

Demon Cults

THE EMERALD ORDER

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The Emerald Order is devoted to the guardianship and understanding of the mysteries of the Emerald Tablet, whereon the greatest arcane secrets of Thoth-Hermes are inscribed. The inner circle has divined the secrets of the tablets, enhancing their already formidable magical abilities. Some have even tapped into the innate power invested in the gemstone from which the tablets are carved, using slivers to draw upon strange eldritch energies and create new items and fearsome guardians.

Members of the Emerald Order guard the tablets and its secrets zealously, even from their fellow worshipers of Thoth-Hermes. Outsiders who discover their secrets or meddle in the affairs of the order find swift and often fatal retribution.

NOTATIONS: This text refer to the following products: APG: *Advanced Players Guide*, DM: *Deep Magic*, by Kobold Press, MB: *Midgard Bestiary for Pathfinder*, UC: *Ultimate Combat*, UE: *Ultimate Equipment*, UM: *Ultimate Magic*.

LEADERS, ORGANIZATION, AND GOALS

The Emerald Order is a secret society of cultists devoted to Thoth-Hermes. They consider themselves the most exalted of the god's followers due to their guardianship of the Emerald Tablet, a collection of knowledge carved into plates of transparent, nigh-indestructible verdant stone, which are said to contain the greatest secrets of their deity. Though the tablets themselves are known to many followers of Thoth, the precise knowledge inscribed on the tablets is a closely guarded secret, and the order ensures that only those initiated into their ranks and indoctrinated into the mysteries of the cult know of its existence.

The head of the Emerald Order is Dromdal-Re. He is its high priest as well as the chief instructor in the alchemical arts. The heads of arcane research, astrology, history, and theology comprise the rest of the High Council of the Order, though Dromdal-Re's position allows him authority as final arbiter should the other four be evenly divided on an issue.

As custodians of ultimate knowledge, the followers

of the Emerald Order consider it their duty to guide society in the ways they think it should move. Using assassination, terrorism, manipulation, bribery, blackmail, and the other myriad tools of political manipulation, they move things the way they wish. They scoff at those who call their actions wrong. Such myopic skeptics cannot see the long term, nor do their opponents have access to the wisdom of the Emerald Tablet. The grand vision of the Emerald Order is a world that runs by their rules, if not directly under their control.

To this end, the members of the Emerald Order are insinuated into all walks of life. In their everyday lives, they are merchants, scholars, courtiers, counselors, healers, guild masters—interwoven in the fabric of society—and do their jobs without complaint. However, in secret hours of the night or in hidden meeting places during the day they come together with other members of their order to plot and conspire. These plots usually involve members using their positions to manipulate events to the order's wishes. This often involves perceived chaos, though those with the order's understanding—or simply gifted with the ability to see the greater picture—know these seemingly disparate forces are merely pieces of a larger puzzle.

Dromdal-Re

CR 15

XP 51,200

Male middle-aged human alchemist 6/disciple of the emerald esoterica 10

LE Medium outsider (native)

Init +10; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 18, touch 13, flat-footed 18 (+ 6 armor, +2 deflection, +1 Dex)

hp 109 (10d6+5d8+48)

Fort +11, **Ref** +10, **Will** +10; +4 vs. poison

DR 5/-; **Resist** cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee

Ranged bomb +10 touch (3d6+4 cold or fire plus blind)

Special Attacks bomb (10/day, 3d6+4 cold or fire, DC 18)

Spell-Like Abilities (CL 10th, concentration +11)
3/day—*dimension door*, *haste*, *slow* (DC 14)
1/day—*breath of life*, *dancing lights*, *death knell*,

ghost sound, greater teleport, prestidigitation, speak with animals

Alchemist Extracts Prepared (CL 16th)

6th—*heal*

5th—*contact other plane, delayed consumption*^{APG}, *drake form* II^{DM}

4th—*death ward, detonate*^{APG}, *greater invisibility, stoneskin, universal formula*^{APG}

