



Genesis

(The Dark Tome Saga - Part 7)

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A One-Round Adventure for the *Legends of the Shining Jewel* Campaign

The conclusion of the Dark Tome Saga! All the clues come together as the evil plot is finally revealed! Can the heroes stop the vile plans involving the Dark Tome? And if they do, will they instead witness the birth of an even greater evil? Part 7 of the Dark Tome Saga! A one round Legend of the Shining Jewel event for characters of levels 1-13.

Note: If at all possible, this event should be played after “End of Innocence” and “Cold Iron Heart.”

(Updated February 2008)

This module is dedicated to the memory of Vincent Au.
He was a great gamer and an even better friend.
We will always love him and cherish his memory.

www.theshiningjewel.com/lcj

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Welcome to LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot.

It is a good idea to have the players and judge place some sort of name tag in front of them, so everyone can easily identify each other and the names of the characters they are playing.

Some of the text in this adventure is in *bold italics*. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

LSJ GM Empowerment Clause

The coordinators of the campaign empower GMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The GM may also invent new NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations.

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests or the like come along to finish the combat and save the PCs. Full XP awards should not be given for the encounter if this is necessary.

Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

Calculating ATL (Average Table Level)

Add up the levels of all characters at the table (plus ECL adjustments) and any animals that will take part in combat that are not granted by class features (such as familiars, animal companions, or bonded mounts). Divide this total by 6, regardless of how many player characters are at the table. This gives you the Average Table Level (ATL) for running combats.

A Note About ATLs and the Power of PCs

Not all parties are created equal. Some level 1 parties can handle anything the GM can throw at them, and some level 3 parties are relatively weak for their levels. If the GM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a “role-playing” rather than “battle-ready” party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the instructions say, the GM should let common sense rule the day (and the module).

Adventure Background

In previous installments of *The Dark Tome Saga*, a subtle plan was put into effect to retrieve the sundered pieces of the Ultimate Tome of Dragon Magic, an artifact capable of arcane miracles

unknown to other races, including the creation of draconic lichs.

One of the Magocracy of Pyrroth was the original scribe of the Tome, who was slain by elves that discovered his creation and deemed it too dangerous to remain intact. Unable to destroy it, they sundered it and disguised the pieces as six other items of power, scattering them across Raia to the best of their ability.

The first five pieces of the Tome were retrieved, quietly, by agents of the Magocracy in the first six parts of the module series. It was only in the last installment that the scope of the plot was revealed.

Now the heroes of Amthydor will be called upon to perform the final task: to enter the lair of the Mages of Pyrroth, and try to prevent them from using the forbidden magic they have found!

NOTE: Most of this adventure is a standard dungeon crawl through the Pyrrothians' lair, a domed arena in the Lost City of Eiosia.

Introduction – The PCs are summoned by Lt. Argyn Zix of the Diamond Legion. He reports that the Pyrrothians responsible for the recovery of the components of the Ultimate Tome of Dragon Magic have been located. He wants the PCs to go to their lair, work their way through it, and recover the pieces before the Pyrrothians are able to use them, fearing the effects of such forbidden magic. The lair is a gladiatorial arena in the center of the Lost City of Eiosia.

Encounter 1: The party is teleported near the Lost City. They must enter the city and seek out the dome. This is mostly window dressing to build drama. At the end of the encounter, they will bear witness to the emergence of the world's first draconic lich, which will fly away after bursting out of the dome!

Encounter 2: The PCs enter the lair in classic crawl fashion, encountering or bypassing pairs of humanoid guards along the way, and dealing with a specialty necromancer and his undead thrall(s). Letters are used to note different potential combat

or trap areas for this encounter. They will find the missing secret agent, a prisoner of the necromancer. He can tell the PCs what has happened and how Sil (the “elf” from earlier in the series) is working with the Pyrrothians to become a lich (NOTE: The players should be able to put 2 and 2 together and realize that Sil was really a dragon, the one that crashed out of the dome in Encounter 1). He can direct the PCs to the last known location of the Tome and provide a crude map of the place to allow them to get there.

Encounter 3: The PCs find the Tome and encounter its guardians, an NPC party. During the battle, the Tome itself vanishes, lost to all...for now.

Conclusion: Various endings are possible depending on the PCs' level of success. Regardless, the draconic lich, Sil, has made a big splash in his undead debut! After flying about the Freelands to announce his presence, he disappeared and is hidden...for now.

Introduction – A Call to Arms

Your morning routine is interrupted by a knock on your door (tree/hut/hole in the ground/etc.). A Diamond Watch patrolman awaits you with a message in hand.

The patrolman (Private Boyden Barnabas) will read the message for illiterate PCs without being asked. His superiors know who he is delivering the message to, after all!

The message reads:

Your services are needed immediately. Collect your adventuring gear and accompany Private Barnabas to meet with me. All will be explained in my office.

Lt. Argyn Zix

Any PCs that refuse the mission get the “Disfavor of the Diamond Legion” cert, 0 XP, and spend 0 TU. The only exception is if the player feels

another PC would be better suited for this module, in which case they may change PCs with no penalty.

IF PLAYERS THINK TO ASK, it is now three weeks after the events of the module “Cold Iron Heart.”

You are quickly escorted through the busy streets of Amthydor to the office of Lt. Zix. He bids you to sit and state your name for the benefit of others already waiting there, whom he has also summoned for the same mission.

Ask the players to state the PCs’ names and general appearance. Keep it short for the sake of time, then continue with the mission briefing.

“I will be as brief as possible. For those who are already familiar with these events, I apologize, but even you should benefit from a summary of the situation at hand. Please understand, what I must tell you does NOT leave this room.

“Recently, the Diamond Legion was made aware of a situation involving an artifact known as the Ultimate Tome of Dragon Magic. This tome contains arcane knowledge that was never intended for mortals. Now it appears that this may be inevitable.

“The Tome was intercepted soon after its creation. The Pyrrothian scribe, who gathered the information from the senile dragon he encountered, was slain by a group of elves, who realized the danger of the tome’s contents. But such was its power that the Tome could not be destroyed. However, the mightiest of the elves’ mages were able to sunder the Tome, breaking it into component items that could be hidden and scattered across Raia, keeping the forbidden knowledge from seeing the light of day.

“We have recently come to know that the component pieces of the Tome have been discovered and gathered together by the mages of Pyrroth, enemies to all. We can only assume the worst.

“Since Pyrrothian mages often hire mercenaries as brute force, we have had undercover agents attempt to hire on with any Pyrrothians they could find active in the area to find out where they are based and if they have the Tome. We received a message from one such agent, who has since gone missing. We assume he is either under deep cover or captured, but with the information we were given, we have been able to divine the rough location of their headquarters.

“We are prepared to teleport you to a ‘safe’ spot nearby, but hidden from view, so that you may enter their lair and retrieve the Tome before it can be used.

“If you have any questions, ask them now. I will not rush you for the sake of vital information, but I will not dally either, so please stick to the topic at hand.”

➤ **Where is the lair/Tome?**

“The Lost City of Eiosia. It is located approximately 150 miles south of Amthydor. I have compiled a list of known information that may be relevant to your mission.

“The abandoned walled city of Eiosia sits at the edge of a towering cliff, overlooking the sea. The mirror-polished black stone blocks that make up the walls and buildings of this mysterious city are found nowhere else in the explored lands, and no clue remains to tell who built this once glorious city...or how.

“The empty buildings contain no drawings to reveal who or what once lived here. There are no writings, no remains, nothing. The only clues lie in stories so old that they are legend, with no means of separating fact from imagination. Every structure is built of the same black stone, and the streets are paved in the same substance. The only color to be found is deep within the structures, in the form of rich mosaics, as brilliant and bright as the day they were created, depicting pristine mountains, tumbling waterfalls, glorious sunsets and lush valleys.

“The only living things present are the exotic and beautiful plants growing in a large greenhouse, which appear to be lovingly tended, even though there is no sign of another living soul. The reason that the city was abandoned is a complete mystery. There is no damage to the walls or buildings, no sign of a siege, no evidence of disease and no bodies.

“Except in the single greenhouse, plants do not prosper within a 10-mile radius of the city, and nearby free-farmers and their families avoid the place. Dwarves refuse to mine the area...the elven people refuse to even NAME the place, simply calling it ‘The Lost City,’ or ‘Grethalarith’ in their native tongue.

“Some travelers who wander too close speak of companions who claim to be ‘called’ by the city, and who will go to any lengths to reach it. When restrained, these poor souls struggle against their bonds, thrash about, and refuse all food and drink until they are either released to answer the silent call or they pine away and die.

“That is what I know about the city in general. As for specifics, our agent overheard someone mention going to an arena. There is a large, domed theater that houses a performance arena located in the center of the city. It’s huge, impossible to miss. Odds are that is where they plan to do their work. Seek that building and odds are you’ll find the Tome.”

➤ **What if the villains aren’t there?**

“Then continue looking. Despite the size, an abandoned city has precious little activity. If you stir things up, or keep your eyes peeled, you’re bound to spot signs of activity, if there are any to be found. And we have confirmed, via magical means, that this city is, in fact, our target.”

➤ **What unusual magic could be active in the city?**

“I already mentioned that plants cannot grow within a 10-mile radius of the city, with the exception of the greenhouse. The buildings are all pristine despite the passage of time, indicating

some kind of magical effect to prevent the natural erosion that would occur over time.

“In addition, most creatures of a good nature find the city unsettling at best, and many have refused to set foot inside its walls. It also seems that evil beings feel more comfortable there.

“We also know that planar and teleportation magic into or out of the city is blocked somehow, as if the entire city were under the influence of a dimension lock enchantment. The best anyone can do is to teleport nearby and then walk, fly, or burrow your way in.

“Beyond that, your guess is as good as mine. Be alert, be prepared for trouble.”

No further information about the city’s magical nature is available. However, the GM should consult **GM Handout 2: Mood and Magic of Eiosia** for full details on the magical oddities of the city. This handout also gives advice for handling descriptions and enhancing the eerie mood of the lost city.

The PCs may guess that the *dimension lock* effect applies to travel within the city as well, but they won’t find out for certain until they try it for the first time!

➤ **What are the component pieces of the Ultimate Tome of Dragon Magic?**

“The pieces are: the Manual of the Dead, the Cup of Discord, the Horn of Warrior’s Calling (an ivory war horn inlaid with silver), a brazier known as the Crucible, the Dragon’s Eye (an emerald of the finest quality), and the Cold Iron Heart.”

➤ **What are the powers of these items?**

“We know very little of them. The Cup of Discord caused random acts of violence among those in its vicinity recently before it vanished from sight. Of the others, we really don’t know.”

➤ **Is there a sage you could consult to find out?**

“The only sage who might know something of value is the elven sage known as Sil. Unfortunately, he left the city soon after his arrival a few weeks ago.”

No spoilers, but the players would know about Sil from **Cold Iron Heart**.

➤ **When do we leave/How will we get there?**

“We will teleport you to a spot on the road about a mile north of the city itself. That should be far enough away to work properly.”

➤ **Can you give us any magical aid?**

“We don’t really know what you will face in the city...virtually any form of magic might be of use, or useless. We recommend that you purchase some potions and scrolls from the city’s various organizations before leaving.”

These would be available at a Shopping Spree.

➤ **Will we be paid?**

“While we value our heroes’ contributions to the safety of the city, we recognize the danger we ask them to face. You will receive (ATL x 500) gp each if you return with the Tome intact.”

Since this is not actually possible (though the players don’t know it yet), they will receive the reward for doing whatever else they can in the adventure, as noted later.

➤ **What about the Diamond Legion agent you mentioned?**

“We have agents placed in deep cover to investigate different potential power groups that may be active in the Freelands. Our agent’s name is Adrian Aglamour. He is human, about 5’ 8” tall, with light brown hair and green eyes. If he offers you the code phrase ‘Did a little birdie tell you where to find me?’ in conversation, the correct response is a sentence containing the answer ‘rock wren.’ That will let you identify one another.”

“You should attempt to locate Agent Aglamour and, if necessary, retrieve him and return him to Amthydor. If his cover is intact, try to exchange information and leave him where he is. He’ll know what to do next.”

Players of a recently-ended gothic Victorian campaign series will chuckle over this one. The rest will be clueless. Either way, the code-counterphrase works for this module. ☺

➤ **Is there anything else?**

“No. Gather your things and report to the League of Thaumaturgical Studies in one hour. They will have a mage ready to teleport you to your destination. Here is a writ to get you in.”

➤ **What is the League of Thaumaturgical Studies?**

“I’m sorry, I tend to assume adventurers know these things. It is a combination guild and regulatory group responsible for arcane magic use in the city. We often liaison with them on matters of security involving magic.”

Before the PCs leave, Zyx will say the following:

“Just to be clear, these are your mission objectives. One, stop the Pyrrothians from using the Tome to create a draconic lich, or anything else they might do with the Tome. Two, retrieve the Tome. Three, if you can, make contact with Agent Aglamour, get information from him, and retrieve him if necessary.”

“Just so you know, we will be dispatching a contingent of Legionnaires to assist you with cleanup and retrieval of any sizable contraband that might be there. They should arrive within two or three days at most.”

“I think that covers everything. Go prepare your gear, and report to the League as quickly as possible, no later than one hour from now. You are dismissed. Good luck!”

This is the time to do Shopping Sprees. When everyone is ready, continue with **Encounter 1**.

Encounter 1 – Rapid Transit

The players may wish to interrupt the following text to ask questions or make statements. Allow for this, but there really isn't much for their guide to say beyond idle chit-chat.

PCs that played **Cold Iron Heart** will probably recognize Salindy Stonemith.

You report to the League of Thaumaturgical Studies. Upon presenting your credentials, you are quickly ushered by your guide, a man named Wyatt Haady, into a large room devoid of furniture. A few places on the walls, floor and ceiling show signs of damage. There are scorched circles of ash, pitted pock-marks, and some signs of damage that you can't quite identify!

“This is the Playground,” says Wyatt. “We do mock battles here, as well as testing new spells and alchemical substances. We keep it totally clear and isolated from the rest of the facility, heavily shielded. It also is a good place to handle quiet business, like yours.”

A few moments later a woman enters the room. She is in her mid-forties, with sharp features and long blonde hair, wearing a blue dress with purple trim. “I am Salindy Stonemith, the Head Conjuraction Counselor for the Chapter of the Rabbit at the League of Thaumaturgical Studies. And you must be the ‘lucky’ heroes. I shall cast the spell that will teleport you to your destination. Please stand over there in a circle, as close to each other as possible, and try not to make any noise. It will take about 10 minutes to cast the teleportation circle spell.”

Once you comply, she begins chanting words of arcane power. After a long, tense wait, she completes the ritual. A bright, white circle of light appears around you, rising up from the floor rapidly until the world is lost in a glow of pure, white light.

When the light fades, you find yourselves outdoors on a road that is broken in many places.

On either side of the road, all you see are rocks and dusty earth. To the south, a dark spot in the distance indicates your destination.

If they ask, allow PCs to roll Survival checks (DC 10). Success allows them to realize that it is completely unnatural for there to be no plants whatsoever in this area. Odds are the players will figure it out without any help.

Let the players make plans and pre-cast long-term spells (if any) and then continue below.

You make your way south along the broken road, taking care not to trip over the cracks and broken stone. Dorothea's estimate was fairly accurate; you appeared about one mile north of Eiosia.

As you draw close the city is stunning to behold; despite the dark black material that makes up the various structures, you can make out one building from another with relative ease. Odd, you realize, that you can make out such clear detail when the material does not shine or reflect the sunlight...indeed, it seems to absorb the glow of Sorena's orb. Very strange indeed.

Ask the players if they wish to make any preparations like long-duration spells at this time. This should make them a little nervous and set the mood for the next bit.

You are now a quarter mile away from the city. It looms over you like a brooding giant. Even from outside the walls, you can clearly make out the huge dome that must be your destination. You will make the city gates within minutes.

Suddenly, a tremor shakes the ground beneath you. Before you can even catch your balance, the huge dome cracks and SHATTERS from within! Hatching out of the dome emerges a creature from out of your darkest nightmares. Gargantuan in size, it flies upon wings that bear only the tattered remnants of flesh. Stretching its skeletal limbs, the birdlike creature takes to the skies, emitting a hideous screech that chills you to the bone! All of you, even those normally

immune to fear, feel a terror like none you have ever known!

All PCs are temporarily shaken (-2 on most d20 rolls). This effect will fade by the time the PCs enter the city.

Play out the scene. Odds are the PCs will run like hell for the city walls (the only cover for miles around). Have the creature buzz the PCs for fun. The roar will deafen them, and the windshear will rip them off their feet (no damage). When they recover, they see the draconic lich flying away from them.

After circling the Lost City of Eiosia, once or twice swooping right over your location, the creature swerves and heads to the north. The terror you felt moments before still lingers, gradually subsiding.

The players will probably be (understandably) disappointed that they were too late to stop the rise of the draconic lich, but heroes don't always arrive in the nick of time. However, they still have two other missions to fulfill: the recovery of the Tome, and the contact/rescue of Agent Aglamour. If necessary, allow them DC 10 Intelligence checks to remember that they have secondary goals to reach.

- If the PCs enter the Lost City of Eiosia, **GO TO Encounter 2.**
- If the PCs decide to turn back and return to Amthydor **GO TO Conclusion B.**

Encounter 2 – Enter the Arena

Up close, the city of Eiosia is somehow...different. It looks the same, but for some reason looking at it up close hurts your eyes. There is something unnatural about the place that you find disturbing as you approach the city gates.

Any good-aligned PCs must make a Will save (DC 10 + ATL) or be too revolted by the feeling of evil

and despair which permeate the place to pass through the gates. This is a fear-based effect.

Those that make the save share the feeling but can force themselves beyond it. Every five minutes, another attempt can be made until the entire party enters the city. Any PCs that failed the initial roll suffer a -1 circumstance penalty to all d20 rolls until they leave the city and stay out for at least 24 hours.

Allow the players to make any plans and preparations they wish, and then continue with the trip to the dome.

There is a feeling you cannot explain as you walk the pristine streets of Eiosia. It seems as if something alive, something cunning, something...evil is watching your progress through the abandoned streets. What bothers you most is that you get the distinct feeling that you are being watched by the city itself! But a city cannot be a sentient, thinking being...can it?

Alert to every possible sound or sign of movement, you make your way towards the central dome. Your footsteps echo loudly in your ears, probably an auditory illusion caused by the absolute silence of the city itself. Or is it?

Eventually you reach the domed arena. It is enormous, perhaps large enough to house the city's population, when it was inhabited all those years ago. Numerous entrances allow access to the arena from the street level.

Use GM Handout 2 for ideas on maintaining the mood and adding description to the Arena.

Allow everyone a Wisdom check (DC 15) to realize that the dome is INTACT and UNDESTRUCTED. If no one makes it, give the nod to the PC with the highest roll. If this doesn't shake them up, the author can't do more to unnerve them (yet).

The arena building is HUGE. There is no fast and easy way to cover the perimeter of the building. Think in terms of an old Roman Coliseum where gladiatorial fights or chariot races were held. Yep.

THAT big. And there are probably a good hundred entrances at the street level to get in.

If nothing else, the PCs can assume that the Pyrrothians used an entrance that is closest to the city gate, so that narrows down their options. The module assumes this to prevent them from having to spend many pointless hours of real time navigating endless corridors.

Odds are the PCs will want to determine which entrance has been used by the Pyrrothians recently. A PC with the Track feat can make a Survival check (DC 15 + ATL) to find which entrance shows signs of recent use. PCs without the feat can try a Search or Survival check (DC 20 + ATL) to find the tracks. Due to the size of the dome, it will take 2 hours to perform each check. Taking 10 will take one day due to the amount of ground to be covered, and Taking 20 will take two days.

If the PCs don't think of this, they will end up taking a lot longer to get through the corridors of the arena. To reflect this, consult the detail on the chance of guard encounters as noted in the TROUBLESHOOTING box below.

TROUBLESHOOTING: Navigating the Arena

There is no way to fully map the entire complex. It would take several rounds worth of modules to explore the whole place, and that isn't necessary for this adventure.

Once the PCs enter the building, there are several points where they can encounter guards, marked with an “*”. At each location there is a chance of running into humanoid guards, starting at 20% for the first “*” the PCs come to, then adding +20% for each additional “*” until the roll indicates an encounter. After that “*”, the % resets back down to 20% and increases from there as before.

If the PCs did not determine the correct entrance with a Survival or Search check, then start the chance of guard encounters at 50% and increase the chance by 20% for each additional “*”, resetting back to 50% after an encounter is made. This system isn't totally realistic, but will reflect

the fact that the PC have not chosen the most direct path to their destination, and will work in the context of the module.

“N” stands for the number of PCs (including cohorts and Table Buddies) at the table. “½ N” would be a number of creatures equal to half the number of PCs.

Regardless of the % rolls, there should be at least one guard combat, and no more than three. If the PCs are doing well on time, you can go as many as three. If not, limit the encounters to one.

If you find the first guard combat goes too quickly or easily, consider bumping the party up one ATL for the next one.

When setting up guards on the map, try to space them out if possible to prevent them all being taken out by area effect spells (*fog cloud, fireball, lightning bolt, etc.*).

NOTE: In addition to listed weapons and armor (which are too worn out to be resold for cash), each humanoid guard wears a **Pyrrothian brooch** (see The Trap below for details).

| Listen DC | Sound |
|-----------|--|
| -10 | A battle |
| 0 | People talking |
| 5 | A person in medium armor walking at a slow pace (10 ft./round) trying not to make any noise. |
| 10 | An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise |
| 15 | A 1 st -level rogue using Move Silently to sneak past the listener |
| 15 | People whispering ¹ |
| 19 | A cat stalking |
| 30 | An owl gliding in for a kill |

¹ If you beat the DC by 10 or more, you can make out what's being said, assuming that you understand the language.

NOTE: +1 to DC per 10 feet of distance away.

ATL 1

‡ **Goblin warrior 1 (N):** CR 1/3; Medium humanoid (goblinoid); HD 1d8+1; hp 5; Init +3 (+3 Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor, +1 light wooden shield), touch AC 12, flatfooted 14; BAB/Grp +1/-3; Atk/Full Atk morningstar +2 melee (1d6/x2) or javelin +3 ranged (1d4); Space/Reach 5 ft./5 ft.; SA None, SQ Darkvision 60'; AL NE; SV Fort +3 Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

ATL 3

‡ **Hobgoblin warrior 1 (N):** CR 1/2; Medium humanoid (goblinoid); HD 1d8+2; hp 6; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (+1 Dex, +3 studded leather armor, +1 light wooden shield), touch AC 11, flatfooted 14; BAB/Grp +1/+2; Atk/Full Atk longsword +2 melee (1d8+1/19-20) or javelin +2 ranged (1d6+1); Space/Reach 5 ft./5 ft.; SA None, SQ Darkvision 60'; AL LE; SV Fort +4 Ref +1, Will -1; Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Hide +3, Listen +2, Move Silently +3, Spot +2; Alertness.

ATL 5

‡ **Gnoll warrior 1 (N):** CR 2; Medium humanoid (gnoll); HD 2d8+2; hp 11; Init +0; Spd 30 ft.; AC 15 (+1 natural, +2 leather armor, +2 heavy steel shield), touch AC 10, flatfooted 15; BAB/Grp +1/+3; Atk/Full Atk battleaxe +3 melee (1d8+2/x3) or shortbow +1 ranged (1d6/x3); Space/Reach 5 ft./5 ft.; SA None, SQ Darkvision 60'; AL CE; SV Fort +4 Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats: Listen +2, Spot +3; Power Attack.

ATL 7

‡ **Bugbear warrior 1 (N):** CR 2; Medium humanoid (goblinoid); HD 3d8+3; hp 16; Init +1 (+1 Dex); Spd 30 ft.; AC 17 (+1 Dex, +3 natural, +2 leather armor, +1 light wooden shield), touch AC 11, flatfooted 16; BAB/Grp +2/+4; Atk/Full Atk morningstar +5 melee (1d8+2) or javelin +3

ranged (1d6+2); Space/Reach 5 ft./5 ft.; SA None, SQ Darkvision 60', scent; AL CE; SV Fort +2 Ref +4, Will 1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Alertness, Weapon Focus (morningstar).

ATL 9

‡ **Ogre warrior 1 (N):** CR 3; Large giant; HD 4d8+11; hp 29; Init -1 (-1 Dex); Spd 30 ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide armor), touch AC 8, flatfooted 16; BAB/Grp +3/+12; Atk/Full Atk greatclub +8 melee (2d8+7) or javelin +1 ranged (1d8+5); Space/Reach 10 ft./10 ft.; SA None, SQ Darkvision 60', low-light vision; AL CE; SV Fort +6 Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub).

