d6+35); Melee +1 *quarterstaff* +7/+2 (1d6+1) or *crimson blade* +7/+2 (1d4+1/19-20 plus negative levels); Str 10; CMB +6; CMD 20**STATISTICS****Str** 12, **Dex** 14, **Con** 13, **Int** 20, **Wis** 14, **Cha** 12**Base Atk** +6; **CMB** +7; **CMD** 21**Feats** Alertness^B, Command Undead^B (DC 21), Craft Wondrous Item^B, Great Fortitude, Greater Spell Focus (necromancy), Improved Channel, Improved Great Fortitude, Iron Will, Scribe Scroll^B, Selective Channel, Spell Focus (necromancy), Spell Penetration, Toughness, Undead Master^B**Traits** lettered scholar*, omen**Skills** Appraise +12, Bluff +4, Craft (clothing, pottery, leather) +12, Fly +12, Intimidate +19, Knowledge (arcana) +23, Knowledge (dungeoneering) +12, Knowledge (history, planes) +15, Knowledge (religion) +16, Linguistics +11, Perception +11, Profession (tanner) +10, Sense Motive +11, Spellcraft +22**Languages** Asaath, Dunahn, Infernal, Ledeon, Leonid, Sutak, Ukrudan**SQ** arcane bond (familiar), become death, nightmare horde, power over undead, undead familiar, undead master**Combat Gear** 20 bolts, canopic urn of the undead†; **Other Gear** robe of the netherworld†, +1 *quarterstaff*, *crimson blade**, mwk light crossbow, cloak of resistance +3, ring of protection +2, crystal ball, traveler's outfit, wizard's kit, 1 diamond (1,500 gp; for limited wish), plus other goods and items worth up to 1,000 gp**Spellbook** all prepared spells, plus more as decided by the GM; Yvestil knows most necromancy spells up to 6th level, plus a good number of spells up to 5th level from other schools (except her opposed schools)**EBOE (YVESTIL'S FAMILIAR)**

Female skeletal viper

NE Tiny undead

Init +8; **Senses** low-light vision, scent; Perception +9**DEFENSE****AC** 22, touch 15, flat-footed 19 (+3 Dex, +7 natural, +2 size)**hp** 42 (14 HD)**Fort** +4, **Ref** +8, **Will** +10**Defensive Abilities** improved evasion; **DR** 5/bludgeoning; **Immune** cold, undead traits; **SR** 19**OFFENSE****Speed** 20 ft., climb 20 ft., swim 20 ft.**Melee** bite +12/+7 (1d3-3)**Special Attacks** deliver touch spells**STATISTICS****Str** 4, **Dex** 19, **Con** —, **Int** 12, **Wis** 13, **Cha** 10**Base Atk** +6; **CMB** +8; **CMD** 15**Feats** Improved Initiative^B, Weapon Finesse**Skills** Appraise +5, Climb +22, Fly +14, Intimidate +10, Knowledge (arcana) +15, Knowledge (dungeoneering) +5, Knowledge (history, planes) +8, Knowledge (religion) +9, Linguistics +4, Perception +20, Sense Motive +20, Spellcraft +22, Stealth +25, Swim +22**Languages** speak with master, speak with snakes**SQ** alertness, empathic link, share spells, store spells, scry on familiar

Zarra Redbraid, Destined Champion

As a child, Zarra Redbraid, born to a Helliann sorceress in an Albadian tribe, witnessed constant wars with goblinoids, trolls, giants, and other titanspawn. When she took up a heavy branch and used it as a greatclub to defend her tribal encampment, slaying three ferals by herself, her elders knew that she was destined for greatness. Over the next few years, the young warrior gained a fierce reputation. When her mother received a vision showing that her daughter's destiny lay outside of the village, Zarra left without hesitation and wandered Albadia, fighting monsters in the foothills of the Titanshome Mountains, meeting and befriending other human and orc tribes, and even visiting a few of Albadia's southern cities.

In the town of Yorek, a chieftain asked for her aid. A great magical boar known as an iron tusker plagued his lands, and he begged her to end the beast's reign. Agreeing, Zarra tracked the beast and defeated it, but not before breaking her sword and suffering grievous wounds. Yorek's chief ordered his healers to tend to the warrior's wounds and sent messengers to find her kinsmen and tell them of her bravery. After several weeks abed, delirious and close to death, Zarra's wound finally healed, leaving a fearful scar that stretched from her right shoulder down to her hip.

Soon after, a group of Zarra's tribesmen arrived, led by her mother, now a respected wise-woman. To conceal the worst of Zarra's scar, her mother inscribed a special *icewrack dragon tattoo* upon her flesh that began at her ankle,

wound up her leg and around her back, and ended at her navel. Yorek's chieftain also offered to reward Zarra; his master blacksmith took one of the slain monster's tusks and, working with Zarra's mother, crafted a magical blade for her from the deadly tooth.

Since then, Zarra has roamed further across Albadia, but she returns periodically to her tribe with wealth and tales of adventure. A famous presence in the north, today Zarra's legend grows even beyond her people's campfires.

Roleplaying Notes

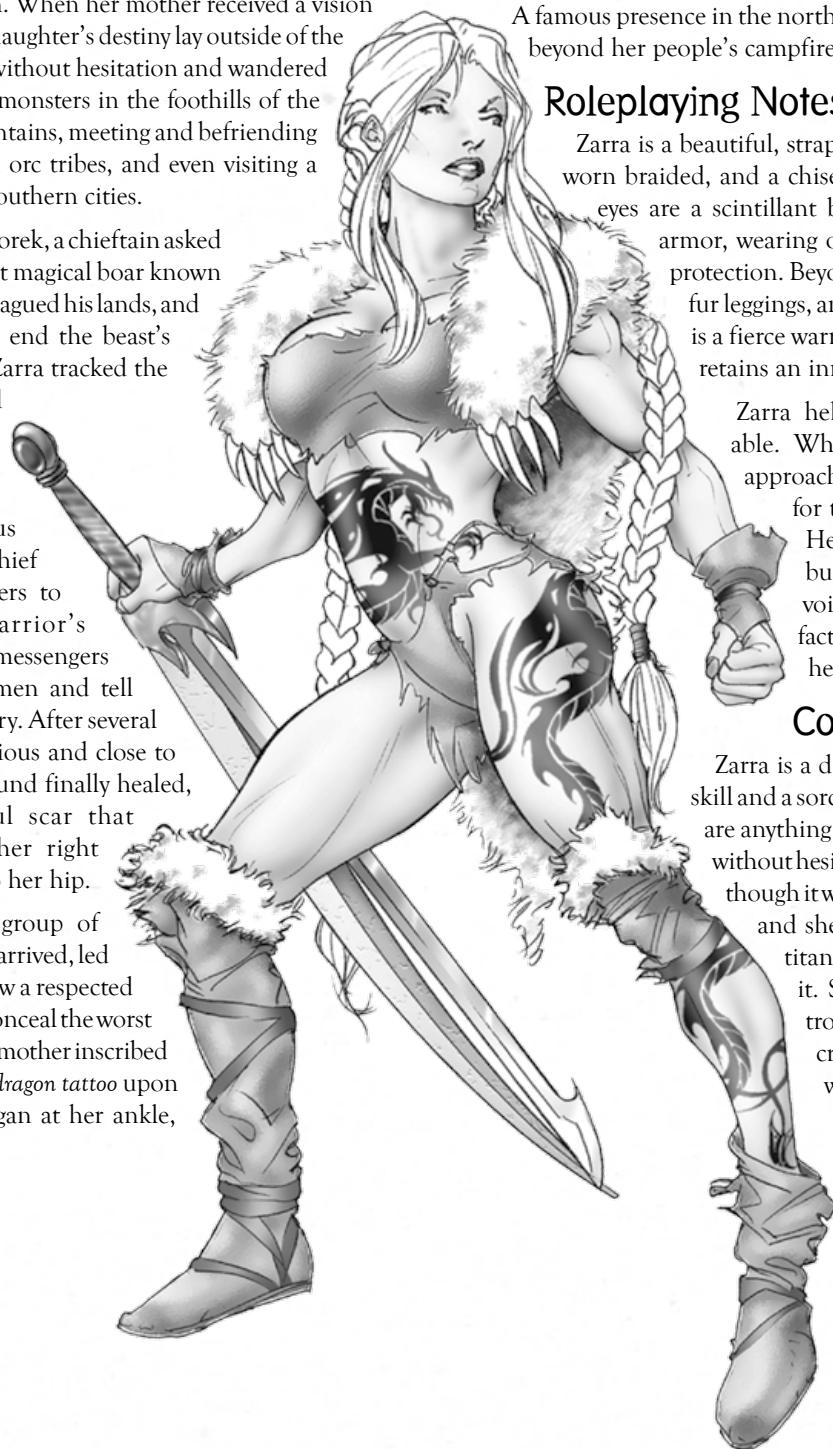
Zarra is a beautiful, strapping woman with long red hair, worn braided, and a chiseled, high-cheekboned face. Her eyes are a scintillant blue, and she normally eschews armor, wearing only her *mantle of the ice bear* for protection. Beyond that, she wears simple tunics, fur leggings, and occasionally a black cloak. She is a fierce warrior who never shuns combat, yet retains an innate sense of justice.

Zarra helps travelers in need as she is able. While she is generally sociable if approached peacefully, she has little use for the trappings of foreign nations.

Her stock of songs is considerable, but she is no bard, and her singing voice leaves much to be desired (a fact that few of her friends have the heart to tell her).

Combat

Zarra is a deadly warrior, with a barbarian's skill and a sorceress's magic. Her combat tactics are anything but subtle. She wades into battle without hesitation, swinging her greatsword as though it weighed no more than a toothpick, and she never allows evil opponents or titanspawn to escape if she can help it. She is especially fond of slaying trolls, who were one of her people's cruelest and most persistent foes when she was a child.



ZARRA
CR 10 / MR 3 (EC 12)

Female human bloodrager 10 / champion 3

CG Medium humanoid (human, mythic)

XP 19,200 (based on EC)

Init +5^M; **Senses** Perception +21

DEFENSE
AC 29, touch 12, flat-footed 25 (+6 armor, +2 Dex, +2 luck, +7 natural, -2 rage, +4 shield)

hp 137 (10d10+82)

Fort +18, **Ref** +9, **Will** +11^M
Defensive Abilities blood sanctuary, *blur* (20% miss), *endure elements*, fated bloodrager +2, improved uncanny dodge; **DR** 2/-; **Immune** magic missile

Mythic Defenses hard to kill, rock catching

OFFENSE
Speed 40 ft.

Melee *Irontusk* +22/+17 (2d6+13/17-20 plus bleed)

Ranged rock +17 (1d6+10)

Special Attacks blood casting, bloodrage 28 rds/day, breath weapon 3/day (30-ft. cone, DC 16, 8d6 cold), certain strike, destined strike 3/day (+5 bonus)

Mythic Attacks devastating smash, fleet charge, mythic power (9/day, surge +1d6), punishing blow, rock throwing (30 ft.)

Bloodrager Spells Known (CL 10th; concentration +15)

3rd (2/day)—*haste*, *heroism*, *protection from energy*^B
2nd (2/day)—*blur*^B, *ironskin*, *protection from arrows*, see *invisibility*, *spider climb*
1st (4/day)—*feather fall*, *jump*, *protection from chaos/evil/good/law*, *shield*^B, *thunderstomp*
B bloodline spell; **Bloodline** Destined

TACTICS
Base Statistics When she is not bloodraging and doesn't have *blur*, *heroism*, *ironskin*, and *shield* active, Zarra's stats are as follows: AC 22, touch 14, flat-footed 22 (+6 armor, +2 Dex, +2 luck, +2 natural); hp 117 (10d10+62); Fort +14, Ref +7, Will +9^M; Melee *Irontusk* +18/+13 (2d6+10/17-20 plus bleed); Ranged rock +13 (1d6+7); Str 21, Con 21; CMB +15; CMD 29; Skills Acrobatics +10 (+14 jumping), Climb +18, Diplomacy +14, Intimidate +13, Knowledge (arcana) +13, Knowledge (nature) +6, Linguistics +5, Perception +21, Ride +12, Spellcraft +13, Survival +15 (+17 tracking), Swim +13

STATISTICS
Str 25, **Dex** 15, **Con** 25, **Int** 15, **Wis** 14, **Cha** 21

Base Atk +10; **CMB** +19; **CMD** 31

Feats *Cleave*^M, *Combat Reflexes*^B, *Diehard*^B, *Endurance*^B, *Eschew Materials*^B, *Iron Will*^M, *Leadership*, *Power Attack*, *Skill Focus* (Perception)

Traits tribal, world traveler (Diplomacy)

Skills Acrobatics +12 (+16 jumping), Climb +22, Intimidate +15, Perception +23, Ride +14, Survival +17 (+19 tracking), Swim +17

Languages Albadian, Darakeene, Dwarvish, Elvish, Ledean, Orcish, Veshian

SQ fast movement

MQ amazing initiative, mighty hurler, recuperation

Combat Gear 1d3 minor potions; **Other Gear** *Irontusk*[†], *mantle of the ice bear*^{*}, traveler's outfit, sorcerer's kit, troll slayer's kit, survival kit, plus other gear as needed; **Tattoos** *icewrack dragon tattoo*^{*} (in waist slot, not neck slot)

appendix a: Magic Items

Ashen Powder (Wondrous Item)

This fine black powder is made from the charred bones of people killed through the use of negative energy effects. Galdor often uses the powder for show, killing assembled villagers as an example to his subordinates. He has been known to give favored minions pouches of the powder for their own use in deterring pursuit from powerful enemies.

Aura moderate necromancy; **CL** 8th

Slot none; **Price** 1,600 gp per use; **Weight** –

DESCRIPTION

When thrown in the air (a standard action), a handful of ashen powder produces effects identical to those of an *unholy blight* spell. Five doses may be stored in a single pouch.

CONSTRUCTION

Requirements Craft Wondrous Item, *unholy blight*, creator must be evil; **Cost** 6,000 gp

Bloodfang (Magic Weapon)

This nasty little blade has developed a reputation throughout much of Calastia, Lageni, and parts of Durrover. It is said to have been carved from a giant serpent's tooth.

Aura moderate evocation and transmutation; **CL** 10th

Slot none; **Price** 22,302 gp; **Weight** 1 lb.

DESCRIPTION

This weapon is a +1 *keen wounding dagger*. A wielder with the parry class feature gains a +1 competence bonus on attack rolls while parrying with it.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *bleed*, *keen edge*, *shield*; **Cost** 11,151 gp

Bone Quills (Wondrous Item)

A gift from Saphereal to Menava of Hollowfaust, these long, sharp bone pins are worn in one's hair. In addition to being attractive fashion accessories, the quills can serve as a means of defense at times when normal weapons might prove socially inconvenient.

Aura faint conjuration (summoning); **CL** 3rd

Slot head; **Price** 12,302 gp; **Weight** –

DESCRIPTION

The wearer may pull a *bone quill* from her hair as a free action, as though drawing ammunition, treating each quill as a +2 *dart*. The quills replenish themselves as fast as they are thrown, never running out. Once drawn, a quill vanishes after 1 round.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Craft Wondrous Item, *abundant ammunition*; **Cost** 6,151 gp

Bones of Protection (Wondrous Item)

This decoration, of the sort often worn among the wood elves of the Ganjus, is constructed of small bones from various animals. Such trinkets are generally pierced into the flesh of one's chest, shoulders, and abdomen, as other cultures might wear ear or nose rings.

Aura faint transmutation; **CL** 5th

Slot body; **Price** 12,000 gp; **Weight** –

DESCRIPTION

The wearer of this array of tiny bones gains +1 hit point per HD; these bonus hit points are applied only 24 hours after the bones are donned. The wearer also gains a +2 natural armor bonus to AC and a +2 resistance bonus to Fortitude saving throws.