3rd—*amplify elixir*^{APG}, *arcane sight, fly, haste, lesser age resistance*^{UM}, *protection from energy*

2nd—*alchemical allocation*^{APG}, *alter self, firebreath*^{APG}, *fox's cunning, lesser restoration, undetectable alignment*

1st—*disguise self, expeditious retreat, identify, magnetism*^{DM}, *negate aroma*^{APG}, *shield*

TACTICS

Dromdal-Re starts his day with an extract of *lesser age resistance*, offsetting his age penalties. Should this be dispelled or otherwise unavailable, Dromdal-Re's stats are as follows. **Str 9, Dex 12, Con 14, Int 20, Wis 14, Cha 13.** If he has time to prepare for an encounter, he drinks his *shield, protection from energy*, and *fly* extracts, in that order, before confronting opponents.

STATISTICS

Str 10, Dex 13, Con 15, Int 20, Wis 14, Cha 13

Base Atk +9; CMB +8; CMD 19

Feats Brew Potion, Combat Expertise, Extra Discovery, Greater Dirty Trick, Improved Dirty Trick, Improved Initiative, Improved Iron Will, Iron Will, Point Blank Shot, Precise Shot, Throw Anything, Toughness

Skills Appraise +15, Craft (alchemy) +18, Diplomacy +14, Disable Device +13, Fly +10, Heal +13, Knowledge (arcana) +24, Knowledge (nature) +21, Knowledge (planes) +21, Knowledge (religion) +21, Perception +12, Sense Motive +20*, Spellcraft +21, Use Magic Device +15

*Ranks for this skill come from the headband of mental prowess.

Languages Common, Celestial, Draconic, Elven, Gnome, Infernal, Terran (in a Midgard setting campaign, replace Celestial, Elven, Infernal, and Terran with Ankeshelian, Elemental, Enochian, and Nurian)

SQ alchemy (alchemy crafting +6, identify potions), discoveries (blinding bomb, concentrate poison,

dilution, frost bomb, poison bomb, poison conversionUC, precise bombs [4 squares], smoke bomb, sticky poison), key of freedom of space, keys of life and death, key of magic, key of mysteries, key of prophecy (+5 initiative, act during surprise round), key of time, key of wisdom, key to above and below, law of cause and effect, mutagen (+4/-2, +2 natural, 1 hour), poison use, secret of secrets (philosopher's stone grand discovery), swift alchemy, swift poisoning, throw anything

Combat Gear +1 *adamantine sickle*, +1 *light crossbow* and 20 bolts, *potion of cure serious wounds*, *potion of nondetection*, blue whinnis (4 doses), shadow essence (10 doses); **Other Gear** +3 *studded leather armor*, *cloak of resistance +1*, *emerald shard ioun stone*, *feychild necklace*^{UE}, *headband of mental prowess +2* (Cha, Int), *ring of protection +2*, formula book (contains all prepared extracts as well as the following: 6th—*quintessence*^{DM}; 5th—*elude time*^{APG}; 4th—*freedom of movement, restoration*; 3rd—*haste, remove disease, water breathing*; 2nd—*detect thoughts, eagle's splendor, vital mark*^{DM}; 1st—*comprehend languages, reduce person, true strike*), healer's kit, masterwork thieves' tools, signet ring, silver holy symbol.

A striking man, Dromdal-Re is the offspring of a local Southern man and a woman who was an ambassador from a nation of the North. Though nearing 40, he is still a striking figure. His dark hair has receded slightly, forming a widow's peak, and has begun to gray at the temples. Independently wealthy, he spends his time working with local centers of academia in advisory capacities, lecturing on obscure arcana, and offering his services to those needing consultation on ancient artifacts or old magic. Those he interacts with are unaware that he is the head of the Emerald Order. Many of those he works closest with in the order are, in his assumed life, strangers, mere acquaintances, or even academic rivals. In secret, they work to decipher more knowledge from the Emerald Tablet and to use that knowledge to reshape the world into one of order, one in which the reins of power are held firmly by the hand of Dromdal-Re.