ATL 11 & 13

‡ **Ogre barbarian 4 (1/2 N):** CR 3; Large giant; HD 4d8+19+4d12+16; hp 79; Init +0 (+0 Dex); Spd 40 ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide armor), touch AC 8, flatfooted 16; BAB/Grp +7/+19; Atk greatclub +16 melee (2d8+13) or javelin +6 ranged (1d8+8); Full Atk greatclub +16/+11 melee (2d8+13) or javelin +6 ranged (1d8+8); Space/Reach 10 ft./10 ft.; SA None, SQ Darkvision 60', low-light vision, trap sense +1, uncanny dodge; AL CE; SV Fort +12 Ref +2, Will +2; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +13, Hide -6, Jump +17, Listen +6, Spot +2; Power Attack, Toughness, Weapon Focus (greatclub).

Rage (Ex): Twice per day, an ogre barbarian can enter a state of fierce rage that last for 9 rounds. The following changes are in effect as long as he rages: AC 14 (touch 6, flat-footed 14); hp 95; Atk +18/+13 melee (2d6+16, +1 greatclub); SV Fort +14, Will +4; Str 30, Con 22; Climb +15, Jump +16. At the end of his rage, the ogre barbarian is fatigued for the duration of the encounter.

ATL 15

\ Hill giant warrior 1 (½ N): CR 3; Large giant; HD 12d8+48; hp 102; Init -1 (-1 Dex); Spd 30 ft.; AC 20 (-1 size, -1 Dex, +9 natural, +3 hide armor), touch AC 8, flatfooted 20; BAB/Grp +9/+20; Atk greatclub +16 melee (2d8+10) or slam +15 melee (1d4+7) or rock +8 ranged (2d6+7); Full Atk greatclub +16/+11 melee (2d8+10) or 2 slams +15 melee (1d4+7) or rock +8 ranged (2d6+7); Space/Reach 10 ft./10 ft.; SA Rock throwing, SQ Low-light vision, rock catching; AL CE; SV Fort +12 Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +7, Jump +7, Listen +3, Spot +6; Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub).

Rock Throwing (Ex): The range increment is 120 feet for a hill giant's thrown rocks.

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

The Trap

The location marked “T” on the map (near the entrance chosen by the PCs) indicates a magical trap that is located in the hallway. Any PCs that pass this area risk setting it off. The trigger is if any humanoid creature goes through the area without (a) wearing a brooch bearing the symbol of the Magocracy of Pyrroth, or (b) first saying “For the glory of Pyrroth!”

If the PCs capture any guards alive and make an Intimidate check (DC 15 + ATL) the guards will tell them only basic information (“*We work for dem wizzerds. We wuz told ta guard against intruders.*”). Each guard wears a brooch as noted above but does not know what it is for. If asked, they reveal that they were told never to go anywhere without it.

If none of the above works or is available, the PCs can find the trap by using *detect magic* or a rogue’s trapfinding ability to locate potential trouble. If they don’t think of this, they’re going to hurt a little. ☺

The details of the trap change by ATL, as noted below.

ATL 1

✂ **Burning Hands Trap:** CR 2; magic device; proximity trigger (*alarm*); no reset; spell effect (*burning hands*, 1st-level wizard, 1d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

ATL 3

✂ **Burning Hands Trap:** CR 3; magic device; proximity trigger (*alarm*); no reset; spell effect (*burning hands*, 5th-level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

ATL 5

✂ **Lightning Bolt Trap:** CR 4; magic device; proximity trigger (*alarm*); no reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity,

DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

ATL 7

✂ **Fireball Trap:** CR 5; magic device; proximity trigger (*alarm*); no reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

ATL 9

✂ **Flame Strike Trap:** CR 6; magic device; proximity trigger (*alarm*); no reset; spell effect (*flame strike*, 9th-level cleric, 9d6 fire, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30.

ATL 11

✂ **Chain Lightning Trap:** CR 7; magic device; proximity trigger (*alarm*); no reset; spell effect (*chain lightning*, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31. Cost: 33,000 gp, 2,640 XP.

ATL 13 & 15

✂ **Chain Lightning Trap:** CR 8; magic device; proximity trigger (*alarm*); no reset; spell effect (*chain lightning*, 13th-level wizard, 13d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to thirteen secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31. Cost: 33,000 gp, 2,640 XP.

Odds are the triggering of this trap will attract a pair of guards to investigate. If the trap is triggered, roll a standard % check for an encounter with double the normal chance (this time only) to see if guards respond right away.

The Necromancer's Lair

The area marked “N” is where the necromancer is found. He has Agent Aglarond here, his helpless prisoner, tied spread-eagle to a table. He is about to experiment on him to determine pain thresholds through torture. He has his undead minion(s) here guarding the door.

If the PCs make a lot of noise coming this way (like triggering the trap), he will have heard them and be ready for trouble. If the PCs try to approach quietly, have him (and his undead minions) roll Listen checks, using the chart below to determine if they hear the PCs and avoid a surprise round. The DC to hear the necromancer talking to the prisoner is 10, but use the distance modifier noted below.

Remember to add +1 to the DC of Listen checks for every 10 feet of distance between the PCs and the bad guys.

| Listen DC | Sound |
|-----------|--|
| -10 | A battle |
| 0 | People talking |
| 5 | A person in medium armor walking at a slow pace (10 ft./round) trying not to make any noise. |
| 10 | An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise |
| 15 | A 1 st -level rogue using Move Silently to sneak past the listener |
| 15 | People whispering ¹ |
| 19 | A cat stalking |
| 30 | An owl gliding in for a kill |

¹ If you beat the DC by 10 or more, you can make out what's being said, assuming that you understand the language.

When the PCs open the door read the following:

The room beyond the door is made of the same strange, black material as the rest of the city. Inside the door you see undead standing guard.

At the opposite end you see a table with a man tied spread-eagle across the top. He wears the tatters of clothes and has obviously been wounded badly.

Standing over him is a human male wearing a dark grey cloak bearing a quarterstaff. Laid upon a small desk next to him are an array of knives, scissors, and other tools that could only be used for dissection of a dead body...or torture of a living one.

If the necromancer is not surprised, read the following as well:

Turning your way, the dark figure's eyes gleam with evil glee. "More test subjects! How wonderful! Attack them, my minions!"

Note that the necromancer is a specialty necromancer, as detailed in the *UA* book (the book's full name is in the OGL, Section 15). This book is not needed to run the encounter; all the rules information on this wizard variant is noted in the stat blocks on the following pages.

If the necromancer hears the PCs' approach before they open the door, he will start by casting a *mage armor* spell to protect himself. Note that, due to the Spell Thematics feat, all of his spells have the special effect of “cold black flames.” This causes no actual damage and has no effect other than being just plain spooky. However, all spells that he applies the feat to (which is just about all of them, unless common sense dictates otherwise) cause PCs making Spellcraft attempts to identify his spells to take a -5 penalty on the roll.

At all levels the necromancer has a skeletal minion, which is a superior type of skeleton. At higher ATLs he also has other undead minions that he created himself, which also have enhanced stats due to his specialization in necromancy; this is a class variant change from the standard wizard necromancer. All changes are made already in the statistic blocks.

This should be a tough, but manageable combat.

ATL 1

\ Specialty Necromancer 2 (1): CR 2; Medium humanoid (human); HD 2d4+4; hp 12; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex), touch AC 13, flatfooted 10; BAB/Grp +1/+1; Atk/Full Atk +2 *quarterstaff* +1 (1d6+1/x2), ranged touch +4 (spell); Space/Reach 5 ft./5 ft.; SA Spells, SQ Skeletal minion, spells; AL NE; SV Fort +2 Ref +3, Will +4; Str 11, Dex 16, Con 14, Int 16, Wis 13, Cha 8.

Skills and Feats: Concentration +7, Knowledge (arcana) +8, Knowledge (dungeoneering) +8, Knowledge (religion) +8, Profession (mortician) +6, Spellcraft +8; Spell Theatrics (all spells cast have a “special effect” of cold black flames, with no real effect or damage; Spellcraft checks are made at -5 vs. these spells).

Skeletal Minion (Su): A 1st-level necromancer using this variant can begin play with an undead minion (a human warrior skeleton). Obtaining this minion takes 24 hours and uses up magical materials that cost 100 gp. This creature is a loyal servant that follows the necromancer's commands and accompanies her on adventures if desired. If the skeletal minion is destroyed, the necromancer suffers no ill effects and may replace it by performing a ceremony identical to the one that allowed her to obtain her first servant.

At 1st level, the skeleton is completely typical, but it gains power as the necromancer gains levels. The skeleton has a number of Hit Dice equal to the necromancer's class level. Add one-half the necromancer's class level to the skeleton's natural armor bonus. Add one-third of the necromancer's class level to the skeleton's Strength and Dexterity scores.

A necromancer using this variant permanently gives up the ability to obtain a familiar.

Spells (4/3, save DC = 13 + spell level; barred schools enchantment, evocation)

0 – *Ghost sound, acid splash, touch of fatigue**, *touch of fatigue**

1st – *Chill touch**, *mage armor, ray of enfeeblement*

Equipment: *Quarterstaff* +1, Pyrrothian brooch.

\ Skeletal Minion (1): CR 1/3; Medium-Size Undead (6 ft tall); HD 2d12+4; hp 17; Init +5 (+1 Dex, +4 Imp. Init.); Spd 30 ft; AC 14 (+1 Dex, +3 natural), touch 11, flat-footed 13; BAB/Grp +1/+4; Atk claw +4 (1d4+2); Atk/Full Atk 2 claws +4 (1d4+2); Space/Reach 5 ft/5 ft; SQ Darkvision 60', DR 5/bludgeoning, immunity to cold, undead traits; AL N; SV Fort +2, Ref +3, Will +5; Str 13, Dex 12, Con -, Int -, Wis 10, Cha 1.

Feats: Improved Initiative.

Undead Traits (Ex): Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, sneak attacks, ability damage to physical ability scores (Strength, Dexterity, and Constitution), ability drain, or energy drain. Immune to fatigue*, exhaustion*, and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

NOTE: Remember the perpetual *desecrate* spell effect that gives all turning checks a -6 profane penalty. These stat blocks are already modified to reflect the bonuses these undead receive.

ATL 3

⚔ Specialty Necromancer 4 (1): CR 4; Medium humanoid (human); HD 4d4+8; hp 22 (36 with *false life*); Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex), touch AC 13, flatfooted 10; BAB/Grp +2/+2; Atk/Full Atk +3 *quarterstaff* +1 (1d6+1/x2), ranged touch +5 (spell); Space/Reach 5 ft./5 ft.; SA Spells, SQ Skeletal minion, spells; AL NE; SV Fort +3 Ref +4, Will +6; Str 11, Dex 16, Con 14, Int 16, Wis 14, Cha 8.

Skills and Feats: Concentration +9 (+13), Knowledge (arcana) +10, Knowledge (dungeoneering) +10, Knowledge (religion) +10, Profession (mortician) +8, Spellcraft +10; Combat Casting, Spell Theatrics (all spells cast have a “special effect” of cold black flames, with no real effect or damage; Spellcraft checks are made at -5 to identify these spells).

Skeletal Minion (Su): A 1st-level necromancer using this variant can begin play with an undead minion (a human warrior skeleton). Obtaining this minion takes 24 hours and uses up magical materials that cost 100 gp. This creature is a loyal servant that follows the necromancer's commands and accompanies her on adventures if desired. If the skeletal minion is destroyed, the necromancer suffers no ill effects and may replace it by performing a ceremony identical to the one that allowed her to obtain her first servant.

At 1st level, the skeleton is completely typical, but it gains power as the necromancer gains levels. The skeleton has a number of Hit Dice equal to the necromancer's class level. Add one-half the necromancer's class level to the skeleton's natural armor bonus. Add one-third of the necromancer's class level to the skeleton's Strength and Dexterity scores.

A necromancer using this variant permanently gives up the ability to obtain a familiar.

Spells (4/4/3, save DC = 13 + spell level, barred schools enchantment, evocation)

0 – *Ghost sound, acid splash, touch of fatigue**, *touch of fatigue**

1st – *Chill touch**, *mage armor, ray of enfeeblement**, *ray of enfeeblement*

2nd – *False life**, *glitterdust, spectral hand*

Equipment: *Quarterstaff* +1, Pyrrothian brooch.

⚔ Skeletal Minion (1): CR 1; Medium-Size Undead (6 ft tall); HD 4d12+8; hp 38; Init +5 (+1 Dex, +4 Imp. Init.); Spd 30 ft; AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; BAB/Grp +2/+6; Atk claw +6 (1d4+4); Atk/Full Atk 2 claws +6 (1d4+4); Space/Reach 5 ft/5 ft; SQ Darkvision 60', DR 5/bludgeoning, immunity to cold, undead traits; AL N; SV Fort +3, Ref +4, Will +6; Str 14, Dex 13, Con -, Int -, Wis 10, Cha 1.

Feats: Improved Initiative.

Undead Traits (Ex): Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, sneak attacks, ability damage to physical ability scores (Strength, Dexterity, and Constitution), ability drain, or energy drain. Immune to fatigue*, exhaustion*, and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

NOTE: Remember the perpetual *desecrate* spell effect that gives all turning checks a -6 profane penalty. These stat blocks are already modified to reflect the bonuses these undead receive.

ATL 5

⚔ Specialty Necromancer 6 (1): CR 6; Medium humanoid (human); HD 6d4+12; hp 32 (43 with *false life*); Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex), touch AC 13, flatfooted 10; BAB/Grp +3/+3; Atk/Full Atk +4 *quarterstaff* +1 (1d6+1/x2), ranged touch +6 (spell); Space/Reach 5 ft./5 ft.; SA Spells, SQ Skeletal minion, spells, undead apotheosis (+2 to some saves, see below); AL NE; SV Fort +4 Ref +5, Will +7; Str 11, Dex 16, Con 14, Int 16, Wis 14, Cha 8.

Skills and Feats: Concentration +11 (+15), Knowledge (arcana) +12, Knowledge (dungeoneering) +12, Knowledge (religion) +12, Profession (mortician) +10, Spellcraft +12; Combat Casting, Spell Focus (necromancy), Spell Theatrics (all spells cast have a “special effect” of cold black flames, with no real effect or damage; Spellcraft checks are made at -5 to identify these spells).

Skeletal Minion (Su): A 1st-level necromancer using this variant can begin play with an undead minion (a human warrior skeleton). Obtaining this minion takes 24 hours and uses up magical materials that cost 100 gp. This creature is a loyal servant that follows the necromancer's commands and accompanies her on adventures if desired. If the skeletal minion is destroyed, the necromancer suffers no ill effects and may replace it by performing a ceremony identical to the one that allowed her to obtain her first servant.

At 1st level, the skeleton is completely typical, but it gains power as the necromancer gains levels. The skeleton has a number of Hit Dice equal to the necromancer's class level. Add one-half the necromancer's class level to the skeleton's natural armor bonus. Add one-third of the necromancer's class level to the skeleton's Strength and Dexterity scores.

A necromancer using this variant permanently gives up the ability to obtain a familiar.

Undead Apotheosis (Ex): As a necromancer using this variant progresses in levels, she gains some of the qualities that typify undead creatures. At 5th

level, the necromancer gains a +2 bonus on all saving throws made to resist sleep, stun, paralysis, poison, or disease. This bonus increases to +4 at 15th level.

A necromancer using this variant does not gain bonus feats for advancing as a wizard.

Spells (4/4/4/3, save DC = 13 + spell level, 14 + spell level for necromancy spells (marked with an *); barred schools enchantment, evocation)

0 – *Ghost sound, acid splash, touch of fatigue*, touch of fatigue**

1st – *Chill touch*, color spray, mage armor, ray of enfeeblement**

2nd – *Blindness/deafness, false life*, ghoul touch*, spectral hand**

3rd – *Haste, ray of exhaustion*, vampiric touch**

Equipment: *Quarterstaff* +1, Pyrrothian brooch.

⚔ Skeletal Minion (1): CR 2; Medium-Size Undead (6 ft tall); HD 6d12+18; hp 57; Init +6 (+2 Dex, +4 Imp. Init.); Spd 30 ft.; AC 17 (+2 Dex, +5 natural), touch 12, flat-footed 15; BAB/Grp +3/+7; Atk claw +7 (1d4+4); Atk/Full Atk 2 claws +7 (1d4+4); Space/Reach 5 ft/5 ft; SQ Darkvision 60', DR 5/bludgeoning, immunity to cold, undead traits; AL N; SV Fort +4, Ref +5, Will +7; Str 15, Dex 14, Con -, Int -, Wis 10, Cha 1.

Feats: Improved Initiative.

Undead Traits (Ex): Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, sneak attacks, ability damage to physical ability scores (Strength, Dexterity, and Constitution), ability drain, or energy drain. Immune to fatigue*, exhaustion*, and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

NOTE: Remember the perpetual *desecrate* spell effect that gives all turning checks a -6 profane penalty. These stat blocks are already modified to reflect the bonuses these undead receive.

ATL 7

\ Specialty Necromancer 8 (1): CR 8; Medium humanoid (human); HD 8d4+16; hp 42 (55 with *false life*); Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex), touch AC 13, flatfooted 10; BAB/Grp +4/+4; Atk/Full Atk +5 *spell storing quarterstaff +1* (1d6+1/x2), ranged touch +7 (spell); Space/Reach 5 ft./5 ft.; SA Spells, SQ Enhanced undead, skeletal minion, spells, undead apotheosis (+2/+4 to some saves, see below); AL NE; SV Fort +4 Ref +5, Will +8; Str 11, Dex 16, Con 14, Int 17, Wis 14, Cha 8.

Skills and Feats: Concentration +13 (+17), Knowledge (arcana) +14, Knowledge (dungeoneering) +14, Knowledge (religion) +14, Profession (mortician) +12, Spellcraft +14; Combat Casting, Spell Focus (necromancy), Spell Theatrics (all spells cast have a “special effect” of cold black flames, with no real effect or damage; Spellcraft checks are made at -5 to identify these spells).

Enhanced Undead (Ex): Any time a necromancer using this variant creates an undead creature (such as with *animate dead*, *create undead*, or *create greater undead*), all undead creatures created gain a +4 enhancement bonus to Strength and Dexterity, and two additional hit points per Hit Die. This ability does not affect the number or Hit Dice of animated creatures that the necromancer can create or control. A necromancer using this variant does not gain additional spells per day for being a specialist wizard.

Skeletal Minion (Su): A 1st-level necromancer using this variant can begin play with an undead minion (a human warrior skeleton). Obtaining this minion takes 24 hours and uses up magical materials that cost 100 gp. This creature is a loyal servant that follows the necromancer's commands and accompanies her on adventures if desired. If the skeletal minion is destroyed, the necromancer suffers no ill effects and may replace it by performing a ceremony identical to the one that allowed her to obtain her first servant.

At 1st level, the skeleton is completely typical, but it gains power as the necromancer gains levels.

The skeleton has a number of Hit Dice equal to the necromancer's class level. Add one-half the necromancer's class level to the skeleton's natural armor bonus. Add one-third of the necromancer's class level to the skeleton's Strength and Dexterity scores.

A necromancer using this variant permanently gives up the ability to obtain a familiar.

Undead Apotheosis (Ex): As a necromancer using this variant progresses in levels, she gains some of the qualities that typify undead creatures. At 5th level, the necromancer gains a +2 bonus on all saving throws made to resist sleep, stun, paralysis, poison, or disease. This bonus increases to +4 at 15th level.

A necromancer using this variant does not gain bonus feats for advancing as a wizard.

Spells (4/5/4/4/3, save DC = 13 + spell level, 14 + spell level for necromancy spells (marked with an *); barred schools enchantment, evocation)

0 – *Ghost sound*, *acid splash*, *shield*, *touch of fatigue**, *touch of fatigue**

1st – *Color spray*, *mage armor*, *ray of enfeeblement**, *ray of enfeeblement**

2nd – *Blindness/deafness*, *false life**, *ghoul touch**, *spectral hand**

3rd – *Dispel magic*, *haste*, *ray of exhaustion**, *vampiric touch**

4th – *Bestow curse**, *enervation**, *greater invisibility*

Equipment: *Spell storing quarterstaff +1* (contains a *vampiric touch*), Pyrrothian brooch.

⚔ **Skeletal Minion (1):** CR 3; Medium-Size Undead (6 ft tall); HD 8d12+16; hp 64; Init +6 (+2 Dex, +4 Imp. Init.); Spd 30 ft; AC 18 (+2 Dex, +6 natural), touch 12, flat-footed 16; BAB/Grp +4/+8 Atk claw +8 (1d4+4); Atk/Full Atk 2 claws +8 (1d4+4); Space/Reach 5 ft/5 ft; SQ Darkvision 60', DR 5/bludgeoning, immunity to cold, undead traits; AL N; SV Fort +4, Ref +6, Will +8; Str 15, Dex 14, Con -, Int -, Wis 10, Cha 1.

Feats: Improved Initiative.

Undead Traits (Ex): Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, sneak attacks, ability damage to physical ability scores (Strength, Dexterity, and Constitution), ability drain, or energy drain. Immune to fatigue*, exhaustion*, and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

⚔ **Zombies (8):** CR 1/2; Medium Undead (6 ft tall); HD 2d12+11; hp 24; Init +1 (Dex); Spd 30 ft (can't run); AC 13 (+1 Dex, +2 natural), touch 11, flat-footed 11; BAB/Grp +1/+6 Atk/Full Atk slam +6 (1d6+5); Space/Reach 5 ft/5 ft; SQ Single actions only, darkvision 60', DR 5/slashing, undead traits; AL NE; SV Fort +2, Ref +3, Will +5; Str 17, Dex 12, Con —, Int —, Wis 10, Cha 1.

Feats: Toughness.

Undead Traits (Ex): See Skeletal Minion for details.

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| <p>NOTE: Remember the perpetual <i>desecrate</i> spell effect that gives all turning checks a -6 profane penalty. These stat blocks are already modified to reflect the bonuses these undead receive.</p> |
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ATL 9

\ Specialty Necromancer 10 (1): CR 10; Medium humanoid (human); HD 10d4+20; hp 52 (72 with *false life*); Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex), touch AC 13, flatfooted 10; BAB/Grp +5/+5; Atk/Full Atk +6 *spell storing quarterstaff +1* (1d6+1/x2), ranged touch +8 (spell); Space/Reach 5 ft./5 ft.; SA Spells, SQ Enhanced undead, skeletal minion, spells, undead apotheosis (+2/+4 to some saves, see below); AL NE; SV Fort +5 Ref +6, Will +9; Str 11, Dex 16, Con 14, Int 17, Wis 14, Cha 8.

Skills and Feats: Concentration +15 (+19), Knowledge (arcana) +16, Knowledge (dungeoneering) +16, Knowledge (religion) +16, Profession (mortician) +14, Spellcraft +16; Combat Casting, Spell Focus (necromancy), Spell Theatrics (all spells cast have a “special effect” of cold black flames, with no real effect or damage; Spellcraft checks are made at -5 to identify these spells).

Enhanced Undead (Ex): Any time a necromancer using this variant creates an undead creature (such as with *animate dead*, *create undead*, or *create greater undead*), all undead creatures created gain a +4 enhancement bonus to Strength and Dexterity, and two additional hit points per Hit Die. This ability does not affect the number or Hit Dice of animated creatures that the necromancer can create or control. A necromancer using this variant does not gain additional spells per day for being a specialist wizard.

Skeletal Minion (Su): A 1st-level necromancer using this variant can begin play with an undead minion (a human warrior skeleton). Obtaining this minion takes 24 hours and uses up magical materials that cost 100 gp. This creature is a loyal servant that follows the necromancer's commands and accompanies her on adventures if desired. If the skeletal minion is destroyed, the necromancer suffers no ill effects and may replace it by performing a ceremony identical to the one that allowed her to obtain her first servant.

At 1st level, the skeleton is completely typical, but it gains power as the necromancer gains levels.

The skeleton has a number of Hit Dice equal to the necromancer's class level. Add one-half the necromancer's class level to the skeleton's natural armor bonus. Add one-third of the necromancer's class level to the skeleton's Strength and Dexterity scores.

A necromancer using this variant permanently gives up the ability to obtain a familiar.

Undead Apotheosis (Ex): As a necromancer using this variant progresses in levels, she gains some of the qualities that typify undead creatures. At 5th level, the necromancer gains a +2 bonus on all saving throws made to resist sleep, stun, paralysis, poison, or disease. This bonus increases to +4 at 15th level.

At 10th level, the necromancer gains a +4 bonus on saving throws made to resist ability damage, ability drain, or energy drain.

A necromancer using this variant does not gain bonus feats for advancing as a wizard.

Spells (4/5/5/4/4/3, save DC = 13 + spell level, 14 + spell level for necromancy spells (marked with an *); barred schools enchantment, evocation)

0 – *Ghost sound*, *acid splash*, *shield*, *touch of fatigue**, *touch of fatigue**

1st – *Burning hands*, *color spray*, *mage armor*, *ray of enfeeblement**, *ray of enfeeblement**

2nd – *Blindness/deafness*, *false life**, *ghoul touch**, *spectral hand**, *web*

3rd – *Dispelling magic*, *haste*, *ray of exhaustion**, *vampiric touch**

4th – *Bestow curse**, *dimension door*, *enervation**, *greater invisibility*

5th – *Cloudkill*, ~~*prying eyes*~~, *waves of fatigue*

Equipment: *Spell storing quarterstaff +1* (contains a *vampiric touch*), Pyrrothian brooch.

