

ENEMIES OF NEOEXODUS:
CRIMSON HAND



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The First Ones were once the sole masters of the world of Exodus. They ruled with undisputed power, enslaving or dominating all other races and nations beneath their sorcerous grip. Although their civilization has fallen, there are those who still desire to see these dark, ancient beings rise once more. The Crimson Hand is one of the final few bastions of First One power, a secret organization with its tendrils tightly wound around much of the world's nobility. It is a long game they play, but one which they believe can only end with their eventual triumph, and the re-establishment of a new era of First One tyranny.

EARLY HISTORY

The true history of the Crimson Hand doesn't begin until the fall of the ancient First One civilization, nearly 2000 years ago. As the Kaga's rebellion sealed the fate of the First ones, only a tiny fraction of these ancient tyrants were able to escape. One of the most powerful and subtle of all the Exodites, Valos, fled into the untamed Wyldlands of Bal, and it was from here that he would eventually extend his influence to form the Crimson Hand of today.

In the Wyldlands, Valos was quick to use his shape-shifting power and his mastery over blood sorcery to seize control of small tribes of savage men. His earliest dabblings were centered around capturing wild Euka and subjecting them to all manner of strange rituals and sacrifices. Such sacrifices were committed in his own name since he had set himself up as a god – a god who espoused conflict and warfare out of a need of a constant stream of captives. While the original captives were Euka, Valos eventually sought out more intelligent subjects for experimentation and he turned tribe upon tribe. The early days of the Wyldlands were made many times bloodier by his hand, but the slaughter had taught him much. Valos's mastery of blood sorcery grew along with his ambition.

Valos, himself a Khaynite, was a subtle force that worked in the shadows, pitting tribe against tribe and slowly spreading the worship of himself as a dark god. The Brotherhood of Khayne was shaped and formed under his influence, although never directly. Valos was careful to use magic to create portents and dreams that merely hinted at the direction the Brotherhood was to move in. He himself was never seen or known of – merely a puppetmaster who exerted subtle control.

THE REIS CONFEDERACY & THE FAILURE OF THE BROTHERHOOD OF KHAYNE

When Euhudi of the city of Xehitoch saw a portent in the intestines of a sacrificial victim, Valos was the hand that had arranged it. She was perhaps his greatest

achievement – the result of generations of manipulation of cultist bloodlines; Valos knew Euhudi would not fail to seek power and propagate it. Within half a generation, true to form, Euhudi controlled the kingdom of Naphil, and then Baargon, and then nearly all of the eastern Wyldlands. But when an outside force allied with the men of Reis and destroyed the power of the Brotherhood, Euhudi disappeared and the remainder of the Khaynite cult went underground, vanishing into obscurity. As always, Valos was behind the scenes.

The fall of the Brotherhood and the disappearance of its violent leader took it off the map as a serious threat and allowed it to go underground, propagating freely in lands outside of the Wyldlands. This was exactly what Valos wanted. Conquest of the entire world was impossible via force of arms. Euhudi's failure was Valos's success, and once again he slowly spread his influence, this time into the vaulted halls of Nyssa. As the four great powers of Exodus waged war on each other, Valos marshalled his cult and subtly advised various small noble families in the Caneus Empire. His bloodlines were already active within the Reis Confederacy, and he saw in the Caneus Empire the most expansive and conciliatory culture – one which he believed he could warp to his cause.

INTO THE CURRENT AGE

Valos's many agents were hard at work in consolidating power within the Caneus Empire. He wished to merge as many political bloodlines as possible and hoped that eventually his machinations would lead

the Caneus Imperial family to marry into Reis and the Dominion – maybe even the Armans. His plans seemed close to fruition when the Emperor and Empress of Caneus were slain by a mysterious force, followed by the Empress Mercy, leaving only the young Cassandra to take the throne – an individual who Valos had no sway over. Some power was working against the influence of his blood sorcery and since then it has been Valos's goal to find out who or what it was.

OPERATION AND MOTIVES BLOOD SORCERY

The Crimson Hand as a group is uniquely devoted to ancient blood sorcery. Their techniques are all but lost, and at one time formed the basis of modern Khaynite and Reis enchantments. Unlike the more pragmatic modern forms of blood magic, Crimson Hand blood sorcery requires direct contact with blood from selected targets in order to achieve magical effects. In return for these restrictions, Crimson Hand blood sorcery is capable of far more devastating and broad-ranging power.

To this end, the Crimson Hand's chief motivation is the acquisition of blood that they can use for their spells.

BEHIND THE SCENES

Valos, the leader of the Crimson Hand, has spent centuries manipulating the bloodlines of noble families all across the world of Exodus. His research has led him to a vastly powerful epic spell - a spell that can control all related members of an entire family, so long as they share the blood of a progenitor. While he only possesses a weaker version of this magic, he is willing to play a patient, centuries-long game of subtle influence to establish control over the ruling class of the entire world with his magic.

Not just any blood will do; the blood must have some connection or power over the type of effect the magician is attempting to achieve. In order to cast blood magic to dominate, the blood of a famous or politically powerful individual is required. In order to cast blood magic for strength in combat, blood of a great warrior is needed. The blood needed for artifice requires the blood of master craftsmen. These strict necessities dictate the type of victims the Crimson Hand seeks out - individuals with intense power or skill.

STRUCTURE

Organizationally, the Crimson Hand is small. Led by Valos, all important decisions eventually filter back to him. Beneath Valos there is a definite chain of command. Each member listed in this supplement has a specific purpose in the organization.

INNER CIRCLE

- Valos** – leader of the group. Most powerful wizard.
- Lucia** – Valos’s apprentice and second in command.
- Geist** – Valos’s chief spy and an active tactician.

ENFORCERS

- Ashtalon** - The most powerful enforcer. Called to kill the most dangerous foes, usually when the situation has already gone out of ‘containment’
- Sithuras** – Enforcer tasked with property destruction, demolitions and the occasional murder
- Rigel** – Master saboteur
- First-Of-Many** – Scout and subtle assassin
- Taskal** – Messenger

The distinction between Inner Circle and Enforcers is an important one. Members of the Inner Circle are all considered vital to the organization and their survival is essential. Members of the Enforcers, on the other hand, are actually created from magically catalogued bloodlines. Valos will readily sacrifice them during a mission, create new bodies, and then call their spirits back in a process called ‘reconstitution’. The only exception to this rule is Sithuras – while he has been catalogued he has

GATHER INFORMATION RESULTS

Many of the lower results are deliberately deceptive.

- 10-15:** The Crimson Hand is the name of a mercenary company that works in Reis. They take their name from their old coat of arms.
- 16-20:** The Crimson Hand came from Reis a long time ago. They were related to an old religious organization.
- 21-25:** The Crimson Hand is some sort of cult. There are a lot of them in some soldier groups and they are opposed to the Sanguine Covenant.
- 26-30:** The Crimson Hand is a lower-echelon part of the Brotherhood of Khayne. They are obsessed with purity of blood.
- 31-35:** The Crimson Hand is related to the Brotherhood of Khayne. They’re led by an ancient sorcerer who wishes to create the perfect leader and bring the world into a new age.

CLUES IN A CRIMSON HAND ADVENTURE

If you look at the magical abilities that the Crimson Hand has available, it’s pretty easy to see that any of the Inner Circle can render themselves nearly undetectable through magical and other abilities. A few clues are built in but they tend to require very high skill checks or access to extremely powerful magic to detect. This is intended to emulate the fact that this group has managed to remain secret for a long time; however players may not find dealing with an undetectable foe to be a whole lot of fun. When using the Crimson Hand as foes for the party, it’s important to provide the party with a fair chance of discovering the Hand’s activities. This doesn’t mean ‘make it easy’ – the Crimson Hand will always use at least one layer of misdirection in any of their plots – but if things start to bog down heavily with the party lost or directionless, that’s your cue to drop another clue into the mix. Creating a list of clues ahead of time that you can gradually reveal is a good idea for any campaign that relies heavily on intrigue.

never actually died (and rubs this fact in the faces of the other enforcers on a regular basis.)