CULT ACTIVITIES AND ADVENTURE HOOKS

You have several options to introduce the Emerald Order as adversaries for the PCs in your campaign. They can be opponents for single adventures or returning enemies in an extended campaign, pitting the PCs against the growing threat of the cult as its members attempt to expedite their cunning and convoluted plans, inexorably weaving the sinister threads in their tapestry of world domination.

APL 1–3

- **The PCs are approached by the business partner, close friend, or relative of a prominent citizen in the city.** This prominent citizen has been acting strangely and not at all in keeping with their regular selves—it may be that he or she is being somehow manipulated. The person who approaches the PCs can see the subtle differences but is unable to convince anyone else, and they would like to hire the PCs to discreetly investigate. If questioned about the subject, the only major change that comes to mind is that the subject recently joined a group called the Whitehall Brotherhood, a spiritual retreat that offers enlightenment through membership and ritual meditation techniques. This is a cover for the Emerald Order, who uses the apparently benevolent society to gain access to well-to-do subjects and manipulate them through magic and the tainted water of the brotherhood's bathhouse.
- **The PCs are hired to escort a local diplomat to the hinterlands, where she will negotiate peace between two warring clans.** However, at some point during the trip, the diplomat disappears. PCs tracking the missing diplomat eventually realize that she was not abducted but ran off on her own. If captured, she admits that she is being extorted by an unknown agency, who has kidnapped her family and promised to do them harm unless the peace talks fail. She was told that if the clans make peace, the kidnappers will know, and her family will be dead before she returns to the capitol. The PCs must convince her to do her duty or allow the clan feud to erupt, disrupting trade and endangering travelers. They may also discover the spy planted

to observe the negotiation and could end up in a chase scene in order to stop the spy from reporting back and putting the diplomat's family at risk. The captured spy could give up the location of the hostages, prompting a rescue mission by the PCs while the diplomat does her job.

- **The party is not approached by a mysterious cloaked figure in a tavern where they're enjoying a couple of drinks.** This is because he's sitting dead at the table in the dark corner. He was just fine when they saw him walk in. Hopefully, they didn't approach the man themselves, or they might be suspects. The server says the man gave him a silver for his mug of ale and said he could keep the change if he left him alone until he called for service. The barkeep says the man told her to send anyone asking for someone of his description to his table. If the PCs decide to investigate, then the owner of the tavern will be grateful as he's hesitant to call in the watch—they make the clientele nervous. The man was attempting to sell a copy of the writings from the Emerald Tablet to an interested buyer and paid for crossing the Emerald Order. The PCs will likely not discover the motive for the murder but may attract the order's attention if they investigate too thoroughly.

APL 4–6

- **A local town council has made a major change of direction in their governance.** A concerned guildmaster or local noble is puzzled as he is friends or allies with most of them and these new policies are hostile to his position and threaten the balance of power. He hires the PCs to investigate, sure that someone or something has gained some manner of influence over the council. In actuality, the entire council is dead, having been assassinated and then replaced by doppelgangers operating under commands from the Emerald Order.
- **The PCs are hired to deliver healing herbs to a group of tribesmen.** An illness that has broken out among the tribe, and the herbs will help ward off the disease, especially for the elderly and the very young. One of the PCs is the spitting image of a person heralded in a local prophecy to be a great savior of the people. The bringing of herbs fits in nicely with the first part of the prophecy. However, there are other tasks the tribe expects the savior to

deal with, including finding a new oasis, restoring a relic to their holy shrine, and dealing with a nasty monster that preys upon their people. Should the “savior” not be inclined to do so or fail to live up to the expectations left by the prophecy, then there will be some political fallout, leaving the local clergy to be put out of favor. This was, of course, the plan of the Emerald Order the whole time and why this particular group was hired for the mission in the first place. With the old clergy gone, the order can maneuver their own people into place, furthering their plans... unless the PCs make good on the prophecy.