CONSTRUCTION

Requirements Craft Wondrous Items, *barkskin*, *bear's endurance*; **Cost** 6,000 gp

Canopic Urn of the Undead (Wondrous Item)

Necromancers across the Scarred Lands create these crude clay urns to fashion a portable undead servant. The necromancer places the specially prepared heart and ashes of a murdered humanoid within the urn, which has been treated dark alchemical mixtures and powerful necromantic magic.

Aura strong necromancy; **CL** 15th

Slot none; **Price** 32,400 gp; **Weight** 6 lbs.

DESCRIPTION

Once per day, when the urn is opened and the command word is spoken, a mummy rises up out of the urn to serve the owner of the vessel. The urn's owner is immune to the conjured mummy's despair aura. The mummy serves for up to 1 hour. If the mummy is destroyed, a necromancer may craft a new mummy for the empty urn at one-quarter the normal cost and time to craft a new canopic urn.

If the urn is destroyed while the mummy is active (AC 12, hardness 2, 10 hp), the mummy becomes uncontrolled.

CONSTRUCTION

Requirements Craft Wondrous Item, command undead, create undead; **Cost** 16,200 gp

Circlet of the Iron Mind (Wondrous Item)

This headgear appears to be an unobtrusive band of burnished gold. Close inspection reveals that the burnishing is, in fact, innumerable tiny runes etched upon the surface. A single row of similar runes is inscribed around the circlet's inner circumference. The first such circlet predates the Titanswar.

Aura strong abjuration and divination; **CL** 17th

Slot headband; **Price** 438,000 gp; **Weight** 1 lb.

DESCRIPTION

The wearer of the circlet is immune to all mind-affecting spells or effects and all illusions. Spells such as discern lies, detect thoughts, know alignment, and suggestion simply do not work on the wearer.

Only the wearer can remove the circlet easily; anyone else can remove it only after a successful dispel magic has been cast on it.

The circlet takes one week to attune to its wearer after having been placed on his head. None of its abilities function for the wearer during the attunement period.

CONSTRUCTION

Requirements Craft Wondrous Items, true seeing, mind blank; **Cost** 218,000 gp

Corpseskin Belt (Wondrous Item)

The necromancers of Glivid-Autel created this gruesome piece of apparel, which resembles a belt of pale, braided leather. While it does not grant the perpetual youth that the Society of Immortals seeks, the belt does provide a considerable measure of supernatural vitality and robustness. The belt is braided from the flayed and treated skins of sapient humanoids.

Aura strong necromancy and transmutation; **CL** 13th

Slot belt; **Price** 20,000 gp (+2), 80,000 gp (+4), 180,000 gp (+6);

Weight 2 lbs.

DESCRIPTION

This belt grants the wearer an enhancement bonus to both Strength and Constitution of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the belt is worn. These bonuses are chosen when the belt is created and cannot be changed.

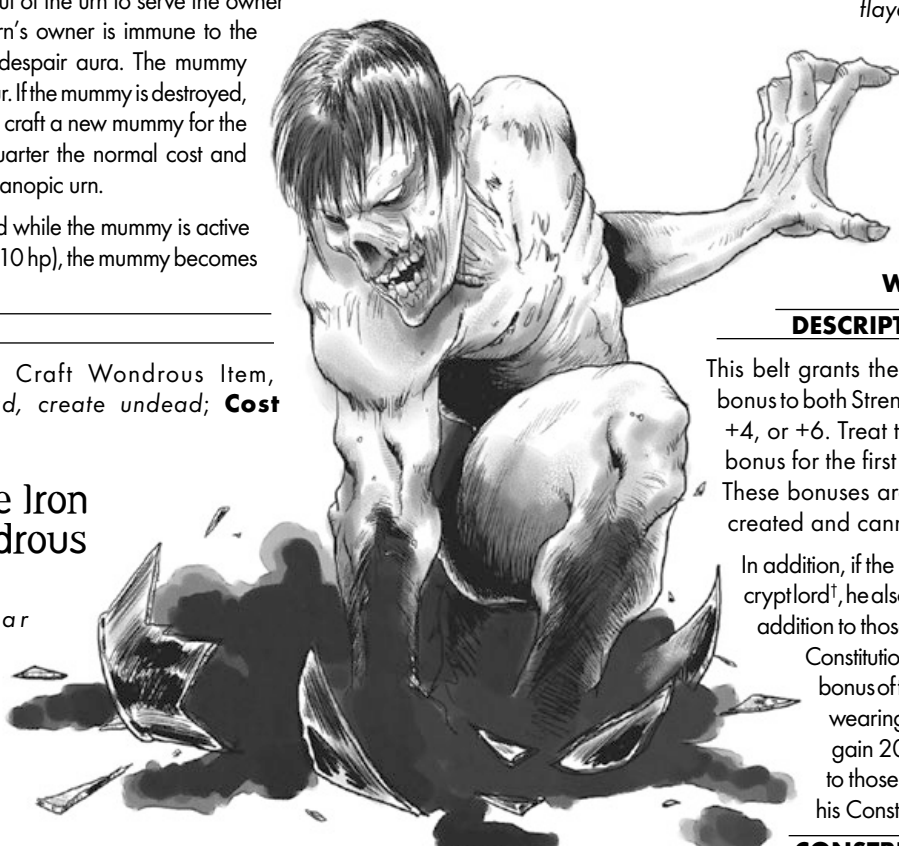
In addition, if the wearer is a necromancer or cryptlord[†], he also gains 10 bonus hit points (in addition to those gained from the increased Constitution) for every +2 enhancement bonus of the belt. Thus, a necromancer wearing a corpseskin belt +4 would gain 20 bonus hit points in addition to those gained from the increase to his Constitution.

CONSTRUCTION

Requirements Craft Wondrous Items, bear's endurance, bull's strength, false life; **Cost** 10,000 gp (+2), 40,000 gp (+4), 90,000 gp (+6)

Darkaxe (Magic Weapon)

A darkaxe is a heavy axe, seemingly crafted from shining black, razor-sharp obsidian. Legend holds that one of Vangal's great warrior-priests first forged such a weapon during the bloodiest and darkest time of the Titanswar. In recent years, a darkaxe was bestowed upon the Hunter of Vesh by a mysterious wandering priest of Vangal as an expression of the Ravager's favor.



Aura faint necromancy and transmutation; **CL** 10th

Slot none; **Price** 26,310 gp (battleaxe) or 26,320 gp (greataxe);

Weight 7 lbs. (battleaxe) or 13 lbs. (greataxe)

DESCRIPTION

This weapon comes in two varieties: a +2 *impervious keen battleaxe* or a +2 *impervious keen greataxe*. A creature hit with the *darkaxe* must make a DC 15 Will save or be shaken for 1d10 rounds.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *doom*, *fabricate*, *keen edge*, *make whole*; **Cost** 13,155 gp (battleaxe) or 13,160 gp (greataxe)

Devil Cloak (Wondrous Item)

This dark red cloak curls about its wearer in an unseen wind, moving almost as though it were a living thing. As it twists and turns, it exudes a faint whiff of brimstone. Chardun's priests made a number of these cloaks from the hides of fallen devils during the Divine War, bestowing them upon some of his most favored generals across Scarn. Most of them on Ghelspan, save the one Archduke Traviak wears, are thought to have perished in battle near what is now the Mounds of Man.

Aura moderate abjuration, conjuration, transmutation; **CL** 15th

Slot shoulders; **Price** 195,000 gp; **Weight** 4 lbs.

DESCRIPTION

The cloak's wearer is immune to poison and fire and can see in darkness (as the universal monster ability). The cloak also provides a +2 profane bonus to saving throws. Once per day, as a standard action, the wearer may summon an imp or barbaz who serves the wearer for up to 1 hour.

Finally, when the wearer speaks the command word, the cloak turns into a pair of reddish, batlike wings that allow him to fly with a speed of 60 feet (average maneuverability), with a +5 competence bonus on Fly skill checks.

If the cloak is donned by anyone who is not a lawful evil Chardun-worshiper, he immediately gains two permanent negative levels. These negative levels remain as long as the cloak is worn and cannot be overcome in any way (including through *restoration* spells). These negative levels disappear immediately once the cloak is removed.

Additionally, there is a 25% chance, if the cloak is donned by a titanspawn or a chaotic good creature, that Chardun will send a pit fiend to track down and kill the creature at some time within the next 1d6 days.

CONSTRUCTION

Requirements Craft Wondrous Item, *darkvision*, *fly*, *lesser planar ally*, *neutralize poison*, *protection from energy*, *protection from good*, creator must be lawful evil; **Cost** 97,500 gp

Divine Token of Vangal (Wondrous Item)

This filthy, rotting wooden amulet bears Vangal's unholy symbol – the cloven, blood-drenched shield – scratched or slashed

into it. Such tokens are normally given to the most potent of Vangal's priests.

Aura moderate transmutation; **CL** 7th

Slot neck; **Price** 15,750 gp; **Weight** –

DESCRIPTION

This amulet functions as a holy symbol for divine spellcasters who worship Vangal. When a wearer who is a cleric or warpriest of Vangal fails to confirm a critical hit, he can spend a daily use of channel negative energy to roll the confirmation again, gaining a sacred bonus equal to the number of channel energy dice. (For example, if his channel energy ability normally allows him to roll 3d6, then he would get a +3 sacred bonus on the second confirmation roll.) He must take the result of this second roll, even if it fails.

If this token is donned by a lawful good character or a cleric of any good alignment, she immediately gains two permanent negative levels. Any other character who is not chaotic evil or does not worship Vangal who dons the amulet gains one permanent negative level. These negative levels remain as long as the token is worn and cannot be overcome in any way (including through *restoration* spells). The negative levels disappear immediately once the token is removed.

CONSTRUCTION

Requirements Craft Wondrous Item, *divine power*, creator must be chaotic evil; **Cost** 7,875 gp

Dmitri's Ring (Ring)

This magical piece of jewelry is a thin silver band with no decorations or markings on the outside. Although the stories of such rings' origin are vague, they are generally accepted to be a Tanilite creation, a fact supported by the etching of three arrows found on the inner side of the band. In common usage, such rings are named after the ranger Dmitri of Darakeene, who famously used such a ring to escape from proud raiders and to rescue survivors from the destroyed village of Staln.

Aura faint illusion; **CL** 6th

Slot ring; **Price** 5,000 gp; **Weight** –

DESCRIPTION

While wearing the ring, the user can use the Stealth skill to hide even while being observed. As long as he does not move, he gains a +5 enhancement bonus on Stealth checks.

CONSTRUCTION

Requirements Forge Ring, *vanish*; **Cost** 2,500 gp

Ebalo's Bracers (Wondrous Item)

These heavy bronze bracers are decorated with ancient Elzan symbols. They partially cover the back of the wearer's hand and attach to a sturdy bronze ring worn on the middle finger.

Aura moderate conjuration and evocation; **CL** 9th

Slot none; **Price** 31,000 gp; **Weight** 5 lbs.

DESCRIPTION

These items acts as *bracers of armor* +4, but they also grant the wearer a +3 resistance bonus to saving throws. Further, the wearer gains a +3 competence bonus on grapple checks and on his CMD against grapple attacks.

In addition, the bracers each have a sheath that can hold a dagger or punching dagger. The wearer can draw and sheathe these daggers as if he had the Quick Draw feat.

CONSTRUCTION

Requirements Craft Wondrous Item, Quick Draw, liberating command, mage armor, resistance; **Cost** 15,500 gp

Fey Staff (Magic Weapon)

A fey princess of the woodlands surrounding Vera-Tre awarded this staff to the druid Andelais after he accepted her challenge to clear her grove of all the broken sticks and limbs left by a great storm that had blown through the area. Where many had failed, Andelais succeeded by putting the surrounding forest to work gathering the fallen sticks up for several hours, using an animate plants scroll. How Andelais and the princess occupied themselves during that time is a matter of potentially indecorous speculation.

Aura faint evocation; **CL** 5th

Slot none; **Price** 13,300 gp; **Weight** 5 lbs.

DESCRIPTION

This weapon functions as a +1 *quarterstaff*. Additionally, whenever the staff successfully hits a target in melee, that target is affected by the spell *faerie fire*. The fey staff functions as a +3 *quarterstaff* against any creature affected by *faerie fire*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *faerie fire*, *shillelagh*; **Cost** 6,650 gp

Fists of Vangal (Magic Weapons)

The "fists of Vangal" are actually a pair of fearsome axes called *Executioner* and *Gravedigger*. Each blade has an ebony haft and a wicked black blade that constantly gleams with fresh blood. Although covered in gore, the blades' runic inscriptions can clearly be seen, as can Vangal's symbol, the bloody, cloven shield.

Aura strong necromancy and transmutation; **CL** 16th

Slot none; **Price** 98,315 gp each, or 216,295 gp as a pair; **Weight** 3 lbs. each

DESCRIPTION

Each of these terrible weapons functions as a +3 *cruel keen returning handaxe of throwing*. Fearsome as they may be singly, though, the fists of Vangal show their true power when wielded as a pair. When used together, they grant the wielder free use of the Two-Weapon Fighting feat. If the wielder's BAB is +6 or better, he also gains Improved Two-Weapon Fighting, and at BAB +11, he gains Greater Two-Weapon Fighting.

Only an evil character may wield these weapons; a neutral or good character who attempts to do so suffers 2d6 points of damage per round of contact.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *bestow weapon proficiency*, *cause fear*, *clairaudience/clairvoyance*, *death knell*, *keen edge*, *returning weapon*, creator must be evil; **Cost** 98,315 gp for the pair

Galdor's Serpent Mail (Magic Armor)

This ugly, perpetually blood-stained, yet marvelously effective suit of armor is every bit as offensive, filthy, and violent as its wearer, Galdor the Deathless. The armor's chest plate bears four odd chain extensions, two in the front and two at back, that end in terrible hooks and spikes. These odd extensions would seem cumbersome, were the chains not animated with a bloodlust of their own.

Aura strong transmutation; **CL** 15th

Slot body; **Price** 54,300 gp; **Weight** 60 lbs.

DESCRIPTION

This armor functions as +3 banded armor of light fortification. In addition, as a full-round action, the wearer can make up to four attacks using the armor's animated hooks and barbs. The wielder is considered proficient with these weapons, and he uses his own BAB + his Wisdom modifier for these attacks. The chains have a reach of 10 feet, and each hit deals 1d6+3 piercing damage.

Alternately, as a standard action, the wearer can coordinate the hooks and cause them to make a single disarm, drag, reposition, or trip attack, using the wearer's CMB + his Wisdom modifier. If this attack misses and the target can reach the wearer, then the target may make an attack of opportunity, assuming the wearer does not have the appropriate feat to prevent her doing so (i.e., Improved Disarm, Improved Drag, etc.).

In addition, the wearer may make up to two additional attacks of opportunity per round using the hooks, with attack bonus and damage for each as noted above.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate object*, *miracle*; **Cost** 27,150 gp

Healer's Ring (Ring)

These marvelous gold and platinum rings, fashioned in the form of a serpent twining about itself, are most often created and worn by oracles of the Order of the Seal. Over time, they effectively grant the wearer much more flexibility in terms of the spells they may learn.

Aura moderate abjuration, conjuration (healing), and transmutation; **CL** 7th

Slot ring; **Price** 75,000 gp; **Weight** –

DESCRIPTION

This ring functions only for a divine spontaneous spellcaster.

While wearing the ring, the character can spontaneously cast any of the following spells as if she knew them: *cure critical wounds*, *cure light wounds*, *cure moderate wounds*, *cure serious wounds*, *neutralize poison*, *remove curse*, *remove disease*, *remove paralysis*. She can cast the spell only if she has a spell slot of sufficient level available.

CONSTRUCTION

Requirements Forge Ring, *cure critical wounds*, *neutralize poison*, *remove curse*, *remove disease*, *remove paralysis*, creator must be a spontaneous spellcaster; **Cost** 37,500 gp

Holy Pennant (Wondrous Item)

This pennant is 4 feet long and 1 foot wide at the hoist. Bright blue in color, it bears the image of a white swan at its center – the sigil of Orana, the first swan knight. Ariniel normally bears this pennant affixed to her lance.