⚔ **Skeletal Minion (8):** CR 3; Medium-Size Undead (6 ft tall); HD 10d12+20; hp 75; Init +6 (+2 Dex, +4 Imp. Init.); Spd 30 ft; AC 19 (+2 Dex, +7 natural), touch 12, flat-footed 17; BAB/Grp +5/+10 Atk claw +10 (1d4+5); Atk/Full Atk 2 claws +10 (1d4+5); Space/Reach 5 ft/5 ft; SQ Darkvision 60', DR 5/bludgeoning, immunity to cold, undead traits; AL N; SV Fort +5, Ref +7, Will +9; Str 16, Dex 15, Con -, Int -, Wis 10, Cha 1.

Feats: Improved Initiative.

Undead Traits (Ex): Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, sneak attacks, ability damage to physical ability scores (Strength, Dexterity, and Constitution), ability drain, or energy drain. Immune to fatigue*, exhaustion*, and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

⚔ **Owlbear skeletons (4):** CR 2; Large Undead; HD 5d12+20; hp 52; Init +8 (+4 Dex, +4 Imp. Init.); Spd 30 ft; AC 15 (-1 size, +4 Dex, +2 natural), touch 13, flat-footed 11; BAB/Grp +2/+15; Atk claw +10 melee (1d6+9); Full Atk 2 claws +10 melee (1d6+9) and bite +5 melee (1d8+5); Space/Reach 10'/5'; SQ Darkvision 60', DR 5/bludgeoning, immunity to cold, undead traits; AL NE; SV Fort +3, Ref +7, Will +6; Str 25, Dex 18, Con —, Int —, Wis 10, Cha 1.

Feats: Improved Initiative.

Undead Traits (Ex): See Skeletal Minion for details.

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| <p>NOTE: Remember the perpetual <i>desecrate</i> spell effect that gives all turning checks a -6 profane penalty. These stat blocks are already modified to reflect the bonuses these undead receive.</p> |
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ATL 11

\ Specialty Necromancer 12 (1): CR 12; Medium humanoid (human); HD 12d4+24; hp 62 (82 with *false life*); Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex), touch AC 13, flatfooted 10; BAB/Grp +6/+6; Atk +7 *spell storing quarterstaff +1* (1d6+1/x2), ranged touch +9 (spell); Full Atk +7/+2 *spell storing quarterstaff +1* (1d6+1/x2), ranged touch +8 (spell); Space/Reach 5 ft./5 ft.; SA Spells, SQ Enhanced undead, skeletal minion, spells, undead apotheosis (+2/+4 to some saves, see below); AL NE; SV Fort +6 Ref +7, Will +10; Str 11, Dex 16, Con 14, Int 18, Wis 14, Cha 8.

Skills and Feats: Concentration +17 (+21), Knowledge (arcana) +19, Knowledge (dungeoneering) +19, Knowledge (religion) +19, Profession (mortician) +16, Spellcraft +19; Combat Casting, Greater Spell Focus (necromancy), Spell Focus (necromancy), Spell Theatrics (all spells cast have a “special effect” of cold black flames, with no real effect or damage; Spellcraft checks are made at -5 to identify these spells).

Enhanced Undead (Ex): Any time a necromancer using this variant creates an undead creature (such as with *animate dead*, *create undead*, or *create greater undead*), all undead creatures created gain a +4 enhancement bonus to Strength and Dexterity, and two additional hit points per Hit Die. This ability does not affect the number or Hit Dice of animated creatures that the necromancer can create or control. A necromancer using this variant does not gain additional spells per day for being a specialist wizard.

Skeletal Minion (Su): A 1st-level necromancer using this variant can begin play with an undead minion (a human warrior skeleton). Obtaining this minion takes 24 hours and uses up magical materials that cost 100 gp. This creature is a loyal servant that follows the necromancer's commands and accompanies her on adventures if desired. If the skeletal minion is destroyed, the necromancer suffers no ill effects and may replace it by performing a ceremony identical to the one that allowed her to obtain her first servant.

At 1st level, the skeleton is completely typical, but it gains power as the necromancer gains levels. The skeleton has a number of Hit Dice equal to the necromancer's class level. Add one-half the necromancer's class level to the skeleton's natural armor bonus. Add one-third of the necromancer's class level to the skeleton's Strength and Dexterity scores.

A necromancer using this variant permanently gives up the ability to obtain a familiar.

Undead Apotheosis (Ex): As a necromancer using this variant progresses in levels, she gains some of the qualities that typify undead creatures. At 5th level, the necromancer gains a +2 bonus on all saving throws made to resist sleep, stun, paralysis, poison, or disease. This bonus increases to +4 at 15th level.

At 10th level, the necromancer gains a +4 bonus on saving throws made to resist ability damage, ability drain, or energy drain.

A necromancer using this variant does not gain bonus feats for advancing as a wizard.

Spells (4/5/5/5/4/4/3, save DC = 14 + spell level, 16 + spell level for necromancy spells (marked with an *); barred schools enchantment, evocation)

0 – *Ghost sound, acid splash, shield, touch of fatigue*, touch of fatigue**

1st – *Burning hands, color spray, mage armor, ray of enfeeblement*, ray of enfeeblement*

2nd – *Blindness/deafness, false life*, ghoul touch*, spectral hand*, web*

3rd – *Dispel magic, haste, ray of exhaustion*, stinking cloud, vampiric touch*

4th – *Bestow curse*, dimension door, enervation*, greater invisibility*

5th – *Baleful polymorph, cloudkill, ~~prying eyes~~, waves of fatigue*

6th – *Circle of death*, eyebite*, globe of invulnerability*

Equipment: *Spell storing quarterstaff +1* (contains a *vampiric touch*), Pyrrothian brooch.

⚔ Skeletal Minion (8): CR 4; Medium-Size Undead (6 ft tall); HD 12d12+24; hp 90; Init +7 (+3 Dex, +4 Imp. Init.); Spd 30 ft; AC 21 (+3 Dex, +8 natural), touch 13, flat-footed 18; BAB/Grp +6/+11; Atk claw +11 (1d4+5; Atk/Full Atk 2 claws +11 (1d4+5); Space/Reach 5 ft/5 ft; SQ Darkvision 60', DR 5/bludgeoning, immunity to cold, undead traits; AL N; SV Fort +5, Ref +8, Will +9; Str 17, Dex 16, Con -, Int -, Wis 10, Cha 1.

Feats: Improved Initiative.

Undead Traits (Ex): Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, sneak attacks, ability damage to physical ability scores (Strength, Dexterity, and Constitution), ability drain, or energy drain. Immune to fatigue*, exhaustion*, and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

NOTE: Remember the perpetual *desecrate* spell effect that gives all turning checks a -6 profane penalty. These stat blocks are already modified to reflect the bonuses these undead receive.

⚔ Tough Ghast (4): CR 3; Medium-Size Undead (6 ft tall); HD 6d12+27; hp 67; Init +5 (Dex); Spd 30 ft; AC 19 (+5 Dex, +4 natural), touch 15, flat-footed 14; BAB/Grp +3/+10; Atk bite +10 melee (1d8+7 and paralysis); Full Atk bite +10 melee (1d8+7 and paralysis) and 2 claws +7 melee (1d4+4 and paralysis); Space/Reach 5 ft/5 ft; SA Paralysis, ghoul fever, stench; SQ Undead Traits, darkvision 60', +2 turn resistance; AL CE; SV Fort +4, Ref +9, Will +9. Str 21, Dex 21, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +11, Climb +11, Hide +12, Jump +13 Listen +10, Move Silently +12, Spot +8; Ability Focus (paralysis), Multiattack, Toughness.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed at a Fortitude save (DC 18) or be paralyzed for 1d4+1 rounds. Elves are NOT immune to this paralysis.

Ghoul Fever (Su): Disease - bite, Fortitude DC 16, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid that dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Stench (Ex) Those within 10 feet must succeed at a Fortitude save (DC 16) or be sickened for 1d6+4 minutes, suffering a -2 circumstance penalty to all attacks, damage rolls, saves, ability checks and skill checks for the next 1d6+4 minutes

Undead Traits (Ex): See Skeletal Minion for details.

ATL 13

\ Specialty Necromancer 14 (1): CR 14; Medium humanoid (human); HD 14d4+28; hp 72 (92 with *false life*); Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex), touch AC 13, flatfooted 10; BAB/Grp +7/+7; Atk +8 *spell storing quarterstaff +1* (1d6+1/x2), ranged touch +10 (spell); Full Atk +8/+3 MW quarterstaff (1d6+1/x2), ranged touch +10 (spell); Space/Reach 5 ft./5 ft.; SA Spells, SQ Enhanced undead, skeletal minion, spells, undead apotheosis (+2/+4 to some saves, see below); AL NE; SV Fort +6 Ref +7, Will +11; Str 11, Dex 16, Con 14, Int 18, Wis 14, Cha 8.

Skills and Feats: Concentration +19 (+23), Knowledge (arcana) +21, Knowledge (dungeoneering) +21, Knowledge (religion) +21, Profession (mortician) +18, Spellcraft +21; Combat Casting, Greater Spell Focus (necromancy), Spell Focus (necromancy), Spell Theatrics (all spells cast have a “special effect” of cold black flames, with no real effect or damage; Spellcraft checks are made at -5 to identify these spells).

Enhanced Undead (Ex): Any time a necromancer using this variant creates an undead creature (such as with *animate dead*, *create undead*, or *create greater undead*), all undead creatures created gain a +4 enhancement bonus to Strength and Dexterity, and two additional hit points per Hit Die. This ability does not affect the number or Hit Dice of animated creatures that the necromancer can create or control. A necromancer using this variant does not gain additional spells per day for being a specialist wizard.

Skeletal Minion (Su): A 1st-level necromancer using this variant can begin play with an undead minion (a human warrior skeleton). Obtaining this minion takes 24 hours and uses up magical materials that cost 100 gp. This creature is a loyal servant that follows the necromancer's commands and accompanies her on adventures if desired. If the skeletal minion is destroyed, the necromancer suffers no ill effects and may replace it by performing a ceremony identical to the one that allowed her to obtain her first servant.

At 1st level, the skeleton is completely typical, but it gains power as the necromancer gains levels. The skeleton has a number of Hit Dice equal to the necromancer's class level. Add one-half the necromancer's class level to the skeleton's natural armor bonus. Add one-third of the necromancer's class level to the skeleton's Strength and Dexterity scores.

A necromancer using this variant permanently gives up the ability to obtain a familiar.

Undead Apotheosis (Ex): As a necromancer using this variant progresses in levels, she gains some of the qualities that typify undead creatures. At 5th level, the necromancer gains a +2 bonus on all saving throws made to resist sleep, stun, paralysis, poison, or disease. This bonus increases to +4 at 15th level.

At 10th level, the necromancer gains a +4 bonus on saving throws made to resist ability damage, ability drain, or energy drain.

A necromancer using this variant does not gain bonus feats for advancing as a wizard.

Spells (4/5/5/5/5/3/3/2, save DC = 14 + spell level, 16 + spell level for necromancy spells (marked with an *); barred schools enchantment, evocation)

0 – *Ghost sound*, *acid splash*, *shield*, *touch of fatigue**, *touch of fatigue**

1st – *Burning hands*, *color spray*, *mage armor*, *ray of enfeeblement**, *ray of enfeeblement**

2nd – *Blindness/deafness*, *false life**, *ghoul touch**, *spectral hand**, *web*

3rd – *Dispel magic*, *haste*, *ray of exhaustion**, *stinking cloud*, *vampiric touch**

4th – *Bestow curse**, *dimension door*, *enervation**, *enervation**, *greater invisibility*

5th – *Cloudkill*, *prying eyes*, *waves of fatigue**

6th – *Circle of death**, *eyebite**, *globe of invulnerability*

7th – *Finger of death**, *waves of exhaustion**

Equipment: *Spell storing quarterstaff +1* (contains a *vampiric touch*), Pyrrothian brooch.

⚔ **Skeletal Minion (8):** CR 4; Medium-Size Undead (6 ft tall); HD 14d12+28; hp 119; Init +7 (+3 Dex, +4 Imp. Init.); Spd 30 ft; AC 22 (+3 Dex, +9 natural), touch 13, flat-footed 19; BAB/Grp +7/+12; Atk claw +12 (1d4+5); Atk/Full Atk 2 claws +12 (1d4+5); Space/Reach 5 ft/5 ft; SQ Darkvision 60', DR 5/bludgeoning, immunity to cold, undead traits; AL N; SV Fort +5, Ref +8; Will +9; Str 17, Dex 16, Con -, Int -, Wis 10, Cha 1.

Feats: Improved Initiative.

Undead Traits (Ex): Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, sneak attacks, ability damage to physical ability scores (Strength, Dexterity, and Constitution), ability drain, or energy drain. Immune to fatigue*, exhaustion*, and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

NOTE: Remember the perpetual *desecrate* spell effect that gives all turning checks a -6 profane penalty. These stat blocks are already modified to reflect the bonuses these undead receive.

⚔ **Advanced Ghast (4):** CR 4; Medium-Size Undead (6 ft tall); HD 7d12+31; hp 87; Init +5 (Dex); Spd 30 ft; AC 19 (+5 Dex, +4 natural), touch 15, flat-footed 14; BAB/Grp +3/+10; Atk bite +10 melee (1d8+7 and paralysis); Full Atk bite +10 melee (1d8+7 and paralysis) and 2 claws +6 melee (1d4+4 and paralysis); Space/Reach 5 ft/5 ft; SA Paralysis, ghoul fever, stench; SQ Undead Traits, darkvision 60', +2 turn resistance; AL CE; SV Fort +4, Ref +7, Will +9. Str 21, Dex 21, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +9, Climb +11, Hide +13, Jump +14, Listen +11, Move Silently +13, Spot +11; Ability Focus (paralysis), Multiattack, Toughness.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed at a Fortitude save (DC 18) or be paralyzed for 1d4+1 rounds. Elves are NOT immune to this paralysis.

Ghoul Fever (Su): Disease - bite, Fortitude DC 16, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid that dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Stench (Ex) Those within 10 feet must succeed at a Fortitude save (DC 16) or be sickened for 1d6+4 minutes, suffering a -2 circumstance penalty to all attacks, damage rolls, saves, ability checks and skill checks for the next 1d6+4 minutes

Undead Traits (Ex): See Skeletal Minion for details.

ATL 15

\ Specialty Necromancer 16 (1): CR 16; Medium humanoid (human); HD 16d4+32; hp 81 (101 with *false life*); Init +7 (+3 Dex, +4 Impr. Init.); Spd 30 ft.; AC 13 (+3 Dex), touch AC 13, flatfooted 10; BAB/Grp +8/+8; Atk +9 *spell storing quarterstaff +1* (1d6+1/x2), ranged touch +11 (spell); Full Atk +9/+4 *spell storing quarterstaff +1* (1d6+1/x2), ranged touch +11 (spell); Space/Reach 5 ft./5 ft.; SA Spells, SQ Enhanced undead, skeletal minion, spells, undead apotheosis (+4 to some saves, see below); AL NE; SV Fort +7 Ref +8, Will +12; Str 11, Dex 16, Con 14, Int 19, Wis 14, Cha 8.

Skills and Feats: Concentration +19 (+23), Knowledge (arcana) +21, Knowledge (dungeoneering) +21, Knowledge (religion) +21, Profession (mortician) +18, Spellcraft +21; Combat Casting, Greater Spell Focus (necromancy), Spell Focus (necromancy), Improved Initiative, Spell Theatrics (all spells cast have a “special effect” of cold black flames, with no real effect or damage; Spellcraft checks are made at -5 to identify these spells).

Enhanced Undead (Ex): Any time a necromancer using this variant creates an undead creature (such as with *animate dead*, *create undead*, or *create greater undead*), all undead creatures created gain a +4 enhancement bonus to Strength and Dexterity, and two additional hit points per Hit Die. This ability does not affect the number or Hit Dice of animated creatures that the necromancer can create or control. A necromancer using this variant does not gain additional spells per day for being a specialist wizard.

Skeletal Minion (Su): A 1st-level necromancer using this variant can begin play with an undead minion (a human warrior skeleton). Obtaining this minion takes 24 hours and uses up magical materials that cost 100 gp. This creature is a loyal servant that follows the necromancer's commands and accompanies her on adventures if desired. If the skeletal minion is destroyed, the necromancer suffers no ill effects and may replace it by performing a ceremony identical to the one that allowed her to obtain her first servant.

At 1st level, the skeleton is completely typical, but it gains power as the necromancer gains levels. The skeleton has a number of Hit Dice equal to the necromancer's class level. Add one-half the necromancer's class level to the skeleton's natural armor bonus. Add one-third of the necromancer's class level to the skeleton's Strength and Dexterity scores.

A necromancer using this variant permanently gives up the ability to obtain a familiar.

Undead Apotheosis (Ex): As a necromancer using this variant progresses in levels, she gains some of the qualities that typify undead creatures. At 5th level, the necromancer gains a +2 bonus on all saving throws made to resist sleep, stun, paralysis, poison, or disease. This bonus increases to +4 at 15th level.

At 10th level, the necromancer gains a +4 bonus on saving throws made to resist ability damage, ability drain, or energy drain.

A necromancer using this variant does not gain bonus feats for advancing as a wizard.

Spells (4/5/5/5/5/4/3/3/2, save DC = 14 + spell level, 16 + spell level for necromancy spells (marked with an *); barred schools enchantment, evocation)

0 – *Ghost sound, acid splash, shield, touch of fatigue*, touch of fatigue**

1st – *Burning hands, color spray, mage armor, ray of enfeeblement*, ray of enfeeblement**

2nd – *Blindness/deafness, false life*, ghoul touch*, spectral hand*, web*

3rd – *Dispel magic, haste, ray of exhaustion*, stinking cloud, vampiric touch**

4th – *Bestow curse*, dimension door, enervation*, enervation*, greater invisibility*

5th – *Baleful polymorph, Cloudkill, ~~prying eyes~~, waves of fatigue**

6th – *Circle of death*, eyebite*, globe of invulnerability*

7th – *Finger of death*, reverse gravity, waves of exhaustion**

8th – *Horrid wilting*, iron body*

Equipment: *Spell storing quarterstaff +1* (contains a *vampiric touch*), Pyrrothian brooch.

⚔ **Skeletal Minion (8):** CR 4; Medium-Size Undead (6 ft tall); HD 16d12+32; hp 136; Init +8 (+4 Dex, +4 Imp. Init.); Spd 30 ft; AC 23 (+4 Dex, +9 natural), touch 14, flat-footed 19; BAB/Grp +8/+14; Atk claw +14 (1d4+6); Atk/Full Atk 2 claws +14 (1d4+6); Space/Reach 5 ft/5 ft; SQ Darkvision 60', DR 5/bludgeoning, immunity to cold, undead traits; AL N; SV Fort +6, Ref +10, Will +10; Str 18, Dex 18, Con -, Int -, Wis 10, Cha 1.

Feats: Improved Initiative.

Undead Traits (Ex): Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, sneak attacks, ability damage to physical ability scores (Strength, Dexterity, and Constitution), ability drain, or energy drain. Immune to fatigue*, exhaustion*, and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

NOTE: Remember the perpetual *desecrate* spell effect that gives all turning checks a -6 profane penalty. These stat blocks are already modified to reflect the bonuses these undead receive.

⚔ **Advanced Ghast (4):** CR 4; Medium-Size Undead (6 ft tall); HD 7d12+31; hp 87; Init +5 (Dex); Spd 30 ft; AC 19 (+5 Dex, +4 natural), touch 15, flat-footed 14; BAB/Grp +3/+10; Atk bite +10 melee (1d8+7 and paralysis); Full Atk bite +10 melee (1d8+7 and paralysis) and 2 claws +6 melee (1d4+4 and paralysis); Space/Reach 5 ft/5 ft; SA Paralysis, ghoul fever, stench; SQ Undead Traits, darkvision 60', +2 turn resistance; AL CE; SV Fort +4, Ref +7, Will +9. Str 21, Dex 21, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +9, Climb +11, Hide +13, Jump +14, Listen +11, Move Silently +13, Spot +11; Ability Focus (paralysis), Multiattack, Toughness.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed at a Fortitude save (DC 18) or be paralyzed for 1d4+1 rounds. Elves are NOT immune to this paralysis.

Ghoul Fever (Su): Disease - bite, Fortitude DC 16, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid that dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Stench (Ex) Those within 10 feet must succeed at a Fortitude save (DC 16) or be sickened for 1d6+4 minutes, suffering a -2 circumstance penalty to all attacks, damage rolls, saves, ability checks and skill checks for the next 1d6+4 minutes

Undead Traits (Ex): See Skeletal Minion for details.

Necromancer Resolution:

- If the PCs are defeated in battle and are captured or killed, **GO TO Conclusion C.**
- If any PCs are defeated and flee the city, **GO TO Conclusion D.**
- Otherwise continue here.

Assuming the necromancer is defeated, the PCs can rescue to the prisoner. This is Agent Adrian Aglamour. He has been badly hurt, mostly from weapon blows, but also a large number of bruises from the beating he sustained during questioning.

He is unconscious when found by the PCs (stable at -1 hp). He can talk if healed to at least 1 hp, and can answer the following questions.

- **Who are you?/Are you Adrian Aglamour?**

“I am Adrian Aglamour. Did a little birdie tell you where to find me?”

- **Why are you here?** (Assuming the PCs do not use the code)

“I was traveling nearby when these thugs captured me. Thank goodness you saved me!”

- **Are you an agent of the Diamond Legion?** (Assuming the PCs do not use the code)

“I have no idea what you are talking about.”

A Sense Motive check (DC 20 + ATL) will reveal the last two statements to be a lie.

- **If the PCs make a statement including the words “rock wren”**

“Oh, good, the Legion sent help! Yes, I am Agent Aglamour of the Diamond Legion. I was under deep cover investigating Pyrrothian activity when I came into this situation. Let me tell you what happened.

“I signed on with some Pyrrothian mages as a sell-sword. I was able to leave a quick note at my drop spot indicating where I might be going, though I could only leave the most basic of

information at the time. What I discovered here was far beyond anything I could have expected.

“A large contingent of Pyrrothians have taken up residence in this foul city...I had to steel my nerve just to walk through the gates with them, and hiding my true feelings wasn’t easy. Anyhow, a number of mages were here, which couldn’t be any good.

“The last thing I remember...it was probably today, I haven’t been unconscious that long, have I?...was a massive gathering in the central arena. They appeared to be preparing for some kind of ritual magic. They had drawn an enormous magic circle upon the ground, made from some kind of ground metal as it sparkled in the torchlight. It was a six-pointed star scribed inside a circle. It must have taken them forever to calculate and scribe the circle to perfect proportions!

“Today was the culmination of their work. At each point of the star they placed an item: a large emerald, a massive tome, a golden goblet, an ivory horn inlaid with gold, a brazier, and what looked like a metallic heart.

“Then he came out: a desert elf with bronze colored skin, jet black hair, and blue eyes. He wore a loose fitting suit of a smooth sand-colored cloth and a large hat. He assumed a position by the large tome while the assembled wizards all joined hands around the large circle.

The PCs should recognize Sil, the “desert elf,” from earlier modules in the series.

The author apologizes for the long track of boxed text in this section, but sometimes it just can’t be avoided no matter how high your saving throws!

NOTE: If there are minors at the table, modify the following text to avoid any mention of Sil removing his clothing or being naked.

“The elf spoke a word, and the tome rose up into the air, the pages turning of their own accord! Then he began reading from the tome, and the

...mages...there must have been a hundred or more of them!...all chanted back in a call-and-answer pattern. This continued for several minutes. Then there was a blinding flash of light, and when it faded, the items were all gone...save for the tome, which had doubled in thickness and glowed with purple fire!

“What was sundered is now rejoined,” the elf stated in a clear, calm voice. ‘My part of the bargain is fulfilled. Now it is your turn.’ With that, he handed the tome off to one of the mages, stripped off all of his clothes, and strode to the center of the circle. Then he began to grow and change...his features becoming scaly, reptilian! Before I knew it, the elf called ‘Sil’ looked totally different! He grew great wings, his skin turned translucent and colorless, almost like a ghost, or a creature composed of energy! My heart fell into my feet, for I realized that I had finally met a creature of legend...a DRAGON!”

“I must admit, I lost my composure at this time...but so did the other guards, so I was lucky for the moment. That moment did not last long.

“The dragon reached out to take a proffered goblet...not the one I had seen earlier...and held it ready. At the same time, the mages began chanting, one of them taking Sil’s place with the tome. After several long minutes, the ceremony reached its crescendo. With the final word of power, the dragon Sil drank from the goblet.

“The effect was immediate. He twitched violently, coughing so loudly I thought I would be thrown down to the floor! Then he began spasming and shaking, and suddenly fell to the floor with a mighty crash!

“We were all thrown off our feet. Surprisingly, only a large spiderweb of cracks on the floor showed the point of impact. For several second, nothing happened. It was as if the entire world of Raia was holding its breath.

“Then Sil’s form began to change again...the translucent flesh sloughing off, layer by layer, until only a skeleton remained.