- **A local noble receives a ring of regeneration as a gift.** A fine present for one of her station until the curse upon the ring takes effect. She begins to grow, her skin becoming green and warty, her mind tempted to violent outbursts. The PCs must track down the gift-giver or someone able to remove the curse—most of those with the power seem strangely absent—or the troll she transforms into will be deposed and someone more pliable installed with the help of the Emerald Order.

APL 7–9

- **A wizard of renown uses a newly acquired spell to summon a demon.** However, an unnoticed flaw in the protective spell he used allowed the demon an opening. Now, the wizard is possessed. Competent adventurers are needed to help stop the wizard from running amok and spreading death and destruction. Also, it would be preferred he were taken alive, so an exorcism can be performed. The wizard happens to be cousin to the queen and held in high regard by Her Majesty. Whether they succeed or not, the PCs could still discover that the wizard purchased the spell from another student of the arcane. Pursuit of this individual leads them to a member of the Emerald Order, who purposely sold the wizard the flawed spell in an attempted assassination, which the PCs unwittingly fulfill if they don't take the possessed wizard alive.
- In the midst of an ocean voyage, the PCs' ship is attacked by a great sea creature and sunk. They are saved by a friendly group of aquatic humanoids and taken to the nearest shore—a small, lonely island far from any shipping lanes. A monastery sits upon the highest point of the island. Should the PCs seek out

the inhabitants, they find a cell of academic hermits that seem suspicious about their arrival. This branch of the Emerald Order is not keen to have the PCs as guests, and any snooping may bring violent reprisals but may also yield insight into the Emerald Order's sinister and long-reaching plans.

APL 10–12

- **A once beloved ruler is rapidly falling out of favor with his people.** Every policy instituted by the noble seems to backfire or have unintended consequences that further anger the people and push them closer to open rebellion. The PCs are heroes of the realm and respected and well-liked by both the common folk and the noble. He asks them to join his council and help sort out the mess. The noble's closest adviser, however, is not keen on this plan and seeks to have the PCs ousted, and perhaps even used as scapegoats for everything, unless they can compete at this level of political machinations.
- **An archaeological expedition in the desert is overdue.** When the PCs are sent to determine their fate, they come upon the ruins of the camp outside a long-forgotten pyramid. Notes left by the head of the expedition speak of terrible traps, crystalline guardians, and a beautiful emerald tablet apparently devoted to the god Thoth-Hermes.
- **A virulent disease has stricken the kingdom's crops, monsters disrupt trade, and a neighboring nation is threatening war.** Amid all this, the queen is presented with a great gift: the Emerald Tablet of Thoth-Hermes, an item whose power could help save the kingdom from its many perils. However, this is a ploy by the Emerald Order, a final gambit to throw the whole region into chaos. Using the tablets without proper knowledge of the item is dangerous. The great scholar Dromdal-Re offers his assistance in deciphering the tablets and divulging its secrets. The PCs, tasked with guarding the tablet, begin to suspect that Dromdal-Re's intentions may not be as benevolent as they first seemed. However, he ingratiates himself with the queen, and their investigations into his behavior are stymied as she keeps sending them off to deal with the various outside threats.

NEW MATERIAL

From the word of Thoth-Hermes, to the laboratories and libraries and alters of the realms. Godly knowledge has been made manifest in discipline, magic, and monster alike.

NEW PRESTIGE CLASS

To live is to learn. There is power is the word of a god. Knowledge above all.

DISCIPLE OF THE EMERALD ESOTERICA

Disciples of the emerald esoterica are members of the Emerald Order devoted to the study of the Emerald Tablet to unlock and utilize the secrets it contains. As their understanding of the contents of the tablets grows, they attain greater control of the world around them through their power.

Role: The disciple of the emerald esoterica can be a powerful ally. The disciple's study of the Emerald

THE EMERALD ORDER IN MIDGARD

The Emerald Order has their headquarters in Nuria Natal. Dromdal-Re and the other masters are in residence most of the time. The Emerald Tablet itself, however, has been returned to the great pyramid where it was originally unearthed, hidden in the desert east of the ruins of the God King's Hall. This pyramid is well-trapped—laid with deadly devices both mechanical and magical—and a quartet of smaragdine golems (see New Materials) protect the chamber in which the tablet resides. The Emerald Order keeps several copies of the writings, in the original Ankeshelian as well as translations into several other languages, and protects these copies as zealously as they would the original tablet.