A TRAIL OF CARNAGE

The quantity of blood required for the Crimson Hand to complete their major rituals is often enough to kill whomever the provider is. This doesn’t mean that blood-drained corpses are left sitting around. The Crimson Hand is rather secretive, and prefers to ‘disappear’ their targets completely unless they are deliberately leaving a message. Additionally, the Crimson hand is very fond of



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pinning their crimes on other individuals – a common tactic is leaving corpses made to look like victims of vampire or stirge attacks. Oftentimes areas of recent social unrest are targeted to help disguise people going missing or dying in a larger, regional trend.

The Crimson Hand doesn't always need to murder people to achieve their aims, and actually prefers not to if possible. The bodies of the recently deceased are also suitable blood donors. The blood can even be congealed so long as it hasn't completely desiccated. This means that occasionally, members of the Crimson Hand will break into the crypts of recently-dead powerful individuals and steal their corpses. These are often made to look like regular grave-robbings or undead infestations – sometimes complete with created undead roaming the area.

POLITICAL AND INTRIGUE HOOKS

Valos has a variety of powerful political connections. His ability to completely alter his appearance means he usually assumes different guises, setting up false identities and alter egos to conceal his true motives. As opposed to being a dealer in violence, Valos prefers to act as a go-between or a diplomat for noble families. His specific methods allow him to arrange a wide variety of political marriages that can certainly serve in the interests of a nation or a family, but also serve his own secret, long-term goals of developing bloodlines under his control.

With all of these factors, the Crimson Hand is best used in a mystery or political campaign. A list of hooks to introduce different sorts of campaigns to the group follows.

HACK N SLASH OR DUNGEON CRAWL

- Strange creatures are harassing a local town or city, and the party is either hired to investigate, decides to go on their own, or stumbles upon the source of the creatures. It is one of Valos's test labs for experimental bloodlines, and contains all manner of human-animal hybrids and aberrations.
- One or more members of the party are singled out by Valos's agents as having a desirable bloodline, and he sends assassins to kill or kidnap them and claim their blood. The party must fend off attack and investigate why it's happening, eventually leading back to Valos or his agents.

- Part of Valos's plan comes to fruition and an entire alliance of noble houses suddenly rebel and stage a coup against the ruling families of a nation. They are all under Valos's command, and he plans to use them to rule from behind the scenes. The party joins in an



epic battle to stall or stop the coup, while all along discovering that the rebels' motives are not at all what they seem.

POLITICAL

- Valos has orchestrated a low-scale war between two noble families. There is killing in the streets, but the bodies, after the funerals, go missing – stolen for Valos's ritual purposes. The party must investigate its way through the maze of belligerence in order to discover who is really behind the fighting and why, and possibly reconcile the noble families.
- A conciliatory marriage has been arranged between members of two noble families. One (or both) of the two has a true love and doesn't want to go through with the marriage, and appeals to the party to stop the proceedings which have been orchestrated by a political advisor. Turns out that advisor is an agent of Valos (or perhaps Valos himself), attempting to establish a bloodline for his own nefarious purposes. Cue the assassins!
- The last days of a bloody, horrific border war between two nations are drawing to a close, and the nobility on both sides are engaged in peace negotiations. Famous negotiators and diplomats are helping the process along, but divinations on both sides have turned up confusing results – even though everything seems to be going well, someone seems to be interfering with the process. As the party investigates they gradually discover that it is Valos who is brokering the peace. They must make a decision – allow the war to stop even though Valos intends to use the peace for his own purposes, or inform the various factions of Valos's intervention, which will very likely cause the peace process to collapse and lead to more suffering.

IN VALOS'S SERVICE

- The party is called upon to overthrow a troubling and cruel nobleman. The sponsor of their action is Valos, who wants the evil noble brought back to him to be used in one of his rituals. The party can either be aware or unaware of Valos's intentions.
- The party are active assassins, knowingly working for Valos for the benefits of power. In this case, their actions and goals would match the profile of the group as a whole.
- A rich and eccentric 'good samaritan' is hiring adventurers to track down and slay vicious beasts, to return with their bodies as trophies. These beasts are dangerous threats, but perhaps not as dangerous as the eccentric 'good samaritan' – it is Valos, looking for new biological samples for some strange experiment.

VALOS

The few remaining Khaynites don't often have the luxury of working together, let alone the desire. Instead, it's their tendency to work as individuals, seeking out the annals of power that their race built in the distant past. Valos is one such individual.

A talented wizard, Valos is a master artificer from ages long past. His skill in the magic arts was not achieved out of a desire to build powerful artifacts and weapons. Valos wanted to create new life, and his extensive study centered around the manipulation of existing beings through artifice. He had his hand in the creation of several of the Khaynites' servant races, and specialized in the breeding and perfection of a wide variety of bloodlines, some of which continue to this day.

Only the gods know exactly what depths Valos sunk to during the reign of the First Ones, but with the fall of the Khaynite civilization, he barely managed to escape with his life. What little research he took with him consisted of a few samples and strains of his greatest successes, his spellbook, and a personal arsenal. Valos needed only what he took. Nearly as soon as the Kaga had ceased its attacks and vanished, he was prepared to settle down and begin his plans. Over the years, time slowly forgot him and he faded deeper and deeper into obscurity, even as his knowledge and influence grew. Time should never have forgotten him.

PERSONALITY

Valos is extremely patient, composed, and calculating. He has absolutely no empathy and only understands emotions other than pride as a phenomenon that other creatures experience. Dealing with him is surprisingly easy if you can provide something that furthers his goals, and completely impossible if you are of no use. His demeanor is very pleasant, but he is given away by a lack of strong reaction to events that would normally upset a person. He is very prompt and groups of people with no clear leader or spokesman irritate him.

VALOS - CR 10

XP 9,600

Male Khaynite wizard 4

LE Medium aberration (First One)

Init +7; Senses darkvision 60 ft.; Perception +16

DEFENSE

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)

hp 122 (16 HD; 12d8+4d6+48+4)

Fort +10, Ref +10, Will +15

OFFENSE

Speed 40 ft., swim 30 ft.





Special Attacks hand of the apprentice (7/day, +15 attack)

Sorcerer Spells (CL 13th; concentration +18, +22 casting defensively)

4th - (4/day) *Confusion* (DC 23)

3rd - (7/day) *Haste, Hold Person* (DC 22)

2nd - (8/day) *Glitterdust* (DC 19), *Mirror Image, Resist Energy*

1st - (8/day) *Grease* (DC 18), *Mage Armor, Magic Missile, Murderer's Mark, Sleep* (DC 20)

Cantrips – *Daze* (DC 19), *Detect Magic, Light, Mage Hand, Message, Open/Close, Prestidigitation, Read Magic*

Wizard Spells (CL 9th; concentration +13, +17 casting defensively)

2nd - *Rope Trick, Pyrotechnics* (DC 18), *Web* (DC 16)

1st - *Detect Secret Doors, Feather Fall, Shield, Silent Image*

Cantrips – *Dancing Lights, Detect Poison, Disrupt Undead, Mending*

CRIMSON MARK

Aura Strong divination; **CL** 20th

Slot none; **Weight** –

A dark red mark on Valos's brow, the Crimson Mark is actually an ancient First One artifact. It allows extensive insight into any individual the wearer has previously wounded. After Valos deals damage to a target, he can use the Crimson Mark to establish various types of link with that individual. He can use the Mark to cast any of the following as a 20th level wizard:

- Cast *Locate Creature* on the target.
- Cast *Clairaudience/Clairvoyance* on the target.
- Cast *Detect Thoughts* on the target (DC 12 + wearer's Intelligence bonus).

All of these spells are cast as standard actions. Additionally, Valos is immediately aware if the target lies to him, and gains a +2 insight bonus to his AC and saves against attacks made by the target. If Valos has multiple individuals targeted by the Crimson Mark, he must choose one to gain these benefits upon at the beginning of each turn.

For the CR 20 version of Valos, the artifact provides a +4 insight bonus (not +2) to AC and saves against one target, but is otherwise the same.

DESTRUCTION

The crimson mark can be destroyed by being touched by the Kaga.

TACTICS

Before Combat If actively expecting combat he will go all out with his buffs, if he has time to prepare. At a minimum he uses his wand of greater invisibility and drinks the potion.

During Combat Valos is not terribly decked out for combat His most devastating attack is confusion, which he will use against larger groups, targeting any who resist with magic missile, glitterdust or hold person. When Valos runs out of juice he will usually just fly away; after all, it is better to live to fight another day than not.