“Then the dragon’s eyes lit up with a purple fire. And it rose up. It examined its form, apparently pleased at the change. Then it stretched its mighty wings and, with a leap that shook the building, crashed up through the black ceiling into the sky above!

“This, unfortunately, had the side effect of raining down a shower of debris upon everyone inside the arena. Most of those gathered around the circle were crushed, but those farther out were able to escape death.

“Now that I knew the full scale of the plot, if not the details, I realized there would be no better time to escape and relate what had happened to my superiors. Unfortunately, I was spotted trying to escape and captured. I was turned over to this fellow here for ‘experimentation.’ Soon after he began I fell unconscious. I am proud to say that I betrayed no secrets, and would have taken them with me to my grave had you not intervened.”

The PCs will not be able to identify what kind of dragon this is, as (a) dragons have been in seclusion in Raia for ages, and (b) they won’t be able to make a high enough DC to recognize an epic-level force dragon. Let them roll if they want, it won’t do any good.

➤ **What became of the Tome?**

“Fortunately, when I was captured I managed to play dead. I heard my captors talking about where I was to be taken, and where to bring the Tome. It is in a barracks nearby. I can give you directions to get there, but I am in no shape to help you retrieve it. No doubt it will be guarded.

“I would suggest leaving me here for now. I can bar the door with the table until you return. If you do not, I can try to get away from here and warn others.”

He is quite correct; wounded as he is, Adrian is in no shape to fight, and he doesn’t want the PCs wasting healing power on him when they have a fight ahead of them. He will give detailed directions to reach the room where the tome is located. They can go there on their own and

prepare to take out its guardians in the next encounter.

Encounter 3: Showdown!

Allow the PCs to prepare as they wish before entering the room for the final combat. However, if they are not very clear that they are doing long-term casting away from the door, allow Listen checks for the NPCs (with modifiers noted earlier) to hear them. If they hear the PCs casting (DC 0 for people talking, 15 if the PCs are trying to quietly cast spells), then they will do the same, round-for-round. Note that they have already pre-cast a number of spells at most ATLs thanks to a well-cast *augury* spell that advises them to prepare for combat in the immediate future!

When the PCs enter this room, read the following:

You open the door to reveal a barracks. Except for the bunk beds and storage chests along the walls and a few chamber pots, it is largely bare.

Inside, however, are waiting a number of adversaries, and they are battle-ready!

Flanking the doorway are two mismatched allies. One is a woman in chainmail wielding a longsword, with a holy symbol around her neck.

Knowledge (religion) check (DC 15) to recognize the symbol of Belatrix, the goddess of slaughter and conflict.

The other is a man that wears simple leather armor and bears a shortsword in hand.

*Further in the room you see a man that wears half-plate armor and wields a falchion two-handed, a holy symbol dangling around his neck. (For ATL 7+ add the following: *He sits mounted upon a coal-black steed that breathes small clouds of smoke as it chomps upon the bit.*)*

Knowledge (religion) check (DC 15) to recognize the symbol of Suulthah, the serpent god of tyranny.

Furthest back stands a man that appears unarmored, wearing fancy traveling clothes and bearing a quarterstaff.

At ATL 7 and higher, the enchanter has a cohort bodyguard, so add the following.

He is flanked by a warrior in breastplate with a heavy wooden shield, holding a rapier at the ready.

Conclude with the following text either way:

The falchion-wielder by the door smiles easily in your direction. "You might as well surrender now. You are not going to get past us alive. We offer an excellent benefits program..."

Let the PCs respond. No, the bad guys won't believe them if they accept the offer. Roll initiative! ☺

NOTE: This is a tough encounter, and a very detailed one, especially since the NPCs have pre-cast a number of spells. You, the GM, will want to be as familiar with the spells and effects as possible. All spell effects are accounted for in the stat blocks. If PCs do dispel magic spells to remove them, you will have to recalculate stats as needed and make pencil notes to reflect these changes. Since not all parties will try this tactic and succeed, the original "pre-casting" stats are not listed here.

Make certain you are familiar with all of the variant rules used in this encounter. Note that the bodyguard has several defensive combat options that are not standard SRD rules.

Resolving the Battle

- If the PCs lose the battle and are captured or killed **GO TO Conclusion C.**
- If any PCs are defeated and flee the city **GO TO Conclusion D.**
- If the PCs win the battle **GO TO Conclusion A.**

ATL 1

⚔ Paladin of Tyranny 1: CR 1; Medium humanoid (human); HD 2d10+4 (kid gloves rule); hp 24; Init +4 (Impr. Init.); Spd 20 ft.; AC 17 (+7 half plate armor), touch AC 10, flatfooted 17; BAB/Grp +1+4; Atk/Full Atk +5 mw falchion (2d4+4, 18-20/x2) or +1 longbow (1d8, x3); Space/Reach 5 ft./5 ft.; SA Smite good 1/day, SQ Aura of evil, *detect good*; AL LE; SV Fort +5, Ref +1, Will +2; Str 16, Dex 10, Con 15, Int 12, Wis 13, Cha 13.

Skills and Feats: Concentration +6, Knowledge (religion) +5, Ride +3, Sense Motive +5; Improved Initiative.

Aura of Evil (Ex): The power of a paladin of tyranny's aura of evil (see the *detect evil* spell) is equal to his paladin of tyranny level, just as with the aura of a cleric of an evil deity.

Detect Good (Sp): At will, a paladin of tyranny can use *detect good*, as the spell.

Smite Good (Su): A paladin of tyranny may attempt to smite good with a normal melee attack. She adds her Charisma bonus (+1) to her attack roll and deals 2 extra points of damage. If the paladin accidentally smites a creature that is not good, the smite has no effect, but the ability is still used up for that day.

Equipment: Silver holy symbol of Suulthah, longbow, quiver with 20 arrows, quiver with 20 arrows, mw falchion, half-plate armor, Pyrrothian brooch.

⚔ Wilderness Rogue 1: CR 1; Medium humanoid (human); HD 2d6+4 (kid gloves rule); hp 16; Init +3 (+3 Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 *leather armor* +1), touch AC 13, flatfooted 13; BAB/Grp +0/+0; Atk/Full Atk +1 mw shortsword (1d6, 19-20/x2) or +3 shortbow (1d6, x3); Space/Reach 5 ft./5 ft.; SA Sneak attack +1d6, SQ None; AL CN; SV Fort +2, Ref +5, Will +1; Str 10, Dex 16, Con 15, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +5, Escape Artist +5, Handle Animal +5, Hide +5, Listen +4, Move Silently +5, Spot +4, Survival +4, Tumble +5, Use Magic Device +5; Dodge, Mobility.

Equipment: *Leather armor* +1, mw shortsword, shortbow, quiver with 20 arrows, Pyrrothian brooch.

⚔ Cleric of Belatrix 1: CR 1; Medium humanoid (human); HD 2d8+4 (kid gloves rule); hp 20; Init +1 (+1 Dex); Spd 20 ft.; AC 16 (+1 Dex, +5 chainmail armor), touch AC 11, flatfooted 15; BAB/Grp +0/+2; Atk/Full Atk +3 *longsword* +1 (1d8+3, 19-20/x2) or +4 light crossbow (1d8, 19-20); Space/Reach 5 ft./5 ft.; SA Smite enemy, spells, SQ Feat of strength, rebuke undead, spells; AL CE; SV Fort +4, Ref +1, Will +5; Str 14, Dex 12, Con 15, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +6, Knowledge (religion) +4, Spellcraft +4; Martial Weapon Proficiency (longsword), Power Attack.

Spells (3/2+1, save DC = 13 + spell level)

0 – *Cure minor wounds, detect magic, light*

1st – *Enlarge person (b), bless, cure light wounds*

Domains and Powers: Destruction (1 smite attack/day, +4 to hit, +1 damage) and Strength (Feat of Strength 1/day, free action, +1 enhancement bonus to Strength for 1 round)

Equipment: Chainmail armor, *longsword* +1, light crossbow, quiver with 10 bolts, wooden holy symbol of Belatrix, Pyrrothian brooch.

\ Specialty Enchanter 1: CR 1; Medium humanoid (human); HD 2d4+2 (kid gloves rule); hp 10; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 *mage armor*), touch AC 11, flatfooted 14; BAB/Grp +0/-1; Atk/Full Atk dagger -1 melee (1d4-1, 19-20) or dagger +2 missile (1d4-1, 19-20); Space/Reach 5 ft./5 ft.; SA Spells, SQ Extended enchantment 1/day, social proficiency, spells; AL LE; SV Fort +1, Ref +1, Will +3; Str 8, Dex 13, Con 13, Int 16, Wis 12, Cha 16.

Skills and Feats: Bluff +6, Concentration +4 (+8), Knowledge (arcana) +6, Knowledge (local) +6, Sense Motive +4, Spellcraft +6; Combat Casting, Spell Focus (enchantment).

Social Proficiency (Ex): Enchanters using this variant are as proficient at manipulating others through mundane means as they are at influencing their minds magically. Add the following skills to the character's list of wizard class skills: Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive. The enchanter also gains a +2 competence bonus on checks involving one of these skills (player's choice) every five levels (5th, 10th, 15th, and 20th). This bonus can only be applied once to each skill.

An enchanter using this variant does not gain bonus feats for advancing as a wizard.

Extended Enchantment (Su): Enchanters using this variant ensnare the minds of others more easily with their magic, and as a result their enchantment spells last longer than those cast by other spellcasters. Once per day, plus one additional time per two class levels gained above 1st, an enchanter using this variant can cast a spell from the enchantment school as if it were enhanced by the Extend Spell metamagic feat. This enhancement does not affect the spell's level.

This ability cannot be used to extend a spell with a duration of concentration, instantaneous, or permanent.

An enchanter using this variant does not gain additional spells per day for being a specialist wizard.

Spells (3/2, save DC = 13 + spell level, 14 + spell level for enchantment*; barred schools transmutation, necromancy)

0 – *Daze**, *prestidigitation*, *ray of frost*

1st ~~*Mage armor*~~, *sleep**

Equipment: Four daggers, spellbook, Pyrrothian brooch, *rod of metamagic*, *silent spell*; wielder can cast up to three spells per day (3rd level spells or lower) without verbal components as though using the Silent Spell feat.

ATL 3

\ Paladin of Tyranny 2: CR 2; Medium humanoid (human); HD 2d10+4; hp 24; Init +4 (Impr. Init.); Spd 20 ft.; AC 17 (+7 half plate armor), touch AC 10, flatfooted 17; BAB/Grp +2/+5; Atk/Full Atk +6 mw falchion (2d4+4, 18-20/x2) or +2 longbow (1d8, x3); Space/Reach 5 ft./5 ft.; SA Deadly touch, smite good 1/day, SQ Aura of evil, *detect good*, divine grace; AL LE; SV Fort +6, Ref +1, Will +2; Str 16, Dex 10, Con 15, Int 12, Wis 13, Cha 13.

Skills and Feats: Concentration +7, Knowledge (religion) +6, Ride +4, Sense Motive +6; Enhanced Smite (when successfully smiting a good opponent with her deity's favored weapon, she adds +1d6 points of divine damage), Improved Initiative.

Aura of Evil (Ex): The power of a paladin of tyranny's aura of evil (see the *detect evil* spell) is equal to his paladin of tyranny level, just as with the aura of a cleric of an evil deity.

Detect Good (Sp): At will, a paladin of tyranny can use *detect good*, as the spell.

Smite Good (Su): A paladin of tyranny may attempt to smite good with a normal melee attack. She adds her Charisma bonus (+1) to her attack roll and deals 2 extra points of damage. If the paladin accidentally smites a creature that is not good, the smite has no effect, but the ability is still used up for that day.

Divine Grace (Su): At 2nd level, a paladin of tyranny gains a bonus equal to her Charisma bonus (if any) on all saving throws.

Deadly Touch (Su): A paladin of slaughter can cause wounds with a successful touch attack. Each day she can deal 2 hit points of damage. An opponent subjected to this attack can make a Will save (DC 13) to halve the damage dealt.

Equipment: Silver holy symbol of Suulthah, longbow, quiver with 20 arrows, quiver with 20 arrows, mw falchion, half-plate armor, Pyrrothian brooch.

\ Wilderness Rogue 1: CR 1; Medium humanoid (human); HD 2d6+4 (kid gloves rule); hp 16; Init +3 (+3 Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 *leather armor +1*), touch AC 13, flatfooted 14; BAB/Grp +0/+0; Atk/Full Atk +1 mw shortsword (1d6, 19-20/x2) or +3 shortbow (1d6, x3); Space/Reach 5 ft./5 ft.; SA Sneak attack +1d6, SQ None; AL CN; SV Fort +2, Ref +5, Will +1; Str 10, Dex 16, Con 15, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +5, Escape Artist +5, Handle Animal +5, Hide +5, Listen +4, Move Silently +5, Spot +4, Survival +4, Tumble +5, Use Magic Device +5; Dodge, Mobility.

Equipment: *Leather armor +1*, mw shortsword, shortbow, quiver with 20 arrows, Pyrrothian brooch.

\ Cleric of Belatrix 1: CR 1; Medium humanoid (human); HD 2d8+4 (kid gloves rule); hp 20; Init +1 (+1 Dex); Spd 20 ft.; AC 16 (+1 Dex, +5 chainmail armor), touch AC 11, flatfooted 15; BAB/Grp +0/+2; Atk/Full Atk +3 *longsword +1* (1d8+3, 19-20/x2) or +4 light crossbow (1d8, 19-20); Space/Reach 5 ft./5 ft.; SA Smite enemy, spells, SQ Feat of strength, rebuke undead, spells; AL CE; SV Fort +4, Ref +1, Will +5; Str 14, Dex 12, Con 15, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +6, Knowledge (religion) +4, Spellcraft +4; Martial Weapon Proficiency (longsword), Power Attack.

Spells (3/2+1, save DC = 13 + spell level)

0 – *Cure minor wounds, detect magic, light*

1st – *Enlarge person (b), bless, cure light wounds*

Domains and Powers: Destruction (1 smite attack/day, +4 to hit, +1 damage) and Strength (Feat of Strength 1/day, free action, +1 enhancement bonus to Strength for 1 round)

Equipment: Chainmail armor, *longsword +1*, light crossbow, quiver with 10 bolts, wooden holy symbol of Belatrix, Pyrrothian brooch.

\ Specialty Enchanter 2: CR 2; Medium humanoid (human); HD 2d4+2; hp 10; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 *mage armor*), touch AC 11, flatfooted 14; BAB/Grp +1/+0; Atk/Full Atk dagger +0 melee (1d4-1, 19-20) or dagger +3 missile (1d4-1, 19-20); Space/Reach 5 ft./5 ft.; SA Spells, SQ Extended enchantment 1/day, social proficiency, spells; AL LE; SV Fort +1, Ref +1, Will +3; Str 8, Dex 13, Con 13, Int 16, Wis 12, Cha 16.

Skills and Feats: Bluff +7, Concentration +5 (+9), Knowledge (arcana) +7, Knowledge (local) +7, Sense Motive +5, Spellcraft +7; Combat Casting, Spell Focus (enchantment).

Social Proficiency (Ex): Enchanters using this variant are as proficient at manipulating others through mundane means as they are at influencing their minds magically. Add the following skills to the character's list of wizard class skills: Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive. The enchanter also gains a +2 competence bonus on checks involving one of these skills (player's choice) every five levels (5th, 10th, 15th, and 20th). This bonus can only be applied once to each skill.

An enchanter using this variant does not gain bonus feats for advancing as a wizard.

Extended Enchantment (Su): Enchanters using this variant ensnare the minds of others more easily with their magic, and as a result their enchantment spells last longer than those cast by other spellcasters. Once per day, plus one additional time per two class levels gained above 1st, an enchanter using this variant can cast a spell from the enchantment school as if it were enhanced by the Extend Spell metamagic feat. This enhancement does not affect the spell's level.

This ability cannot be used to extend a spell with a duration of concentration, instantaneous, or permanent.

An enchanter using this variant does not gain additional spells per day for being a specialist wizard.

Spells (4/3, save DC = 13 + spell level, 14 + spell level for enchantment*; barred schools transmutation, necromancy)

0 – *Daze**, *prestidigitation*, *ray of frost*, *ray of frost*
1st – *Charm person**, ~~*mage armor*~~, *sleep**

Equipment: Four daggers, spellbook, Pyrrothian brooch, *rod of metamagic*, *silent spell*; wielder can cast up to three spells per day (3rd level spells or lower) without verbal components as though using the Silent Spell feat.

ATL 5

\ Paladin of Tyranny 4: CR 4; Medium humanoid (human); HD 4d10+12; hp 46; Init +4 (Impr. Init.); Spd 20 ft.; AC 17 (+7 half plate armor), touch AC 10, flatfooted 17; BAB/Grp +4/+7; Atk/Full Atk +8 mw falchion (2d4+4, 18-20/x2) or +4 longbow (1d8, x3); Space/Reach 5 ft./5 ft.; SA Aura of despair, deadly touch, smite good 1/day, SQ Aura of evil, *detect good*, divine grace, rebuke undead 4/day, spells; AL LE; SV Fort +8, Ref +2, Will +3; Str 16, Dex 10, Con 16, Int 12, Wis 13, Cha 13.

Skills and Feats: Concentration +10, Knowledge (religion) +6, Ride +6, Sense Motive +8; Enhanced Smite (when successfully smiting a good opponent with her deity's favored weapon, she adds +1d6 points of divine damage), Improved Initiative, Power Attack.

Aura of Evil (Ex): The power of a paladin of tyranny's aura of evil (see the *detect evil* spell) is equal to his paladin of tyranny level, just as with the aura of a cleric of an evil deity.

Detect Good (Sp): At will, a paladin of tyranny can use *detect good*, as the spell.

Smite Good (Su): A paladin of tyranny may attempt to smite good with a normal melee attack. She adds her Charisma bonus (+1) to her attack roll and deals 4 extra points of damage. If the paladin accidentally smites a creature that is not good, the smite has no effect, but the ability is still used up for that day.

Divine Grace (Su): At 2nd level, a paladin of tyranny gains a bonus equal to her Charisma bonus (if any) on all saving throws.

Deadly Touch (Su): A paladin of slaughter can cause wounds with a successful touch attack. Each day she can deal 4 hit points of damage. An opponent subjected to this attack can make a Will save (DC 13) to halve the damage dealt.

Aura of Despair (Su): Beginning at 3rd level, a paladin of tyranny radiates a malign aura that causes enemies within 10 feet of him to take a -2

penalty on all saving throws. This ability otherwise functions identically to the paladin's aura of courage class feature.

Rebuke Undead (Su): A paladin of tyranny rebukes undead rather than turning undead (paladin level -3 = effective rebuking level).

Spells (1, save DC = 11 + spell level)

1st – *Corrupt weapon* (evil version of *bless weapon*)

Equipment: Silver holy symbol of Suulthah, longbow, quiver with 20 arrows, quiver with 20 arrows, mw falchion, half-plate armor, Pyrrothian brooch.

\ Wilderness Rogue 4: CR 4; Medium humanoid (human); HD 4d6+12; hp 32; Init +3 (+3 Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 *leather armor of silent moves* +1), touch AC 13, flatfooted 16; BAB/Grp +3/+3; Atk/Full Atk +7 mw shortsword (1d6, 19-20/x2) or +6 shortbow (1d6, x3); Space/Reach 5 ft./5 ft.; SA Sneak attack +2d6, SQ Evasion, trap sense +1, uncanny dodge; AL CN; SV Fort +3, Ref +7, Will +2; Str 10, Dex 16, Con 16, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff + 8, Escape Artist +8, Handle Animal +8, Hide +8, Listen +7, Move Silently +13, Spot +7, Survival +7, Tumble +8, Use Magic Device +8; Dodge, Mobility, Weapon Finesse.

Equipment: *Leather armor of silent moves* +1, mw shortsword, shortbow, quiver with 20 arrows, Pyrrothian brooch.

\ Cleric of Belatrix 4: CR 4; Medium humanoid (human); HD 4d8+12; hp 40; Init +1 (+1 Dex); Spd 20 ft.; AC 16 (+1 Dex, +5 chainmail armor), touch AC 11, flatfooted 15; BAB/Grp +3/+5; Atk/Full Atk +7 *longsword* +1 (1d8+3, 19-20/x2) or +4 light crossbow (1d8, 19-20); Space/Reach 5 ft./5 ft.; SA Smite enemy, spells, SQ Feat of strength, rebuke undead, spells; AL CE; SV Fort +7, Ref +2, Will +7; Str 14, Dex 12, Con 16, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +9, Knowledge (religion) +7, Spellcraft +7; Martial Weapon Proficiency (longsword), Power Attack, Weapon Focus (longsword).

Spells (5/4+1/3+1, save DC = 13 + spell level)

0 – *Cure minor wounds, cure minor wounds, detect magic, light, read magic*

1st – *Enlarge person (b), bless, command, cure light wounds, shield of faith*

2nd – *Bull's strength (b), cure moderate wounds, hold person, silence*

Domains and Powers: Destruction (1 smite attack/day, +4 to hit, +4 damage) and Strength (Feat of Strength 1/day, free action, +4 enhancement bonus to Strength for 1 round)

Equipment: Chainmail armor, *longsword* +1, light crossbow, quiver with 10 bolts, wooden holy symbol of Belatrix, Pyrrothian brooch.

Specialty Enchanter 4: CR 4; Medium humanoid (human); HD 4d4+8; hp 22; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 *mage armor*), touch AC 11, flatfooted 14; BAB/Grp +2/+1; Atk/Full Atk dagger +1 melee (1d4-1, 19-20) or dagger +4 missile (1d4-1, 19-20); Space/Reach 5 ft./5 ft.; SA Spells, SQ Extended enchantment 2/day, social proficiency, spells; AL LE; SV Fort +3, Ref +2, Will +5; Str 8, Dex 13, Con 14, Int 16, Wis 12, Cha 16.

Skills and Feats: Bluff +9, Concentration +8 (+12), Knowledge (arcana) +9, Knowledge (local) +9, Sense Motive +7, Spellcraft +9; Combat Casting, Greater Spell Focus (enchantment), Spell Focus (enchantment).

Social Proficiency (Ex): Enchanters using this variant are as proficient at manipulating others through mundane means as they are at influencing their minds magically. Add the following skills to the character's list of wizard class skills: Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive. The enchanter also gains a +2 competence bonus on checks involving one of these skills (player's choice) every five levels (5th,

10th, 15th, and 20th). This bonus can only be applied once to each skill.

An enchanter using this variant does not gain bonus feats for advancing as a wizard.

Extended Enchantment (Su): Enchanters using this variant ensnare the minds of others more easily with their magic, and as a result their enchantment spells last longer than those cast by other spellcasters. Once per day, plus one additional time per two class levels gained above 1st, an enchanter using this variant can cast a spell from the enchantment school as if it were enhanced by the Extend Spell metamagic feat. This enhancement does not affect the spell's level.

This ability cannot be used to extend a spell with a duration of concentration, instantaneous, or permanent.

An enchanter using this variant does not gain additional spells per day for being a specialist wizard.

Spells (4/4/3, save DC = 13 + spell level, 15 + spell level for enchantment*; barred schools transmutation, necromancy)

0 – *Daze**, *prestidigitation*, *ray of frost*, *ray of frost*

1st – *Charm person**, ~~*mage armor*~~, *magic missile*, *sleep**

2nd – *Hideous laughter**, *mirror image*, *scorching ray*

Equipment: Four daggers, spellbook, Pyrrothian brooch, *rod of metamagic*, *silent spell*; wielder can cast up to three spells per day (3rd level spells or lower) without verbal components as though using the Silent Spell feat.

ATL 7

⚔ Paladin of Tyranny 6: CR 6; Medium humanoid (human); HD 6d10+24; hp 72; Init +4 (Impr. Init.); Spd 20 ft.; AC 15 (+7 half plate armor, -2 *rage* for 12 rounds), touch AC 8, flatfooted 15; BAB/Grp +6/+10; Atk +11 mw adamantite falchion (2d4+6, 18-20/x2) or +6 longbow (1d8, x3); Full Atk +11/+6 mw falchion (2d4+6, 18-20/x2) or +6/+1 longbow (1d8, x3); Space/Reach 5 ft./5 ft.; SA Aura of despair, deadly touch, cause disease 1/week, smite good 2/day, spells; SQ Aura of evil, *detect good*, divine grace, rebuke undead 4/day, special mount, spells; AL LE; SV Fort +9, Ref +3, Will +5; Str 18, Dex 10, Con 18, Int 12, Wis 13, Cha 13.

NOTE: The paladin is under the influence of a *rage* spell for the first 12 rounds of combat. This is reflected in the stat block above.

Skills and Feats: Concentration +13, Knowledge (religion) +8, Ride +8, Sense Motive +8; Combat Reflexes, Improved Initiative, Mounted Combat, Power Attack.

Aura of Evil (Ex): The power of a paladin of tyranny's aura of evil (see the *detect evil* spell) is equal to his paladin of tyranny level, just as with the aura of a cleric of an evil deity.

Detect Good (Sp): At will, a paladin of tyranny can use *detect good*, as the spell.