Aura strong abjuration; **CL** 15th

Slot none; **Price** 256,000 gp; **Weight** 6 lbs.

DESCRIPTION

This noble pennant projects a permanent holy aura, as the spell, affecting all good-aligned creatures within 20 feet.

CONSTRUCTION

Requirements Craft Wondrous Item, holy aura; **Cost** 128,000 gp

Hunger Pastry (Wondrous Item)

These delicious thumb-sized pastries are filled with jellied fruit or a similar confection. They are so delectable that few can resist eating them.

Aura faint enchantment; **CL** 5th

Slot none; **Price** 750 gp; **Weight** –

DESCRIPTION

After eating the pastry, a creature must make a DC 15 Will saving throw or be affected by a suggestion to eat every edible item it can find.

CONSTRUCTION

Requirements Craft Wondrous Item, suggestion; **Cost** 375 gp

Ice Moccasins (Wondrous Item)

Karok, a renowned Albadian leatherworker and enchanter, has made and sold more magical items than perhaps anyone in Ghelspad. One of his specialties is his winter moccasins, which are made from exotic blue-white leather.

Aura faint abjuration and transmutation; **CL** 5th

Slot feet; **Price** 12,625 gp; **Weight** 1 lb.

DESCRIPTION

The wearer of these moccasins is able to travel across snow at her normal speed, leaving no tracks. Additionally, the moccasins

enable her to travel at normal speed across even the slipperiest of ice without falling or slipping (horizontal surfaces only, not vertical or sharply slanted ones). The wearer is also kept warm, as if she were affected by an *endure elements* spell.

Finally, three times per day, the wearer may water walk, as the spell.

CONSTRUCTION

Requirements Craft Wondrous Item, cat's grace, *endure elements*, *pass without trace*, *water walk*; **Cost** 6,312 gp

Irontusk (Magic Weapon)

This slightly curved greatsword is crafted from the tusk from an iron tusk (a magical giant boar). The wooden grip is of high craftsmanship, ornately carved and wrapped in the hide of the slain tusk.

Aura moderate evocation and transmutation; **CL** 13th

Slot none; **Price** 83,350 gp; **Weight** 10 lbs.

DESCRIPTION

This +3 keen greatsword of wounding grants the wielder the Combat Reflexes feat while it is held.

CONSTRUCTION

Requirements Combat Reflexes, Craft Magic Arms and Armor, *bleed*, cat's grace, *keen edge*; **Cost** 41,675 gp

Karbrud's Fang (Magic Weapon)

Karbrud, the Jade Hound, was one of the titan Gaurak's three great hunting beasts, known for its unearthly speed and its immunity to afflictions; the unique blade that Hassek Ruukbrood carries was allegedly fashioned from one of Karbrud's teeth. The blade is yellowish-white, set into a grip of cold iron.

Aura moderate abjuration and transmutation; **CL** 10th

Slot none; **Price** 108,302 gp; **Weight** 0.5 lbs.

DESCRIPTION

This weapon functions as a +2 adamantite dagger of speed, granting its owner freedom of movement as long as he holds the blade. In addition, the wielder gains a +10-foot bonus to speed when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. This bonus stacks with any other bonuses to the owner's land speed.

Finally, the wielder has a +5 resistance bonus to Fortitude saving throws against poison and disease.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, bull's endurance, freedom of movement, *haste*; **Cost** 54,151 gp

Landshark Battle Gloves (Magic Weapon)

Each of these ornately worked leather gloves has three metal blades that extend out 8 inches.

Aura faint conjuration and transmutation; **CL** 6th

Slot hands; **Price** 58,802 gp (pair); **Weight** 1 lb. each

DESCRIPTION

The battle gloves function as +2 keen manticora claw gauntlets and also provide a +2 armor bonus to AC.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, mage armor, keen edge; **Cost** 29,401 gp (pair)

Platinum Ring of Hedrada (Ring)

These rings are created only for members of the High Council of Hedrada, who wear them as a sign of office. Over the years, several of the rings have been lost. Whenever word surfaces that one has been located, a group of clerics is immediately dispatched to recover the item.

Each of these rings is a platinum band. Engraved into it is the symbol of Hedrada, the two heads of which are each composed of a small, flawless diamond.

Aura moderate abjuration, divination, and evocation; **CL** 11th

Slot ring; **Price** 88,000 gp; **Weight** –

DESCRIPTION

These rings function for clerics of Hedrada only. For such wearers, they function as holy symbols and also confer three other benefits.

First, a permanent *magic circle against chaos* spell protects the wearer.

Second, by concentrating on a target creature he can see within 30 feet as a full-round action, the wearer can also discern lies (DC 14 + the wearer's Wisdom modifier) on that target.

Third, when the wearer casts *spiritual weapon*, he evokes one extra weapon of force for every five caster levels beyond 3rd, to a maximum of four hammers at 18th level. These weapons each function in all respects as the one normally created by the *spiritual weapon* spell. No two weapons can attack the same target at once; they must all attack separate targets. The wearer can redirect any number of them at the same time with a single move action.

CONSTRUCTION

Requirements Forge Ring, *magic circle against chaos*, *discern lies*, *spiritual weapon*, creator must worship Hedrada; **Cost** 44,000 gp

Polar Bear Earring (Wondrous Item)

Crafted from a polar bear's bones, shaped like a small claw and intricately carved with spiral designs, this item gives its wearer the power to draw on the bear's resilience in times of need.

Aura faint abjuration and transmutation; **CL** 8th

Slot none; **Price** 40,000 gp; **Weight** –

DESCRIPTION

The wearer of this item gains resist cold 20. A wearer with the rage class feature also gains the scent rage power while raging.

Further, three times per day as an immediate action, the wearer may gain a +5 resistance bonus to saving throws, lasting until the end of the wearer's next turn.

CONSTRUCTION

Requirements Craft Wondrous Item, bloodhound, resist energy, resistance; **Cost** 20,000 gp

Prophet's Vanity (Wondrous Item)

This small, oval mirror measures about 6 inches tall and 4 inches wide. A finely crafted pewter frame, engraved with various symmetrical designs, surrounds the silvery glass. The frame also sports fastenings so that it could be hung by a chain from a hook.

Aura faint abjuration and illusion; **CL** 8th

Slot none; **Price** 32,000 gp; **Weight** 2 lbs.

DESCRIPTION

This mirror can be used as the focus for scrying spells. In addition, though, any divination spell directed at the possessor of the vanity instead reports information as though the divination had been directed at the caster herself. Thus, if another wizard attempted to scry the owner's location, she would instead see herself and her own surroundings.

CONSTRUCTION

Requirements Craft Wondrous Item, *misdirection*, *obscure object*; **Cost** 16,000 gp

Ravager's Mask (Wondrous Item)

This mask is made from the flesh of a humanoid slain while suffering from a fear effect. It is crafted to resemble Vangal's symbol, a cloven shield.

Aura faint illusion and necromancy; **CL** 3rd

Slot eyes; **Price** 6,000 gp; **Weight** –

DESCRIPTION

This item functions as a holy symbol of Vangal. The mask allows its wearer to alter her appearance as with a *disguise self* spell. As part of the disguise, the mask can be changed to appear as a beard, domino, glasses, hood, veil, visor, or other facial feature or accessory.

In addition, the wearer gains a +5 bonus to Intimidate checks, and she suffers no penalty for intimidating a larger creature.

CONSTRUCTION

Requirements Craft Wondrous Item, *cause fear*, *disguise self*, creator must worship Vangal; **Cost** 3,000 gp

Ring of Weaponcall (Ring)

The sinuous shape of this iron ring resembles a single wave of water. It bears the image of a young woman holding a longsword aloft in her hands.

Aura moderate transmutation; **CL** 8th

Slot ring; **Price** 7,500 gp; **Weight** –

DESCRIPTION

On command, as a standard action, one item held in the hand wearing the ring disappears. The item can weigh no more than

10 pounds and must be able to be held in one hand. While stored within the ring in this way, the item has negligible weight. With a snap of the fingers (a swift action), the item reappears. A *ring of weaponcall* can store up to three items at a time. Spell durations affecting stored items are not suppressed, but continue to expire. If the ring's power is suppressed or dispelled, any stored items appear instantly, either in the wearer's hands or on the ground in an adjacent square.

CONSTRUCTION

Requirements Forge Ring, *shrink item*; **Cost** 3,750 gp

Robe of the Netherworld (Wondrous Item)

These robes seem to be made from cloth spun from threads of darkness. While they're created for individual members of the Obsidian Pyre, a sect of wizards that worship Belsameth, they have been known to wind up in the hands of non-members from time to time. Those who can escape the group's vicious retribution might even live long enough to enjoy the benefit of these powerful garments.

Aura faint abjuration, necromancy, transmutation; **CL** 8th

Slot body; **Price** 35,000 gp; **Weight** 2 lbs.

DESCRIPTION

This robe grants its wearer a +3 armor bonus to AC, and the save DC of any necromancy spell the wearer casts is increased by 2. Further, any undead created or summoned by the wearer receive +2 hit points per Hit Die.

In addition, as long as the wearer takes no hostile action against them, she may move about freely among uncontrolled, mindless undead, which perceive her as one of their own and do not attack.

CONSTRUCTION

Requirements Augment Summoning, Craft Wondrous Item, *command undead*, *mage armor*, *undead anatomy I*, creator must be a necromancer; **Cost** 17,500 gp

Seven Venom Dagger (Magic Weapon)

This finely crafted dagger has an extremely smooth, grooved black blade. Its hilt is studded with seven black opals, each concealing a hidden compartment designed to hold a different poison.

Aura strong necromancy [poison]; **CL** 12th

Slot none; **Price** 72,302 gp; **Weight** 1 lb.

DESCRIPTION

This weapon functions as a Small +4 dagger. Its hilt contains seven compartments, each of which can hold a different poison, which is magically filled by dipping the dagger in an actual sample of any injury poison (this process does not affect the original poison). Attuning the dagger to one sample of poison is a full-round action that provokes an attack of opportunity. Multiple doses of the same poison can be chosen.

Whenever the wielder hits a target with a melee attack using the dagger, he may use a free action to apply any one of the poisons to his target, draining that poison from one of the dagger's seven reservoirs.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *poison*; **Cost** 36,151 gp

Swarm Circlet (Wondrous Item)

This beautifully designed silver half-crown is worn about the back of the head. The ends, which extend to just over the ears, are finely engraved; one side features the picture of an ant, the other a hornet.

Aura moderate conjuration and transmutation; **CL** 9th

Slot headband; **Price** 40,000 gp; **Weight** 1 lb.

DESCRIPTION

Twice per day, the wearer may summon a swarm of biting ants (use the statistics for a spider swarm, as if summoned by the spell *summon swarm*). Once per day, he may use the spell *cape of wasps*. Once per week, he may use the spell *swarm skin*.

CONSTRUCTION

Requirements Craft Wondrous Items, *cape of wasps*, *summon swarm*, *swarm skin*; **Cost** 20,000 gp

Talisman of Resistance (Wondrous Item)

This small silver and gold amulet, created by Nerith Alia, is inlaid with various precious stones.

Aura moderate abjuration; **CL** 9th

Slot neck; **Price** 56,000 gp; **Weight** –

DESCRIPTION

The wearer of this amulet gains DR 15/magic.

CONSTRUCTION

Requirements Craft Wondrous Items, *stoneskin*; **Cost** 28,000 gp

Venomlash (Magic Weapon)

This long, jet-black whipsword is fashioned with vicious barbs so that it almost resembles a spiked chain as much as it does a blade.

Aura faint necromancy and transmutation; **CL** 5th

Slot none; **Price** 10,360 gp; **Weight** 3 lbs.

DESCRIPTION

This weapon functions as a +1 *countering whipsword*. Once per day, the wielder can use *poison* (as the spell, save DC 14) upon a creature struck by the whipsword as a free action.

CONSTRUCTION

Requirements Combat Reflexes, Craft Magic Arms and Armor, *cat's grace*, *poison*; **Cost** 5,180 gp

appendix b: Artifacts

Some of the artifacts of Scarn have mysterious origins, while others were crafted very purposefully by historical personages.

Crimson Warstaff (Minor Artifact)

This powerful item seems to have been crafted from gleaming red glass, with tiny runes of power etched across its surface. It vaguely resembles a stylized, serpentine red dragon, with its head at the top and its tail twisting gracefully downward. Anteas labored on this staff for many years, with divine inspiration from Chardun himself, and counts it among his greatest achievements.

Aura strong (varied); **CL** 20th

Slot none; **Weight** 6 lbs.

DESCRIPTION

This legendary weapon functions as a +2 *quarterstaff* with the *dedicated bond* and *unstoppable strike* legendary abilities; it is bonded to Anteas, in whose hands it is a much more potent magic item with numerous offensive and defensive abilities. The staff has 2 uses of legendary power per day.

While wielding the staff, Anteas gains a +2 luck bonus to AC and on saving throws, as well as spell resistance 23. He may use the staff to smite opponents: If he expends 1 charge (a free action), the staff deals double damage (x3 on a critical hit) for 1 round. In addition, when using his arcane pool to add special abilities to his staff, Anteas may add the following weapon special abilities: *axiomatic*, *corrosive burst*, *dispelling burst*, and *unholy*.

Unlike other magic staves, Anteas' *Crimson Warstaff* holds 50 charges and cannot be recharged normally. Anteas can recharge the staff using his staff weapon class feature (as a staff magus). Some of its powers use charges, while others don't. The staff does not lose its powers if it runs out of charges.

While he holds the staff, Anteas may use the following cantrips as if he had them prepared: *acid splash*, *detect magic*, *light*, *mage hand*, *ray of frost*, *spark*. In addition, the staff has numerous other powers that use charges.

The following powers drain 1 charge per use:

- *Continual flame*
- *Dispel magic*
- *Fireball* (10d6, Reflex DC 18 half)
- *Ice storm*
- *Levitate*
- *Lightning bolt* (10d6, Reflex DC 18 half)
- *Magic missile* (5 missiles)

The following powers drain 2 charges per use:

- *Cone of cold* (15d6, Reflex DC 20 half)
- *Hold monster* (Will DC 20)
- *Stoneskin*
- *Wall of fire*
- *Wall of ice*

The following powers drain 3 charges per use:

- *Chain lightning* (20d6, Reflex DC 21 half)
- *Chains of fire* (20d6, Reflex DC 21 half)
- *Globe of invulnerability*
- *Telekinesis* (400 lbs. max weight; Will DC 20 negates)
- *Wall of force* (in a 10-ft.-diameter hemisphere around the caster)

If this weapon is held by anyone who is not a lawful evil arcane spellcaster, she immediately gains two permanent negative levels. These negative levels remain as long as the weapon is held and cannot be overcome in any way (including through *restoration* spells). These negative levels disappear immediately once the weapon is dropped.

Dweomer Crystal (Minor Artifact)

These iridescent crystals sparkle with prismatic colors. They are rare, but powerful, mined from the deepest subterranean regions of the Scarred Lands. They are thought by some to be the crystallized remains of the titan Mesos, whose dismemberment and subsequent disintegration marked the beginning of the Divine War; some of the energy released when Mesos's very atoms were scattered is said to be contained within these crystals. Whatever their source, they are considered priceless by spellcasters everywhere.

Aura strong transmutation; **CL** 17th

Slot none; **Weight** 1 to 5 lbs.

DESCRIPTION

A dweomer crystal allows any spellcaster holding it to cast any spell applicable to his class, ignoring material component and spell focus requirements. The caster need not have the spell prepared, nor need he even know it: It must, however, appear on his class's spell list, and it must be of a level he can normally cast. The spell is cast at the holder's caster level, and it cannot be modified by metamagic feats or effects.

Rather than subtracting from the caster's usual daily spell slots, each spell level of any spell cast this way drains one charge from the dweomer crystal. For example, casting a 6th-level spell drains 6 charges from the crystal. Once all of a crystal's charges have been used, the dweomer crystal crumbles to dust.