Morale Valos prefers not to fight; he would rather ally himself with people. When faced with hostile opposition he will use his crimson mark to gather information on them and assess whether or not they are a threat before deciding to retaliate. Valos is an expert liar who tends to hide in urban areas, meaning that if he flees it can be almost impossible to track him down.

STATISTICS

Str 10, **Dex** 16, **Con** 16, **Int** 18, **Wis** 12, **Cha** 24

Base Atk +11; **CMB** +11; **CMD** 23

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Feats Empower Spell, Improved Initiative, Greater Spell Focus (enchantment), Greater Spell Focus (transmutation), Maximize Spell, Scribe Scroll, Spell Focus (enchantment), Spell Focus (transmutation), Spell Penetration

Skills Bluff +22, Diplomacy +19, Knowledge (arcana) +19, Knowledge (history) +19, Knowledge (local) +19, Knowledge (nobility) +19, Knowledge (religion) +19, Perception +16, Sense Motive +13, Spellcraft +18

Languages Valos may communicate in any known language.

SQ arcane bond (silver ring), permanent spells, powerful caster

Combat Gear potion of fly, wand of greater invisibility (10 charges); Equipment belt of incredible dexterity +2, cloak of resistance +2, Crimson Mark (artifact), silver ring (250 gp), spellbook,

Spellbook Contains all spells listed above, plus GM determined. Valos should have a great many spells at his disposal.

SPECIAL ABILITIES

Permanent Spells Valos has a number of permanent spells running on himself. If dispelled, it will take him time to get them permanently running. The relevant spells are (CL 11th): *Arcane Sight*, *Comprehend Languages*, *Detect Magic*, *Read Magic*, *See Invisibility*, and *Tongues*.

Powerful Caster (Ex) Khaynites are innately magical creatures, and their self-modification rituals have only served to increase their natural powers. A Khaynite gets a +5 bonus to caster level in any spell casting class in which he has at least one level. This ability does not grant additional spells or spell levels.

VALOS - CR 20

XP 307,200

Male Khaynite Wizard 15/Crimson Hand Acolyte 3

LE Medium aberration (First One)

Init +11; **Senses** darkvision 60 ft.; **Perception** +34

DEFENSE

AC 33, touch 18, flat-footed 25 (+7 armor, +7 Dex, +1 dodge, +8 natural)

hp 224 (30 HD; 12d8+18d6+90+15)

Fort +21, **Ref** +22, **Will** +25

OFFENSE

Speed 40 ft., fly 40 ft. (good), swim 30 ft.

Special Attacks crimson sign, exsanguinate, hand of the apprentice (14/day, +28 attack)

Sorcerer Spells (CL 13th; concentration +18, +22 casting defensively; 5% arcane failure chance)

4th - (4/day) *Confusion* (DC 23)

3rd - (7/day) *Haste*, *Hold Person* (DC 22)

2nd - (8/day) *Glitterdust* (DC 19), *Mirror Image*, *Resist Energy*

1st - (8/day) *Grease* (DC 18), *Mage Armor*, *Magic Missile*, *Murderer's Mark*, *Sleep* (DC 20)

Cantrips – *Daze* (DC 19), *Detect Magic*, *Light*, *Mage Hand*, *Message*, *Open/Close*, *Prestidigitation*, *Read Magic*

Wizard Spells (CL 22nd; concentration +13, +17 casting defensively; 5% arcane failure chance)

9th - *Foresight*, *Time Stop*

8th - *Empowered Chain Lightning* (DC 27, 16 secondary bolts DC 25), *Mind Blank*, *Moment of Prescience*, *Polymorph Any Object* (DC 31)

7th - *Delayed Blast Fireball* (DC 28) (x2), *Forcecage* (DC 28), *Greater Teleport*, *Mass Hold Person* (DC 30), *Prismatic Spray* (DC 28)

6th - *Disintegrate* (DC 29), *Greater Dispel Magic*, *Quicken Mirror Image*, *Flesh to Stone* (DC 29), *Mislead*, *True Seeing*

5th - *Baleful Polymorph* (DC 28) (x2), *Dominate Person* (DC 28) (x2), *Overland Flight*, *Quicken Shield*

4th - *Black Tentacles*, *Dimension Door*, *Mass Enlarge Person*, *Remove Curse*, *Stoneskin* (x2)

3rd - *Daylight*, *Displacement* (x2), *Haste*, *Magic Circle Against Good*, *Major Image*, *Wind Wall*

2nd - *Bear's Endurance*, *Detect Thoughts* (DC 23), *Eagle's Splendor*, *Glitterdust* (DC 23), *Gust of Wind* (DC 23), *Pyrotechnics* (DC 25), *Rope Trick*, *Web* (DC 23)

1st - *Detect Secret Doors*, *Feather Fall*, *Grease* (DC 22), *Ray of Enfeeblement* (DC 22), *Shield* (x2), *Silent Image*

Cantrips – *Dancing Lights*, *Detect Poison*, *Disrupt Undead*, *Mending*

TACTICS

Before Combat Valos casts foresight, mind blank, moment of prescience and overland flight at the start of each day (they last 22 hours). If actively expecting combat he will go all out with his buffs, if he has time to prepare.

During Combat Valos is perfectly capable of obliterating his opponents. He usually uses Foresight to predict ambushes and opens with Time Stop, then drops delayed blast fireballs, forcecages, and prismatic spheres. He may even use gate to summon an advanced pit fiend or

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22-HD advanced half-fiend roper. He is highly likely to use greater dispel magic if his opponents have much magic equipment.

Morale On the plus side, Valos prefers not to fight at all. He would rather reason with or manipulate his opponents – he is a ruler, not a killer. If somehow put into a disadvantaged position, he will wound an opponent, strike them with Crimson Mark, and then flee, utilizing the mark to spy on them from afar to see what their motives and weaknesses are. If he determines that the target is a threat, he will strike back suddenly and with overwhelming force.

STATISTICS

Str 10, Dex 24, Con 16, Int 32, Wis 12, Cha 24

Base Atk +17; CMB +17; CMD 30

Feats Craft Construct^B, Craft Magic Arms and Armor^B, Craft Rod, Craft Wondrous Item^B, Dodge, Empower Spell, Forge Ring, Improved Initiative, Greater Spell Focus (enchantment), Greater Spell Focus (transmutation), Greater Spell Penetration, Great Fortitude, Maximize Spell, Quicken Spell, Scribe Scroll^B, Spell Focus (enchantment), Spell Focus (transmutation), Spell Penetration, Widen Spell

Skills Bluff +40, Craft (alchemy) +44, Craft (book-making) +44, Diplomacy +37, Fly +47, Knowledge (arcana) +44, Knowledge (architecture) +44, Knowledge (history) +44, Knowledge (local) +44, Knowledge (nobility) +44, Knowledge (religion) +44, Knowledge (the planes) +44, Perception +34, Sense Motive +31, Spellcraft +44

Languages Valos may communicate in any known language.

SQ arcane bond (silver ring), blood offering, inherent bonuses, metamagic mastery 4/day, permanent spells, powerful caster

Combat Gear scroll of gate and prismatic sphere, wand of greater invisibility (10 charges); Equipment +4 mithril studded leather, belt of incredible dexterity +6, cloak of resistance +5, Crimson Mark (artifact), headband of vast intellect +6 (Craft (alchemy), Knowledge (architecture), Knowledge (the planes)), silver ring (250 gp), spellbook

Spellbook Contains all spells listed above, plus GM determined. Valos should have a great many spells at his disposal.

SPECIAL ABILITIES

Blood Offering (Su) Valos can expend some of his own blood in order to enhance the power of his magic. By expending hit points, he may temporarily boost his caster level. For every 5 hit points expended, Valos's effective caster level is boosted by 1 for 1 round. This is a free action usable on his turn. Valos may increase his caster level by a maximum of 5.

Crimson Sign (Sp) This is a bright red, glowing rune that hangs in the air at a location within close range of the caster, and whose effect triggers on any who aren't affiliated with the Crimson Hand. The Crimson Sign is very similar to the various symbol spells but without a material component. Crimson Sign I allows the casting of *Symbol of Fear* and *Symbol of Pain*. Crimson Sign II allows *Symbol of Stunning* and *Symbol of Weakness*. Crimson Sign III allows *Symbol of Insanity* and *Symbol of Death*. Crimson sign may only be used once per day. Regardless of the effect chosen, the save DC is 30 (if any).