Smite Good (Su): A paladin of tyranny may attempt to smite good with a normal melee attack. She adds her Charisma bonus (+1) to her attack roll and deals 6 extra points of damage. If the paladin accidentally smites a creature that is not good, the smite has no effect, but the ability is still used up for that day.

Divine Grace (Su): At 2nd level, a paladin of tyranny gains a bonus equal to her Charisma bonus (if any) on all saving throws.

Deadly Touch (Su): A paladin of slaughter can cause wounds with a successful touch attack. Each day she can deal 6 hit points of damage. An

opponent subjected to this attack can make a Will save (DC 14) to halve the damage dealt.

Aura of Despair (Su): Beginning at 3rd level, a paladin of tyranny radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws. This ability otherwise functions identically to the paladin's aura of courage class feature.

Rebuke Undead (Su): A paladin of tyranny rebukes undead rather than turning undead (paladin level -3 = effective rebuking level).

Cause Disease (Sp): A paladin of tyranny can inflict disease with his touch (as the *contagion* spell) a number of times per week that a standard paladin of her level would normally be able to *remove disease*.

Spells (2, save DC = 11 + spell level)

1st – *Bane*, *corrupt weapon* (evil version of *bless weapon*)

Equipment: Silver holy symbol of Suulthah, longbow, quiver with 20 arrows, quiver with 20 arrows, mw adamantite falchion, half-plate armor, Pyrrothian brooch.

⚔ Paladin's Heavy Warhorse: CR 2; Large magical beast; HD 6d8+24; hp 54; Init +1 (+1 Dex); Spd 50 ft.; AC 18 (-1 size, +1 Dex, +8 natural armor), touch AC 10, flatfooted 17; BAB/Grp +4/+12; Atk melee +7 hoof (1d6+4); Full Atk melee +7/+7 hoof (1d6+4) and +2 bite (1d4+2); Space/Reach 10 ft./5 ft.; SA None, SQ Empathic link, improved evasion, low-light vision, scent, share spells, share saving throws; AL N; SV Fort +8 Ref +6, Will +3; Str 19, Dex 13, Con 17, Int 6, Wis 13, Cha 6.

Skills and Feats: Listen +7, Spot +6; Endurance, Run.

Equipment: Bit & bridle, saddle, saddlebags, blanket, grooming kit.

Wilderness Rogue 6: CR 6; Medium humanoid (human); HD 6d6+18; hp 46; Init +3 (+3 Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 *leather armor of silent moves* +1), touch AC 13, flatfooted 16; BAB/Grp +4/+4; Atk/Full Atk +8 mw shortsword (1d6, 19-20/x2) or +7 shortbow (1d6, x3); Space/Reach 5 ft./5 ft.; SA Sneak attack +3d6, SQ Evasion, trap sense +2, uncanny dodge; AL CN; SV Fort +4, Ref +7, Will +3; Str 10, Dex 16, Con 16, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff + 8, Escape Artist +8, Handle Animal +8, Hide +8, Listen +7, Move Silently +13, Spot +7, Survival +7, Tumble +8, Use Magic Device +8; Dodge, Mobility, Spring Attack, Weapon Finesse.

Equipment: *Leather armor of silent moves* +1, mw shortsword, shortbow, quiver with 20 arrows, Pyrrothian brooch.

Cleric of Belatrix 6: CR 6; Large (*enlarged*) humanoid (human); HD 6d8+18; hp 54; Init +0 (+0 Dex); Spd 30 ft.; AC 16 (-1 size, +5 chainmail armor, *magic vestment* +2), touch AC 11, flatfooted 16; BAB/Grp +4/+11; Atk/Full Atk +9 *bane (lawful outsiders) longsword* +1 (2d6+4, 19-20/x2) or +3 light crossbow (2d6, 19-20); Space/Reach 10 ft./10 ft.; SA Smite enemy, spells, SQ Feat of strength, rebuke undead, spells; AL CE; SV Fort +8, Ref +2, Will +8; Str 16, Dex 10, Con 16, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +11, Knowledge (religion) +7, Spellcraft +9; Divine Focus (+1 profane bonus to attacks with longsword), Martial Weapon Proficiency (longsword), Power Attack, Weapon Focus (longsword).

Spells (5/4+1/4+1/3+1, save DC = 13 + spell level)

0 – *Cure minor wounds, cure minor wounds, detect magic, light, read magic*

1st – ~~*Enlarge person*~~ (*b, on self*), *bless, command, cure light wounds, shield of faith* (*on enchanter*)

2nd – ~~*Bull's strength*~~ (*b, on paladin*), ~~*augury*~~, *cure moderate wounds, hold person, silence*

3rd – ~~*Magic vestment*~~ (*b, on self*), *cure serious wounds, dispel magic, prayer*

Domains and Powers: Destruction (1 smite attack/day, +4 to hit, +6 damage) and Strength (Feat of Strength 1/day, free action, +6 enhancement bonus to Strength for 1 round)

Equipment: Chainmail armor, *bane (lawful outsiders) longsword* +1, light crossbow, quiver with 10 bolts, wooden holy symbol of Belatrix, Pyrrothian brooch.

Specialty Enchanter 6: CR 6; Medium humanoid (human); HD 6d4+12; hp 32; Init +5 (+1 Dex, +4 Impr. Init.); Spd 30 ft.; AC 18 (+1 Dex, +4 *mage armor*, +3 *shield of faith*), touch AC 14, flatfooted 17; BAB/Grp +3/+2; Atk/Full Atk dagger +2 melee (1d4-1, 19-20) or dagger +5 missile (1d4-1, 19-20); Space/Reach 5 ft./5 ft.; SA Spells, SQ Cohort, extended enchantment 3/day, social proficiency, spells; AL LE; SV Fort +4, Ref +3, Will +6; Str 8, Dex 13, Con 14, Int 16, Wis 12, Cha 16.

Skills and Feats: Bluff +13, Concentration +10 (+14), Knowledge (arcana) +11, Knowledge (local) +11, Sense Motive +9, Spellcraft +11; Combat Casting, Greater Spell Focus (enchantment), Improved Initiative, Spell Focus (enchantment).

Cohort: Upon reaching 6th level, an enchanter using this variant gains the service of a loyal cohort of the player's choice (with the game master's approval). The cohort is a 4th-level character when first gained; after that point, follow the normal rules described in the Leadership feat to determine the cohort's level, but treat the enchanter's level as being two lower than normal.

The enchanter doesn't gain any followers from this ability. If the enchanter selects the Leadership feat, he attracts followers as normal, the penalty to the enchanter's effective level is eliminated, and the enchanter automatically qualifies for the "special power" modifier to his Leadership score.

An enchanter using this variant permanently gives up the ability to obtain a familiar.

Social Proficiency (Ex): Enchanters using this variant are as proficient at manipulating others through mundane means as they are at influencing their minds magically. Add the following skills to the character's list of wizard class skills: Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive. The enchanter also gains a +2 competence bonus on checks involving one of these skills (player's choice) every five levels (5th, 10th, 15th, and 20th). This bonus can only be applied once to each skill.

An enchanter using this variant does not gain bonus feats for advancing as a wizard.

Extended Enchantment (Su): Enchanters using this variant ensnare the minds of others more easily with their magic, and as a result their enchantment spells last longer than those cast by other spellcasters. Once per day, plus one additional time per two class levels gained above 1st, an enchanter using this variant can cast a spell from the enchantment school as if it were enhanced by the Extend Spell metamagic feat. This enhancement does not affect the spell's level.

This ability cannot be used to extend a spell with a duration of concentration, instantaneous, or permanent.

An enchanter using this variant does not gain additional spells per day for being a specialist wizard.

Spells (4/4/4/3, save DC = 13 + spell level, 15 + spell level for enchantment*; barred schools transmutation, necromancy)

0 – Daze*, prestidigitation, ray of frost, ray of frost
1st – Charm person*, ~~mage armor~~, magic missile sleep*

2nd – Hideous laughter*, mirror image, scorching ray, touch of idiocy*

3rd – Dispel magic, fireball, ~~rage~~* (cast on paladin and cohort bodyguard, duration 12 rounds after concentration ends; already factored into stat blocks for them, make changes if the combat goes beyond 12 rounds)

Equipment: Four daggers, spellbook, Pyrrothian brooch, *rod of metamagic, silent spell*; wielder can cast up to three spells per day (3rd level spells or lower) without verbal components as though using the Silent Spell feat.

⚔ Cohort Bodyguard, Fighter 4: CR 4; Medium humanoid (human); HD 4d10+18; hp 52; Init +3 (+3 Dex); Spd 20 ft.; AC 19 (+3 Dex, +4 *mithral breastplate* +1, +2 heavy wooden shield), touch AC 13, flatfooted 16; BAB/Grp +4/+6; Atk +8 mw rapier (1d6+2, 18-20/x2) or +7 longbow (1d8, x3); Space/Reach 5 ft./5 ft.; SA None; SQ None; AL LE; SV Fort +7, Ref +4, Will +2; Str 14, Dex 16, Con 16, Int 13, Wis 12, Cha 8.

NOTE: The bodyguard is under the influence of a *rage* spell for the first 12 rounds of combat. This is reflected in the stat block above.

Skills and Feats: Intimidate +6, Listen +8, Sense Motive +5, Spot +8; Combat Expertise, Combat Reflexes, Dodge, Mobility, Versatile (Spot and Listen are class skills).

Equipment: *Mithral breastplate* +1, heavy wooden shield, mw rapier, longbow, quiver w/20 arrows, Pyrrothian brooch.

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\ Paladin of Tyranny 8: CR 8; Medium humanoid (human); HD 8d10+32; hp 94; Init +4 (Impr. Init.); Spd 20 ft.; AC 15 (+7 half plate armor, -2 *rage* for 12 rounds), touch AC 8, flatfooted 15; BAB/Grp +8/+12; Atk +13 mw adamantine falchion (2d4+6, 18-20/x2) or +8 longbow (1d8, x3); Full Atk +13/+8 mw adamantine falchion (2d4+6, 18-20/x2) or +8/+3 longbow (1d8, x3); Space/Reach 5 ft./5 ft.; SA Aura of despair, cause disease 1/week, deadly touch, smite good 2/day, spells; SQ Aura of evil, *detect good*, rebuke undead 4/day, special mount, spells; AL LE; SV Fort +12, Ref +4, Will +5; Str 18, Dex 10, Con 18, Int 12, Wis 13, Cha 14.

Skills and Feats: Concentration +15, Knowledge (religion) +10, Ride +10, Sense Motive +10; Enhanced Smite (when successfully smiting a good opponent with her deity's favored weapon, she adds +1d6 points of divine damage), Improved Initiative, Mounted Combat, Power Attack.

Aura of Evil (Ex): The power of a paladin of tyranny's aura of evil (see the *detect evil* spell) is equal to his paladin of tyranny level, just as with the aura of a cleric of an evil deity.

Detect Good (Sp): At will, a paladin of tyranny can use *detect good*, as the spell.

Smite Good (Su): A paladin of tyranny may attempt to smite good with a normal melee attack. She adds her Charisma bonus (+2) to her attack roll and deals 8 extra points of damage. If the paladin accidentally smites a creature that is not good, the smite has no effect, but the ability is still used up for that day.

Divine Grace (Su): At 2nd level, a paladin of tyranny gains a bonus equal to her Charisma bonus (if any) on all saving throws.

Deadly Touch (Su): A paladin of slaughter can cause wounds with a successful touch attack. Each day she can deal 16 hit points of damage. An opponent subjected to this attack can make a Will save (DC 16) to halve the damage dealt.

Aura of Despair (Su): Beginning at 3rd level, a paladin of tyranny radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws. This ability otherwise functions identically to the paladin's aura of courage class feature.

Rebuke Undead (Su): A paladin of tyranny rebukes undead rather than turning undead (paladin level -3 = effective rebuking level).

Cause Disease (Sp): A paladin of tyranny can inflict disease with his touch (as the *contagion* spell) a number of times per week that a standard paladin of her level would normally be able to *remove disease*.

Spells (2, save DC = 11 + spell level)

1st – *Bane*, *corrupt weapon* (evil version of *bless weapon*)

Equipment: Silver holy symbol of Suulthah, longbow, quiver with 20 arrows, quiver with 20 arrows, mw adamantine falchion, half-plate armor, Pyrrothian brooch.

\ Paladin's Heavy Warhorse: CR 3; Large magical beast; HD 8d8+30; hp 60; Init +1 (+1 Dex); Spd 60 ft.; AC 20 (-1 size, +1 Dex, +10 natural armor), touch AC 10, flatfooted 19; BAB/Grp +6/+16; Atk melee +11 hoof (1d6+6); Full Atk melee +11/+11 hoof (1d6+6) and +6 bite (1d4+3); Space/Reach 10 ft./5 ft.; SA None, SQ Empathic link, improved evasion, low-light vision, scent, share spells, share saving throws; AL N; SV Fort +9 Ref +7, Will +3; Str 22, Dex 13, Con 17, Int 7, Wis 13, Cha 6.

Skills and Feats: Listen +9, Spot +8; Endurance, Run.

Equipment: Bit & bridle, saddle, saddlebags, blanket, grooming kit.

Wilderness Rogue 8: CR 8; Medium humanoid (human); HD 8d6+24; hp 60; Init +3 (+3 Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 *leather armor of improved silent moves +1*), touch AC 13, flatfooted 16; BAB/Grp +6/+6; Atk +10 mw shortsword (1d6, 19-20/x2) or +9 shortbow (1d6, x3); Full Atk +10/+5 mw shortsword (1d6, 19-20/x2) or +9/+4 shortbow (1d6, x3); Space/Reach 5 ft./5 ft.; SA Sneak attack +4d6, SQ Evasion, improved uncanny dodge, trap sense +2, uncanny dodge; AL CN; SV Fort +4, Ref +8, Will +3; Str 10, Dex 17, Con 16, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +10, Escape Artist +10, Handle Animal +10, Hide +10, Listen +9, Move Silently +20, Spot +9, Survival +9, Tumble +10, Use Magic Device +10; Dodge, Mobility, Spring Attack, Weapon Finesse.

Equipment: *Leather armor of improved silent moves +1*, mw shortsword, shortbow, quiver with 20 arrows, Pyrrothian brooch.

Cleric of Belatrix 8: CR 8; Large (*enlarged*) humanoid (human); HD 8d8+24; hp 76; Init +0 (+0 Dex); Spd 20 ft.; AC 16 (-1 size, +5 chainmail armor, *magic vestment +2*), touch AC 11, flatfooted 16; BAB/Grp +6/+13; Atk +11 *bane (lawful outsiders) longsword +1* (2d6+4, 19-20/x2) or +5 light crossbow (2d6, 19-20); Full Atk +11/+6 mw longsword (2d6+4, 19-20/x2) or +5 light crossbow (2d6, 19-20); Space/Reach 10 ft./10 ft.; SA Smite enemy, spells, SQ Feat of strength, rebuke undead, spells; AL CE; SV Fort +9, Ref +2, Will +9; Str 16, Dex 10, Con 16, Int 10, Wis 17, Cha 12.

Skills and Feats: Concentration +13, Knowledge (religion) +7, Spellcraft +11; Divine Focus (+1 profane bonus to attacks with longsword), Martial Weapon Proficiency (longsword), Power Attack, Weapon Focus (longsword).

Spells (6/5+1/4+1/4+1/2+1, save DC = 13 + spell level)

0 – *Cure minor wounds, cure minor wounds, cure minor wounds, detect magic, light, read magic*

1st – ~~*Enlarge person*~~ (*b, on self*), *blesse, command, cure light wounds, cure light wounds, shield of faith* (*on enchanter*)

2nd – ~~*Bull's strength*~~ (*b, on paladin*), ~~*augury*~~, *cure moderate wounds, hold person, silence*

3rd – ~~*Magic vestment*~~ (*b, on self*), *cure serious wounds, dispel magic, prayer, searing light*

4th – ~~*Spell immunity*~~ (*b, on self against fireball and lightning bolt*), *cure critical wounds, poison*

Domains and Powers: Destruction (1 smite attack/day, +4 to hit, +8 damage) and Strength (Feat of Strength 1/day, free action, +8 enhancement bonus to Strength for 1 round)

Equipment: Chainmail armor, *bane (lawful outsiders) longsword +1*, light crossbow, quiver with 10 bolts, wooden holy symbol of Belatrix, Pyrrothian brooch.

Specialty Enchanter 8: CR 8; Medium humanoid (human); HD 8d4+16; hp 42; Init +6 (+2 Dex, +4 Impr. Init.); Spd 30 ft.; AC 19 (+2 Dex, +4 *mage armor*, +3 *shield of faith*), touch AC 15, flatfooted 17; BAB/Grp +4/+3; Atk/Full Atk dagger +3 melee (1d4-1, 19-20) or dagger +7 missile (1d4-1, 19-20); Space/Reach 5 ft./5 ft.; SA Spells, SQ Cohort, extended enchantment 4/day, social proficiency, spells; AL LE; SV Fort +4, Ref +4, Will +7; Str 8, Dex 14, Con 14, Int 16, Wis 12, Cha 16.

Skills and Feats: Bluff +15, Concentration +12 (+16), Knowledge (arcana) +13, Knowledge (local) +13, Sense Motive +9, Spellcraft +11; Combat Casting, Greater Spell Focus (enchantment), Improved Initiative, Spell Focus (enchantment).

Cohort: Upon reaching 6th level, an enchanter using this variant gains the service of a loyal cohort of the player's choice (with the game master's approval). The cohort is a 4th-level character when first gained; after that point, follow the normal rules described in the Leadership feat to determine the cohort's level, but treat the enchanter's level as being two lower than normal.

The enchanter doesn't gain any followers from this ability. If the enchanter selects the Leadership feat, he attracts followers as normal, the penalty to the enchanter's effective level is eliminated, and the enchanter automatically qualifies for the "special power" modifier to his Leadership score.

An enchanter using this variant permanently gives up the ability to obtain a familiar.

Social Proficiency (Ex): Enchanters using this variant are as proficient at manipulating others through mundane means as they are at influencing their minds magically. Add the following skills to the character's list of wizard class skills: Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive. The enchanter also gains a +2 competence bonus on checks involving one of these skills (player's choice) every five levels (5th, 10th, 15th, and 20th). This bonus can only be applied once to each skill.

An enchanter using this variant does not gain bonus feats for advancing as a wizard.

Extended Enchantment (Su): Enchanters using this variant ensnare the minds of others more easily with their magic, and as a result their enchantment spells last longer than those cast by other spellcasters. Once per day, plus one additional time per two class levels gained above 1st, an enchanter using this variant can cast a spell from the enchantment school as if it were enhanced by the Extend Spell metamagic feat. This enhancement does not affect the spell's level.

This ability cannot be used to extend a spell with a duration of concentration, instantaneous, or permanent.

An enchanter using this variant does not gain additional spells per day for being a specialist wizard.

Spells (4/5/4/4/2, save DC = 13 + spell level, 15 + spell level for enchantment*; barred schools transmutation, necromancy)

0 – *Daze**, *prestidigitation*, *ray of frost*, *ray of frost*

1st – *Charm person**, *charm person**, ~~*mage armor*~~, *magic missile*, *sleep**

2nd – *Hideous laughter**, *mirror image*, *scorching ray*, *touch of idiocy**

3rd – *Dispel magic*, *fireball*, *hold person**, ~~*rage**~~ (*cast on paladin and cohort bodyguard*, *duration 16 rounds after concentration ends; already factored into stat blocks for them, make changes if the combat goes beyond 16 rounds*)

4th – *Confusion**, *dimension door*

Equipment: Four daggers, spellbook, Pyrrothian brooch, *rod of metamagic*, *silent spell*; wielder can cast up to three spells per day (3rd level spells or lower) without verbal components as though using the Silent Spell feat.

∧ Cohort Bodyguard, Fighter 6: CR 6; Medium humanoid (human); HD 6d10+24; hp 72; Init +7 (+3 Dex, +4 Impr. Init.); Spd 20 ft.; AC 19 (+3 Dex, +4 *mithral breastplate +1*, +2 heavy wooden shield), touch AC 13, flatfooted 16; BAB/Grp +6/+8; Atk +9 mw rapier (1d6+2, 18-20/x2) or +9 longbow (1d8, x3); Full Atk +9/+4 mw rapier (1d6+2, 18-20/x2) or +9/+4 longbow (1d8, x3); Space/Reach 5 ft./5 ft.; SA None; SQ None; AL LE; SV Fort +8, Ref +5, Will +3; Str 14, Dex 16, Con 16, Int 13, Wis 12, Cha 8.

Skills and Feats: Intimidate +8, Listen +12, Sense Motive +6, Spot +12; Alertness, Combat Expertise, Combat Reflexes, Combat Rotation (change places with an adjacent ally as a standard action, draws no aoo's upon self or ally), Dodge, Improved Initiative, Mobility, Versatile (Spot and Listen are class skills).

Equipment: *Mithral breastplate +1*, heavy wooden shield, mw rapier, longbow, quiver w/20 arrows, Pyrrothian brooch.

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\ Paladin of Tyranny 10: CR 10; Medium humanoid (human); HD 10d10+40; hp 116; Init +4 (Impr. Init.); Spd 20 ft.; AC 15 (+7 half plate armor, -2 *rage* for 12 rounds), touch AC 8, flatfooted 15; BAB/Grp +10/+14; Atk +15 *adamantine falchion +1* (2d4+7, 18-20/x2) or +10 longbow (1d8, x3); Full Atk +15/+10 *adamantine falchion +1* (2d4+7, 18-20/x2) or +10/+5 longbow (1d8, x3); Space/Reach 5 ft./5 ft.; SA Aura of despair, cause disease 2/week, deadly touch, smite good 3/day, spells; SQ Aura of evil, *detect good*, rebuke undead 7/day, special mount, spells; AL LE; SV Fort +15, Ref +7, Will +8; Str 18, Dex 10, Con 18, Int 12, Wis 13, Cha 18.

Skills and Feats: Concentration +17, Knowledge (religion) +12, Ride +12, Sense Motive +12; Divine Might (as a free action, spend one rebuke undead attempt to add +4 (Charisma bonus) to weapon damage for 1 full round), Enhanced Smite (when successfully smiting a good opponent with her deity's favored weapon, she adds +1d6 points of divine damage), Improved Initiative, Mounted Combat, Power Attack.

Aura of Evil (Ex): The power of a paladin of tyranny's aura of evil (see the *detect evil* spell) is equal to his paladin of tyranny level, just as with the aura of a cleric of an evil deity.

Detect Good (Sp): At will, a paladin of tyranny can use *detect good*, as the spell.

Smite Good (Su): A paladin of tyranny may attempt to smite good with a normal melee attack. She adds her Charisma bonus (+4) to her attack roll and deals 10 extra points of damage. If the paladin accidentally smites a creature that is not good, the smite has no effect, but the ability is still used up for that day.

Divine Grace (Su): At 2nd level, a paladin of tyranny gains a bonus equal to her Charisma bonus (if any) on all saving throws.

Deadly Touch (Su): A paladin of slaughter can cause wounds with a successful touch attack. Each day she can deal 40 hit points of damage. An

opponent subjected to this attack can make a Will save (DC 19) to halve the damage dealt.

Aura of Despair (Su): Beginning at 3rd level, a paladin of tyranny radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws. This ability otherwise functions identically to the paladin's aura of courage class feature.

Rebuke Undead (Su): A paladin of tyranny rebukes undead rather than turning undead (paladin level -3 = effective rebuking level).

Cause Disease (Sp): A paladin of tyranny can inflict disease with his touch (as the *contagion* spell) a number of times per week that a standard paladin of her level would normally be able to *remove disease*.

Spells (2/1, save DC = 11 + spell level)

1st – *Bane, corrupt weapon* (evil version of *bless weapon*)

2nd ~~*Eagle's splendor*~~ (cast on self)

Equipment: Silver holy symbol of Suulthah, longbow, quiver with 20 arrows, quiver with 20 arrows, *adamantine falchion +1*, half-plate armor, Pyrrothian brooch.

\ Paladin's Heavy Warhorse: CR 3; Large magical beast; HD 8d8+30; hp 60; Init +1 (+1 Dex); Spd 60 ft.; AC 20 (-1 size, +1 Dex, +10 natural armor), touch AC 10, flatfooted 19; BAB/Grp +6/+16; Atk melee +11 hoof (1d6+6); Full Atk melee +11/+11 hoof (1d6+6) and +6 bite (1d4+3); Space/Reach 10 ft./5 ft.; SA None, SQ Empathic link, improved evasion, low-light vision, scent, share spells, share saving throws; AL N; SV Fort +9 Ref +7, Will +3; Str 22, Dex 13, Con 17, Int 7, Wis 13, Cha 6.

Skills and Feats: Listen +9, Spot +8; Endurance, Run.

Equipment: Bit & bridle, saddle, saddlebags, blanket, grooming kit.