When found, an average thumb-sized shard of dweomer crystal weighs about 1 pound and has as many as 10 charges. It has 1 hit point, a hardness of 2, and a break DC of 12. If destroyed, it explodes in a spread with a radius of 10 feet for each remaining charge. All creatures within range take 1d6 points of fire and force damage per charge. This damage can be halved by a successful Reflex save, but it ignores spell resistance and cannot be blocked, even by antimagic effects.

Galdor's Token of Vangal (Minor Artifact)

This filthy, rotting wooden amulet bears Vangal's dread symbol – the cloven, blood-drenched shield – scratched or slashed into it. Cherished for countless decades by the brutish warpriest Galdor the Deathless, this token has gained a degree of power far beyond that of other such trinkets.

Aura moderate transmutation; **CL** 16th

Slot neck; **Weight** –

DESCRIPTION

This amulet functions as a typical *divine token of Vangal* (see Appendix A) for any worshiper of Vangal, but its other abilities function only for Galdor. For him, the token has the *adroit* (*Ride*), *dedicated bond*, and *powerful legendary item* abilities, with 4 uses

of legendary power per day. While wearing his token, Galdor gains spell resistance 26.

As a swift action up to three times per day, Galdor can call upon the power of his faith to gain a +4 sacred bonus to Strength for 1 round. He can also expend one use of mythic power to treat one successful, non-critical attack roll as if he had rolled a natural 20, thus threatening a critical hit.

Further, Galdor may roll twice whenever he makes a critical confirmation roll, taking the better result. If he fails to confirm a critical hit, he can spend a daily use of channel negative energy to modify the confirmation roll, as with a standard *divine token of Vangal*. He must take the result of this third roll, even if it too fails.

Finally, when Galdor attacks in melee, his critical damage multiplier is increased by 1.

Hammer of Goran (Major Artifact)

This weapon resembles a massive mace as much as a warhammer, with a huge, flawless diamond mounted as its striking face. Legend claims that the haft of the hammer was originally a stray nail that dropped from one of Goran's weapons as he fought Thresh, one of Hrinruuk's mightiest spawn. The *Hammer of Goran* is said to function properly only in the hands of a dwarf of royal blood.

Aura strong evocation and transmutation; **CL** 20th

Slot none; **Weight** 8 lbs.

DESCRIPTION

This weapon functions as a +3 *warhammer* for anyone but a dwarf, with no other abilities.

If wielded by a dwarf, it becomes a +5 *axiomatic warhammer* that has the *bane* property when used against any titanspawn. Its possessor is immune to all fear effects and gains Great Cleave and Improved Sunder as bonus feats while he wields the hammer, even if he does not have the prerequisites. Once per day, the wielder may activate any one of the following effects as a swift action:

- +5 deflection bonus to AC for a number of hours equal to his Charisma bonus (minimum 1 hour)
- +6 morale bonus to Strength for a number of hours equal to his Charisma bonus (minimum 1 hour)
- +6 morale bonus to Constitution for a number of hours equal to his Charisma bonus (minimum 1 hour)

If the wielder is a dwarf of royal blood, he may activate all three of the above powers simultaneously (rather than choosing one), and he may also use *flame strike* (DC 20) once per day. In addition, the weapon gains the *potent* and *sacrosanct* legendary qualities. The hammer allows 2 uses of legendary power per day. When used against any titanspawn, it also gains the *mythic bane* quality.

Any evil non-dwarf creature that touches the *Hammer of Goran* must make a DC 30 Will save each round or take 5d8 points of damage; a successful save halves this damage. Titanspawn, of any alignment, who touch or hold the hammer must make a DC 35 Will save each round or take 10d8 damage (save half).

Key to the Fourth Shadow Gate (Minor Artifact)

The *Key to the Fourth Gate* is a tiny onyx cylinder the size of a pinky finger, carved with a mazelike network of grooves. It is attached at one end to a looped silver chain.

Aura strong illusion [shadow]; **CL** 12th

Slot none; **Weight** 1/2 lb.

DESCRIPTION

The bearer of this artifact can use the following abilities three times per day each:

- *Banish shadow** (DC 15)
- *Shadow step*

Once per day each, he may use the following powers:

- *Shadow conjuration** (DC 17)
- *Shadowy haven*

Once per week, as a standard action, the bearer may use the *Key to the Fourth Shadow Gate* to create an indestructible circular portal, roughly 8 feet in diameter. The gateway lasts until the bearer uses another standard action with the *Key* to close it. Otherwise, it can be closed only by a successful *greater dispel magic* or more powerful dispelling effects. The bearer of the *Key* or any incorporeal undead can step into the portal and emerge on the next round from any other opening that the *Key* has created. To all other living, corporeal creatures, the portal is impassable.

When a shadow portal is first created, again every hour thereafter for the first day, and then once every 24 hours for as long as it remains open, there is a 20% chance that 1d10 undead shadows emerge from the gate and attack any living thing in the vicinity, including the *Key*'s user. After fighting or driving off nearby living beings, the shadows remain clustered around the gate to attack anyone who approaches, after which any remaining shadows return to their home plane (the mysterious "Tower of Shadows").

DESTRUCTION

Exposure to 48 hours of continual sunlight destroys the *Key to the Fourth Shadow Gate*, reducing it to a tiny pile of black dust.

Oroladis (Minor Artifact)

Oroladis is a finely forged silver longsword, with a faint network of vines, leaves, and tiny flowers etched along its blade. Its silvery scabbard features graceful etchings of maidens and swans.

Aura strong (varied); **CL** 20th

Slot none; **Weight** 3 lbs.

DESCRIPTION

This weapon functions as a +1 *holy longsword*. However, when wielded by a swan knight, it is a legendary, intelligent +3 *holy valiant longsword* with the *everlasting*, *foe-biting*, and *unyielding* legendary abilities. It has 2 uses of legendary power per day.

The sword's special purpose is to avenge abused or dishonored maidens, and as long as the wielder pursues this purpose, it grants her a +2 luck bonus to all saving throws, a +2 sacred bonus to AC, and SR 20. Finally, it grants a swan knight the following powers: see *invisible* at will and *levitation* three times per day.

Oroladis is neutral good and communicates both verbally and telepathically, and it understands Celestial, Ledeian, and Veshian. However, it can read all languages as if by *comprehend languages* and can also *read magic* at will. It has Intelligence 14, Wisdom 12, Charisma 14, and Ego 20. The blade speaks in a commanding feminine voice and believes it knows Madriel's will better than any mortal wielder.

Robe of Diamonds (Major Artifact)

This vast robe resembles a huge net woven with thousands of diamonds, sapphires, rubies, and emeralds. It is a priceless artifact, and the gems alone would be worth more than 5 million gold pieces. This robe does not resize to its wearer, and so only a Huge or Gargantuan creature could effectively wear it.

Aura strong abjuration and necromancy; **CL** 20th

Slot body; **Weight** 50 lbs.

DESCRIPTION

This robe is a legendary item, bonded to Queen Ran. It contains 2 uses of legendary power, and its legendary surge (+1d6) can be used on any Strength- and Dexterity-based skill checks, as well as all Constitution checks.

The Robe has the following legendary abilities: *adroit* (Swim), *dedicated bond*, *eternal bond*, *everlasting*, *legendary fortification*, and *rejuvenating*. In addition, the robe grants its wearer a +6 armor bonus and a +5 resistance bonus to saves.

Lastly, the wearer may use *trap the soul* (DC 22) three times per day, trapping a soul in one of the countless gems on the cloak. (Queen Ran usually keeps several powerful extraplanar beings trapped in her robe and sets them free in exchange for a service.)

Royal Scepter of Calastia (Minor Artifact)

At all times, King Virduk wields this golden scepter, shaped like a mace crowned with a wreath of thorny leaves. While seemingly made of fragile gold, it is deceptively strong and useful as a weapon.

Aura strong (varied); **CL** 20th

Slot none; **Weight** 6 lbs.

DESCRIPTION

This item functions as a +5 *morningstar of wounding*. It also combines the powers of a *rod of negation* and a *rod of rulership*. If its rulership power is used for 500 minutes in a single year, it loses both its negation and rulership properties and becomes a simple +5 *morningstar of wounding*. However, as long as the rulership power has not been used for 500 minutes in the prior year, it is recharged fully at the end of the winter solstice, one of Chardun's holy days.

Only a worshiper of Chardun may wield the scepter freely; anyone else is targeted by the rod's rulership power. The target is compelled

to return the scepter to the nearest person of royal blood or, failing that, the nearest priest of Chardun.

If the scepter is held by a chaotic good character, she immediately gains three permanent negative levels. Any other character not of lawful evil alignment who holds it gains two permanent negative levels. These negative levels remain as long as the scepter is held and cannot be overcome in any way (including through *restoration* spells). These negative levels disappear immediately once the scepter is released.

Scepter of Nara-noden (Minor Artifact)

Crafted of jade and pearl, engraved with strange alien sea creatures, this 12-foot long scepter is capped with a carving resembling a gilled, fishlike man's face with wide, staring eyes. The elder sea hag Woonaga carved this scepter for Queen Ran in exchange for Ran's aid against the sea devils.

Aura strong (varied); **CL** 20th

Slot none; **Weight** 7 lbs.

DESCRIPTION

The scepter of Nara-noden is a legendary item, bonded to Queen Ran. It contains 4 uses of legendary power, and its legendary surge (+1d6) can be used on all concentration checks and caster level checks.

The scepter has the following legendary abilities: *dedicated bond*, *eternal bond*, *flexible bond*, *powerful* (already calculated above), and *returning*.

When the scepter is touched to any being's forehead, that being must make a DC 20 Fortitude save or else begin a terrible transformation into a sea creature, first gaining the amphibious quality, and then after 1d12 months, dying and reincarnating as a deep one (see *Pathfinder Roleplaying Game Bestiary 5*), utterly loyal to the holder of the scepter. Successfully saving renders the target immune to this effect of the scepter for 24 hours. Once the process has begun, a *break enchantment* or similar effect can stop it at any time before the target dies. Once the victim has fully transformed into a deep one, however, the process is irreversible save by a *miracle* or *wish* spell.

Staff of the Bleeding Earth (Minor Artifact)

Fashioned from dark wood and stained with splotches of crimson, this staff is thought to have been crafted by one of Lady Alliastra's ancestors.

Aura strong (varied); **CL** 18th

Slot none; **Weight** 4 lbs.

DESCRIPTION

This item functions as a +2 *quarterstaff*, although it gains the *bane* weapon ability when used against any titanspawn. Otherwise, it is a legendary item with 2 uses of legendary power per day and the *eternal bond* ability, bonded to Alliastra and those of her bloodline. When wielded by a bonded creature, it allows the use of several other powers; some of these use charges, while others don't. The staff has 20 charges, but it does not lose its powers if it runs out of charges.

The following powers do not use charges:

- *create water*
- *sense titanspawn* (as *detect evil*, but senses all titanspawn within 1 mile)
- *know direction*
- *pass without trace*
- *purify food and drink*

The following powers drain 1 charge per use:

- *barkskin*
- *charm animal* (Will DC 15)
- *move earth*
- *speak with animals*
- *speak with plants*

The following powers drain 2 charges per use:

- *command plants* (Will DC 18)
- *earth glide*
- *passwall*
- *wall of thorns*

The following powers drain 3 charges per use:

- *animate plants*
- *commune with nature*
- *word of recall* (must be contact with earth)

The *Staff of the Bleeding Earth* also grants its wielder a +4 enhancement bonus on caster level checks made to overcome the spell resistance of titanspawn.

Swords of Scarn (Major Artifacts)

At the beginning of the Divine War, a humble blacksmith named Pietr lost his wife and two children to titanspawn. In his grief, Pietr received a vision from the Great Champion, Corean, who instructed the smith in crafting six beautiful swords. Fueled by grief and religious fervor, along with the desire to forge a better world, he went to his workshop and did not emerge until he had crafted all six swords. Gleaming blades said to seek potential saviors of Scarn, each of these six mighty weapons could fill a fortnight's tales of glories past and yet untold.

Aura strong (varied); **CL** 20th

Slot none; **Weight** 3 lbs. each

DESCRIPTION

Each sword is a legendary +4 *courageous sacrosanct* longsword dedicated to Corean. Each blade also grants its wielder a +5 deflection bonus to AC (this bonus may not exceed the wearer's Charisma modifier, but is never less than +1). Once per day, as a swift action, the bearer may use *greater restoration* (as the spell, self only).

The *Swords of Scarn* each have 4 uses of legendary power per day, with the following legendary abilities: *powerful* (included in the uses of legendary power above) and *rejuvenating*. Each sword also has one additional legendary power unique to that blade, listed under its individual entry below.

Unlike most legendary items, should a *Sword of Scarn* find its current bearer worthy, it bonds willingly with that wielder (and it can rescind this bond should it ever find the bearer unworthy).

Ertmodl, the Earth Sword: A glowing piece of magma marks the pommel of the *Earth Sword of Scarn*. Stylized mountain ranges are etched upon the line separating the midrib from the edge.

Ertmodl has the *bane (earth outsider)* and *corrosive burst* weapon special abilities. It also has the *everlasting* legendary ability, although its bearer continues to age normally. Ertmodl grants its bearer a +2 enhancement bonus to Strength and Constitution, as well as acid resistance 20.

Once per day, the wielder may use *dominate monster* (earth outsiders only, DC 30), *stone shape*, and *stoneskin* (self only).

Fahenia, the Fire Sword: A deep red ruby adorns the pommel of the *Fire Sword of Scarn*. Stylized etchings, designed to resemble a firestorm, adorn the blade.

Fahenia has the *bane (fire outsider)* and *flaming burst* special abilities, along with the *foe-biting* legendary ability. It grants its wielder a +2 enhancement bonus to Constitution and Wisdom, as well as fire resistance 20.

Once per day, the bearer may use *dominate monster* (fire outsiders only, DC 30), *fire shield* (warm shield only), and *haste* (self only).

Huriki, the Air Sword: Stylized clouds and wind lace this blade's fuller, spreading like a whirlwind from the deep blue sapphire embedded in the pommel.

The *Air Sword of Scarn* has the *bane (air outsider)* and *shocking burst* special abilities, plus the *adroit (Fly)* legendary ability. Huriki grants a +2 enhancement bonus to Dexterity and Charisma, as well as electricity resistance 20.

Once per day, the bearer may use *dominate monster* (air outsiders only, DC 30), *fly* (self only), and *wind wall*.

Izlander, the Ice Sword: The *Ice Sword of Scarn* has a clear, bright diamond embedded in its pommel. Curious etchings run from the chape to the point, giving it the subtle appearance of an icicle hanging from the hilt.

Izlander has the *bane (cold outsider)* and *icy burst* abilities, with the *foe-biting* legendary ability. It grants its wielder a +2 enhancement bonus to Dexterity and Constitution, as well as electricity resistance 20.

Once per day, the bearer may use *dominate monster* (cold outsiders only, DC 30), *fire shield* (chill shield only), and *slow* (DC 25).

Mageli, the Magic Sword: Boasting a tiger-eye stone in its pommel, this silvery blade is inscribed with inscrutable arcane runes across both blade and hilt.

Mageli has the *conductive* and *spellstealing* weapon special abilities, with the *metamagician* legendary ability. The *Magic Sword*

of *Scarn* also grants a +2 enhancement bonus to Intelligence and Wisdom, as well as spell resistance 23.

Once per day, the bearer may use *dispel magic*, *dominate monster* (magical beasts only, DC 30), and *lesser globe of invulnerability*.

Shargar, the Shadow Sword: The *Shadow Sword of Scarn* shines like its fellows, but bears midnight black onyx in its pommel, while faint, indiscernible images seem to dance along the blade.