Exsanguinate (Su) When targets are reduced to zero hit points by one of Valos's spells or supernatural abilities, he may opt to activate Exsanguinate as a free, immediate action. As opposed to being merely reduced to 0, a target affected by Exsanguinate is immediately dropped to -10 hit points and killed. Valos gains 5 hit points, and a spell slot of equal or lower level than the spell which triggered Exsanguinate is refreshed for use. Spells which reduce multiple targets to 0 hit points simultaneously can trigger Exsanguinate more than once and restore additional hit points, but not additional spell levels.

Inherent Bonuses (Ex) Valos has used bound efreet in the past to grant him an inherent +4 bonus to Dexterity and +5 bonus to Intelligence.

Permanent Spells Valos has a number of permanent spells running on himself. If dispelled, it will take him time to get them permanently running. The relevant spells are (CL 11th): *Arcane Sight*, *Comprehend Languages*, *Detect Magic*, *Read Magic*, *See Invisibility*, and *Tongues*.

Powerful Caster (Ex) Khaynites are innately magical creatures, and their self-modification rituals have only served to increase their natural powers. A Khaynite gets a +5 bonus to caster level in any spell casting class in which he has at least one level. This ability does not grant additional spells or spell levels.

LUCIA

A powerful Exodite, one of the rare few who train in magic. She was selected as an arcane caster due to her high intelligence and natural aptitude. Lucia is one of the few of Valos's agents that he actively respects and is essentially his apprentice, a role she has fulfilled for several hundred years. He has chosen to render her immortal, although he does maintain a sample of her bloodline should she at some point become 'unrecoverable'. She has worked for Valos for her entire life.

PERSONALITY

Lucia is capricious and temperamental to deal with. Despite a sharp intellect, her speaking is disorganized and bizarre. This is completely affected; Lucia enjoys confusing people with both her magic and her interactions. She considers dealing with other people a game, and if a conversation partner can't keep up with her scattered line of thinking she dismisses them as trash or useless. She deliberately speaks in euphemisms and metaphor, and implores that people 'play the game' with her. Valos, while normally impassive and uninterested in people who waste his time, finds her antics occasionally amusing.

LUCIA - CR9

XP 6,400

Female Exodite wizard (illusionist) 9

CE Medium humanoid (Fire, First One)

Init +4; **Senses** darkvision 120 ft; **Perception** +13

DEFENSE

AC 14, touch 14, flat-footed 10 (+4 Dex)

hp 79 (9 HD; 9d6+36+9)

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

Defensive Abilities fire subtype, vulnerability to cold

OFFENSE

Speed 30 ft.

Ranged blinding ray ranged touch +8 (blind or dazzle for 1 round, 30 foot range, 9/day)

Illusion School Abilities blinding ray, extended illusion, invisibility field

Wizard Spells (CL 9th; concentration +15, +19 casting defensively)

5th - *empowered lightning bolt* (DC 23), *~mirage arcane* (DC 22), *teleport*

4th - *greater invisibility*, *phantasmal killer* (DC 21), *~rainbow pattern* (DC 21), *stoneskin*

3rd - *displacement*, *fireball* (DC 21), *nondetection* (x2), *~major image* (DC 20)

2nd - *alter self*, *~mirror image* (x2), *misdirection*, *scorching ray* (x2)

1st - *color spray* (DC 18), *feather fall*, *mage armor*, *magic missile*, *shield*, *~silent image* (DC 18) (x2)

Cantrips - *detect magic*, *ghost sound* (DC 17), *light*, *read magic*

STATISTICS

Str 14, **Dex** 18, **Con** 18, **Int** 22, **Wis** 18, **Cha** 12

Base Atk +4; **CMB** +6; **CMD** 20



Feats Combat Casting, Empower Spell^B, Greater Spell Focus (evocation), Iron Will^B, Maximize Spell, Scribe Scroll^B, Spell Focus (evocation), Spell Focus (illusion)

Skills Acrobatics +13, Bluff +10, Disguise +10, Knowledge (Arcana) +18, Knowledge (Religion) +18, Perception +13, Sense Motive +13, Spellcraft +18

Languages Celestial, Common, First One Languages, Ignan, Sobeka

SQ enhancements, shadow jump

Combat Gear wand of fireballs (CL 10, 8 charges); Equipment headband of vast intellect +2 (Sense Motive), Spellbook

Spellbook Contains all spells listed above, plus GM determined.

SPECIAL ABILITIES

Arcane Bond (Su) Lucia is bonded to her own skin, the result of a somewhat gruesome experiment. Once per day, she may call upon this bond to cast any spell she knows without having it memorized ahead of time; when she does so, her skin glows and patterns of light cascade across her body.

Arcane School (Ex) Lucia is an illusionist, and her opposition schools are enchantment and necromancy. When preparing divination or necromancy spells she must use two slots.



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Blinding Ray (Sp) Once per round as a standard action, Lucia may fire a blinding ray at a target within 30 feet as a ranged touch attack. The ray causes creatures to be blinded for 1 round, but creatures with 10 or more HD are dazzled for 1 round instead. She may do this 9 times per day.

Bufs (Sp)

- *Nondetection* at CL 9, mostly to block true seeing and see invisible when she is invisible (a CL check is needed at 14 or better to beat her nondetection).

Enhancements (Ex) Valos has enhanced Lucia such that she has gained the Fire subtype and the advanced creature simple template.

Extended Illusion (Su) When casting illusion spells with a duration of 'concentration', Lucia may choose to have these spells last up to 4 rounds after she stops concentrating.

Invisibility Field (Sp) As a swift action, Lucia may render herself invisible for up to 9 rounds per day. This is treated as *greater invisibility*. The rounds need not be consecutive.

Shadow Jump (Su) As a move action, Lucia can jump between shadows as if using a *dimension door* spell. The limitation requires Lucia to jump from a shadowy area to another. Lucia can jump up to 90 feet each day. The total distance may be split between jumps. Activating shadow jump does not provoke attacks of opportunity.

TACTICS

Before Combat Lucia casts *nondetection* twice per day (each lasts 9 hours). If expecting combat she will prepare with her protective spells, and perhaps a few illusions.

During Combat Lucia opens combat on the offensive, striking with her empowered lightning bolt. Following this, she will begin to use her wand to spew out fireballs. If sorely challenged, and did not have enough time to prepare herself beforehand, Lucia will use mirror image and stonesskin to protect herself from melee. Lucia prefers to stay hidden under invisibility or mirror image as much as possible.

Morale Lucia is gone at the first sign of trouble – she will teleport to safety. She is generally not interested in fighting losing battles and will try to get away once around half of her hit points are gone.

LUCIA - CR 17

XP 102,400

Female Exodite wizard (illusionist) 14, Crimson Hand Acolyte 3

CE Medium humanoid (Fire, First One)

Init +9; **Senses** darkvision 120 ft; **Perception** +24

DEFENSE

AC 15, touch 15, flat-footed 10 (+4 Dex, +1 dodge)

hp 144 (17 HD; 17d6+68+14)

Fort +10, **Ref** +9, **Will** +17

Defensive Abilities fire subtype, vulnerability to cold

OFFENSE

Speed 30 ft., fly 40 ft. (good; overland flight)

Ranged blinding ray ranged touch +12 (blind or dazzle for 1 round, 30 foot range, 12/day)

Special Attacks Crimson Sign

Illusion School Abilities blinding ray, extended illusion, invisibility field

Wizard Spells (CL 16th; concentration +25, +29 casting defensively)

8th – *Empowered Chain Lightning* (DC 29, 16 secondary bolts DC 27) (x2), *Mind Blank*, *~Scintillating Pattern* (16 HD)

7th - *Forcecage*, *~Greater Shadow Evocation* (DC 27), *Prismatic Spray* (DC 28), *Greater Teleport*, *Spell Turning*

6th - *Beast Shape IV*, *Maximized Cone of Cold* (DC 28) (x2), *Greater Dispel Magic*, *Mislead*, *~Permanent Image* (DC 26)

5th – *Quickened Cone of Cold* (DC 28) (x2), *~Mirage Arcana* (DC 25), *Overland Flight*, *Sending*, *Wall of Force* (x2)

4th - *Quickened Intensified Fireball* (DC 26) (x2), *Greater Invisibility*, *Lesser Globe of Invulnerability*, *~Rainbow Pattern* (DC 24), *Stonesskin*

3rd - *Displacement*, *Quickened Fireball* (DC 26) (x2), *Haste*, *Magic Circle against Good*, *Protection from Energy*, *~Major Image* (DC 23)

2nd - *Alter Self*, *Darkness*, *Gust of Wind* (DC 23), *~Mirror Image* (x2), *Rope Trick*, *Scorching Ray*

1st - *Alarm*, *Color Spray*, *Feather Fall* (x2), *Mage Armor*, *Magic Missile*, *Shield*, *~Silent Image* (DC 21)

Cantrips - *Detect Magic*, *Ghost Sound* (DC 20), *Light*, *Read Magic*

TACTICS

Before Combat Lucia casts *Mind Blank* and *Overland Flight* at the start of each day (they last 16 hours). If expecting combat she will prep with *Mage Armor*, *Shield*, *Protection from Energy*, *Greater Invisibility*, and perhaps a few illusions.