The Emerald Order pull a lot of strings throughout the South, their intricate plans manipulating political tensions, shipping routes, prices of goods, and myriad other elements, gently nudging them to a point where the order is poised to exert control over first Nuria Natal, then even the Dragon Empire. The world of Midgard itself and even beyond are conquests within the sight of the order's masters as they believe the power of the tablets and its knowledge make them the fittest to rule.

Tablet boosts already potent arcane or divine abilities to attack, defend, and heal or enhance allies. Disciples of the emerald esoterica constantly seek to expand their understanding of the world and the powers that the Emerald Tablet unlocks, and most have no qualms about teaming up with groups of adventurers so long as that group's goals do not directly conflict with their own.

Alignment: Those who follow the Emerald Order rarely do so for altruistic reasons. Most are concerned with the accretion of knowledge for its own sake or to further their own power. Due to the restrictions and highly regulated society the order demands, most disciples of the emerald esoterica are lawful neutral or lawful evil. True neutral and neutral evil disciples are uncommon, and those of chaotic or good alignments are almost unheard of.

Hit Die: d6.

Requirements

To qualify to become a disciple of the emerald esoterica, a character must fulfill the following criteria.

Skills: Knowledge (arcana) 3 ranks, Knowledge (religion) 3 ranks

Spells: Able to cast 2nd level spells.

Special: The character must be a recognized member of the Emerald Order in good standing.

Class Skills

The disciple of emerald esoterica's class skills are Appraise (Int), Bluff (Cha), Craft (any) (Int), Diplomacy (Cha), Disable Device (Int), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (any) (Int), Linguistics (Int), Perception (Wis), Profession (any) (Wis), Sense Motive (Wis), Spellcraft (Int), Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int Modifier.

Class Features

The following are features of the disciple of the emerald esoterica prestige class.

Weapon and Armor Proficiency: Disciples of the emerald esoterica gain no proficiency with any weapon or armor.

Spells per Day: When a new disciple of the emerald esoterica level is gained, the character gains new spells per day as if he had also gained a level in any one spellcasting class he belonged to before

TABLE: DISCIPLE OF THE EMERALD ESOTERICA

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Key of Wisdom	+1 level of existing spellcasting class
2nd	+1	+1	+1	+1	Key of Magic	+1 level of existing spellcasting class
3rd	+1	+1	+1	+2	Key of Mysteries	+1 level of existing spellcasting class
4th	+2	+1	+1	+2	Key of Freedom of Space	+1 level of existing spellcasting class
5th	+2	+2	+2	+3	Key of Time	+1 level of existing spellcasting class
6th	+3	+2	+2	+3	Key to Above and Below	+1 level of existing spellcasting class
7th	+3	+2	+2	+4	Key of Prophecy	+1 level of existing spellcasting class
8th	+4	+3	+3	+4	Keys of Life and Death	+1 level of existing spellcasting class
9th	+4	+3	+3	+5	Law of Cause and Effect	+1 level of existing spellcasting class
10th	+5	+3	+3	+5	Secret of Secrets	+1 level of existing spellcasting class

he added the prestige class. Alchemist extracts are considered spells for purposes of this feature. He does not, however, gain other benefits a character of that class would have gained. This essentially means that he adds the level of disciple of the emerald esoterica to the level of whatever other arcane spellcasting class or divine spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before he became a disciple of the emerald esoterica, he must decide to which class he adds each level of disciple of the emerald esoterica for the purpose of determining spells per day. If a spontaneous caster, the disciple of the emerald esoterica can, at every even level, choose to learn a new spell in place of one he already knows. In effect, he loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged.