Shargar has the *heartseeking* and *ominous* (DC 25) special abilities, with the *unstoppable strike* legendary ability. The *Shadow Sword of Scarn* grants its bearer a +2 enhancement bonus to Dexterity and Intelligence, as well as DR 10/– against non-elemental outsiders.

Once per day, the bearer may use *dominate monster* (non-lawful, non-elemental outsiders only, DC 30), *shadow conjuration* (DC 25), and *shadow evocation* (DC 25).

DESTRUCTION

Only a creature currently bonded with a *Sword of Scarn* may destroy it, by smashing it upon Golthagga's anvil, and only if the creature does so of its own free will (although magical coercion by a deity or powerful mythic being might bypass this latter requirement).

Yugman's Scarlet Robe (Minor Artifact)

This voluminous, gold-trimmed scarlet robe might be considered gaudy even by a color-blind ironborn rug merchant.

Aura strong (varied); **CL** 20th

Slot body; **Weight** 4 lbs.

DESCRIPTION

This garment is attuned to chaotic neutral wearers only. To other wearers, the robe offers no powers or has no effects unless the wearer's alignment doesn't match that of the robe (see below). Further, only an arcane spellcaster can fully realize this potent magic item's powers once the robe is donned.

These powers are as follows:

- spell resistance 25
- +10 armor bonus to AC
- +6 resistance bonus on all saving throws
- +5 enhancement bonus on caster level checks made to overcome spell resistance

If this robe is donned by a lawful evil or lawful good character, she immediately gains three permanent negative levels. A neutral evil, neutral good, or lawful neutral character who puts on the robe gains two permanent negative levels. A chaotic evil, chaotic good, or true neutral character who puts on the robe gains one permanent negative level.

These negative levels remain as long as the garment is worn and cannot be overcome in any way (including through *restoration* spells). They disappear immediately once the robe is taken off or removed.

appendix c: New Archetypes & Bloodlines

Each of these new archetypes can be used by players with a GM's agreement, but several of them are decidedly villainous in nature, and thus best used by enemies of the player characters.

Blood Alchemist (Alchemist Bloodline)

Most alchemy is performed under strict scientific guidelines in a well-maintained laboratory, using meticulously studied methods and isolated samples. Of course, most alchemy doesn't allow its practitioners to grow sinister claws, toss bombs that burn with unnatural potency, or heal their wounds by drinking the blood of titanspawn.

Alignment: Any non-lawful.

Titanspawn: While the blood alchemist may not actually serve the titans, his regular exposure to titanspawn blood and other essences of the titans has altered his body. A blood alchemist is considered titanspawn for the purpose of any class feature, spell, or effect that targets or affects titanspawn.

Tainted Blood (Su): At 1st level, the blood alchemist prefers to drench enemies with vials of virulent titanspawn blood instead of fiery bombs. His bombs deal acid and negative energy damage instead of fire. This ability modifies bomb.

Titanic Fury (Su): At 1st level, when the blood alchemist creates a mutagen, he adds just enough titanspawn blood to alter it into something different than what a typical alchemist would produce. Instead of gaining a natural armor bonus, the blood alchemist gains a bite and two claw attacks that deal 1d4 base damage each (1d3 if he is Small). If he chooses to increase his Dexterity with the mutagen, the blood alchemist may use his Dexterity modifier on attack rolls using these natural weapons as though he had the Weapon Finesse feat.

This ability modifies mutagen.

Selective Sanguivore Discovery: At 2nd level, the blood alchemist must choose the selective sanguivore discovery (see below).

Inherit Form Discovery: At 4th level, the blood alchemist must choose the inherit form discovery (see below).

New Alchemist Discoveries

Selective Sanguivore

Prerequisite: Blood alchemist 2

Benefit: Once per day, after drinking a specially prepared concoction containing least a few drops of titanspawn blood, you heal an amount of hit points equal to 1d8 + your Intelligence modifier. You then gain fast healing 1 for a number of rounds equal to your class level.

Inherit Form

Prerequisite: Blood alchemist 4

Benefit: Once per day, after drinking a specially prepared concoction containing least a few drops of titanspawn blood, you gain the effects of *alter self*, altering your appearance to emulate that of the type of humanoid titanspawn whose blood you used in creating the mixture. You also gain the ability to understand and speak Titan Speech while this transmutation remains in effect, if you do not already speak it.

At 8th level, this ability allows you to alter your form as if you had cast either *beast shape I* or *monstrous physique I*.

Gluttonous (Sorcerer Bloodline)

Sons of Gaurak the Glutton are marked by his rapaciousness and unholy hunger. Such sorcerers often show their bloodline through either massive corpulence or skeletal thinness.

While you may bear Gaurak's curse, you also inherit some of his legendary resilience and his ability to eat anything.

Class Skill: Survival.

Bonus Spells: *corrosive touch* (3rd), *extreme flexibility* (5th), *eruptive pustules* (7th), *dragon's breath* (black or green only) (9th), *hungry pit* (11th), *repulsion* (13th), *caustic eruption* (15th), *frightful aspect* (17th), *transmute blood to acid* (19th)

Bonus Feats: Burning Spell, Combat Casting, Defensive Combat Training, Destructive Dispel, Dodge, Improved Natural Attack, Toughness, Weapon Finesse

Bloodline Arcana: Whenever you reduce a creature to 0 hit points with a bite attack or acid damage, you gain temporary hit points equal to half your sorcerer level.

Bloodline Powers: The Glutton's influence manifests in bodily changes: First, you grow fangs, then gradually other bodily horrors, culminating in your becoming something worthy of a scion of the Devourer.

Gluttonous Jaws (Ex): At 1st level, your jaw can distend drastically, teeth elongating and sharpening, so that you gain a vicious bite attack. This is a primary natural attack that deals 1d6 piercing damage, plus your Strength modifier. The bite may also be used to deliver touch attacks.

Glutton's Resilience (Su): At 3rd level, you become immune to all diseases, ingested poisons, or other afflictions contracted through ingestion. You also gain resist acid 5.

Grotesque Morphism (Ex): At 9th level, you develop either extreme adiposity or extreme emaciation (choose one). Either way, you receive a +2 bonus to Intimidate checks. You also gain DR 5/magic; this increases to DR 10/magic at 13th level. Your bite attack now deals 1d6 acid damage in addition to its piercing damage.

Arcane Consumption (Su): At 15th level, your bloodline arcana power strengthens. Once per round when you deal acid damage, you gain temporary hit points equal to your sorcerer level.

Toothy Horror (Ex): At 20th level, your form becomes truly grotesque and unnatural. You gain DR 10/—, and you gain the *fortification* universal monster ability (granting a 50% chance to resist any critical hit or sneak attack scored against you). In addition, your bite attack now deals 1d8 piercing damage and 2d6 acid damage.

Penumbral Lord (Wizard Archetype)

Masters of shadow magic techniques stolen from their ancient slarecian masters (who themselves stole it from the goddess Drendari), the penumbral lords continue to exploit their ill-gotten knowledge.

Your affinity for darkness and your ability to bend shadows to your will has earned you infamy among not just the superstitious commonalty, but other wizards as well.

Alignment: Any non-good.

Arcane School: At 1st level, you must select illusion (shadow) as your arcane school. The following power replaces the standard blinding darkness power of the illusion (shadow) school.

Shadow Casting (Su): At 1st level, whenever you cast an illusion (shadow) spell in an area of dim light or darkness, you may power the spell using a portion of your own life energy. You may sacrifice 1d4 hit points per spell level. If you do so, you do not expend the prepared spell slot as you cast it; once cast, the spell remains prepared, as if you had not cast it. The loss of hit points from shadow casting cannot be deferred, reduced, or prevented in any way, although it may be healed normally afterward.

Darkvision (Su): At 1st level, you gain darkvision 60 feet. If you already have darkvision, the range increases by 30 feet. This feature replaces scribe scroll.

Living Shadow (Ex): Your own shadow becomes your familiar, which follows the normal rules for advancement and has the following base statistics. Instead of gaining bonuses to its natural armor, the shadow familiar gains bonuses to its deflection bonus. You no longer cast a shadow whenever your familiar is active or beyond your reach.

SHADOW

NE Small undead (incorporeal)

Init +2; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 16, touch 16, flat-footed 13 (+2 deflection, +2 Dex, +1 dodge, +1 size)

hp 6 (1d8+2)

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

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

offense

Spd fly 30 ft. (good)

Melee incorporeal touch +2 (1d4 negative energy)

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +0; **CMB** +1; **CMD** 14

Feats Dodge^B

Skills Fly +6, Intimidate +6, Perception +5, Stealth +6 (+10 in dim light, +2 in bright light); **Racial Modifiers** +4 Stealth in dim light (-4 in bright light)

Languages same as master

The master of a shadow familiar gains a +3 bonus on Stealth checks.

This ability replaces arcane bond.

Dark Arts (Su): At 5th level, you increase the effectiveness of all illusion (shadow) spells you cast. The DC to save against your illusion (shadow) spells increases by 1 and the damage caused by illusion (shadow) spell effects or by shadow creatures you summon increases by 20%.

This ability replaces the bonus feat gained at 5th level.

Reaver (Inquisitor Archetype)

The reaver, sometimes called the ravager, is a devotee of Vangal, God of Destruction. Often, one who takes up this mantle has followed the path of the ravager since childhood, whether knowingly or not: At an early age, she may have received dreams and visions of great wars and massacres, perhaps ancient battles that occurred long before the Divine War or others yet to come. An unruly child prone to violence and disorder, she grows into a wild adult always surrounded by disasters, bloodshed, and misfortune.

Alignment: Chaotic neutral or chaotic evil.

Skills: The reaver loses Diplomacy, Disguise, and Heal as class skills.

Armor and Weapon Proficiencies: The reaver is proficient with all simple weapons, plus spiked armor and all types of axes. She is also proficient with light armor, medium armor, and heavy armor, but not with shields.

Judgments: The reaver cannot use the justice or purity judgments, but gains access to the following two new judgments.

Bleeding: The inquisitor's melee weapons inflict grievous wounds, causing opponents to bleed. A living creature that takes damage from the inquisitor's weapon attacks suffers 1 point of bleed damage each round at the start of the affected creature's turn. The bleed damage increases by 1 for every three inquisitor levels she possesses, to a maximum of 7 bleed at 18th level. This bleeding can be stopped by a successful DC 15 Heal skill check or through the application of any magical healing.

Reaving: The inquisitor is filled with her deity's rage and strength, granting her a +1 bonus to CMB on all sunder maneuver checks. This bonus increases by +1 for every three inquisitor levels she possesses, to a maximum of +7 at 18th level. Unless the inquisitor has Improved Sunder (or a similar ability), the sunder attempt provokes attacks of opportunity. At 10th level, the inquisitor's sunder attempts no longer provoke attacks of opportunity while she uses this judgment.

Ferocious Gaze (Ex): Reavers are skilled at intimidating their foes using both their natural presence and their physical strength. The inquisitor receives Intimidating Prowess as a bonus feat. She also gains a morale bonus on all Intimidate checks equal to 1/2 her inquisitor level (minimum +1).

This feature replaces stern gaze.

Deathwatch (Sp): At 2nd level, an inquisitor may use *deathwatch* at will. This feature replaces *detect alignment*.

Discern the Hidden (Ex): Also at 2nd level, the inquisitor adds 1/2 her level on Perception checks made to locate creatures she can't see. When she succeeds at a Perception check to locate a creature she can't see and the check exceeds the DC by 10 or more, the inquisitor can pinpoint the exact square (or squares) the creature currently occupies.

This feature replaces track.

Reaver's Steed (Sp): At 5th level, the inquisitor can summon a *phantom steed*, as the spell, for up 1 hour per inquisitor level each day. This total duration need not be consecutive, but must occur in increments of 1 hour. At 10th level, this ability functions as *communal phantom steed*.

This feature replaces *discern lies*.

Seal of the Gods (Oracle Archetype)

When the Titanswar was over, the gods agreed to the Divine Truce, brought into being to unite their forces on Scarn against the titanspawn or any other threat to the world, so that the Victors would never battle each other directly. Through the Truce, they would instead settle any disagreements through mortal representatives on Scarn.

To confirm and ratify the Truce, the gods reached out to their oracles — divine spellcasters who answer to all the divinities, as opposed to clerics who serve a specific deity — and introduced to them the path of the seal of the gods. These oracles of the Order of the Seal, as they are now known, would act as mortal conduits representing not just one, but all of the major gods of Scarn.

Alignment: Any neutral.

Mystery of the Seal: The seal of the gods may choose any mystery at 1st level. However, he does not learn bonus spells from this mystery as he advances in level.

This feature modifies mystery.

Revelations: The seal of the gods may choose his revelations freely from all mysteries, not only from the mystery he chose at 1st level.

Final Revelation: The seal of the gods may choose his final revelation from any mystery. He must have at least one revelation from that mystery to choose its final revelation.

Know the Enemy: The seal of the gods adds half his level (minimum +1) to Knowledge checks made against titanspawn and other enemies of the gods. He may make Knowledge skill checks untrained when attempting to identify such creatures.

appendix d: New Prestige Class

The crypt lord prestige class is meant for the GM to use in building challenging NPC villains, not for player characters. An evil player character spellcaster might be allowed to take levels in this class, but should do so only with the GM's approval since the prestige class can be particularly powerful in combination with certain core classes.

Crypt Lord

Crypt lords have chosen to leave the world of the living behind to focus on the power granted by the netherworld. They are among the most notorious of death-mages, distrusted even by the council of necromancers that rules over Hollowfaust. The necromancers of Glivid-Autel were outcast from Hollowfaust partly due to the crypt lords they counted among their ranks.

As a crypt lord increases in skill, he develops powers over the undead, and his own body begins to show certain undead traits. He even learns to channel negative energy, like an evil cleric. Crypt lords come almost exclusively from the ranks of wizards and other arcane spellcaster, specialist necromancers in particular. Some priests of Belsameth and Chardun venture down this path as well, though, finding themselves addicted to the touch of unlife.

Crypt lords are often found near locations infested by undead, far from civilization. A crypt lord's ability to pass unmolested among undead allows him to investigate and inhabit ancient ruins and old crypts almost with impunity. However, most humanoid societies find crypt lords to be abhorrent and refuse to traffic with such death-brokers.

Role: With access to a wide variety of spells and class features that create, augment, and heal undead, the crypt lord is at his best when standing among his undead servants as they march forward to do his bidding, while he supports with offensive death magic.

Hit Die: d6

Requirements

To qualify to become a crypt lord, a character must fulfill all the following criteria.

Alignment: A crypt lord must be of evil alignment

Feats: Spell Focus (necromancy)

Skills: Knowledge (religion) 7 ranks

Spells: Must be able to cast at least seven necromancy spells, one of which must be of 3rd level or higher

Class Skills

The crypt lord's class skills (and the key ability for each) are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Intelligence modifier

Class Features

All of the following are class features of the crypt lord prestige class.

Weapon and Armor Proficiencies: Crypt lords gain no proficiency with any weapon or armor.

Spells per Day: When a new crypt lord level is gained, 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 other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a crypt lord, he must decide to which class he adds the new level for purposes of determining spells per day.

Undead Familiar: At 1st level, the crypt lord either attracts an

Crypt Lord

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Undead familiar, undead master	+1 level of existing class
2nd	+1	+1	+1	+1	Channel negative energy 1d6	+1 level of existing class
3rd	+1	+1	+1	+2	Command undead	+1 level of existing class
4th	+2	+1	+1	+2	Channel negative energy 2d6	+1 level of existing class
5th	+2	+2	+2	+3	Become death, nightmare horde	+1 level of existing class
6th	+3	+2	+2	+3	Channel negative energy 3d6	+1 level of existing class
7th	+3	+2	+2	+4	Become death	+1 level of existing class
8th	+4	+3	+3	+4	Channel negative energy 4d6	+1 level of existing class
9th	+4	+3	+3	+5	Become death	+1 level of existing class
10th	+5	+3	+3	+5	Channel negative energy 5d6, lich lore	+1 level of existing class

undead familiar or performs a ritual that augments his existing familiar. Either way, the crypt lord gains a familiar of his choice, as a wizard of the same level. The familiar gains either the skeleton or zombie template. A skeletal familiar does not lose its fly speed, but its maneuverability drops to clumsy. A zombie familiar does not gain the staggered quality.