During Combat Lucia is automatically awful to battle, being a wizard. Her natural affinity with light does not help anyone in a fight against her. She is always heavily

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enchanted and tends to open with a quickened cone of cold, followed by sacrificing 20 hp and blasting out a empowered 20d6 chain lightning (against large groups) or a prismatic spray, targeting casters first. Fighters are trapped in Forcecage or struck with Scintillating Pattern to take them out of the fight. She will often choose to make the ground terrain as difficult as possible with Mirage Arcana. Lucia spends the entire time in the air. Going into a fight with Lucia blindly means you are probably going to be killed by her opening volley; it is very important to come in protected against elemental attacks.

Morale If she's in some sort of trouble, Lucia uses invisibility field or mislead, rendering her almost impossible to detect and hit without dispelling mind blank first. If things are going badly she uses Crimson Sign to drop an appropriate glyph and makes her escape with greater teleport.

STATISTICS

Str 14, **Dex** 18, **Con** 18, **Int** 28, **Wis** 18, **Cha** 12

Base Atk +8; **CMB** +10; **CMD** 24

Feats Combat Casting, Empower Spell^B, Greater Spell Focus (evocation), Improved Initiative, Intensified Spell*, Iron Will^B, Maximize Spell, Quicken Spell^B, Scribe Scroll^B, Spell Focus (evocation), Spell Focus (illusion), Spell Perfection (cone of cold), Spell Perfection (fireball)

Skills Acrobatics +21, Bluff +21, Disguise +21, Fly +24, Knowledge (Arcana) +29, Knowledge (Religion) +29, Perception +24, Perform (oratory) +18, Sense Motive +21, Spellcraft +29, Use Magic Device +21

Languages Celestial, Common, Draconic, Elven, Dwarven, First One Languages, Ignan, Infernal, Sobeka
SQ enhancements, shadow jump

Combat Gear staff of fire; Equipment headband of vast intellect +6 (Fly, Sense Motive, Use Magic Device), Spellbook

Spellbook Contains all spells listed above, plus GM determined.

SPECIAL ABILITIES

Arcane Bond (Su) Lucia is bonded to her own skin, the result of a somewhat gruesome experiment. Once per day, she may call upon this bond to cast any spell she knows without having it memorized ahead of time; when she does so, her skin glows and patterns of light cascade across her body.

Arcane School (Ex) Lucia is an illusionist, and her opposition schools are enchantment and necromancy. When preparing divination or necromancy spells she must use two slots.

Blinding Ray (Sp) Once per round as a standard action, Lucia may fire a blinding ray at a target within 30 feet as a ranged touch attack. The ray causes creatures to be blinded for 1 round, but creatures with 15 or more HD are dazzled for 1 round instead. She may do this 12 times per day.

Blood Offering (Su) Lucia can expend some of her own blood in order to enhance the power of her magic. By expending hit points, she may temporarily boost her caster level. For every 5 hit points expended, her effective caster level is boosted by 1 for 1 round. This is a free action usable on Lucia's turn. She may increase her caster level by a maximum of 5.

Bufs (Sp)

- Lucia always has a *contingency* at CL 21 placed on her. It casts *Mislead* when she is reduced to 20 hit points or less.
- *Overland Flight* is active at all times.
- *Nondetection* at CL 20, mostly to block *true seeing* and *see invisible* when she is invisible (a CL check is needed at 35 or better to beat her nondetection).

Crimson Sign (Sp) The Crimson Sign is very similar to the various symbol spells but without a material component. Crimson Sign I allows the casting of *Symbol of Fear* and *Symbol of Pain*. Crimson Sign II allows *Symbol of Stunning* and *Symbol of Weakness*. Crimson Sign III allows *Symbol of Insanity* and *Symbol of Death*. Crimson sign may only be used once per day. Regardless of the effect chosen, the save DC (if any) is 25.

Exsanguinate (Su) When targets are reduced to zero hit points by Lucia's magic, a spell like ability, or a supernatural ability, she may opt to activate Exsanguinate as a free, immediate action. As opposed to being merely reduced to 0, a target affected by Exsanguinate is immediately dropped to -10 hit points and killed. Lucia gains 5 hit points, and a spell slot of equal or lower level than the spell which triggered Exsanguinate is refreshed for use. Spells which reduce multiple targets to 0 hit points simultaneously can trigger Exsanguinate more than once and restore additional hit points, but not additional spell levels.

Enhancements (Ex) Valos has enhanced Lucia such that she has gained the Fire subtype and the advanced creature simple template.

Extended Illusion (Su) When casting illusion spells with a duration of 'concentration', Lucia may choose to have these spells last up to 7 rounds after she stops concentrating.

Intensified Spell (Feat) An intensified spell increases the maximum number of damage dice by 5 levels. Lucia

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must actually have sufficient caster levels to surpass the maximum in order to benefit from this feat.

Invisibility Field (Sp) As a swift action, Lucia may render herself invisible for up to 14 rounds per day. This is treated as *greater invisibility*. The rounds need not be consecutive.

Shadow Jump (Su) As a move action, Lucia can jump between shadows as if using a dimension door spell. The limitation requires Lucia to jump from a shadowy area to another. Lucia can jump up to 170 feet each day. The total distance may be split between jumps. Activating shadow jump does not provoke attacks of opportunity.

Spell Perfection (Feat) When Lucia casts Fireball, she may apply one metamagic feat she has to that spell without affecting its level or casting time, as long as the total modified level does not use a spell slot above 9th-level. In addition, other feats which apply a set numerical bonus to any aspect of the spell, such as Spell Focus, double the bonus granted by that feat when applied to this spell.

GEIST

Geist is essentially an artifact that Valos and Lucia created. It is a spy with great intellect that often resides in politically powerful individuals, working Valos's will. Geist's own personality isn't malevolent so much as completely neutral and amoral, devoted entirely to Valos's goals and ambitions. What agency it possesses is bent into service of its master's goals. It is a brilliant strategist and was originally an intellect used as a general, inhabiting soldiers during important battles of the First Ones.

Geist almost always attempts to remain disguised and undetected. If it is ever found out, it either leaves or works to silence the investigators. If cornered Geist will never allow itself to be captured and may even destroy the host through its sacrifice ability.

PERSONALITY

Geist, on its own, is a neutral being and works only as an agent of Valos. It instead impersonates whatever host it has inhabited. There are a few giveaways – Geist often overreacts emotionally to regularly small or only mildly irritating events, as it is a poor judge of how to express emotional responses. To observers, this seems like a sudden mood shift. Additionally, Geist is compelled to play games of strategy. Geist's host will show a sudden talent and desire to play such games, and will introduce strategy game terminology into its speech. Any person who notices this anomaly gains a +8 circumstance bonus to detect Geist's disguise.