Wilderness Rogue 10: CR 10; Medium humanoid (human); HD 10d6+30; hp 74; Init +3 (+3 Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 *leather armor of improved silent moves* +1), touch AC 13, flatfooted 16; BAB/Grp +7/+7; Atk +12 shortsword +2 (1d6+2, 19-20/x2) or +10 shortbow (1d6, x3); Full Atk +12/+7 shortsword +2 (1d6+2, 19-20/x2) or +10/+5 shortbow (1d6, x3); Space/Reach 5 ft./5 ft.; SA Sneak attack +5d6, SQ Defensive roll, evasion, improved uncanny dodge, trap sense +3, uncanny dodge; AL CN; SV Fort +5, Ref +9, Will +4; Str 10, Dex 17, Con 16, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff + 12, Escape Artist +12, Handle Animal +12, Hide +12, Listen +11, Move Silently +22, Spot +11, Survival +11, Tumble +12, Use Magic Device +12; Deadly Precision (rerolls all 1's from sneak attack damage; must keep the new result even if it is a 1), Dodge, Mobility, Spring Attack, Weapon Finesse.

Defensive Roll (Ex): The rogue can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

Equipment: *Leather armor of improved silent moves* +1, mw shortsword, shortbow, quiver with 20 arrows, Pyrrothian brooch.

Cleric of Belatrix 10: CR 10; Large (*enlarged*) humanoid (human); HD 10d8+30; hp 94; Init +0 (+0 Dex, +4 Impr. Init.); Spd 20 ft.; AC 16 (-1 size, +5 chainmail armor, *magic vestment* +2), touch AC 11, flatfooted 16; BAB/Grp +7/+14;

Atk +12 *bane (lawful outsiders) longsword* +1 (2d6+4, 19-20/x2) or +6 light crossbow (2d6, 19-20); Full Atk +12/+7 *bane (lawful outsiders) longsword* +1 (2d6+43, 19-20/x2) or +6 light crossbow (2d6, 19-20); Space/Reach 10 ft./10 ft.; SA Smite enemy, spells, SQ Feat of strength, rebuke undead, spells; AL CE; SV Fort +10, Ref +3, Will +10; Str 16, Dex 10, Con 16, Int 10, Wis 17, Cha 12.

Skills and Feats: Concentration +15, Knowledge (religion) +9, Spellcraft +13; Improved Initiative, Divine Focus (+1 profane bonus to attacks with longsword), Martial Weapon Proficiency (longsword), Power Attack, Weapon Focus (longsword).

Spells (6/5+1/5+1/4+1/3+1/2+1, save DC = 13 + spell level)

0 – *Cure minor wounds, cure minor wounds, cure minor wounds, detect magic, light, read magic*

1st – ~~*Enlarge person*~~ (*b, on self*), *bless, command, cure light wounds, cure light wounds, shield of faith* (*on enchanter*)

2nd – ~~*Bull's strength*~~ (*b, on paladin*), ~~*augury*~~, ~~*bull's strength*~~ (*on rogue*), *cure moderate wounds, hold person, silence*

3rd – ~~*Magic vestment*~~ (*b, on self*), *cure serious wounds, dispel magic, prayer, searing light*

4th – ~~*Spell immunity*~~ (*b, on self against fireball and lightning bolt*), *cure critical wounds, greater magic weapon* (*on rogue's shortsword*), *poison*

5th – *Mass inflict light wounds (b), flame strike, true seeing*

Domains and Powers: Destruction (1 smite attack/day, +4 to hit, +10 damage) and Strength (Feat of Strength 1/day, free action, +10 enhancement bonus to Strength for 1 round)

Equipment: Chainmail armor, *bane (lawful outsiders) longsword* +1, light crossbow, quiver with 10 bolts, wooden holy symbol of Belatrix, Pyrrothian brooch.

Specialty Enchanter 10: CR 10; Medium humanoid (human); HD 10d4+20; hp 56; Init +6 (+2 Dex, +4 Impr. Init.); Spd 30 ft.; AC 19 (+2

Dex, +4 *mage armor*, +3 *shield of faith*), touch AC 15, flatfooted 17; BAB/Grp +5/+4; Atk/Full Atk dagger +4 melee (1d4-1, 19-20) or dagger +7 missile (1d4-1, 19-20); Space/Reach 5 ft./5 ft.; SA Spells, SQ Cohort, extended enchantment 5/day, social proficiency, spells; AL LE; SV Fort +5, Ref +5, Will +8; Str 8, Dex 14, Con 14, Int 16, Wis 12, Cha 16.

Skills and Feats: Bluff +17, Concentration +14 (+18), Knowledge (arcana) +15, Knowledge (local) +15, Sense Motive +13, Spellcraft +13; Back-to-Back (when adjacent to an ally with this feat, cannot be flanked except by a rogue who is 4 levels higher than his character level), Combat Casting, Greater Spell Focus (enchantment), Improved Initiative, Spell Focus (enchantment).

Cohort: Upon reaching 6th level, an enchanter using this variant gains the service of a loyal cohort of the player's choice (with the game master's approval). The cohort is a 4th-level character when first gained; after that point, follow the normal rules described in the Leadership feat to determine the cohort's level, but treat the enchanter's level as being two lower than normal.

The enchanter doesn't gain any followers from this ability. If the enchanter selects the Leadership feat, he attracts followers as normal, the penalty to the enchanter's effective level is eliminated, and the enchanter automatically qualifies for the "special power" modifier to his Leadership score.

An enchanter using this variant permanently gives up the ability to obtain a familiar.

Social Proficiency (Ex): Enchanters using this variant are as proficient at manipulating others through mundane means as they are at influencing their minds magically. Add the following skills to the character's list of wizard class skills: Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive. The enchanter also gains a +2 competence bonus on checks involving one of these skills (player's choice) every five levels (5th, 10th, 15th, and 20th). This bonus can only be applied once to each skill.

An enchanter using this variant does not gain bonus feats for advancing as a wizard.

Extended Enchantment (Su): Enchanters using this variant ensnare the minds of others more easily with their magic, and as a result their enchantment spells last longer than those cast by other spellcasters. Once per day, plus one additional time per two class levels gained above 1st, an enchanter using this variant can cast a spell from the enchantment school as if it were enhanced by the Extend Spell metamagic feat. This enhancement does not affect the spell's level.

This ability cannot be used to extend a spell with a duration of concentration, instantaneous, or permanent.

An enchanter using this variant does not gain additional spells per day for being a specialist wizard.

Spells (4/5/5/4/3/2, save DC = 13 + spell level, 15 + spell level for enchantment*; barred schools transmutation, necromancy)

0 – *Daze**, *prestidigitation*, *ray of frost*, *ray of frost*
1st – *Charm person**, *charm person**, *mage armor*, *magic missile*, *sleep**

2nd – *Hideous laughter**, *hideous laughter**, *mirror image*, *scorching ray*, *touch of idiocy**

3rd – *Dispel magic*, *fireball*, *hold person**, *rage**
(cast on paladin and cohort bodyguard, duration 20 rounds after concentration ends; already factored into stat blocks for them, make changes if the combat goes beyond 20 rounds)

4th – *Confusion**, *dimension door*, *fire shield*

5th – *Feeblemind**, *hold monster**

Equipment: Four daggers, spellbook, Pyrrothian brooch, *rod of metamagic*, *silent spell*; wielder can cast up to three spells per day (3rd level spells or lower) without verbal components as though using the Silent Spell feat.

☞ Cohort Bodyguard, Fighter 6/Bodyguard 2: CR 8; Medium humanoid (human); HD 8d10+30; hp 92; Init +7 (+3 Dex, +4 Impr. Init.); Spd 20 ft.; AC 19 (+3 Dex, +4 *mithral breastplate* +1, +2

heavy wooden shield), touch AC 13, flatfooted 19; BAB/Grp +8/+10; Atk +12 mw rapier (1d6+2, 18-20/x2) or +11 longbow (1d8, x3); Full Atk +12/+7 mw rapier (1d6+2, 18-20/x2) or +11/+6 longbow (1d8, x3); Space/Reach 5 ft./5 ft.; SA None; SQ Improved alertness (+2 bonus to Listen, Sense Motive and Spot checks), uncanny dodge; AL LE; SV Fort +11, Ref +5, Will +3; Str 15, Dex 16, Con 16, Int 13, Wis 12, Cha 8.

Skills and Feats: Intimidate +10, Listen +16, Sense Motive +10, Spot +16; Alertness, Back-to- Back (when adjacent to an ally with this feat, cannot be flanked except by a rogue who is 4 levels higher than his character level), Combat Expertise, Combat Rotation (change places with an adjacent ally as a standard action, draws no aoo's upon self or ally), Dodge, Improved Initiative, Mobility, Versatile (Spot and Listen are class skills).

Equipment: Mithral breastplate +1, heavy wooden shield, mw rapier, longbow, quiver w/20 arrows, Pyrrothian brooch.

ATL 13

\ Paladin of Tyranny 12: CR 12; Medium humanoid (human); HD 12d10+48; hp 138; Init +4 (Impr. Init.); Spd 20 ft.; AC 15 (+7 half plate armor, -2 *rage* for 12 rounds), touch AC 8, flatfooted 15; BAB/Grp +12/+16; Atk +17 *adamantine falchion* +1 (2d4+7, 18-20/x2) or +12 longbow (1d8, x3); Full Atk +17/+12/+7 *adamantine falchion* +1 (2d4+7, 18-20/x2) or +12/+7/+2 longbow (1d8, x3); Space/Reach 5 ft./5 ft.; SA Aura of despair, cause disease 3/week, deadly touch, smite good 3/day, spells; SQ Aura of evil, *detect good*, rebuke undead 7/day, special mount, spells; AL LE; SV Fort +14, Ref +7, Will +9; Str 18, Dex 10, Con 18, Int 12, Wis 13, Cha 18.

Skills and Feats: Concentration +19, Knowledge (religion) +14 Ride +14, Sense Motive +14; Cleave, Divine Might (as a free action, spend one rebuke undead attempt to add +4 (Charisma bonus) to weapon damage for 1 full round), Enhanced Smite (when successfully smiting a good opponent with her deity's favored weapon, she adds +1d6 points of divine damage), Improved Initiative, Mounted Combat, Power Attack.

Aura of Evil (Ex): The power of a paladin of tyranny's aura of evil (see the *detect evil* spell) is equal to his paladin of tyranny level, just as with the aura of a cleric of an evil deity.

Detect Good (Sp): At will, a paladin of tyranny can use *detect good*, as the spell.

Smite Good (Su): A paladin of tyranny may attempt to smite good with a normal melee attack. She adds her Charisma bonus (+4) to her attack roll and deals 12 extra points of damage. If the paladin accidentally smites a creature that is not good, the smite has no effect, but the ability is still used up for that day.

Divine Grace (Su): At 2nd level, a paladin of tyranny gains a bonus equal to her Charisma bonus (+4) on all saving throws.

Deadly Touch (Su): A paladin of slaughter can cause wounds with a successful touch attack. Each

day she can deal 48 hit points of damage. An opponent subjected to this attack can make a Will save (DC 20) to halve the damage dealt.

Aura of Despair (Su): Beginning at 3rd level, a paladin of tyranny radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws. This ability otherwise functions identically to the paladin's aura of courage class feature.

Rebuke Undead (Su): A paladin of tyranny rebukes undead rather than turning undead (paladin level -3 = effective rebuking level).

Cause Disease (Sp): A paladin of tyranny can inflict disease with his touch (as the *contagion* spell) a number of times per week that a standard paladin of her level would normally be able to *remove disease*.

Spells (2/1/1, save DC = 11 + spell level)

1st – *Bane, corrupt weapon* (evil version of *bless weapon*)

2nd ~~*Eagle's splendor*~~ (cast on self)

3rd *Heal mount*

Equipment: Silver holy symbol of Suulthah, longbow, quiver with 20 arrows, quiver with 20 arrows, *adamantine falchion* +1, half-plate armor, Pyrrothian brooch.

\ Paladin's Heavy Warhorse: CR 3; Large magical beast; HD 10d8+36; hp 76; Init +1 (+1 Dex); Spd 60 ft.; AC 22 (-1 size, +1 Dex, +12 natural armor), touch AC 10, flatfooted 21; BAB/Grp +7/+17; Atk melee +12 hoof (1d6+6); Full Atk melee +12/+12 hoof (1d6+6) and +7 bite (1d4+3); Space/Reach 10 ft./5 ft.; SA None, SQ *Command* horses (6/day, Will DC 20), empathic link, improved evasion, low-light vision, scent, share spells, share saving throws; AL N; SV Fort +10 Ref +8, Will +4; Str 23, Dex 13, Con 17, Int 8, Wis 13, Cha 6.

Skills and Feats: Listen +11, Spot +10; Endurance, Run.

Equipment: Bit & bridle, saddle, saddlebags, blanket, grooming kit.

Wilderness Rogue 12: CR 12; Medium humanoid (human); HD 12d6+36; hp 88; Init +7 (+3 Dex, +4 Impr. Init.); Spd 30 ft.; AC 20 (+4 Dex, +3 *leather armor of improved silent moves* +1, *magic vestment* +3), touch AC 14, flatfooted 20; BAB/Grp +9/+9; Atk +16 mw shortsword (1d6+3, 19-20/x2) or +13 shortbow (1d6, x3); Full Atk +16/+11mw shortsword (1d6+3, 19-20/x2) or +13/+8 shortbow (1d6, x3); Space/Reach 5 ft./5 ft.; SA Sneak attack +6d6, SQ Defensive roll, evasion, improved uncanny dodge, *stoneskin* spell (DR 10/adamantine, maximum 120 damage soaked), trap sense +4, uncanny dodge; AL CN; SV Fort +7, Ref +12, Will +5; Str 10, Dex 18, Con 16, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +14, Escape Artist +15, Handle Animal +14, Hide +15, Listen +13, Move Silently +24, Spot +12, Survival +12, Tumble +15, Use Magic Device +14; Deadly Precision (rerolls all 1's from sneak attack damage; must keep the new result even if it is a 1), Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Defensive Roll (Ex): The rogue can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

Equipment: *Leather armor of improved silent moves* +1, mw shortsword, shortbow, quiver with 20 arrows, Pyrothian brooch.

Cleric of Belatrix 12: CR 12; Large (*enlarged*) humanoid (human); HD 12d8+36; hp 112; Init +4 (+0 Dex, +4 Impr. Init.); Spd 20 ft.; AC 21 (-1 size, +5 chainmail armor, *magic vestment* +3, +4 *shield of faith*), touch AC 15, flatfooted 21; BAB/Grp +9/+16; Atk +14 *bane (lawful outsiders) longsword* +1 (2d6+4, 19-20/x2) or +8 light crossbow (2d6, 19-20); Full Atk +14/+9 *bane (lawful outsiders) longsword* +1 (2d6+4, 19-20/x2) or +8 light crossbow (2d6, 19-20); Space/Reach 10 ft./10 ft.; SA Smite enemy, spells, SQ Feat of strength, rebuke undead, spells; AL CE; SV Fort +10, Ref +5, Will +12; Str 16, Dex 10, Con 16, Int 10, Wis 18, Cha 12.

Skills and Feats: Concentration +17, Knowledge (religion) +11, Spellcraft +15; Improved Initiative, Divine Focus (+1 profane bonus to attacks with longsword), Martial Weapon Proficiency (longsword), Power Attack, Weapon Focus (longsword).

Spells (6/6+1/5+1/5+1/4+1/3+1/2+1, save DC = 13 + spell level)

0 – *Cure minor wounds, cure minor wounds, cure minor wounds, detect magic, light, read magic*

1st – ~~*Enlarge person*~~ (*b, on self*), *bless, command, cure light wounds, cure light wounds, shield of faith* (*on self*), ~~*shield of faith*~~ (*on enchanter*)

2nd – ~~*Bull's strength*~~ (*b, on paladin*), ~~*augury*~~, ~~*bull's strength*~~ (*on rogue*), *cure moderate wounds, hold person, silence*

3rd – ~~*Magic vestment*~~ (*b, on self*), ~~*magic vestment*~~ (*on rogue*), *cure serious wounds, dispel magic, prayer, searing light*

4th – ~~*Spell immunity*~~ (*b, on self against fireball and lightning bolt*), *cure critical wounds, greater magic weapon* (*on rogue's shortsword*), *poison*

5th – *Mass inflict light wounds* (*b*), *flame strike, slay living, true seeing*

6th – ~~*Stoneskin*~~ (*b, cast on rogue*), *blade barrier, heal*

Domains and Powers: Destruction (1 smite attack/day, +4 to hit, +14 damage) and Strength (Feat of Strength 1/day, free action, +14 enhancement bonus to Strength for 1 round)

Equipment: Chainmail armor, *bane (lawful outsiders) longsword +1*, light crossbow, quiver with 10 bolts, wooden holy symbol of Belatrix, Pyrrothian brooch.

\ Specialty Enchanter 12: CR 12; Medium humanoid (human); HD 12d4+24; hp 62; Init +6 (+2 Dex, +4 Impr. Init.); Spd 30 ft.; AC 20 (+2 Dex, +4 *mage armor*, +4 *shield of faith*), touch AC 16, flatfooted 18; BAB/Grp +6/+5; Atk dagger +5 melee (1d4-1, 19-20) or dagger +8 missile (1d4-1, 19-20); Full Atk dagger +5/+0 melee (1d4-1, 19-20) or dagger +8/+3 missile (1d4-1, 19-20); Space/Reach 5 ft./5 ft.; SA Spells, SQ Cohort, extended enchantment 6/day, social proficiency, spells; AL LE; SV Fort +6, Ref +6, Will +9; Str 8, Dex 14, Con 14, Int 17, Wis 12, Cha 16.

Skills and Feats: Bluff +19, Concentration +16 (+20), Knowledge (arcana) +17, Knowledge (local) +17, Sense Motive +14, Spellcraft +14; Back-to-Back (when adjacent to an ally with this feat, cannot be flanked except by a rogue who is 4 levels higher than his character level), Combat Casting, Greater Spell Focus (enchantment), Improved Initiative, Spell Focus (enchantment), Spell Focus (evocation).

Cohort: Upon reaching 6th level, an enchanter using this variant gains the service of a loyal cohort of the player's choice (with the game master's approval). The cohort is a 4th-level character when first gained; after that point, follow the normal rules described in the Leadership feat to determine the cohort's level, but treat the enchanter's level as being two lower than normal.

The enchanter doesn't gain any followers from this ability. If the enchanter selects the Leadership feat, he attracts followers as normal, the penalty to the enchanter's effective level is eliminated, and the enchanter automatically qualifies for the "special power" modifier to his Leadership score.

An enchanter using this variant permanently gives up the ability to obtain a familiar.

Social Proficiency (Ex): Enchanters using this variant are as proficient at manipulating others through mundane means as they are at influencing their minds magically. Add the following skills to the character's list of wizard class skills: Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive. The enchanter also gains a +2 competence bonus on checks involving one of these skills (player's choice) every five levels (5th, 10th, 15th, and 20th). This bonus can only be applied once to each skill.

An enchanter using this variant does not gain bonus feats for advancing as a wizard.

Extended Enchantment (Su): Enchanters using this variant ensnare the minds of others more easily with their magic, and as a result their enchantment spells last longer than those cast by other spellcasters. Once per day, plus one additional time per two class levels gained above 1st, an enchanter using this variant can cast a spell from the enchantment school as if it were enhanced by the Extend Spell metamagic feat. This enhancement does not affect the spell's level.

This ability cannot be used to extend a spell with a duration of concentration, instantaneous, or permanent.

An enchanter using this variant does not gain additional spells per day for being a specialist wizard.

Spells (4/5/5/5/3/3/2, save DC = 13 + spell level, DC = 14 + spell level for evocation[^], 15 + spell level for enchantment*^{*}; barred schools transmutation, necromancy)

0 – *Daze**, *prestidigitation*, *ray of frost*, *ray of frost*
1st – *Charm person**, *charm person**, *mage armor*, *magic missile*[^], *sleep**

2nd – *Hideous laughter**, *hideous laughter**, *mirror image*, *scorching ray*[^], *touch of idiocy**

3rd – *Dispell magic*, *fireball*[^], *fireball*[^], *hold person**, *rage** (cast on paladin and cohort bodyguard, duration 20 rounds after concentration ends; already factored into stat blocks for them, make changes if the combat goes beyond 20 rounds)

4th – *Confusion**, *dimension door*, *fire shield*[^]
5th – *Cone of cold*[^], *feblemind**, *hold monster**
6th – *Chain lightning*[^], *mass suggestion**
(Suggested use: “Your weapons have all turned into snakes! You must throw them away before they bite you!”)

Equipment: Four daggers, spellbook, Pyrrothian brooch, *rod of metamagic*, *silent spell*; wielder can cast up to three spells per day (3rd level spells or lower) without verbal components as though using the Silent Spell feat.

‡ Cohort Bodyguard, Fighter 6/Bodyguard 4:
CR 10; Medium humanoid (human); HD 10d10+36; hp 112; Init +7 (+3 Dex, 4 Impr. Init.); Spd 20 ft.; AC 19 (+3 Dex, +4 *mithral breastplate* +1, +2 heavy wooden shield), touch AC 13, flatfooted 19; BAB/Grp +10/+12; Atk +14 mw rapier (1d6+4, 18-20/x2) or +13 longbow (1d8, x3); Full Atk +14/+9 mw rapier (1d6+4, 18-20/x2) or +13/+8 longbow (1d8, x3); Space/Reach 5 ft./5 ft.; SA None; SQ Fearless, improved alertness (+4 bonus to Listen, Sense Motive and Spot checks), incorruptible, uncanny dodge; AL LE; SV Fort +12, Ref +6, Will +4; Str 15, Dex 16, Con 16, Int 13, Wis 12, Cha 8.

Skills and Feats: Intimidate +12, Listen +20, Sense Motive +14, Spot +20; Alertness, Back-to-Back (when adjacent to an ally with this feat, cannot be flanked except by a rogue who is 4 levels higher than his character level), Combat Expertise, Combat Reflexes, Combat Rotation (change places with an adjacent ally as a standard action, draws no aoo's upon self or ally), Dodge, Improved Initiative, Mobility, Versatile (Spot and Listen are class skills), Weapon Specialization (rapier).

Fearless (Ex): The bodyguard has learned to shrug off fear, whether from deep within or created by magic. At 3rd level, the bodyguard becomes immune to fear-based spells and effects.

Incorruptible (Ex): The training and loyalty of the bodyguard makes them highly resistant to mind-affecting magic and effects. At 4th level, a bodyguard receives a +4 morale bonus to all saving

throws against mind-affecting spells and effects, except for fear effects.

Equipment: *Mithral breastplate* +1, heavy wooden shield, mw rapier, longbow, quiver w/20 arrows, Pyrrothian brooch.

ATL 15

\ Paladin of Tyranny 14: CR 14; Medium humanoid (human); HD 14d10+56; hp 160; Init +4 (Impr. Init.); Spd 20 ft.; AC 15 (+7 half plate armor, -2 *rage* for 12 rounds), touch AC 8, flatfooted 15; BAB/Grp +14/+18; Atk +19 *adamantine falchion* +1 (2d4+7, 18-20/x2) or +14 longbow (1d8, x3); Full Atk +19/+14/+9 *adamantine falchion* +1 (2d4+7, 18-20/x2) or +14/+9/+4 longbow (1d8, x3); Space/Reach 5 ft./5 ft.; SA Aura of despair, cause disease 3/week, deadly touch, smite good 3/day, spells; SQ Aura of evil, *detect good*, rebuke undead 7/day, special mount, spells; AL LE; SV Fort +15, Ref +7, Will +9; Str 18, Dex 10, Con 18, Int 12, Wis 13, Cha 18.

Skills and Feats: Concentration +21, Knowledge (religion) +16 Ride +16, Sense Motive +16; Cleave, Divine Might (as a free action, spend one rebuke undead attempt to add +4 (Charisma bonus) to weapon damage for 1 full round), Enhanced Smite (when successfully smiting a good opponent with her deity's favored weapon, she adds +1d6 points of divine damage), Improved Initiative, Mounted Combat, Power Attack.

Aura of Evil (Ex): The power of a paladin of tyranny's aura of evil (see the *detect evil* spell) is equal to his paladin of tyranny level, just as with the aura of a cleric of an evil deity.

Detect Good (Sp): At will, a paladin of tyranny can use *detect good*, as the spell.

Smite Good (Su): A paladin of tyranny may attempt to smite good with a normal melee attack. She adds her Charisma bonus (+4) to her attack roll and deals 14 extra points of damage. If the paladin accidentally smites a creature that is not good, the smite has no effect, but the ability is still used up for that day.

Divine Grace (Su): At 2nd level, a paladin of tyranny gains a bonus equal to her Charisma bonus (+4) on all saving throws.

Deadly Touch (Su): A paladin of slaughter can cause wounds with a successful touch attack. Each

day she can deal 56 hit points of damage. An opponent subjected to this attack can make a Will save (DC 21) to halve the damage dealt.

Aura of Despair (Su): Beginning at 3rd level, a paladin of tyranny radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws. This ability otherwise functions identically to the paladin's aura of courage class feature.

Rebuke Undead (Su): A paladin of tyranny rebukes undead rather than turning undead (paladin level -3 = effective rebuking level).