For the purpose of determining the familiar's statistics, powers, and abilities, the crypt lord's class levels stack with any existing levels in classes that also grant a familiar.

Undead Master: Also at 1st level, the crypt lord gains Undead Master as a bonus feat.

Channel Negative Energy (Su): At 2nd level, the crypt lord gains the ability to channel negative energy as shown on the table above. He can channel energy a number of times per day equal to his class level. The DC of the save for this effect is equal to 10 + the crypt lord's class level + his Charisma modifier.

If he already had the ability to channel negative energy, the crypt lord adds the channel negative energy dice gained as a crypt lord to her total channel energy dice, and he adds his prestige class level to the number of times per day he can channel negative energy.

Command Undead: At 3rd level, the crypt lord gains Command Undead as a bonus feat. The save DC for turning undead is 10 + the crypt lord's class levels + half of any cleric or wizard levels + his Charisma modifier.

Become Death: At 5th level, the crypt lord is no longer affected by negative energy channeled to harm living creatures. His body

becomes clammy and pallid, deadened and unfeeling, granting him a +2 natural armor bonus to AC. (This does not stack with other natural armor.)

At 7th level, the crypt lord is actually healed by negative energy channeled to heal undead. The crypt lord's body begins to show visible signs of decay at this point, like a putrefying corpse. Mindless, uncontrolled undead regard him as undead and do not attack him unless he takes hostile action against them. His natural armor bonus increases to +4.

At 9th level, the crypt lord can be healed by negative energy from *inflict wounds* spells and similar effects. He now takes damage from positive channeled energy and *cure wounds* spells, as if he were an undead creature. Even free-willed undead now tend to regard him as undead and are unlikely to attack unless he takes hostile action against them. His natural armor bonus increases to +6.

Nightmare Horde: Also at 5th level, the crypt lord improves his ability to create and control undead minions. Any undead he creates gain the maximum amount of hit points possible for their first 2 HD. (They still get average hit points for any further HD beyond 2.)

In addition, when he casts *animate dead* or uses the Command Undead feat, the crypt lord is now considered to be six levels higher when determining the number of Hit Dice he animates. When he casts *command undead*, the duration is tripled.

Lich Lore: At 10th level, the crypt lord gains Craft Wondrous Item as a bonus feat and may create a lich's phylactery for himself without paying the usual cost in gp.



appendix e: New Races

Two new races appear here: forsaken elves, the titan-cursed high elves of distant Termana; and the batlike piterin, or “bat devils.”

Elf, Forsaken

Far from Ghelspad, on the northern half of the continent of Termana, the high elves once fought against the Charduni Empire for thousands of years. The elves’ empire was similarly mighty, and they were gifted in the arts of both warfare and arcane magic. Following the teachings and wisdom of their learned, powerful god, they turned the wrath of the titans more than once.

The Divine War changed all of that. The high elves were virtually destroyed during the final battle with Chern the Plaguebringer. The titan, who had already been badly wounded by the goddess Madriel at the Bridge of Betrayal on Ghelspad, had been attempting to flee across the sea so that he could escape to Termana. When he came within sight of the shores, however, he found the shining legions of the high elves waiting, standing alongside their radiant god, accompanied by his herald and his highest priests.

Ever spiteful, Chern turned his plagues to warp the mind of the lost god’s herald, who struck his own patron down in a fit of vindictive laughter. Enraged, the elves flew upon Chern and finally brought down the titan, with their god’s high priest Vladewyn crawling up Chern’s arm, tearing open his chest, and stabbing the titan’s heart (thus becoming known ever after as Vladewyn the Titanslayer).

Yet, even in the elves’ victory, the true power of Chern’s curse became manifest. As they stared upon the beautiful form of their fallen god, no elf could remember his name. In fact, they

That Which Abides

The forsaken elves can no longer remember the name of their god. Nor can anyone else, even beings of deific power. Now the fallen god is referred to simply as “That Which Abides,” and the elves’ worship of him is strangely abstract. Many high elves still pray to him fervently, yet their prayers go unanswered. Others betray the memory of That Which Abides and turn to other gods, gaining elven immunities and losing the Chern’s plague trait. In Termana, rumors abound that the lost god’s high priest, Vladewyn, seeks to resurrect the fallen god and will stop at nothing to do so.

If That Which Abides were to be resurrected, any forsaken elf who returns to him would become a typical high elf again, using the standard high elf racial traits. GMs who wish to set their campaign after a theoretical resurrection can still have forsaken elves in the campaign, representing elves who have lost themselves so thoroughly that they remain forsaken, even after their god’s resurrection.

As a GM, if you wish to incorporate this story arc, you can consult the *Dead God Trilogy* and *The Faithful and the Forsaken*, but you should by no means consider yourself bound to those stories and ideas: whether or not Jandaevos returns (if that is even his name or if he ever existed at all in your version of the world) is up to you.

could remember nothing about him, save that he was once their deity. They knew only loss. As some of the Divine Victors arrived, even they, to their horror, found they could recall little of their fallen brother. Chern had won a terrible victory even in losing the battle: No power could resurrect that which abided now in death, for none could remember him.

The high elves, now referring to themselves as the “forsaken elves,” are a broken people. Chern shattered their spirit when he slew That Which Abides (see sidebar), but his curse has expressed itself in other ways as well. Chern took away their deity and left them a wasted, empty people without recourse to divine spellcasting (unless they turn away from their fallen god and worship one of the other Victors, an act frowned upon by forsaken elves everywhere).

The Plaguebringer’s awful curse has also affected the race physiologically, rendering the elves barren and infertile. Now, most forsaken elf pregnancies self-terminate, and those children that do come to term are sickly and barely survive a week afterward. The elves are long-lived, but they are still aging, and they cannot reproduce. Their race, thanks to the Great Sickness, is dying.

Forsaken elves look similar to the wood elves of Ghelspad’s Ganjus, save that their sclera, the white part of the eye, is instead deep black, surrounding a brightly colored iris. This black-eyed abnormality, too, is a mark of Chern’s curse.

Male Names: Caladrel, Dorinior, Heldalel, Lanliss, Meirdrael, Seldlon, Talathel, Variel, Zordlon

Female Names: Amrunelara, Dardlara, Faunra, Jathal, Merisiel, Oparal, Soumral, Tessara, Yalandlara

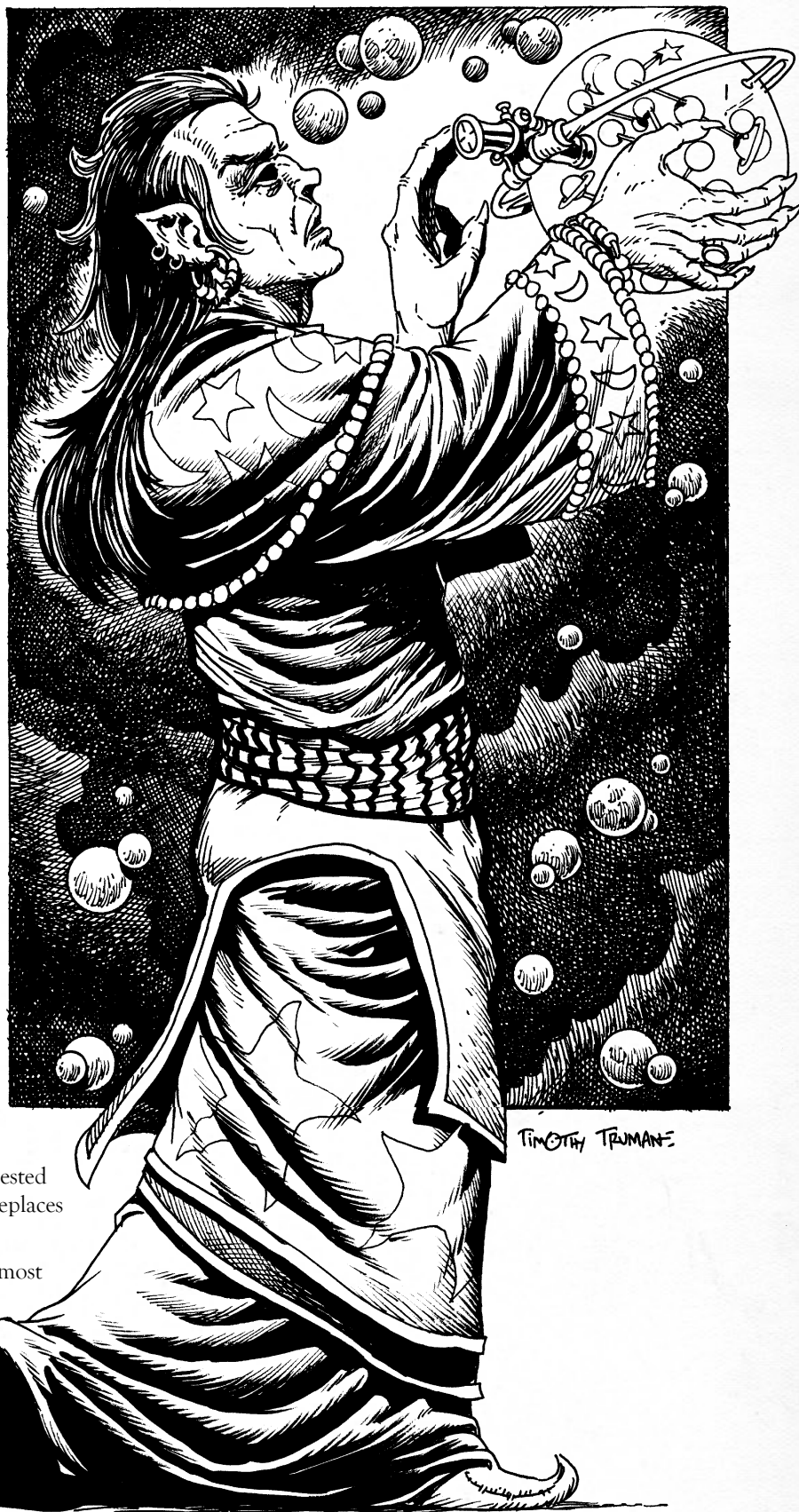
Forsaken Elf Racial Traits

Forsaken elves use standard elf racial traits as described in the *Pathfinder Roleplaying Game Core Rulebook*, but with the following alternate traits:

Chern’s Plague: Exposure to Chern’s curse has given forsaken elves a strange resistance to other diseases, granting them a +2 racial saving throw against disease, ingested poisons, and becoming nauseated or sickened. This trait replaces elven immunities.

Veteran of the Divine War: Chern’s curse leaves most forsaken elves unable to conceive children. A forsaken elf starting character must be at least 175 years old, middle-aged, and thus already suffering from the effects of aging.

Languages: Forsaken elves begin play speaking Elduran (the modern Termanan dialect of High Elvish) and any one other language (except secret languages). Elves with



high Intelligence scores can choose from among any common, exotic, or old languages.

Alternate Racial Traits

Forsaken elves can choose from among several of the alternate elf racial traits from *Pathfinder Roleplaying Game: Advanced Race Guide*, as follows.

- arcane focus
- dreamspeaker (replaces Chern's plague)
- elemental resistance
- envoy

In addition, a forsaken elf may select the following alternate racial trait:

Young Forsaken Elf: Successful births are extremely rare among the forsaken elves. Even those very few who do survive birth and live to adulthood almost always have some defect or other visible trait or mutation that sets them apart. Select one of the following options (you are encouraged to create your own variations, which should include a minor benefit and an offsetting penalty):

Double Pupil: Your mutation, a double pupil, allows you to track movement very well at a distance, giving a +1 racial bonus to all ranged attacks. However, you also suffer a -2 penalty on Perception checks to spot stationary objects or creatures within 30 feet of you. This trait replaces keen senses.

Roseborn: Your black sclera is shot through with fiery red streaks and spots. This mutation is an indicator for magical aptitude. Your caster level for all arcane spells is treated as +1 level higher. However, you lose the +2 racial bonus to Dexterity that elves normally receive.

This trait replaces veteran of the Divine War and can modify the standard elven racial ability score modifiers.

Piterin

Often called “bat devils” by the villagers and country folk who fear them, these winged humanoids are actually part of a diverse and storied race called the piterin.

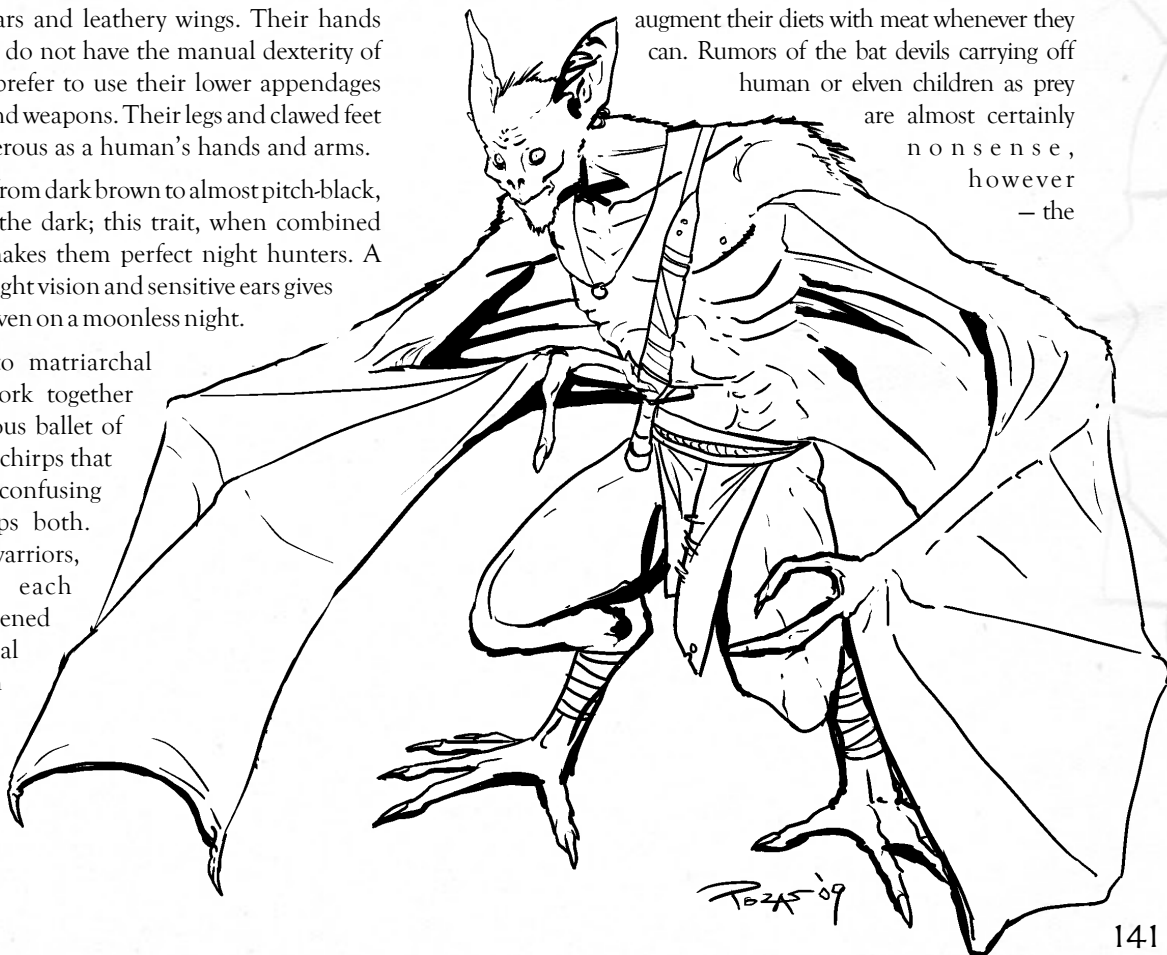
Physical Description: Roughly the same height as humans, piterin are much lighter and thinner. They have bat-like features, including high, pointed ears and leathery wings. Their hands are useful for climbing but do not have the manual dexterity of human hands, so piterin prefer to use their lower appendages when manipulating tools and weapons. Their legs and clawed feet are just as strong and dexterous as a human's hands and arms.