GEIST = CR7

XP 3,200

Unique construct

LN Medium construct (Arcane Intelligence, Incorporeal)

Init +9; Senses low-light vision, darkvision 60 ft; Perception +17

DEFENSE

AC 21, touch 21, flat-footed 15 (+6 Dex, +5 deflection)

hp 58 (7 HD; 7d10+20)

Fort +7, Ref +8, Will +6

Defensive Abilities construct traits, incorporeal traits

OFFENSE

Speed Fly 40 ft. (perfect)

Melee Possession +13 incorporeal touch

Full Attack Possession +13 incorporeal touch

Special Attacks arcane aptitude, possession, sacrifice, spells

Wizard Spells (CL 9th; concentration +14)

4th - *Dimension Door*, *Locate Creature* (DC 20)

3rd - *Arcane Sight*, *Dispell Magic*, *Suggestion* (DC 19)

2nd - *Detect Thoughts* (DC 18), *Invisibility*, *Locate Object*, *Misdirection* (DC 18)

1st - *Charm Person* (DC 17), *Detect Secret Doors*, *Disguise Self*, *Identify*, *Magic Missile*, *Shield*

Cantrips - *Daze* (DC 20), *Detect Magic*, *Ghost Sound* (DC 20), *Message*

TACTICS

Before Combat Geist usually possesses a target at the beginning of combat. As for preparation, Geist isn't a fighter and would prefer to enlist more violent members of the Crimson Hand if it knows that a battle is necessary.

During Combat Geist will try to take over the most powerful melee combatant and fight to the best of its abilities. It is a tactical genius and has no mercy, often taking over opponents whose comrades would find it difficult to fight back against, such as children, lovers, and so on. Geist will often leap from target to target in an attempt to confuse the opposition.

Morale Geist is completely fearless, and it will seek to complete whichever mission it is assigned to. Usually these are not combat missions and Geist will avoid combat unless its identity has been uncovered.

STATISTICS

Str –, Dex 22, Con –, Int 20, Wis 18, Cha 20

Base Atk +7; CMB +7; CMD 23

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Feats Eschew Materials, Spell Focus (divination), Spell Focus (Enchantment), Weapon Finesse

Skills Bluff +18, Disguise +18, Diplomacy +18, Gather Information +18, Knowledge (nobility) +18, Perception +17, Sense Motive +17

Languages Geist can communicate in any language.

SQ generate amulet, inherent invisibility

Equipment Geist will utilize any treasure that its current host body owns or carries.

SPECIAL ABILITIES

Arcane Aptitude (Su) Geist is an arcane intelligence designed for very specific tasks. As a result, it is exceptionally skilled with certain spells while it possesses a target.

- *Summon Monster IV* may be cast at any time as a full round action. The creature(s) appear as normal within 50 feet of Geist. It may only have one such spell active at a time.
- *Scrying* requires no focus if Geist has possessed a target. The scried image appears as a play of light on the possessed creature's exposed skin. *Detect Magic*, *Detect Scrying*, and *Nondetection* are automatically and constantly active on a possessed target, unless Geist chooses to waive them individually. Geist may deactivate and reactivate any of these supernatural abilities as a free action at will.

Generate Amulet (Su) While almost undetectable under normal circumstances, Geist leaves a visible sign on individuals that it possesses. A small amulet in the shape of a crimson mask appears around the target's neck. Geist cannot disguise or otherwise obscure this amulet. The amulet is made of spectral force and can be destroyed if it takes 20 points of damage. It has a hardness of 5. If destroyed, Geist is instantly forced from the host.

Invisibility (Su) Geist is naturally invisible. If anyone can detect invisible or ethereal creatures, it appears as a humanoid mass of shadow with glinting ruby lights inside.

Possession (Su) Geist's primary mode of attack and purpose in existence is its ability to possess a target. Geist needs only make a successful touch attack, forcing a DC 20 Will save from the target. If they fail, Geist has quickly taken over their body and generated the power amulet. While possessed, Geist acquires the strength and constitution of its host, as well as any attack modes and special qualities. Geist may still utilize any of its spells through its host, and is not subject to arcane spell failure if the target wears armor. Geist can release control of a target as a full-round action at any time. Geist may not utilize magic that its host possesses, though it may use



spell like abilities. *Protection from evil*, *mind blank* and similar effects **Will** force Geist out of a target.

Sacrifice (Su) If the host body is reduced to 5 hit points or less, Geist can initiate a sacrifice as a full-round action. When the body is sacrificed, Geist's amulet briefly flashes then burns black, and darkness stretches over the host's body then ripples out as a wave of negative energy. This causes 1d4 negative levels to all living creatures within a 60 foot radius and reduces the host body to a fragile husk that disintegrates into black powder at a touch. After a sacrifice, Geist cannot possess another target for a full day.

Skills Geist gains a +6 competence bonus to its skills, but does not gain a +3 trained bonus, being a construct.

Spells Geist casts spells as a 7th-level wizard, but does not gain any other wizard class abilities.

GEIST = CR 14

XP 38,400

Unique construct

LN Medium construct (Arcane Intelligence, Incorporeal)

Init +9; Senses low-light vision, darkvision 60 ft; Perception +30

DEFENSE

AC 27, touch 27, flat-footed 18 (+9 Dex, +8 deflection)

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hp 113 (17 HD; 17d10 +20)

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

Defensive Abilities construct traits, incorporeal traits

OFFENSE

Speed Fly 40 ft. (perfect)

Melee Possession +26 incorporeal touch

Full Attack Possession +26 incorporeal touch

Special Attacks arcane aptitude, possession, sacrifice, spells

Wizard Spells (CL 14th; concentration +22)

7th - *Geas*, *Insanity* (DC 27), *Simulacrum*

6th - *Legend Lore*, *Sanguine Insight*, *Mass Suggestion* (DC 26), *True Seeing*

5th - *Dominate Person* (DC 25), *Hold Monster* (DC 25), *Sending*, *Teleport*

4th - *Charm Monster* (DC 24) (x2), *Enervation* (x2), *Lesser Geas* (DC 24), *Locate Creature* (DC 23)

3rd - *Arcane Sight*, *Dispel Magic*, *Haste*, *Heroism*, *Nondetection*, *Suggestion* (DC 23)

2nd - *Detect Thoughts* (DC 21), *Invisibility*, *Mirror Image*, *Misdirection* (DC 21), *See Invisibility*, *Touch of Idiocy*

1st - *Charm Person* (DC 21), *Detect Secret Doors*, *Disguise Self*, *Identify*, *Magic Missile*, *Shield*

Cantrips - *Daze* (DC 20), *Detect Magic*, *Ghost Sound* (DC 20), *Message*

TACTICS

Before Combat Geist usually possesses a target at the beginning of combat. As for preparation, Geist isn't a fighter and would prefer to enlist more violent members of the Crimson Hand if it knows that a battle is necessary.

During Combat Geist has a genius level intellect and it shows. In combat, it will use misdirection, illusion, and possession to hop from body to body, confusing opponents and causing them to damage themselves. Unless its opponents have a way to deal with possession, Geist will very likely win. If faced with several dangerous opponents, Geist is not above kidnapping a person – it can quickly possess an individual and then teleport away while still in the possessed body. Geist makes use of simulacrum to cause havoc, especially in combination with invisibility.

Morale Geist is completely fearless, and it will seek to complete whichever mission it is assigned to. Many of these are spying missions requiring that no one know its

true identity – thus, Geist will often seek to destroy individuals who learn of its nature.

STATISTICS

Str –, **Dex** 29, **Con** –, **Int** 26, **Wis** 24, **Cha** 26

Base Atk +17; **CMB** +17; **CMD** 36

Feats Eschew Materials, Greater Spell Focus (Enchantment), Spell Focus (Divination), Spell Focus (Enchantment), Spell Mastery (x2), Spell Penetration, Greater Spell Penetration, Weapon Finesse

Skills Bluff +31, Disguise +31, Diplomacy +31, Gather Information +31, Intimidate +31, Knowledge (Arcana) +31, Knowledge (Nobility) +31, Perception +30, Sense Motive +30, Spellcraft +31

Languages Geist can communicate in any language.

SQ generate amulet, inherent invisibility

Equipment Geist will utilize any treasure that its current host body owns or carries.

SPECIAL ABILITIES

Arcane Aptitude (Su) Geist is an arcane intelligence designed for very specific tasks. As a result, it is exceptionally skilled with certain spells while it possesses a target.

- *Summon Monster VII* may be cast at any time as a full round action. The creature(s) appear as normal within 50 feet of Geist. It may only have one such spell active at a time.
- *Scrying* requires no focus if Geist has possessed a target. The scried image appears as a play of light on the possessed creature's exposed skin. *Detect Magic*, *Detect Scrying*, *Nondetection* and *See Invisibility* are automatically and constantly active on a possessed target, unless Geist chooses to waive them individually. Geist may deactivate and reactivate any of these supernatural abilities as a free action at will.