Cause Disease (Sp): A paladin of tyranny can inflict disease with his touch (as the *contagion* spell) a number of times per week that a standard paladin of her level would normally be able to *remove disease*.

Spells (2/1/1/1, save DC = 11 + spell level)

1st – *Bane, corrupt weapon* (evil version of *bless weapon*)

2nd ~~*Eagle's splendor*~~ (cast on self)

3rd *Heal mount*

4th *Unholy sword* (makes *melee weapon* +5 *unholy*, adding 4 to attack bonuses listed and doing +2d6 *unholy* damage to good creatures for 14 rounds)

Equipment: Silver holy symbol of Suulthah, longbow, quiver with 20 arrows, quiver with 20 arrows, *adamantine falchion* +1, half-plate armor, Pyrrothian brooch.

\ Paladin's Heavy Warhorse: CR 3; Large magical beast; HD 10d8+36; hp 76; Init +1 (+1 Dex); Spd 60 ft.; AC 22 (-1 size, +1 Dex, +12 natural armor), touch AC 10, flatfooted 21; BAB/Grp +7/+17; Atk melee +12 hoof (1d6+6); Full Atk melee +12/+12 hoof (1d6+6) and +7 bite (1d4+3); Space/Reach 10 ft./5 ft.; SA None, SQ *Command* horses (6/day, Will DC 20), empathic link, improved evasion, low-light vision, scent, share spells, share saving throws; AL N; SV Fort +10 Ref +8, Will +4; Str 23, Dex 13, Con 17, Int 8, Wis 13, Cha 6.

Skills and Feats: Listen +11, Spot +10; Endurance, Run.

Equipment: Bit & bridle, saddle, saddlebags, blanket, grooming kit.

Wilderness Rogue 14: CR 14; Medium humanoid (human); HD 14d6+42; hp 102; Init +7 (+3 Dex, +4 Impr. Init.); Spd 30 ft.; AC 20 (+4 Dex, +3 *leather armor of improved silent moves +1, magic vestment +3*), touch AC 14, flatfooted 20; BAB/Grp +10/+10; Atk +17 mw shortsword (1d6+3, 19-20/x2) or +14 shortbow (1d6, x3); Full Atk +17/+12 mw shortsword (1d6+3, 19-20/x2) or +14/+9 shortbow (1d6, x3); Space/Reach 5 ft./5 ft.; SA Sneak attack +7d6, SQ Defensive roll, evasion, improved uncanny dodge, skill mastery (can always take 10 without drawing aoo's on the following skills: Escape Artist, Move Silently, Tumble, Use Magic Device), *stoneskin* spell (DR 10/adamantine, maximum 140 damage soaked), trap sense +4, uncanny dodge; AL CN; SV Fort +7, Ref +12, Will +5; Str 10, Dex 18, Con 16, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff + 16, Escape Artist +17, Handle Animal +16, Hide +17, Listen +15, Move Silently +26, Spot +14, Survival +14, Tumble +17, Use Magic Device +16; Deadly Precision (rerolls all 1's from sneak attack damage; must keep the new result even if it is a 1), Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Defensive Roll (Ex): The rogue can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would

not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

Equipment: *Leather armor of improved silent moves +1*, mw shortsword, shortbow, quiver with 20 arrows, Pyrrothian brooch.

Cleric of Belatrix 14: CR 14; Large (*enlarged*) humanoid (human); HD 14d8+42; hp 130; Init +4 (+0 Dex, +4 Impr. Init.); Spd 20 ft.; AC 21 (-1 size, +5 chainmail armor, *magic vestment +3, +4 shield of faith*), touch AC 15, flatfooted 21; BAB/Grp +10/+17; Atk +15 *bane (lawful outsiders) longsword +1* (2d6+4, 19-20/x2) or +9 light crossbow (2d6, 19-20); Full Atk +15/+10 *bane (lawful outsiders) longsword +1* (2d6+4, 19-20/x2) or +9 light crossbow (2d6, 19-20); Space/Reach 10 ft./10 ft.; SA Smite enemy, spells, SQ Feat of strength, rebuke undead, spells; AL CE; SV Fort +12, Ref +4, Will +13; Str 16, Dex 10, Con 16, Int 10, Wis 18, Cha 12.

Skills and Feats: Concentration +19, Knowledge (religion) +13, Spellcraft +17; Improved Initiative, Divine Focus (+1 profane bonus to attacks with longsword), Martial Weapon Proficiency (longsword), Power Attack, Weapon Focus (longsword).

Spells (6/6+1/6+1/5+1/5+1/3+1/3+1/2+1, save DC = 14 + spell level)

0 – *Cure minor wounds, cure minor wounds, cure minor wounds, detect magic, light, read magic*

1st – ~~*Enlarge person*~~ (*b, on self*), *bles*, *command, cure light wounds, cure light wounds, shield of faith* (*on self*), ~~*shield of faith*~~ (*on enchanter*)

2nd – ~~*Bull's strength*~~ (*b, on paladin*), ~~*augury*~~, ~~*bull's strength*~~ (*on rogue*), *cure moderate wounds, hold person, hold person, silence*

3rd – ~~*Magic vestment*~~ (*b, on self*), ~~*magic vestment*~~ (*on rogue*), *cure serious wounds, dispel magic, prayer, searing light*

4th – ~~*Spell immunity*~~ (*b, on self against fireball and lightning bolt*), *cure critical wounds, divine power, greater magic weapon* (*on rogue's shortsword*), *poison*

5th – *Mass inflict light wounds* (*b*), *flame strike, slay living, true seeing*

6th – *Stoneskin* (b, cast on rogue), *blade barrier*, *greater dispel magic*, *heal*

7th – *Disintegrate* (b), *blasphemy*, *destruction*

Domains and Powers: Destruction (1 smite attack/day, +4 to hit, +14 damage) and Strength (Feat of Strength 1/day, free action, +14 enhancement bonus to Strength for 1 round)

Equipment: Chainmail armor, *bane* (lawful outsiders) *longsword* +1, light crossbow, quiver with 10 bolts, wooden holy symbol of Belatrix, Pyrrothian brooch.

Specialty Enchanter 14: CR 14; Medium humanoid (human); HD 14d4+28; hp 72; Init +6 (+2 Dex, +4 Impr. Init.); Spd 30 ft.; AC 20 (+2 Dex, +4 *mage armor*, +4 *shield of faith*), touch AC 16, flatfooted 18; BAB/Grp +7/+6; Atk dagger +6 melee (1d4-1, 19-20) or dagger +9 missile (1d4-1, 19-20); Full Atk dagger +6/+1 melee (1d4-1, 19-20) or dagger +9/+4 missile (1d4-1, 19-20); Space/Reach 5 ft./5 ft.; SA Spells, SQ Cohort, extended enchantment 7/day, social proficiency, spells; AL LE; SV Fort +6, Ref +6, Will +10; Str 8, Dex 14, Con 14, Int 17, Wis 12, Cha 16.

Skills and Feats: Bluff +21, Concentration +18 (+22), Knowledge (arcana) +19, Knowledge (local) +19, Sense Motive +16, Spellcraft +16; Back-to-Back (when adjacent to an ally with this feat, cannot be flanked except by a rogue who is 4 levels higher than his character level), Combat Casting, Greater Spell Focus (enchantment), Improved Initiative, Spell Focus (enchantment).

Cohort: Upon reaching 6th level, an enchanter using this variant gains the service of a loyal cohort of the player's choice (with the game master's approval). The cohort is a 4th-level character when first gained; after that point, follow the normal rules described in the Leadership feat to determine the cohort's level, but treat the enchanter's level as being two lower than normal.

The enchanter doesn't gain any followers from this ability. If the enchanter selects the Leadership feat, he attracts followers as normal, the penalty to the

enchanter's effective level is eliminated, and the enchanter automatically qualifies for the "special power" modifier to his Leadership score.

An enchanter using this variant permanently gives up the ability to obtain a familiar.

Social Proficiency (Ex): Enchanters using this variant are as proficient at manipulating others through mundane means as they are at influencing their minds magically. Add the following skills to the character's list of wizard class skills: Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive. The enchanter also gains a +2 competence bonus on checks involving one of these skills (player's choice) every five levels (5th, 10th, 15th, and 20th). This bonus can only be applied once to each skill.

An enchanter using this variant does not gain bonus feats for advancing as a wizard.

Extended Enchantment (Su): Enchanters using this variant ensnare the minds of others more easily with their magic, and as a result their enchantment spells last longer than those cast by other spellcasters. Once per day, plus one additional time per two class levels gained above 1st, an enchanter using this variant can cast a spell from the enchantment school as if it were enhanced by the Extend Spell metamagic feat. This enhancement does not affect the spell's level.

This ability cannot be used to extend a spell with a duration of concentration, instantaneous, or permanent.

An enchanter using this variant does not gain additional spells per day for being a specialist wizard.

Spells (4/5/5/5/4/3/3/2, save DC = 13 + spell level, 15 + spell level for enchantment*; barred schools transmutation, necromancy)

0 – *Daze**, *prestidigitation*, *ray of frost*, *ray of frost*
1st – *Charm person**, *charm person**, ~~*mage armor*~~, *magic missile*, *sleep**

2nd – *Hideous laughter**, *hideous laughter**, *mirror image*, *scorching ray*, *touch of idiocy**

3rd – *Dispel magic, fireball, fireball, hold person*, rage** (cast on paladin and cohort bodyguard, duration 20 rounds after concentration ends; already factored into stat blocks for them, make changes if the combat goes beyond 20 rounds)

4th – *Charm monster*, confusion*, dimension door, fire shield*

5th – *Cone of cold, feeblemind*, hold monster**

6th – *Chain lightning, globe of invulnerability, mass suggestion** (Suggested use: “Your weapons have all turned into snakes! You must throw them away before they bite you!”)

7th – *Insanity*, mage’s sword*

Equipment: Four daggers, spellbook, Pyrrothian brooch, *rod of metamagic, silent spell*; wielder can cast up to three spells per day (3rd level spells or lower) without verbal components as though using the Silent Spell feat.

⌘ Cohort Bodyguard, Fighter 7/Bodyguard 5:

CR 12; Medium humanoid (human); HD 12d10+42; hp 132; Init +3 (+3 Dex); Spd 20 ft.; AC 19 (+3 Dex, +4 *mithral breastplate +1*, +2 heavy wooden shield), touch AC 13, flatfooted 19; BAB/Grp +12/+14; Atk +16 mw rapier (1d6+4, 18-20/x2) or +15 longbow (1d8, x3); Full Atk +16/+11 mw rapier (1d6+4, 18-20/x2) or +15/+10 longbow (1d8, x3); Space/Reach 5 ft./5 ft.; SA None; SQ Fearless, improved alertness (+5 bonus to Listen, Sense Motive and Spot checks), incorruptible, uncanny dodge (can’t be flanked); AL LE; SV Fort +12, Ref +6, Will +4; Str 15, Dex 16, Con 16, Int 13, Wis 12, Cha 8.

Skills and Feats: Intimidate +14, Listen +23, Sense Motive +17, Spot +23; Alertness, Back-to-Back (when adjacent to an ally with this feat, cannot be flanked except by a rogue who is 4 levels higher than his character level), Combat Expertise, Combat Reflexes, Combat Rotation (change places with an adjacent ally as a standard action, draws no aoo’s upon self or ally), Combat Tutor (when using aid another to help a friend in combat, adds a +4 circumstance bonus to either the friend’s AC or attack roll vs. one opponent), Dodge, Mobility, Versatile (Spot and Listen are class skills), Weapon Specialization (rapier).

Fearless (Ex): The bodyguard has learned to shrug off fear, whether from deep within or created by magic. At 3rd level, the bodyguard becomes immune to fear-based spells and effects.

Incorruptible (Ex): The training and loyalty of the bodyguard makes them highly resistant to mind-affecting magic and effects. At 4th level, a bodyguard receives a +4 morale bonus to all saving throws against mind-affecting spells and effects, except for fear effects.

Equipment: *Mithral breastplate +1*, heavy wooden shield, mw rapier, longbow, quiver w/20 arrows, Pyrrothian brooch.

Conclusion A: Victory!

The last of your foes falls before your righteous blows! With that done, you attend to the task of finding the missing tome.

It doesn't take long. Inside one of the chests lies the object of your quest: the Ultimate Tome of Dragon Magic! The black tome appears to be made of some kind of leather, and is bound with a bone spine. The tome glows with a bright purple flame that sheds no heat.

Knowledge (nature) will reveal (DC 15) that both the leather and spine come from some kind of reptilian creature. PCs that played **Under the Streets** with this PC and encountered the young black dragon can further identify this as dragon hide, tanned and dyed black.

The flame does not actually set anything afire, which the PCs can check with a piece of paper if necessary. Ask who picks up the tome and who carries it, as this is important for the treasure resolution. Check if the tome changes hands over time. Whoever bears the Tome the longest (even in a *bag of holding* or similar item) gets a special certificate.

If any PC uses detect magic or similar spells on the tome, they are immediately blinded and stunned by the overwhelming aura of magic about the thing. This lasts for five rounds, after which the PC returns to normal. Go ahead and stretch this out for a full half minute of real time to make the players sweat! ☺

Please take note of who takes and carries the Tome. If more than one PC touches it, find out who holds onto it the longest. This will affect treasure later on.

If the PCs decide to search the rest of the building before leaving, read the following:

You conduct a thorough search of the remaining complex, particularly the domed arena. Despite the presence of a number of crushed Pyrrothian

bodies, there is NO sign of rubble anywhere...and the dome above is intact, without even a slight crack to indicate the draconic lich's passage.

All items these Pyrrothians were bearing were crushed beyond salvage when the dome collapsed.

Ask if the PCs wish to remain here or leave. If they stay, the Diamond Legion forces will arrive in the city and meet them. If not, they meet them about halfway back to Amthydor.

Ad-lib an introduction to note where and when this meeting happens. If asked about the draconic lich, they will report seeing it flying around the area, but that it did not attack Amthydor. It did give everyone quite a scare wherever it went! Its current whereabouts are unknown.

The Diamond Legion squad greets you enthusiastically! Lt. Argyn Zix comes forward to debrief you. While distressed that the draconic lich was created before you were able to intervene, he is pleased that you were both able to rescue Agent Aglamour and retrieve the Tome!

"Well, two out of three isn't bad, as they say! You will receive your full promised reward for the job regardless! Now, please produce the Tome. I have brought a container that was specially prepared to hold the Tome for transport back to Amthydor, courtesy of the League of Thaumaturgical Studies."

Once the PCs produce the Tome, read the following:

You produce the Ultimate Tome of Dragon Magic. A collective gasp emerges from the onlookers, for this is an item of True Power...a once-in-a-lifetime experience!

In turn, Lt. Zix produces a silver chest, inlaid with sigils of gold and copper, and opens the clasp. You carefully place the Tome inside, and Zix closes and seals the chest shut.

“There. That should make this safer for transport...if anything can make an artifact ‘safe’ to handle! Come, let us head home!”

After your return to Amthydor, you are fully debriefed, as is the recovered Agent Aglamour. You are thanked for your efforts, without which the city of Amthydor...and indeed the world of Raia itself...would be in far greater danger! The following day a package arrives at your home, stamped with the seal of the Diamond Legion. “In everlasting thanks,” reads the attached note.

➤ **GO TO Epilogue.**

Conclusion B: Sorry, We’re Busy!

You really don’t have the time to deal with this kind of thing. Pyrrothians? Dragon liches? No, this is WAY out of your league. Surely there’s a caravan somewhere that needs guarding...

Any PC that refuses the mission gets the **Disfavor of the Diamond Legion** certificate.

➤ **GO TO Epilogue.**

Conclusion C: Defeat!

Any PCs that were not outright killed (taken below -10 hp during battle) get the following text. The rest are dead and cannot be recovered.

Your foes have laid you low. You have been captured by the enemy! You are stripped of all your gear, even your clothing, and given bare rags to wear in their place. You are slapped into irons and taken prisoner in a barred wagon.

“Don’t worry,” claim your Pyrrothian captors. “You won’t die anytime soon. We value good, hardworking slaves!” With a wicked grin, the teamster driving your wagon cracks the whip, and you begin your long journey towards the Magocracy of Pyrroth far to the west.”

The PCs are out of play until further notice. Tell the players to retain their certs for now in case they can be rescued. Each player whose PC survived to be captured gets the **“Enslaved!”** certificate.

If any PCs were killed in the final battle, read the following. If the PCs did not kill the necromancer, alter the text below to make it clear that HE is the one described in this scene!

Meanwhile, the corpses of the fallen are gathered together en masse. A dark-robed figure stands before them, chanting dark words of power with evil glee. When the words are complete, the corpses twitch, then rise up of their own accord.

“Excellent! No need to waste good material. I always have need for more undead minions...”

The mindless undead rise up, shambling forward towards their master. Among them, the former adventurers known as (insert names of dead PCs here) are among them. Their lives are over, but it seems their bodies will now serve a new master.

These PCs are lost forever, as are all of their certificates that were taken with them. Give them the **Undead!** cert.

➤ **GO TO Epilogue.**

Conclusion D: Run Awayyyyyyy!

It is possible (though not likely) that one or more PCs may have fled the arena building to avoid capture. This text is for them.

Unable to face your foes, you decided to retreat rather than risk capture (or worse) at their hands! You fled the city and raced north, back towards Amthydor.

Along the way you met a large squad of Diamond Legionnaires who were sent to assist you and clean up any messes. They are dismayed to hear your report, and quickly heal your wounds.

Together you return back to Eiosia, but it is too late. The entire arena building is empty now. Your foes have fled, taking all of their treasure (and your friends) with them.

Knowing that you did your best, Lt. Argyn Zix gives you your promised pay, and offers his condolences for your losses. He is nonetheless grateful that you managed to make it out alive.

What this bodes for the future of Amthydor, and indeed for Raia, remains to be seen.

The surviving PCs get the “Survivor!” cert and earn the pay they were promised by the Diamond Legion. They may keep any treasure they managed to acquire before fleeing.

➤ GO TO Epilogue.

“I see. This state of affairs is unacceptable. We have waited long enough. We must take action. If these fools seek power that is beyond their grasp, then we must take their toys away from them.

“We meet again in one week’s time. In the interim, everyone gather what information you can, and return with ideas for how to handle this little...problem. It seems we must finally take a direct hand in the matters of the world.

“You are dismissed.”

The others rise from their chairs and leave, save for their leader, who remains in the dimly-lit room, hands folded, lost in thought.

“There will be a price to pay for these crimes...a high price indeed...”

Epilogue

In a meeting room, shielded from scrying, a council meets.

“It was found then? And used?”

“Yes, to dire effect. A draconic lich is loose upon Raia.”

There is silence for a long moment as those gathered ponder the implications of this news.

“Where is it now?”

“Unknown. It did a wide circuit flying across the Freelands, terrifying thousands in its wake. Then it disappeared, presumably to go to ground. It hasn’t been seen since.”

Another long silence fills the room.

“And the Tome?”

“Unknown. It vanished after the ritual. It may be in the Pyrrothians’ hands again, or the Amthydorans’. We’re still checking into that.”

THUS ENDS “GENESIS” (for now)

TIME UNIT COST

| | |
|------------------|---|
| Conclusion A, D: | 5 TU |
| Conclusion B: | 0 TU |
| Conclusion C: | 5 TU + ? (if alive) Eternity (if undead) |

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

| | ATL 1 | ATL 3 | ATL 5 | ATL 7 | ATL 9 | ATL 11 | ATL 13 |
|---|------------|------------|------------|--------------|--------------|--------------|--------------|
| Goal: | | | | | | | |
| Evade or defeat the humanoids | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| Evade, disarm, or deactivate the trap | 100 | 125 | 150 | 175 | 200 | 225 | 250 |
| Defeat the necromancer and minions | 100 | 125 | 150 | 175 | 200 | 225 | 250 |
| Flee the necromancer and minions | 50 | 65 | 75 | 85 | 100 | 115 | 125 |
| Defeat the NPC party | 150 | 300 | 450 | 600 | 750 | 900 | 1,050 |
| Flee from the NPC party | 75 | 150 | 225 | 300 | 375 | 450 | 525 |
| Discretionary Role Playing Award | 50 | 50 | 50 | 50 | 50 | 50 | 50 |
| Maximum Possible XP | 500 | 700 | 900 | 1,100 | 1,300 | 1,500 | 1,700 |

TREASURE SUMMARY

If it's not on this list, the PCs cannot keep it.

From the Arena (up to 1 per PC, what the Diamond Legion will allow the PCs to keep as souvenirs of the adventure; the GM should keep track of how many the PCs acquire during the module)

- ✧ **Pyrrothian Brooch:** This nonmagical bronze brooch bears the heraldic standard of the Magocracy of Pyrroth. If worn anywhere in the Freelands other than Pyrroth, it incurs a -2 circumstance penalty on all social interaction rolls. Other effects may become known in future modules. (Value: 25 gp, Size: Tiny, Tradable: Yes, Rarity: Common, Legality: Legal)

Encounter 2, the Necromancer Battle

- ✧ **Quarterstaff:** This stout oaken staff is carved with sigils of arcane power. The exact powers of the item vary by ATL.

❑ **ATL 1-5:** *Quarterstaff +1* (Value: 2,150 gp, Size: Large, Tradable: Yes, Rarity: Common, Legality: Legal)

❑ **ATL 7-13:** *Spell storing quarterstaff +1* (Value: 8,150 gp, Size: Medium, Tradable: Yes, Rarity: Common, Legality: Legal)

Spell Storing: This weapon allows a spellcaster to store a single targeted spell of up to 3rd level in the weapon. (The spell must have a casting time of 1 standard action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if the wielder desires. (This special ability is an exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally.) Once the spell has been cast from the weapon, a spellcaster can cast any other targeted spell of up to 3rd level into it. The weapon magically imparts to the wielder the name of the spell currently stored within it. The staff starts with no spell stored when the PC acquires it.

- ✧ **ATL 11 and 13 ONLY:** 4 pouches of crushed black pearl powder worth 500 gp each (non-certed).

✧ **Necromancer's Spellbook:** This spellbook was retrieved from a Pyrrothian mage that was a specialty necromancer. It contains his notes regarding specialized training that allowed him to become a *specialty necromancer* as per the rules in *UA*. Note that this rules option is NOT legal for PCs in the Legends of the Shining Jewel campaign, and owning this spellbook does not make this option available.

Due to the forbidden knowledge this book contains, ownership of this book is illegal. If this book is discovered by proper authorities, it will be confiscated, and the owner must pay a fine of 20,000 gp (which will be taken from any and all available treasure owned up to the clothing on his back), his fingers will be smashed, and he will be exiled from the city. If this happens, the PC is effectively removed from campaign play.

This book cannot be resold. It can be donated to the League of Thaumaturgical Studies with no penalty.

The spellbook contains the following spells. ATL additions are cumulative with lower ATL spells.

- ❑ **ATL 1:** *Ghost sound, acid splash, touch of fatigue, chill touch, mage armor, ray of enfeeblement*; 94 blank pages (Value: 600 gp)
- ❑ **ATL 3:** As above, plus *false life, glitterdust, spectral hand*; 88 blank pages (Value: 1,200 gp)
- ❑ **ATL 5:** As above, plus *blindness/deafness, false life, ghoul touch, spectral hand, haste, ray of exhaustion, vampiric touch*; 71 blank pages (Value: 3,100 gp)
- ❑ **ATL 7:** As above, plus *bestow curse, enervation, greater invisibility*; 59 blank pages (Value: 4,300 gp)
- ❑ **ATL 9:** As above, plus *cloudkill, prying eyes, waves of fatigue*; 44 blank pages (Value: 5,800 gp)
- ❑ **ATL 11:** As above, plus *circle of death, eyebite, globe of invulnerability*; 33 blank pages (Value: 4,500 gp)

- ❑ **ATL 13:** As above, plus *finger of death, waves of exhaustion*; 19 blank pages (Value: 5,900 gp)

(Value: Varies, Size: Thick, Tradable: Yes, Rarity: Uncommon, Legality: Illegal)

NOTE FOR NECROMANCER'S SPELLBOOK: If the PCs decide, without any prompting from the GM, to turn the book in to the League of Thaumaturgical Studies, the Diamond Legion, or some other city official (it will be given to the League if they aren't given the spellbook directly), the PCs will be rewarded with gold pieces equal to the FULL VALUE of the spellbook, not half value.

This happens ONLY if the PCs turn in the spellbook at the end of THIS MODULE. If PCs hold onto the book and try to turn it in later, they get just a "Thank you!" and no gold.

Encounter 3

✧ Resale of mundane items from NPCs: 618.5 gp at ATL 1-5, 782.5 gp at ATL 7-13.

✧ **Sneaky Leather Armor:** This suit of leather armor is made to maximize ease of movement with a minimum of noise. The exact powers of the item vary by ATL.

- ❑ **ATL 1-3:** *leather armor +1* (Value: 1,160 gp, Size: Medium, Tradable: Yes, Rarity: Common, Legality: Legal)

❑ **ATL 5-7:** *leather armor +1 of silent moves* (Value: 4,910 gp, Size: Medium, Tradable: Yes, Rarity: Common, Legality: Legal): This armor is well oiled and magically constructed so that it makes little sound. It provides a +5 competence bonus on its wearer's Move Silently checks. (The armor's armor check penalty still applies normally.)