A disciple of the emerald esoterica may swap only a single spell at any given level and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

The Key of Wisdom: A disciple of the emerald esoterica gains a greater understanding of his place in the universe and the calling of his aptitudes as his knowledge of the Emerald Tablets grows. If he has levels in a divine spellcasting class, then he may add his disciple of the emerald esoterica levels to his divine caster levels for purposes of determining the power of abilities already gained in that class. For example, a character with four levels of cleric and

three levels of disciple of the emerald esoterica is considered a 7th-level cleric when determining the capabilities of his channel energy class ability as well as any domain abilities already gained.

If the disciple of the emerald esoterica has no levels in a divine spellcasting class, then he instead gains a +1 bonus on all Wisdom-based skill checks. If he has 10 or more ranks in a skill, then the bonus increases to +2.

The Key of Magic: A disciple of the emerald esoterica gains a greater understanding of his place in the universe and the calling of his aptitudes as his knowledge of the Emerald Tablets grows. If he has levels in an arcane spellcasting class, then he may add his disciple of the emerald esoterica levels to his arcane caster levels for purposes of determining the power of abilities already gained in that class. For example, a character with four levels of wizard and three levels of disciple of the emerald esoterica is considered a 7th-level wizard when determining the capabilities of his familiar and any arcane school abilities already gained. The alchemist class is not considered an arcane spellcasting class for purposes of this class ability.

If the disciple of the emerald esoterica has no levels in an arcane spellcasting class, then he instead gains a +2 bonus on all Knowledge (arcana) and Spellcraft checks. If he has 10 or more ranks in the skill, then the bonus increases to +4.

The Key of Mysteries: A disciple of the emerald esoterica has begun to unlock the secrets of the universe once he approaches mastery of this section

of the Emerald Tablets. If he has levels in oracle or alchemist, then he may count his levels of disciple of the emerald esoterica for purposes of gaining new revelations or discoveries for that class, or increasing abilities of mysteries or discoveries already known.

If the disciple of the emerald esoterica does not have levels in oracle or alchemist, he immediately gains use of an oracle revelation or alchemist discovery that he can qualify for. He uses his class level to determine any level dependent variables of the ability.

The Key of Freedom of Space: A disciple of the emerald esoterica learns that he is one with the cosmos, and when all things are known to be interconnected, then distance is but an illusion. Once per day, he may *dimension door* as the spell, using his class level as his caster level. When he reaches 7th level as a disciple of the emerald esoterica, he may *teleport* once per day, and gains an additional dimension door per day. At 10th level, he gains one additional use of *dimension door* per day, and his *teleport* ability becomes a *greater teleport* once per day.

The Key of Time: A disciple of the emerald esoterica finds that the laws that bind everything are loosened when one knows how and why they operate. At this level, even time is a fluid and can be made to run at speeds dictated by the disciple. He can use *haste* and *slow* as spell-like abilities, using his class level as caster level. Each can be used one time per day, and an additional time per day at 7th level, and again at 9th.

The Key to Above and Below: A disciple of the emerald esoterica recognizes the building blocks of the planes themselves, gaining a fundamental understanding of their essences and how to tap into those essences. He gains darkvision 60 ft. and his type changes to outsider with the native subtype. If he is of evil alignment, he gains cold, electricity, and fire resistance 5. If he is of good alignment, he gains acid, cold, and electricity resistance 5. If of neutral alignment, he can choose either option, but cannot switch once it is chosen.

The Key of Prophecy: A disciple of the emerald esoterica gains the understanding that the future is an open book to he who can read it. All divination spells of appropriate level are considered on his

spell list from this point on. (A class without 0 level spells considers 0 level spells as 1st-level spells for purposes of the spell list.) Also, he gains the forewarned class ability.

Forewarned (Su): A disciple of the emerald esoterica can always act in the surprise round even if he fails to make a Perception roll to notice a foe, but he is still considered flat-footed until he takes an action. In addition, he receives a bonus on initiative checks equal to 1/2 his class level (+4, increasing to +5 at 9th level).