Generate Amulet (Su) While almost undetectable under normal circumstances, Geist leaves a visible sign on individuals that it possesses. A small amulet in the shape of a crimson mask appears around the target's neck. Geist cannot disguise or otherwise obscure this amulet. The amulet is made of spectral force and can be destroyed if it takes 20 points of damage. It has a hardness of 10. If destroyed, Geist is instantly forced from the host.

Invisibility (Su) Geist is naturally invisible. If anyone can detect invisible or ethereal creatures, it appears as a humanoid mass of shadow with glinting ruby lights inside.

Possession (Su) Geist's primary mode of attack and purpose in existence is its ability to possess a target. Geist needs only make a successful touch attack, forcing a DC 26 Will save from the target. If they fail, Geist has

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quickly taken over their body and generated the power amulet. While possessed, Geist acquires the strength and constitution of its host, as well as any attack modes and special qualities. Geist may still utilize any of its spells through its host, and is not subject to arcane spell failure if the target wears armor. Geist can release control of a target as a full-round action at any time. Geist may not utilize magic that its host possesses, though it may use spell like abilities. *Protection from evil*, *mind blank* and similar effects will force Geist out of a target.

Sacrifice (Su) If the host body is reduced to 10 hit points or less, Geist can initiate a sacrifice as a full round action. When the body is sacrificed, Geist's amulet briefly flashes then burns black, and darkness stretches over the host's body then ripples out as a wave of negative energy. This causes 2d4 negative levels to all living creatures within a 60 foot radius and reduces the host body to a fragile husk that disintegrates into black powder at a touch. After a sacrifice, Geist cannot possess another target for a full day.

Spell Mastery (Ex) Geist can prepare *Arcane Sight*, *Charm Monster*, *Detect Thoughts*, *Disguise Self*, *Dispell Magic*, *Dominate Monster*, *Geas*, *Hold Monster*, *Insanity*, *Mass Suggestion*, *Misdirection*, *Sanguine Insight*, *Scrying*, *Sending*, *Simulacrum*, and *Teleport* without a spellbook.

Skills Geist gains a +6 competence bonus to its skills, but does not gain a +3 trained bonus, being a construct.

Spells Geist casts spells as a 14th-level wizard, but does not gain any other wizard class abilities.

SITHURAS

Sithuras is a powerful and dangerous opponent. Unlike most of Valos's other agents, Sithuras is not a creature of his design. Sithuras belonged to a powerful Kroca bloodline, and Valos seized him as a genetic exemplar. While at first Sithuras resisted Valos's control, Valos eventually dominated him with magic and keeps him in a subjugated position. Sithuras is apparently immortal and is one of the oldest Kroca known; centuries of service under Valos have honed his fighting talent. Like his brethren, he serves in a combat capacity and not a stealth one. Valos uses Sithuras for situations that require a lot of property damage. As a result his appearances tend to be quite spectacular, often looking more like natural disasters than attacks.



PERSONALITY

Sithuras is intelligent for a Kroca, but more than anything else he loves a good fight. He is jocular in a way that seems disturbing, focusing on fairly morbid jokes and offhand references to casual violence. He has a keen appreciation for flashy and destructive abilities.

SITHURAS - CR 9

XP 6,400

Male Kroca Crimson Hand Enforcer 1

NE Large monstrous humanoid (First One, Reptilian)

Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.;

Perception +10

DEFENSE

AC 22, touch 11, flat-footed 20 (-1 size, +5 armor, +2 Dex, +6 natural)

hp 98 (11 HD; 11d10+33)

Fort +9, **Ref** +12, **Will** +10

Immunities ability damage, poison, petrification, and polymorph effects

OFFENSE

Speed 40 ft., swim 30 ft.

Melee Titanic Stonehammer +19/+14/+9 (2d8+12/15-20 x3) and bite +16 (1d8+3 plus grab)

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

Special Attacks blood thirst, Power Attack (-3 to attack, +6 to bite damage and +9 to hammer damage), Ruthless Strike, twist the blade

TACTICS

Before Combat Sithuras doesn't care much for finesse or preparation, aside from scouting out a suitable place to attack. He likes working with terrain, not enchantments.

During Combat Sithuras may have a bestial appearance, but he is canny and resourceful in combat. He has a great love of causing property damage. He doesn't rush into combat, instead carefully utilizing cover to avoid attacks at range until he can close and drop his opponents with devastating melee strikes.

Morale Sithuras has a generally good morale and will seldom flee unless he's nearly dead. Statistics

STATISTICS

Str 24, **Dex** 14, **Con** 16, **Int** 9, **Wis** 12, **Cha** 6

Base Atk +11; **CMB** +19; **CMD** 31

Feats Exotic Weapon Proficiency (stonehammer), Improved Critical (stonehammer), Multiattack, Power Attack, Ruthless Strike, Weapon Focus (stonehammer)

Skills Acrobatics +14 (+18 jump), Knowledge (local) +8, Perception +10, Stealth +11, Survival +10, Swim +15

Languages Sobeka

Combat Gear potions of bull's strength, potion of haste (CL 10); **Equipment** Titanic Stonehammer, +1 mithral shirt, cloak of resistance +2

SPECIAL ABILITIES

Blood Thirst (Su) Each time a creature who Sithuras threatens is wounded in a combat encounter, He may make an attack of opportunity against them. Blood Thirst does not allow Sithuras to make attacks of opportunity beyond his normal allowance.

Ruthless Strike (Ex) If Sithuras ever rolls maximum weapon damage, his opponent takes 2 points of Constitution damage in addition to all other effects.

Twist the Blade (Ex) Any time Sithuras rolls average or better damage on his weapon damage roll, he may twist the blade as a free action, causing the damaged individual to become shaken for 1 round.

SITHURAS = CR 16

XP 76,800

Male Kroca barbarian 5/Crimson Hand Enforcer 3

NE Large monstrous humanoid (First One, Reptilian)

Init +5; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +14, Trap Sense +1

TITANIC STONEHAMMER

Aura Strong abjuration, transformation; **CL** 20th

Slot none; **Weight** 40 lbs.

A great weapon in its own right, the Titanic Stonehammer was created by the First Ones ages ago as a symbol of the leadership of a particular Kroca bloodline. Sithuras inherited the hammer as the strongest member of his tribe. While normally only a large +2 adamantine stonehammer, the Titanic Stonehammer provides a number of effects in the hands of a Kroca or a creature with the Earth subtype:

- +2 dodge bonus to AC so long as the wielder stands on the ground (not included above)
- Immunity to ability damage, poison, petrification, and polymorph effects.
- Tremorsense 60 ft.
- A +2 insight bonus on attack rolls against creatures perceived by tremorsense (not included above).

For the CR 16 version of Sithuras, the weapon has a +4 enhancement bonus (not +2), and grants a +4 dodge bonus (not +2), but is otherwise the same.

DESTRUCTION

The Titanic Stonehammer can be destroyed by being touched by the Kaga.

DEFENSE

AC 26, touch 12, flat-footed 23 (-1 size, +8 armor, +2 Dex, +1 dodge, +6 natural)

hp 167 (18 HD; 5d12+13d10+54+5)

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

Defensive Abilities improved uncanny dodge, uncanny dodge; **Immunities** ability damage, poison, petrification, and polymorph effects

OFFENSE

Speed 50 ft., swim 30 ft.

Melee Titanic Stonehammer +30/+25/+20/+15 (2d8+17/15-20 x3) and bite +24 (1d8+4 plus grab)

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

Special Attacks blood thirst, Power Attack (-5 to attack, +10 to bite damage and +15 to hammer damage), rage (15 rounds), Ruthless Strike, twist the blade

Spell-Like Abilities See Arcane Infusion

TACTICS

Before Combat Sithuras doesn't care much for finesse or preparation, aside from scouting out a suitable place to attack. He likes working with terrain, not enchantments.

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During Combat Sithuras can withstand and dish out an enormous amount of damage. He is very hearty and almost jovial in combat, openly joking around in a casual sort of way. This almost masks the fact that he is deadly serious and tactically skilled. Sithuras generally attempts to fight in more enclosed spaces where his abilities are at their strongest. If faced with flying opponents who he cannot strike with Lacerate, he withdraws to seek reinforcements. He attempts to surprise opponents dealing devastating blows quickly, picking off single opponents and then retreating back away.