With skin tones ranging from dark brown to almost pitch-black, piterin are hard to see in the dark; this trait, when combined with their ability to fly, makes them perfect night hunters. A combination of excellent night vision and sensitive ears gives them the ability to see well even on a moonless night.

Society: Organized into matriarchal roosts, piterin tend to work together in wordless accord, a furious ballet of flapping wings and abrupt chirps that any outsider would find confusing or terrifying, and perhaps both. In addition to workers, warriors, scouts, and midwives, each roost has at least one wizened elder with a conversational command of the common Ledeian language or a more appropriate local tongue. Roost elders are thus called upon to arbitrate

diplomatic situations, such as when outsiders intrude on their territory. Otherwise, they speak their own language, Piterin, which is difficult for other races to master and impossible to speak without an obvious, awkward accent.

Piterin are omnivorous, preferring fruit but more than willing to augment their diets with meat whenever they can. Rumors of the bat devils carrying off human or elven children as prey are almost certainly nonsense, however — the



sort of sensational yarn a parent might spin to their young to keep them from wandering outdoors at night.

Relations: It is not unheard of for a roost of piterin to initiate contact with humanoid settlements near their territory. Depending on how well they're received, these interactions can result in friendly exchanges of hand-made goods or, if things go poorly, open conflict. In at least one widely rumored instance, a roost was treated so well by a small orc village nearby that the piterin came to the orcs' aid during a titanspawn raid, slaughtering the attacking enemies with their aerial tactics.

Alignment and Religion: While they have no official or even favored religion, visitors among them have reported that, at various times during the night, groups of piterin suddenly go completely silent, in what seems a moment of prayer or meditation. These quiet periods always last for no more than a minute and are thought to be some sort of prayer or, at the very least, the acknowledgement or respect for a shared belief. The piterin ignore the question or gently change the subject when asked about this peculiar behavior.

Alignments can vary among individual piterin, just as with humans, especially those who leave their roosts to pursue worldly travels. They tend toward neutral alignments in general, and most civilized piterin are lawful. Roosts located too close to the corrupting influence of titanspawn can shift toward chaotic, though, transforming a highly organized society into a marauding band of hunters and raiders, which is probably where a lot of the more sinister stories involving bat devils originate.

Adventurers: When they do strike out on their own, most piterin become solo hunters, living in the remote wilderness. It's not unheard of for more sociable individuals to learn other common languages, pursue training in intellectual or manual skills, and even join with travelers of other races as part of adventuring groups. Doing so requires a great deal of accommodation and understanding from their companions, but those who give intrepid piterin the benefit of the doubt often benefit from long-lasting friendships and mutual profit.

Male Names: Alin, Danut, Fain, Iuncu, Mittica, Petru, Sekender, Vionor

Female Names: Cisminy, Ekrati, Gurgis, Irmihil, Mihili, Onar, Simbri, Vadilsi.

Piterin Racial Traits

+2 Dexterity, +2 Wisdom, -2 Intelligence: Piterin are exceptionally coordinated and have keen senses, but their simplistic society has hampered their intellectual development.

Medium: Piterin are Medium creatures and thus receive no bonuses or penalties due to their size.

Piterin: Piterin are humanoids with the piterin subtype.

Base Speed: Piterin have a base speed of 20 feet on land. They have a fly speed of 60 (average maneuverability).

Low-Light Vision: Piterin can see twice as far as humans in conditions of dim light.

Darkvision: Piterin can see in the dark up to 60 feet.

Winged Hunter: Piterin receive a +2 racial bonus on Acrobatics and Fly checks. Acrobatics and Fly are always class skills for piterin.

Nocturnal: Piterin gain a +2 racial bonus on Perception and Stealth checks in dim light or darkness.

Light Sensitivity: Piterin are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Languages: Piterin begin play speaking Piterin and any one other common language. Piterin with high Intelligence scores can choose from among any common or exotic languages. The Piterin tongue shares some aspects of the Auran dialect of Primordial, but mixed with high-pitched squeaks and whistles indecipherable to most other races' ears so that it is very difficult for any but other Piterin to understand.

Alternate Racial Traits

Piterin can choose from among several of the alternate strix racial traits from *Pathfinder Roleplaying Game: Advanced Race Guide*, as follows.

- dayguard
- frightening
- wing-clipped

In addition, a piterin may select the following alternate racial traits.

Man-Bat: Though originally only a rumor, more and more sightings of these flightless mutants have begun creeping into fireside tales across the realm. With underdeveloped wings giving way to a second set of long-fingered hands and much smaller ears, these creatures forsake the night sky to walk upon the ground. Given only menial tasks suited to their "disability" among the other piterin of a roost, they sometimes find refuge on the outskirts of settlements of humans or other folk. These piterin ignore the usual -2 penalty to Intelligence for their race and do not suffer from light sensitivity. However, man-bats cannot fly like other piterin. Instead, they can use their stunted wings only to glide, making a DC 10 Fly check to fall safely from any height without taking damage. When falling, a piterin may make an additional DC 15 Fly check to glide, moving 5 feet laterally for every 10 feet he falls. This trait replaces the piterin's fly speed, the winged hunter trait, and light sensitivity, and it modifies the standard piterin racial ability score modifiers.

Socialized: Most piterin live in wilderness roosts, but there are some who dare to venture closer to settlements, even going so far as to interact with their inhabitants, if only to spy on them. They receive a +2 racial bonus on Bluff and Disguise checks, and both skills are class skills for the piterin. This trait replaces winged hunter.

Favored Class Options

The following options are available to all piterin who have the listed favored class, and unless otherwise stated, the bonus applies each time a specific class reward is selected.

Barbarian: Add +1 to the barbarian's total number of rage rounds per day.

Druid: Add a +1/2 bonus on Fly checks and on Perception checks made in dim light or darkness.

Fighter: Add +1 to the fighter's CMD when resisting trip and overrun maneuvers.

Ranger: Add +1/2 to the duration of the bonus granted to the companions of the ranger using his hunter's bond ability.

Rogue: Add a +1 bonus per die on sneak attack damage when attacking from above.

Oracle: Add +1/2 to the oracle's level for the purpose of determining the effects of the oracle's curse ability.

Hunter: Add 1 skill rank to the hunter's animal companion. If the hunter replaces his animal companion, the new animal companion gains these bonus skill ranks.

Shaman: Add +1/3 to the shaman's effective level when determining the effects of his wandering spirit.

Slayer: Add +1/3 to the studied target bonus on Bluff and Perception checks.

Racial Archetypes

The following racial archetypes are available to piterin. Where any of these archetypes lists another race as a prerequisite, treat that race as "piterin" for this purpose.

- airborne ambusher (fighter; strix)
- sky druid (druid; sylph)
- snare setter (rogue; kobold)
- wild shadow (ranger; half-elf)

Racial Feats

The following racial feats from various *Pathfinder Roleplaying Game* core rules or sourcebooks are available to piterin; where any of them lists another race as a prerequisite (as noted in parentheses), replace that race with "piterin" for this purpose. All other prerequisites are unchanged except as noted below.

- Calloused Hands[†] (see Appendix F)
- Echolocation[†] (see Appendix F)
- Flyby Attack
- Hover
- Perfect Echolocation[†] (see Appendix F)
- Sharpclaw (ratfolk)
- Wingover

Race Traits

The following racial background traits are available to piterin. Where any of these traits lists another race as a prerequisite in parentheses below, treat that race as "piterin" for this purpose.

- aerial observer (sylph)
- big ears (goblin)
- deadly pounce* (catfolk)
- wildspawn* (ratfolk, reptilian)



appendix f: New Feats

The three feats here are meant for piterin characters (see Appendix H: New Races).

Calloused Hands

You use your hands for walking on the ground so often that they've built up a thick layer of calluses, allowing you to move faster without discomfort.

Prerequisites: Piterin

Benefit: As long as you have at least one hand free, your base land speed increases to 30 feet.

Echolocation

Your ears are so sensitive they can detect even the slightest movement at an astounding range.

Prerequisites: Piterin

Benefit: You gain a +2 bonus on Perception checks. When you succeed at a Perception check to hear a creature you can't see and your check exceeds the DC by 10 or more, you can pinpoint the exact square where the sound originated.

Special: You lose the benefits of this feat if your ears are covered or you are deafened.

Perfect Echolocation

Your hearing is so acute that you can effectively see with your ears.

Prerequisites: Echolocation, piterin

Benefit: You gain blindsight out to 30 feet.

Special: You lose the benefits of this feat if your ears are covered or you are deafened.

appendix g: New True Ritual

One new true ritual appears here, *eclipse*, made infamous by the drendali shadow mage Dar'Tan.

Eclipse

This ritual is thought by some to exist only as a terrifying theory. In fact, though, two tomes are known to contain it – the Penumbral Portfolio and Argesy's Black Hide Tome. Both address the ritual's ability to blanket the world in night, but only the dreaded Dar'Tan (who possesses the former text) claims to have the power, resources, and will to cast the ritual.

School illusion (shadow) [evil, mythic, shadow, true ritual]; **Level** cleric/oracle 8, druid 8, sorcerer/wizard 9, witch 9

Ritual Type arcane, divine, or druidic

Casting Time 8 hours (see text)

Components V, S, DF, M (alchemical power components worth at least 5,000 gp)

Secondary Casters 9 (9th)

Proxies 6 (18 HD)

Range see text

Target see text

Duration 24 hours

Saving Throw none; **Spell Resistance** no

This ritual causes an unnatural eclipse to occur, blanketing a significant portion of your world in magical darkness. For the duration, all areas of bright light on one continent, oceanic region, or similarly sized area of your choice on your current plane are reduced to dim light. Permanent magical light sources within the effect illuminate only half their normal radius, while non-permanent magical light spells and similar effects are dispelled immediately unless their casters succeed at a caster level check against this ritual.

All undead within the eclipse are treated as though under the effects of the *desecrate* spell, while creatures with light sensitivity or light blindness can ignore any ill effects produced by light sources for the entire day.

Finally, all spells of the illusion (shadow) school or having the shadow descriptor cast within the area are automatically empowered (as if by the Empower Spell feat).



appendix h: New Creatures

There are four new creatures here for use in your game:

- the Expulsed, undead mortals cursed and excommunicated by the gods for their crimes;
- the piterin, or batfolk;
- the Rizzenspawn, creatures cursed by the bite of the Belsameth spider, Loren Rizen; and
- skin devils, horrid titanspawn that seek out victims whose skins they can steal.

Expulsed (Mythic Template)

Sometimes, the gods can be just as foolish as any mortal. Deities can become so smitten with a person that they grant him or her special attention and favors. These beloved of the gods are often faster, smarter, swifter, or more beautiful than any other child, and most go on to become mighty warriors, gifted poets, holy men, and others whom the gods expect to live up to these great gifts.

In some rare cases, though, a gifted mortal betrays a god's trust. With a single act, these blessed individuals turn their backs on their sacred pacts and are utterly forsaken. These tormented spirits, however, linger on in the world of the living. They cling to hate, to hubris, to the supernal knowledge of the self, and they are so arrogant that they believe it was the god(s) who failed them. They become the Expulsed, and their influence can topple kingdoms, destroy nations, and lead whole flocks astray from the divines' light.

The Expulsed are immortal. They are invincible. They are a terrifying example of what happens when one is cursed to live outside of natural laws. Many are centuries old, their legends long since faded from the waking world. They prefer this obscurity, for the only way they can be slain is to have their sin, the blasphemy that caused their betrayal, be exposed to them on ground sanctified to one of the deities they betrayed.

Expulsed Legends

The Expulsed are grouped into broad categories that describe loosely the reasons for their fall. Most fall into one of the following four categories, but others may exist:

Faithless Knight: The faithless knight was once bold and mighty warrior who, in an act of rashness or cowardice, committed such a violation of his faith's tenets that he is forever accursed. Faithless knights become craven or uncaring beings that travel the world spreading terror and fear through military conquest and force of arms.

False Lover: A person of great charm and beauty in life, a false lover is (or was once) counted among the most exquisite people in the world. Her name and her face inspired multitudes. She may have started wars with her beauty or ended them with her grace. Ultimately, though, shattered lives and heartbroken lovers have followed in her wake. Now, the false lover sows discord and torments the descendants of those who once adored her.

Forsaken Priest: For most gods, there is no greater crime than to forsake one's holy vows and lead others away from faith. A forsaken priest has used the divine powers entrusted to him to mislead the world. The forsaken priest has betrayed the highest offices and the most sacred oaths, now wandering the world toppling churches from within or creating heretical sects that subvert the will of the gods.

Treacherous Thief: Some people are blessed with incredible luck and skill. Occasionally such a one betrays the gods who granted those gifts, defrauding those who trusted her and taking everything from those who cannot afford to give. The treacherous

thief lies, cheats, and steals everything she can, even going so far as to steal from the gods. Now, in death, the thief suffers in the knowledge that no treasure she misappropriates can ever buy her way out of damnation.

Creating an Expulsed

“Expulsed” is an acquired template that can be added to any humanoid of 10 HD or higher (referred to hereafter as the base creature). Expulsed use the base creature’s stats and abilities except as noted here.

CR: Same as base creature +3, then adjust the CR according to the Expulsed’s mythic rank. The abilities on the Expulsed Table depend on the base creature’s CR, not the final CR of the Expulsed.

AL: Any evil.

Type: The creature’s type changes to undead. Do not recalculate class Hit Dice, BAB, or saves.

Mythic Subtype: An Expulsed gains the mythic subtype, with a rank equal to half the base creature’s CR (minimum of 1). At some ranks, the Expulsed gains additional abilities depending on the base creature’s CR instead of the mythic abilities it would normally get for having a mythic rank. The Expulsed gains all other benefits of being a mythic creature: ability score bonuses, bonus hit points, mythic feats, mythic power, natural armor bonus, and spell resistance.

Mythic Tiers: A base creature with mythic tiers that becomes an Expulsed loses its tiers (and all abilities from those tiers) and gains abilities from the Expulsed template, according to the base creature’s CR, as shown on the table below.

Expulsed Table

Base Creature’s CR	Mythic Rank	Abilities
1-3	1st	Expulsed legend, invulnerable
4-5	2nd	Expulsed ability
6-7	3rd	Mythic ability
8-9	4th	Expulsed ability
10-11	5th	Mythic ability
12-13	6th	Expulsed ability
14-15	7th	Mythic ability
16-17	8th	Expulsed ability
18-19	9th	Mythic ability
20+	10th	Expulsed ability

Armor Class: Expulsed have a +3 natural armor bonus or the base creature’s natural armor bonus, whichever is better. The Expulsed then adds his mythic rank to this natural armor, per the mythic subtype.

Hit Dice: Change all racial Hit Dice to d8s. Class HD are unaffected. As undead, Expulsed use their Charisma modifier to determine bonus hit points (instead of Constitution). The Expulsed gains bonus hit points for its mythic rank as usual, per the mythic subtype.

Speed: Increase base speed by 30 feet, to a maximum of double the base creature’s speed.

Special Qualities: The Expulsed retains any special qualities of the base creature and gains the following special qualities.

Expulsed Legend (Ex): An Expulsed’s fall from grace usually determines what abilities his cursed legend manifests. The four best known types of Expulsed are the faithless knight, the false lover, the forsaken priest, and the treacherous thief, as described above. This choice determines the Expulsed’s ability score bonuses and grants bonuses on certain Expulsed abilities. (Other types of Expulsed may exist with other abilities and bonuses.)