The Keys of Life and Death: A disciple of the emerald esoterica delves into the mysteries of life and death, unlocking their powers and adding them to his own. Once per day, he may use *breath of life* and *death knell* as spell-like abilities, using his class level as his caster level. Additionally, if he has not used the *breath of life* ability in a given day and is hit with an attack that drops the disciple of the emerald esoterica to negative hit points or even kills him, then he is affected by an immediate *breath of life* effect. When used in this fashion, it takes a week before he is able to use it as a spell-like ability again.

Law of Cause and Effect: A disciple of the emerald esoterica learns that the future is not fixed, and that all actions have consequences that can be predicted. He gains the ability to manipulate the emerald crystal of the tablets. This seemingly indestructible material can be chipped if struck at just the right angle with a magical, adamantite weapon. These fragments can be used by a disciple of emerald esoterica to craft ioun stones as if he possessed all the prerequisite spells and feats. Likewise, he can grow crystal bodies and invest them with life as smaragdine golems, so long as he invests the prerequisite gold piece amount into its creation.

Secret of Secrets: A disciple of the emerald esoterica that reaches 10th level has gained as much knowledge as a mortal mind can absorb from the Emerald Tablet, allowing him to achieve truly amazing breakthroughs in personal power. He can choose one of the following.

- He may choose an alchemist's grand discovery.
- He may choose an oracle's revelation, including a final revelation if he so chooses. (The disciple of the emerald esoterica must take the revelation from his chosen mystery if he has levels of oracle.)

- He may choose a sorcerer bloodline's bloodline power. (The disciple of the emerald esoterica must choose a bloodline power from his already existing bloodline if he has levels of sorcerer.)
- He gains a +2 to the DCs of all spells cast.
- He gains a permanent +2 to any one ability score, or +1 to any two ability scores.

NEW MAGIC ITEMS

Powerful magic always leads to new powerful magic.

IOUN STONE: EMERALD SHARD

Aura strength type; **CL** 12th

Slot none; **Price** 25,000 gp; **Weight** —

DESCRIPTION

This irregular fragment of translucent, emerald green crystal always floats in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. The *emerald shard ioun stone* provides its user with a DR 5/— while in use. *Emerald shard ioun stones* share some of the hardness and durability of the Emerald Tablets from which they are grown, and have AC 24, 20 hit points, and hardness 10.

CONSTRUCTION

Requirements Craft Wondrous Item, *stone shape*, *stoneskin*, crafter must be 12th level, with at least one level of disciple of the emerald esoterica;

Cost 12,500 gp.

EMERALD TABLET OF THOTH-HERMES (TABULA SMARAGDINA) (MAJOR ARTIFACT)

Aura overwhelming universal; **CL** 20th

Slot none; **Weight** 25 lb.

DESCRIPTION

This object consists of 12 tablets—slabs of transparent emerald green crystal—inscribed in an ancient tongue. They lay stacked upon one another, held together by golden hoops strung through holes in the tops of the tablets and suspended from a rod

of the same material. Though it appears to be gold, it is hard as steel. The entire piece is apparently indestructible, immune to the hottest fires and the most virulent acid. Only those who have studied the tablets can harm them. Even then, it takes a magical adamantite blade, striking just so, to take off but a sliver of the material, and the tablets regrow lost pieces within a day.

The tablets are inscribed with a wealth of knowledge about the universe, magic, and other subjects. Yet simply reading the words is only the beginning. The very essence of the *Emerald Tablet of Thoth-Hermes* is infused with knowledge that the possessor unconsciously absorbs while reading and interacting with the artifact. While using the tablets in conjunction with a Knowledge skill check, the possessor may add a +10 insight bonus to any rolls. If the tablets are used for research into a new spell, the research may be done in only two days, and costs for that spell are reduced by 50%. Only one who has touched and read the tablets may enter the disciple of the emerald esoterica prestige class.

The holder of the tablets may attempt to control a smaragdine golem through force of will, as a full round action. The golem must make a Will save (DC = 10 + possessor's HD + Cha modifier) or remain under the possessor's command for the next 10 minutes.