- ❑ **ATL 9-13:** *leather armor of improved silent moves +1* (Value: 16,160 gp, Size: Medium, Tradable: Yes, Rarity: Uncommon, Legality: Uncommon)

Legal): As *silent moves*, except it grants a +10 competence bonus on Move Silently checks.

- ✧ **Mithral Breastplate:** This breastplate is dwarven-forged and scribed with a bas-relief symbol of Galvandt, the God of Vigilance. The exact powers of the item vary by ATL.

❑ **ATL 1-5: Not available, do not hand out (VOID)**

❑ **ATL 7-9:** *Mithral breastplate +1* (Value: 5,350 gp, Size: Medium, Tradable: Yes, Rarity: Common, Legality: Legal)

❑ **ATL 11-13:** *Mithral light fortification breastplate +1* (Value: 9,350 gp, Size: Medium, Tradable: Yes, Rarity: Uncommon, Legality: Legal)

Light Fortification: This suit of armor or shield produces a magical force that protects vital areas of the wearer more effectively. When a critical hit or sneak attack is scored on the wearer, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

- ✧ **Serpentine Falchion:** This two-handed sword bears a pommel that is carved in the form of a twined serpent, with the two tines made to resemble snake's tails. The exact powers of the item vary by ATL.

❑ **ATL 1-5:** MW falchion (Value: 375 gp, Size: Large, Tradable: Yes, Rarity: Common, Legality: Legal)

❑ **ATL 7-9:** MW adamantite falchion (Value: 3,375 gp, Size: Large, Tradable: Yes, Rarity: Uncommon, Legality: Legal)

❑ **ATL 11-13:** *Adamantine falchion +1* (Value: 5,375 gp, Size: Large, Tradable: Yes, Rarity: Uncommon, Legality: Legal)

- ✧ **Troublemaker:** This longsword's pommel displays the wooden holy symbol of Belatrix,

Goddess of Conflict. The exact powers of the item vary by ATL.

❑ **ATL 1-5:** *longsword +1* (Value: 2,315 gp, Size: Medium, Tradable: Yes, Rarity: Common, Legality: Legal)

❑ **ATL 7-13:** *bane (lawful outsiders) longsword +1* (Value: 8,315 gp, Size: Medium, Tradable: Yes, Rarity: Common, Legality: Legal): This weapon's effective enhancement bonus is +2 better than its normal bonuses against its designated foe, and also adds +2d6 points of damage against that foe.

- ✧ **Rod of Metamagic, Silent Spell:** This scepter is made of pewter inlaid with silver runes. The exact powers of the item vary by ATL.

❑ **ATL 1-13:** *Lesser rod of metamagic, silent spell* (Value: 3,000 gp, Size: Small, Tradable: Yes, Rarity: Common, Legality: Legal): The wielder can cast up to three spells per day (3rd level spells or lower) without verbal components as though using the Silent Spell feat.

- ✧ **Enchanter's Spellbook:** This spellbook was retrieved from a Pyrrothian mage that was a specialty enchanter. It contains his notes regarding specialized training that allowed him to become a *specialty enchanter* as per the rules in *UA*. A PC with no levels of wizard (any type) may use these notes to study and become a specialty enchanter, though this tome is not required to take that class option.

The spellbook contains the following spells. ATL additions are cumulative with lower ATL spells.

❑ **ATL 1-3:** *Daze, prestidigitation, ray of frost, charm person, mage armor, magic missile, sleep*; 93 blank pages (Value: 700 gp)

❑ **ATL 5:** As above, plus *hideous laughter, mirror image, scorching ray, touch of idiocy*; 85 blank pages (Value: 1,500 gp)

ATL 7: As above, plus *dispel magic*, *fireball*, *hold person*, *rage*; 76 blank pages (Value: 2,400 gp)

ATL 9: As above, plus *confusion*, *dimension door*, *fire shield*; 64 blank pages (Value: 3,600 gp)

ATL 11: As above, plus *cone of cold*, *feblemind*, *hold monster*; 49 blank pages (Value: 5,100 gp)

ATL 13: As above, plus *chain lightning*, *mass suggestion*; 37 blank pages (Value: 3,300 gp)

(Value: Varies, Size: Thick, Tradable: Yes, Rarity: Uncommon, Legality: Legal)

Conclusion A

✧ (ATL x 500) gp each, payment for the job.

✧ **Favor of Adrian Aglamour (one per PC):** The above-named PC rescued Adrian Aglamour, a Diamond Legion agent, from certain death or worse. In return, he is grateful. The following benefits are gained.

✧ The PC may use this favor to get a recommendation to join the Diamond Legion (usable once).

✧ The PCs may leave a message at a pre-established “drop spot” to gain his assistance for a Gather Information roll, using his +15 modifier in place of the PC’s. The PC must pay any monies he wishes to be spent upon this roll before it is made, and must wait the normal time it would take for a Gather Information check (1d4 hours) plus an additional two hours. However, the PC does not have to actually spend time making the check and is free to do other things while waiting for a response.

There is a 35% chance that Adrian is busy on a mission and will be unable to perform this task for the PC at this time. This does not use a “charge” from this cert, and he

will return any monies given for the roll in this event.

The PC may call upon Adrian for this service three times before he considers his debt repaid. This service can only be used in the city of Amthydor.

(Value: Priceless, Size: N/A, Tradable: No, Rarity: Common, Legality: Legal)

✧ **Visit to the Lost City (one per PC):** The above-named PC survived a visit to Eiosia, the legendary Lost City of the Freelands. More questions were raised by this issue than answered. More will be revealed in future *Legends of the Shining Jewel* tournaments and products.

If the PC is good-aligned and failed a Will save upon trying to enter the city, please check this box. This may have an effect in a future LSJ tournament. If not, cross out this paragraph.

(Value: Priceless, Size: N/A, Tradable: No, Rarity: Common, Legality: Legal)

✧ **Dragon-Touched (one PC only):** The above-named PC briefly carried an artifact of ancient dragon magic. Contact with the artifact has had a profound effect upon the PC, as noted below.

✧ The PC automatically gains Draconic as a free language, both spoken and written. If The PC already has Draconic, then he may select any other allowed racial language from the *Core Rulebook I* that he desires.

✧ The PC gains either wizard or sorcerer (his choice) as an additional favored class. If the PC already has one of these classes as a favored class, he gets the other one. If he already has both, then there is no extra effect.

✧ If the PC has levels in either the wizard or sorcerer classes, then he gains a permanent +1 bonus to his effective casting level for

one of those classes (whichever is the higher level, or the player's choice if the levels are the same at the time this cert is acquired). This applies even if the character has no arcane class levels and gains one later, in which case the first class taken by the character gains this benefit.

- ✧ This certificate counts as campaign-granted permission to take levels in the (normally restricted) Dragon Disciple prestige class, provided that the PC meets all the listed prerequisites beforehand.
- ✧ This certificate may have other effects later on as the campaign progresses.

(Value: Priceless, Size: N/A, Tradable: No, Rarity: Uncommon, Legality: Legal)

Conclusion B

- ✧ **Disfavor of the Diamond Legion (one per PC that gets this conclusion):** You refused the call to arms when your city, Amthydor, needed you most. This has the following in-game effects.
 - ✧ The PC will require twice the normal number of recommendations to join the Diamond Legion, and must spend twice as much time in basic training.
 - ✧ If already a member of the Diamond Legion, he must undergo "retraining" equal to double the TU cost it took to acquire his current rank or status. If he refuses he is dishonorably discharged and may never rejoin the Diamond Legion.
 - ✧ The PC has a permanent -2 circumstance penalty on all social interaction rolls with members of the Diamond Legion or their staunch supporters. This does not apply to everyday citizens of Amthydor. Such supporters will have their feelings and loyalties noted in module text if necessary.

(Value: Priceless, Size: N/A, Tradable: No, Rarity: Common, Legality: Legal)

Conclusion C

- ✧ **Enslaved!** The above-named PC has been captured and enslaved by the Mages of Pyrroth. He is out of play until such a time as he can be recovered. An opportunity for this may come into play in a future *Legends of the Shining Jewel* scenario. The player should retain all of the lost PC's certs and paperwork for now. None of those certs may be traded or given to another PC.

(Value: Worthless, Size: N/A, Tradable: No, Rarity: Common, Legality: Legal)

- ✧ **Undead!** The above-named PC has been killed and raised as an undead by the Mages of Pyrroth. Sadly, this fate cannot be undone, and the PC is lost forever. Unfortunately, he may appear again in a future *Legends of the Shining Jewel* scenario. The player should void all of the character's certs, as all of his possessions have been taken by the Mages of Pyrroth.

Sorry, better luck next time!

(Value: Less than worthless, Size: N/A, Tradable: No, Rarity: Rare, Legality: Does it Matter?)

Conclusion D

- ✧ (ATL x 500) gp each, payment for the job.
- ✧ **Survivor!** The above-named PC fled from certain death (or worse) during a mission to the Lost City of Eiosia. There are no hard feelings...after all, a dead hero is of no use to anyone!

Better luck next time!

(Value: Your Life, Size: N/A, Tradable: No, Rarity: Common, Legality: Legal)

Player Handout 1: The Lost City of Eiosia

Eiosia

Ruler: N/A

Government: N/A

Approximate size: Large City, believed to have been abandoned over 2,500 years ago

Resources: Unknown

Population: None

Alignment: Probably Evil

Language: None

Deities: None known

Description: The abandoned walled city of Eiosia sits at the edge of a towering cliff, overlooking the sea. The mirror-polished black stone blocks that make up the walls and buildings of this mysterious city are found nowhere else in the explored lands, and no clue remains to tell who built this once glorious city...or how.

The empty buildings contain no drawings to reveal who or what once lived here. There are no writings, no remains, nothing. The only clues lie in stories so old that they are legend, with no means of separating fact from imagination. Every structure is built of the same black stone, and the streets are paved in the same substance. The only color to be found is deep within the structures, in the form of rich mosaics, as brilliant and bright as the day they were created, depicting pristine mountains, tumbling waterfalls, glorious sunsets and lush valleys.

The only living things present are the exotic and beautiful plants growing in a large

greenhouse, which appear to be lovingly tended, even though there is no sign of another living soul. The reason that the city was abandoned is a complete mystery. There is no damage to the walls or buildings, no sign of a siege, no evidence of disease and no bodies.

If a building is raised elsewhere using even a single stone or block from the city, that building will not stand past the next new moon, even if the offending stone is removed. All of the other 'normal' stones or blocks which were used in the attempted construction are tainted, and must be destroyed, the site purified, and construction begun again with new materials.

Except in the single greenhouse, plants do not prosper within a 10-mile radius of the city, and nearby free-farmers and their families avoid the place. Some travelers who wander too close speak of companions who claim to be 'called' by the city, and who will go to any lengths to reach it. When restrained, these poor souls struggle against their bonds, thrash about, and refuse all food and drink until they are either released to answer the silent call or they pine away and die.

Dwarves will not tunnel or mine within ten miles of the city, and elves do not speak the city's name. Perhaps the elves, first among the children of the gods, and with their vast stores of knowledge, know the secrets of Eiosia, but if they do they are keeping that knowledge to themselves.

GM Handout 1: The Lost City of Eiosia

Eiosia

Ruler: N/A

Government: N/A

Approximate size: Large City, believed to have been abandoned over 2,500 years ago

Resources: Unknown

Population: None known (Abandoned. Once home to a population of 20,000 souls)

Alignment: Evil

Language: None

Deities: None known

Description: The abandoned walled city of Eiosia sits at the edge of a towering cliff, overlooking the sea. The mirror-polished black stone blocks that make up the walls and buildings of this mysterious city are found nowhere else in the explored lands, and no clue remains to tell who built this once glorious city...or how.

The empty buildings contain no drawings to reveal who or what once lived here. There are no writings, no remains, nothing. The only clues lie in stories so old that they are legend, with no means of separating fact from imagination. Every structure is built of the same black stone, and the streets are paved in the same substance. The only color to be found is deep within the structures, in the form of rich mosaics, as brilliant and bright as the day they were created, depicting pristine mountains, tumbling waterfalls, glorious sunsets and lush valleys.

The only living things present are the exotic and beautiful plants growing in a large greenhouse, which appear to be lovingly tended, even though there is no sign of another living soul. The reason that the city was abandoned is a complete mystery. There is no

damage to the walls or buildings, no sign of a siege, no evidence of disease and no bodies.

If a building is raised elsewhere using even a single stone or block from the city, that building will not stand past the next new moon, even if the offending stone is removed. All of the other 'normal' stones or blocks which were used in the attempted construction are tainted, and must be destroyed, the site purified, and construction begun again with new materials.

Except in the single greenhouse, plants do not prosper within a 10-mile radius of the city, and nearby free-farmers and their families avoid the place. Good creatures must succeed at a Will save or be too revolted by the feeling of evil and despair which permeate the place to pass through the gates. Some travelers who wander too close speak of companions who claim to be 'called' by the city, and who will go to any lengths to reach it. When restrained, these poor souls struggle against their bonds, thrash about, and refuse all food and drink until they are either released to answer the silent call or they pine away and die.

Dwarves will not tunnel or mine within ten miles of the city, and elves do not speak the city's name. Perhaps the elves, first among the children of the gods, and with their vast stores of knowledge, know the secrets of Eiosia, but if they do they are keeping that knowledge to themselves.

GM Handout 2: The Mood and Magic of Eiosia

The mysteries of the Lost City of Eiosia are lost to history. They will be explored in future Legends of the Shining Jewel events and products. For now, this will allow the GM to present the city and deal with its strange magical effects (many of which they will not get from their briefing). This information cannot be gained by skill checks or bardic knowledge, since it is simply not available to anyone. Use of spells such as *legend lore* and other divinations reveal nothing at this time.

City Materials: All the buildings and furniture in the city are made of the same black material. It is perhaps some kind of mineral, not metallic, but impossible to identify by any means. It has the odd property of absorbing light so that it does not reflect it, appearing as blackest ebon, yet still can be seen clearly enough to make out details (edges, carvings, etc.). This causes the viewer to feel uncomfortable while observing objects made of this material. It feels smooth and cold to the touch, though it causes no cold damage.

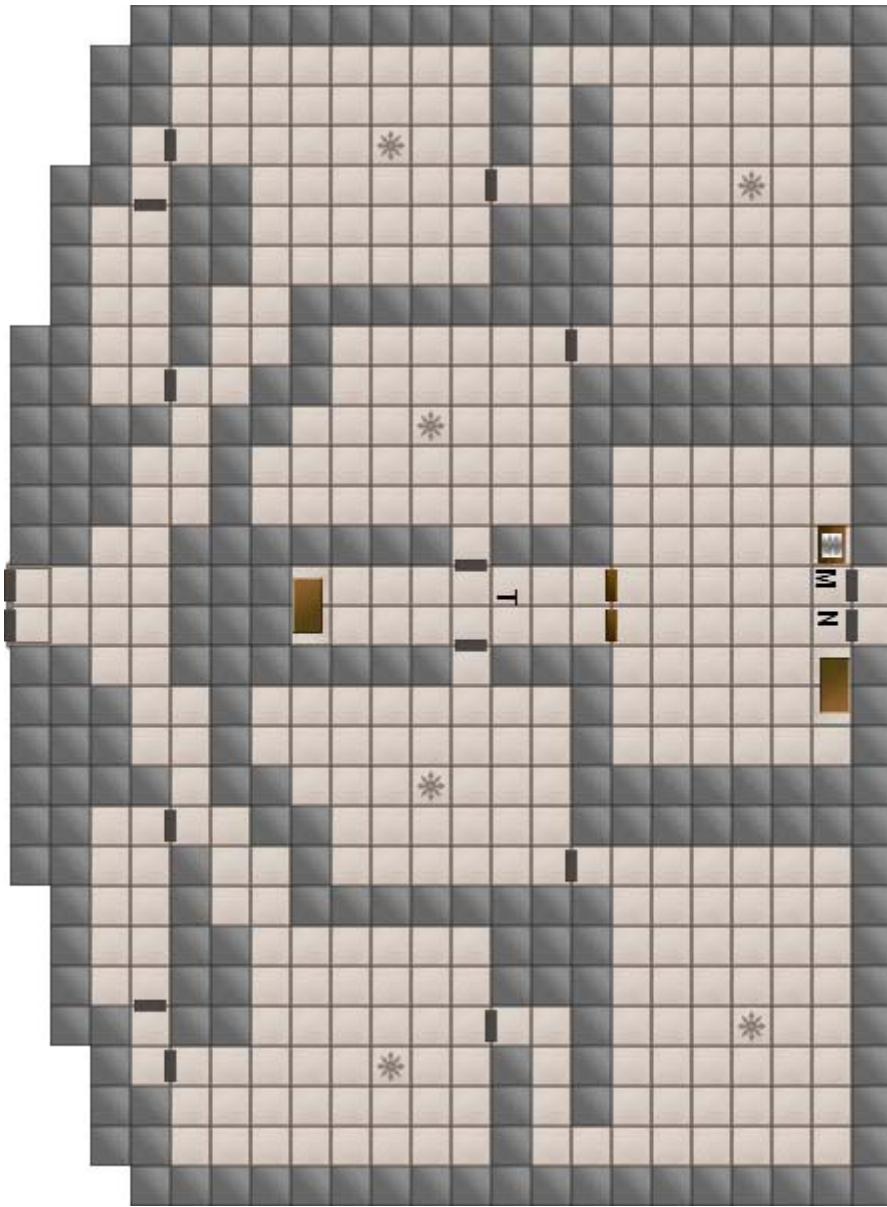
Describing the City: It is not possible to fully detail each hallway and small room in the Arena. Indeed, it is more fun not to. GMs can take features they might recall from gladiator movies, or insert totally inappropriate things, like a stove in the middle of an antechamber. The GM is encouraged to be creative in adding this kind of detail, and random bas-relief images to walls, floors and ceilings. The stranger, the better.

Since this element of description will vary from one GM to the next, it should give a very strange reaction when players try to compare what they saw here after the adventure. These elements might even change if the PCs go back through the Arena later on!

Magical Properties: The city and its contents bear the following magical properties.

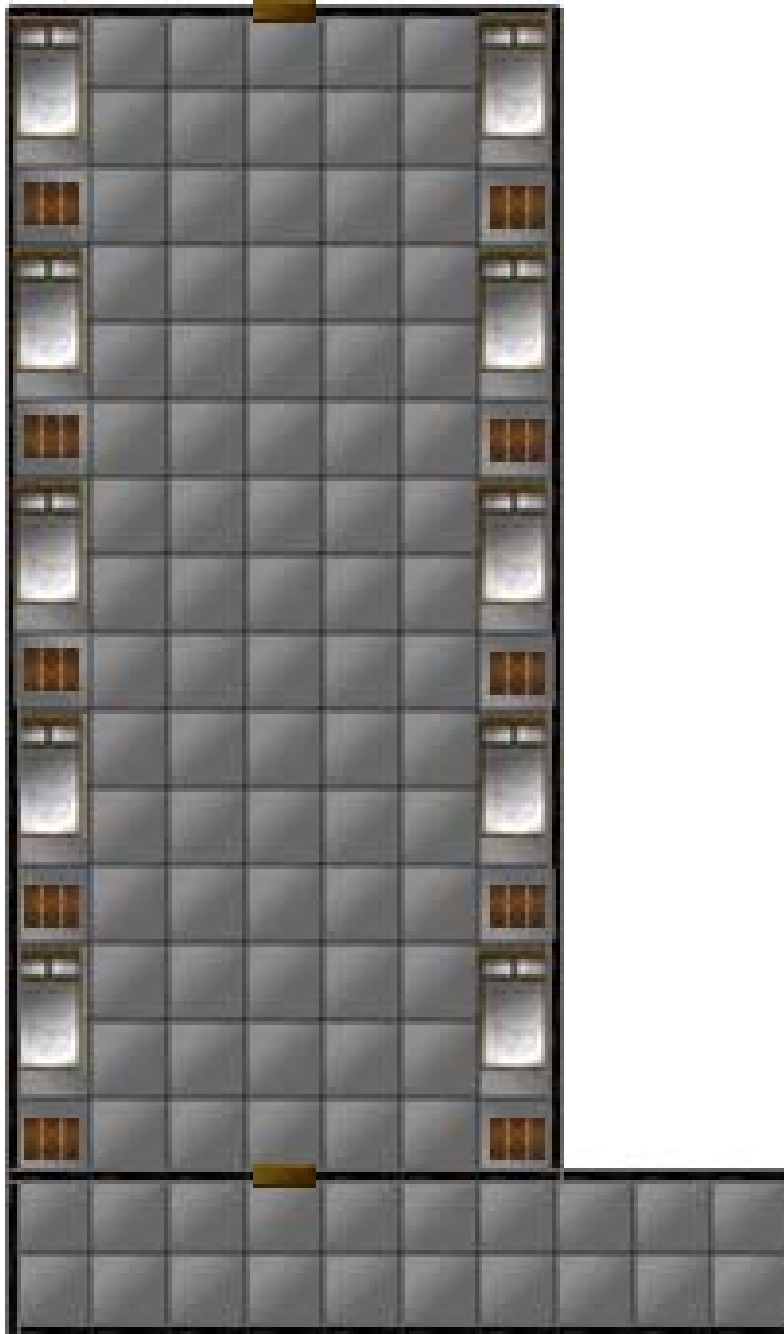
- ✧ The material cannot be damaged by any means (blows, energy attacks, etc.) that deal less than 50 points of damage in one shot. Obviously, the epic-level draconic lich Sil was capable of doing this when he “hatched” out of the Dome.
- ✧ The city is blocked from magical entry or exit by teleportation magic, planar travel, or similar means. It is possible, however, to travel about within the city using such magic.
- ✧ The entire city is under the effects of a permanent, incredibly powerful *desecrate* spell. Summary of effects: turning attempts gain a -6 profane penalty; undead gain a +2 profane bonus on attack rolls, damage rolls, and saving throws; undead created or summoned there gain +2 hit point/die; casting *animate dead* creates 4 HD/caster level of undead instead of 2 HD/caster level.
- ✧ A *consecrate* spell will halve the above bonuses or penalties for two rounds/caster level, rather than the usual effect (2 hours/level). *Consecrate* spells cannot stack to eliminate the penalties of the *desecrate* effect.
- ✧ All spells with the (evil) descriptor gain a +2 profane bonus to the spell’s DC. All spells with the (good) descriptor gain a -2 profane penalty to the spell’s DC.
- ✧ Any good-aligned PCs must make a Will save (DC 10 + ATL) or be too revolted by the feeling of evil and despair which permeate the place to pass through the gates. Those that make the save share the feeling but can force themselves beyond it. Every five minutes, another attempt can be made until the entire party enters the city. Any PCs that failed the initial roll suffer a -1 circumstance penalty to all d20 rolls until they leave the city and stay out for at least 24 hours.
- ✧ While there is no game mechanic attached to it, the silence of the city is oppressive. PCs’ voices and footsteps sound like they are too loud and echo excessively, though there is no actual benefit or penalty involved. Remind the players of this as they travel both indoors and outdoors.

GM Map 1: Enter The Arena



All squares are 5' by 5'. Adrian Aglamour is tied to the table. The side desk holds a kit with torture tools.

GM Map 2: Showdown!



PCs enter from the hallway on the bottom of the map, coming from the right.
All squares are 5' by 5'. Each bunk bed has an unlocked chest at the foot.

Critical Event Summary: Genesis

Convention: _____ **Date:** _____

Please answer the following questions after running this event.

1. What was Agent Adrian Aglamour's status at the end of the module?

Rescued Still a prisoner

2. Did the PCs defeat the necromancer and his minions?

Yes No

3. Did the PCs defeat the NPCs guarding the Ultimate Tome of Dragon Magic?

Yes No

4. Which one of the PCs received the Dragon-Touched certificate (if any)? List info below.

| PC Name | Player Name | E-mail | Race | PC Class(es) & Level(s) |
|---------|-------------|--------|-------|-------------------------|
| _____ | _____ | _____ | _____ | _____ |

5. Were any PCs captured by the Pyrrothians? If so, list info below.

| PC Name | Player Name | E-mail | Race | PC Class(es) & Level(s) |
|---------|-------------|--------|-------|-------------------------|
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |

6. Were any PCs turned into undead by the Pyrrothians? If so, list info below. Yes No

| PC Name | Player Name | E-mail | Race | PC Class(es) & Level(s) |
|---------|-------------|--------|-------|-------------------------|
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |

7. Note any other important information on the back of this form (PC arrests, etc.).

Return this form to: David Samuels, 2722 East 64th Street, Brooklyn, NY 11234, or by e-mail to lsj-modsummary@theshiningjewel.com.

Please send completed form to:
David Santana, 61 Beacon
Avenue, 1st Floor, Jersey City, NJ
07306, or email to
lsj-roster@theshiningjewel.com.



Roster of Heroes: Genesis

Judge Name: _____

Convention: _____ **Date:** _____

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

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