Invulnerable (Ex): Until confronted by their crimes on sacred ground (a location under the effects of a *hallow* spell and dedicated to one or more specific gods, depending on the Expulsed’s original crime), Expulsed cannot be destroyed. If reduced to 0 hit points or destroyed by some other effect anywhere but in such a location, they vanish from existence and return the following night in the same spot, with all spells, abilities, and hit points restored. If that spot is now occupied, they reappear in the nearest unoccupied space. Any animal companions, familiars, or other similar class abilities vanish with them, and return with them.

Expulsed Abilities: At MR 2, and every even MR thereafter, the Expulsed gains one of the following Expulsed abilities. Each ability resonates with a particular Expulsed legend, granting an additional bonus to that type of Expulsed. Any ability that calls for a saving throw has a DC of $10 + \frac{1}{2}$ the Expulsed’s Hit Dice + Charisma modifier + mythic rank.

Cursed Weapon (Su): One weapon the Expulsed carries becomes a minor artifact and a legendary weapon. The weapon is bonded to the Expulsed and carries 2 uses of legendary power. If it does not already have an enhancement bonus, the weapon gains a +1 bonus. The cursed weapon has the *eternal bond* and *unstoppable strike* abilities. If the Expulsed is MR 5 or higher, then the weapon also deals 1 level of energy drain per hit (a Fortitude saving throw resists this last effect).

Faithless knights who take this ability may add a third legendary item ability of their choice to the cursed weapon.

Fear Aura (Su): Creatures of less than 5 HD in a 60-foot radius that look upon the Expulsed must succeed on a Will save or become frightened. Creatures with 5 HD or more must succeed on a Will save or be shaken for a number of rounds equal to the Expulsed’s Hit Dice. A creature that successfully saves cannot be affected again by the same Expulsed’s aura for 24 hours. An Expulsed may suppress this ability as a free action. This is a mind-affecting fear effect.

Faithless knights and forsaken priests add half their MR to the maximum number of HD that become frightened rather than shaken with this ability.

Pleasing Illusion (Sp): The Expulsed's voice and demeanor lulls onlookers into wanting to help them. As a swift action, the Expulsed may *charm person*, as the spell, with a caster level equal to the Expulsed's HD. The Expulsed need not speak to use this ability.

For forsaken priests and treacherous thieves, this ability functions as *charm monster* rather than *charm person*.

Silent Wind (Su): The world turns a blind eye on the Expulsed. Whenever an Expulsed with this ability rolls a Stealth check, he may roll two dice and take the highest result.

Treacherous thieves with ability may expend 1 use of mythic power as a swift action to add a profane bonus equal to twice their MR to the Stealth check.

Sweet-Sounding Lies (Su): No matter what the Expulsed says, no matter how bold a lie, it seems a sweet truth. The Expulsed's Bluff checks are always believable, never suffering penalties due to being unlikely, far-fetched, or outright impossible.

False lovers and forsaken priests with this ability may expend a use of mythic power as a swift action to add profane bonus equal to twice their MR to the Bluff check.

Unearthly Glamour (Sp): So great is the Expulsed's beauty that even the hardest of hearts can be seduced into his service. As a standard action, the Expulsed expends a use of mythic power to

assail a target with the full force of his personal magnetism. This functions as *suggestion*, with a caster level equal to the Expulsed's HD.

For false lovers and forsaken priests, this ability functions as *mass suggestion* rather than *suggestion*.

Unholy Arts (Su): An Expulsed with this ability can still cast divine spells and use class features that would otherwise have been lost for violating his god's trust (such as specified in the rules for ex-clerics, ex-paladins, or similar classes). The Expulsed can no longer have the Good domain, or certain other domains at the GM's discretion, but may select more appropriate domains based on their Expulsed legend.

Mythic Abilities: At MR 3, 5, 7, and 9, the Expulsed gains a mythic ability.

Ability Scores: Str +2, Dex +2, Int +2, Wis +2, Cha +2. As an undead creature, an Expulsed has no Constitution score.

In addition, faithless knights receive an extra Str +4 and Dex +2. False lovers receive an additional Int +2 and Cha +4. Forsaken priests receive an additional Wis +4 and Cha +2. Treacherous thieves receive an extra Dex +4 and Int +2.

Skills: Expulsed gain a +8 racial bonus on Intimidate, Perception, Sense Motive, and Stealth.

Piterin ("Bat Devil")

This creature looks like a humanoid bat, complete with wide leathery wings, large, fleshy ears, and a light coat of dark brown fur. Its eyes are fierce and bloodshot. It wields a short sword in one of its hand-like feet, and a shield in the other.

PITERIN

CR 1/2

Piterin warrior 2

N Medium humanoid (piterin)

XP 200

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +1 (+3 in dim light or darkness)

DEFENSE

AC 13, touch 12, flat-footed 10 (+2 Dex, +1 shield)

hp 11 (2d10)

Fort +3, **Ref** +2, **Will** +0

Vulnerability light sensitivity

OFFENSE

Speed 20 ft., 60 ft. (average)

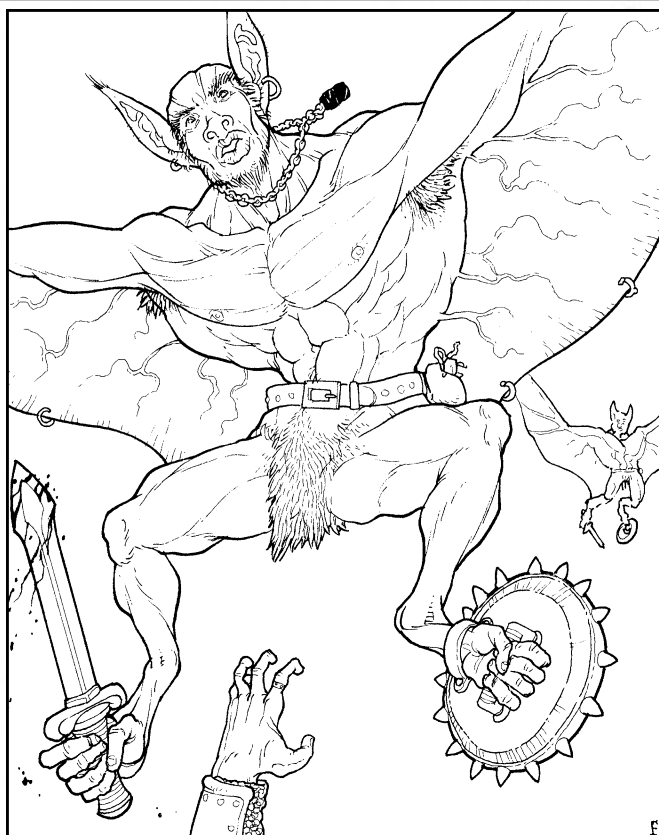
Melee short sword +3 (1d6+1/19-20)

Ranged dart +4 (1d4+1)

STATISTICS

Str 12, **Dex** 15, **Con** 11, **Int** 8, **Wis** 11, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 15



Feats Flyby Attack

Skills Acrobatics +7, Fly +7, Perception +1 (+3 in dim light or darkness), Stealth +2 (+4 in dim light or darkness); **Racial Modifiers** +2 Acrobatics, +2 Fly, +2 Perception in dim light or darkness, Stealth in dim light or darkness

Languages Ledean, Piterin

SQ piterin traits

ECOLOGY

Environment any land or underground

Organization solitary, pair, patrol (3-6), family (3-12), roost (10-30), or colony (20-60)

Treasure standard (light wooden shield, short sword, 3 darts)

Piterin, or bat devils, have a relatively simple society, due to their lack of reliance on material goods. They tend to gather in roosts, led by the wisest elder. Most groups of warriors or traders have at least one member who has at least conversational fluency in the language of any given type of nearby humanoid. In dire circumstances, a roost may send heavily robed emissaries into settled lands to conduct business of one sort or another.

Unless given no means of escape, piterin prefer to fly away from combat at the earliest opportunity. If forced to defend their roosts, they wield scavenged weapons with their feet, engaging opponents with hurled darts and flyby attacks while they remain airborne.

Rizzenspawn (Template)

Forever cursed to plague the living, the Rizzenspawn (often referred to as “Belsameth spiders”) crawl about in perhaps the most vile form of undeath. Rizzenspawn are severed humanoid heads attached to the body of a spider. These foul creatures are thought to be the servants and spies of the goddess Belsameth.

The process of becoming a Belsameth spider is gruesome. A victim bitten by the Belsameth Spider, Loren Rizen, or by one of that accursed creature’s spawn has a chance of becoming one himself. If this happens, the poor victim’s head is dismembered at the neck and sprouts a spider’s body. The creature usually makes its first meal of the humanoid body it just abandoned.

Creating a Rizzenspawn

“Rizzenspawn” is an acquired template that can be applied to any humanoid, referred to hereafter as the base creature.

CR: As base creature +1, or +2 if it has 11 HD or more.

AL: Always chaotic evil.

Type: The creature’s type changes to undead. It retains any subtype except for alignment subtypes and subtypes that indicate kind. Do not recalculate class Hit Dice, BAB, or saves.

Size: The creature’s size is reduced by two steps (a Medium humanoid becomes a Tiny Rizzenspawn). Adjust Strength and Dexterity scores, AC, attack bonuses, CMB and CMD, and Fly and Stealth bonuses accordingly.

Armor Class: A Rizzenspawn gains a +4 natural armor bonus.

Hit Dice: Change all the creature’s racial Hit Dice to d8s. Class Hit Dice are unaffected. As undead, Rizzenspawn use their Charisma modifier to determine bonus hit points (instead of Constitution).

Defensive Abilities: Rizzenspawn gain channel resistance +4, DR 5/magic (or DR 10/magic if they have 11 HD or more), and spell resistance of 11 + the base creature’s CR.

Speed: Increase base speed to 40 feet if it was previously less. If the base creature had a fly or swim speed, it loses that movement type. The Rizzenspawn gains a climb speed of 40 feet.

Attacks: A Rizzenspawn loses all the natural weapons (except its bite attack, if it has one), manufactured weapon attacks, and weapon proficiencies of the base creature. It gains a bite attack that deals damage based on the base creature’s size (not the Rizzenspawn’s new size), if it did not already have one.

Special Qualities: The Rizzenspawn retains any special qualities of the base creature, as long as its new physical form would allow, and it gains the following special quality.

Curse of Rizen (Su): Bite—injury; save Fort DC 10 + 1/2 the Rizzenspawn’s HD + Charisma modifier; frequency 1/round for 5 rounds; effect 1d4 Con; cure 1 consecutive save.

A humanoid killed by this effect becomes a Rizzenspawn 1d4 hours after dying.

Ability Scores: Increase from the base creature as follows: Dex +4, Int -2, Wis -4, Cha +2. A Rizzenspawn has no Constitution score; as an undead, it uses its Charisma in place of Constitution when calculating hit points, Fortitude saves, or any special ability that relies on Constitution.

Feats: The Rizzenspawn gains Weapon Finesse as a bonus feat.

Skills: A Rizzenspawn gains a +8 racial bonus on Climb checks and a +4 racial bonus on Acrobatics, Perception, and Stealth checks.

Skin Devil

The creature before you looks like a human, but one whose skin has been removed, like a corpse in some necromancer's lab, to reveal glistening muscle and pulsing veins from head to toe. Odd patches of skin cling to parts of its body.

SKIN DEVIL

CR 3

CE Medium monstrous humanoid (shapechanger, titanspawn)

XP 800

Init +3; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

hp 37 (5d10+10)

Fort +4, **Ref** +7, **Will** +6

OFFENSE

Speed 30 ft.

Melee 2 claws +7 (1d6+2 plus steal skin)

Special Attacks steal skin

Spell-Like Abilities (CL 5th, concentration +7)

Constant—tongues

STATISTICS

Str 15, **Dex** 17, **Con** 14, **Int** 12, **Wis** 10, **Cha** 15

Base Atk +5; **CMB** +7; **CMD** 20

Feats Improved Natural Attack (claw), Iron Will, Skill Focus (Disguise)

Skills Bluff +18, Disguise +21, Linguistics +13, Perception +8, Stealth +11; **Racial Modifiers** +8 Bluff, +8 Disguise, +4 Linguistics

Languages Titan Speech; tongues

SQ natural impersonator

SPECIAL ABILITIES

Natural Impersonator (Ex) Skin devils treat Bluff, Disguise, and Linguistics as class skills.

Steal Skin (Ex) If a skin devil deals 5 or more points of damage to a humanoid target with a single claw attack, it removes sufficient skin to grow a disguise identical to the target. It must use this skin sample within 24 hours. During that time, the skin devil needs to rest for 8 hours to grow a new disguise out of the bits of stolen skin. Upon completion, it has a nearly flawless disguise; it can roll two dice, taking the better result, on any Bluff or Disguise check made to impersonate the target whose skin it wears. The disguise lasts for 1 week before deteriorating to the point that it is unusable.

ECOLOGY

Environment any land or underground

Organization solitary

Treasure standard

One of the spawn of Gormoth, a skin devil is a creature in constant agony, knowing peace only when it clothes its fleshless form in another humanoid's stolen skin. Intelligent and murderous, these creatures are exceptionally capable mimics; they seem to gain some portion of a victim's skills, mannerisms, and even personality through a stolen skin. A skin devil that can take even a tiny scrap of skin from a victim can place the flesh over its heart and, within one night, transform into a nearly perfect likeness of the "donor." This disguise is only temporary, however, starting to rot almost immediately and becoming useless after no more than a week (by which time the skin devil has usually singled out its next victim). Stories describe skin devils stalking quietly through large towns for months, leaving behind a trail of bodies until they are finally discovered and destroyed.

The skin devil prefers to stalk its next victim for some time, working its way into that person's confidence and attacking suddenly when least expected. If directly confronted with superior skill or numbers, the creature flees, seeking easier prey.

appendix i: NPCs by Effective Challenge

All of the NPCs in *The Wise & the Wicked* are shown here,
listed by their effective challenge rating.

EC 2

P'kouro'nk the Anxious

EC 5

Meerlah Madilehna

Oberyn Amethyst

Paunles Finn

Solon Telos Asuras

EC 6

Kaltaag the Highwayman

Thadorius the Titanstalker

Severin the Mercenary

EC 7

Andelais Half-Blooded

Grakis, Chief of the Web of Green

Luficint the Bat Devil

Othur the Bellied

Skrikt, Bandit Leader

EC 8

Felby Undershovel

Leoris the Vengeful

Regias Juvnal (Hunter of Vesh)

Shanti, Knight of Uria

Simsel, Baron of East Lave

EC 9

Alliastra Denier

Gothrin the Sea Dragon

Katonis Woodarbor

EC 10

Hassek Ruukbrood

Lianca of the Cult of Ancients

Mazat, Shadow of Shelzar

Menava of Hollowfaust

Sangus the Blood Alchemist

EC 11

Ebalo Rainblade, Arena Champion

Jerhard Landereaux, False Lover

Lavina, Will of the Reaver

Orzu the Visionary

EC 12

Jervis, the Living Truce

Loren Rizen, the Belsameth Spider

Traviak the Steel-Fisted, Archduke of Lageni

Virduk the Black Dragon, King of Calastia

Yvestil, Mistress of Glivid-Autel

Zarra Redbraid, Destined Champion

EC 13

Ariniel, the Swan Knight

Talina Som, Whisper of Belsameth

Yonis Hevestian, Patriarch of Hedrad

EC 14

Lilly Weedspawn

Lucian Daine, the Black Messiah

Nerith Alia of the Phylacteric Vault

EC 15

Amaishal Tomothu, General of the Jeweled City

Galdor the Deathless

EC 16

Anteas, Grand Vizier of Calastia

Geleeda, Queen of Calastia

Kimer the Shatterer

Thain the Just, King of Burok Torn

EC 18

Credas, the Necrotic King (Ahrmuzda Airat)

Dar'Tan, Master of the Shadow Fortress

EC 20

Lysear, Scion of Mormo

EC 21

Yugman the Great Sage

EC 23

Queen Ran, Ruler of Kadum's Abyss

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Version 1.0a

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