Finally, the owner of the *Emerald Tablet of Thoth-Hermes* may manipulate the very essence of the universe itself to produce a particular desired effect, though doing so is a dangerous enterprise for the uninitiated. The possessor chooses a specific spell-like effect to enact, or describes a general result, and the GM then decides what spell effect best achieves the desired result. The possessor must make a Will save, with a DC equal to 15 + the level of the spell effect + 1 for every creature or object to be affected, +2 for each additional use of this power in the same 24 hour period.

If the possessor's Will saving throw is successful, then the desired effect takes place. The possessor must then make a Fortitude save of the same DC. A failed save leaves the possessor exhausted while a successful save means the possessor is instead fatigued.

If the possessor fails the Will save, the desired effect does not come to pass, and the Fort save against exhaustion must still be made. However, if the Will save is failed by 10 or more, then the desired

effect is warped, backfires, or otherwise produces an undesired effect, at the GM's discretion. Also, if the Fortitude save is failed, the possessor takes 2d6 damage per level of the attempted spell effect and is destroyed utterly if the damage is greater than his total hit points plus his Constitution score. A successful save reduces this damage by half, and the possessor is fatigued.

NEW MONSTER

Only magic can find the life in a shiny gem.

GOLEM, SMARAGDINE

This large statue of emerald-green crystal has a humanoid body with the head of an ibis. It steps down from its pedestal to block your path.

Golem

CR 12

XP 19,200

N Large construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 27, touch 9, flat-footed 27 (+18 natural armor, -1 size)

hp 118 (16d10+30)

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

DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +25 (2d10+10)

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

Special Attacks absorb magic

STATISTICS

Str 30, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +16; **CMB** +27; **CMD** 37

ECOLOGY

Environment any

Organization solitary or gang (2-4)

Treasure none (see text)

SPECIAL ABILITIES

Immunity to Magic (Ex)

A smaragdine golem is immune to any spell or spell-like ability that

allows spell resistance. In addition, certain spells and effect function differently against a smaragdine golem, as described below.

- A *shatter* spell damages a smaragdine golem as if it were a crystalline creature.
- A *touch of idiocy* spell causes a smaragdine golem to act as if it were confused for 1 round.
- A *feblemind* spell stuns a smaragdine golem for 1 round.

Absorb Magic (Su) A smaragdine golem can, as a free action, absorb a spell effect it touches, including existing effects in an area, such as a silence spell or a fog cloud. This can be done in conjunction with a slam attack, absorbing a spell effect on an opponent, or to any spell cast upon the smaragdine golem (with the exception of the specific spells mentioned in its spell immunity ability description). The strongest effect is always absorbed in preference to any other. When it has absorbed a spell effect, its body



glows, as if under the effect of a *light* spell. A smaragdine golem can only hold one absorbed spell effect at a time. As a standard action, the golem can release absorbed spell energy as a blast of green energy, which lashes out in a radius of 10 feet per level of the absorbed spell. All beings within the area of effect must make a Reflex save or take 1d6 points of damage per spell level of the absorbed spell and are blinded for 1 round. A successful Reflex save (DC 18 + spell level) reduces the damage by half and negates the blindness effect.

Smaragdine golems are creations of the Emerald Order, crafted by disciples of the emerald esoterica, to guard their secret meeting halls, sacred texts, and the Emerald Tablet itself. As they are grown from

fragments of the Emerald Tablet, the golems possess an innate embodiment of the wisdom and knowledge of Thoth-Hermes. It is this trait that makes them strangely susceptible to spells that normally have no effect on the mindless.

Their link to the tablets also means that they can track them unerringly if commanded to do so, so long as both the tablets and the golems are on the same plane. When tracking in this manner, the golems act uncannily as if possessed of some intelligence. Rather than blindly blundering through a wall or other obstacle in their path, they seek a doorway or some other way to bypass it, taking an indirect path to the tablets if necessary, but always moving closer to them.

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