Morale Sithuras loves a good fight, and acts in a nearly jocular fashion in combat. He focuses on fairly morbid jokes and offhand references to casual violence, often making light of the horrifying injuries he is inflicting in a 'good-natured uncle' sort of way.

STATISTICS

Str 29, Dex 14, Con 16, Int 10, Wis 12, Cha 6

Base Atk +18; CMB +27; CMD 39

Feats Combat Reflexes, Critical Focus, Dodge, Exotic Weapon Proficiency (stonehammer), Improved Critical (stonehammer), Multiattack, Power Attack, Ruthless Strike, Weapon Focus (stonehammer)

Skills Acrobatics +16 (+24 jump), Disguise +9, Knowledge (geography) +12, Knowledge (local) +12, Perception +14, Stealth +15, Survival +14, Swim +17

Languages Sobeka

SQ fast movement, improved uncanny dodge, trap sense +1, uncanny dodge

Combat Gear potion of haste (CL 20); **Equipment** Titanic Stonehammer, +4 Mithral Shirt, Belt of Giant Strength +4, Cloak of Resistance +3

SPECIAL ABILITIES

Arcane Infusion (Sp) Sithuras may cast any of the following spells as a spell-like ability with no need for somatic components: *Crimson Shield*, *Death Knell*, *Quickened Invisibility*, *Lacerate*, *Murderer's Mark*, and *Vampiric Touch*. The spells are cast as a 18th-level wizard. Sithuras may do this 3 times per day. The save DC is 18 for all spell like abilities.

Blood Thirst (Su) Each time a creature who Sithuras threatens is wounded in a combat encounter, He may make an attack of opportunity against them. Blood Thirst does not allow Sithuras to make attacks of opportunity beyond his normal allowance.

Improved Uncanny Dodge (Ex) Sithuras cannot be flanked and cannot be caught flat-footed. Rogues of 9th level or greater can still sneak attack him via flanking.

Ruthless Strike (Ex) If Sithuras ever rolls maximum weapon damage, his opponent takes 2 points of Constitution damage in addition to all other effects.

Twist the Blade (Ex) Any time Sithuras rolls average or better damage on his weapon damage roll, he may twist the blade as a free action, causing the damaged individual to become shaken for 1 round.

Vampiric Recovery (Su) Sithuras recovers 3 hit points each time any creature is wounded within 60 feet of his position.

RAGE

While raging (15 rounds per day), Sithuras has the following abilities:

AC 24, **touch** 10, **flat-footed** 21; **hp** 203; **Fort** +16;

Will +14; **Immune** nauseated, sickened; **Melee** Titanic Stonehammer +32/+27/+22/+17 (2d8+20/15-20 x3) and bite +26 (1d8+5 plus grab); **Str** 33, **Con** 20; **CMB** +29; **CMD** 41; **Skill** Swim +19

Sithuras can use the following rage powers: internal fortitude and roused anger.

ASHTALON

Ashtalon is a mutated Kroca with exceptional force of will. He is an incarnate hate totem who lives to kill and desecrate his enemies. Ashtalon is loosed upon the more dangerous foes of the Crimson Hand when all hope of stealth or subtlety are already gone. Valos maintains samples of his bloodline and reproduces new Ashtalons when it is necessary to do so. Ashtalon owes his entire existence to Valos's experimentation, although he really couldn't care less.

Under normal circumstances, Ashtalon is holed up in stasis somewhere to be released when events are going seriously south for Valos. If you do come across him it's likely that there won't be a lot of talking.

PERSONALITY

Slightly stupid but extremely driven, Ashtalon would be difficult to control were it not for the fact that his only joys in the world are food and killing – both of which are provided by the Crimson hand on a daily basis (at least when he's alive and conscious). Ashtalon actually likes fighting SO much that he will even let a worthy opponent survive so he can fight them again later. If anyone is considered a secrecy risk in the Crimson Hand, it would have to be Ashtalon, and Valos is very careful when using him for a mission.

ASHTALON - CR9

XP 6,400

Male Kroca antipaladin 1

CE Large monstrous humanoid (First One, Reptilian)

Init +4; **Senses** darkvision 60 ft.; **Perception** +14

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Morale He's unpleasant to deal with, but if he feels he's in danger he stops fighting to flee like a wild beast. Unfortunately, Ashtalon very rarely feels he's in danger.

STATISTICS

Str 24, Dex 10, Con 14, Int 9, Wis 12, Cha 12

Base Atk +11; CMB +19; CMD 29

Feats Burst of Vitality, Improved Initiative, Improved Natural Attack (claws), Ruthless Strike, Skill Focus (acrobatics), Weapon Focus (claws)

Skills Acrobatics +17 (+21 jump), Intimidate +14, Perception +14, Swim +15

Languages Sobeka

SQ aura of evil

Combat Gear potions of bear's endurance (CL 6), bull's strength (CL 6), and eagle's splendour (CL 6); **Equipment** +1 mithral shirt, cloak of resistance +2

SPECIAL ABILITIES

Aura of Evil (Su) Ashtalon is surrounded by an *aura of evil*, the equivalent of a 1st level cleric's.

Burst of Vitality (Ex) Once per round on his turn as a free action, Ashtalon may sacrifice any number of hit points to gain twice that number of temporary hit points. These temporary hit points last for 1 round.

Detect Good (Sp) As a move action, Ashtalon can detect good in an individual or item within 60 feet, as if he had studied them for 3 rounds.

Ruthless Strike (Ex) If Ashtalon ever rolls maximum weapon damage, his opponent takes 2 points of constitution damage in addition to all other effects.

Smite Good (Su) Once per day, Ashtalon may select a single good individual as a swift action. He gains +1 to attack rolls and +1 damage against that target. If the target is an outsider, a dragon, or has levels in cleric or paladin, the extra damage increases to +2 on the first strike. Any attacks on the targeted opponent bypass DR. Ashtalon also gains his Cha bonus as a deflection bonus to AC against the target's attacks. The effects of smite good last until the target is dead, or until Ashtalon rests.

ASHTALON = CR 16

XP 76,800

Male Kroca antipaladin 5/Crimson Hand Enforcer 3

CE Large monstrous humanoid (First One, Reptilian)

Init +5; Senses darkvision 60 ft.; Perception +20

DEFENSE

AC 21, touch 9, flat-footed 15 (-1 size, +5 armor, +6 natural)

hp 88 (11 HD; 11d10+22+1)

Fort +9, Ref +9, Will +12

OFFENSE

Speed 40 ft., swim 30 ft.

Melee 2 claws +19 melee (1d8+7) and bite +18 melee (1d8+7)

Special Attacks Ruthless Strike, smite good 1/day (+1 attack, +1 damage)

Spell-Like Abilities Detect Good (CL 5th)

TACTICS

Before Combat Ashtalon drinks his potions if he has time to prepare himself (bonuses not included above).

During Combat Ashtalon always selects the most puny looking opponent as a smite target, and will attack them with preference until they are dead. He has a special preference for going after clerics and other 'helping' classes because, in his words, 'they're big girls' blouses'. Ashtalon doesn't bother avoiding attack, he likes to burn 10 hit points a turn with burst of vitality to get his 20 bonus hit points.

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DEFENSE

AC 23, touch 9, flat-footed 23 (-1 size, +8 armor, +6 natural)

hp 162 (18 HD; 18d10+36+18+5)

Fort +17, Ref +16, Will +19

Immune disease

OFFENSE

Speed 40 ft., swim 30 ft.

Melee 2 claws +26 melee (1d8+8) and bite +25 melee (1d8+8)

Special Attacks blood thirst, channel negative energy, cruelty (sickness), Power Attack (-5 to attack, +10 to damage), rage (15 rounds), Ruthless Strike, smite good 2/day (+3 attack, +5 damage), touch of corruption (4/day, 3d6 + sickness), twist the blade

Spell-Like Abilities Detect Good (CL 5th), fiendish boon (weapon), plus see Arcane Infusion

Antipaladin Spells (CL 2nd; concentration +5)

1st - *Divine Favor*, *Protection from Good*

TACTICS

Before Combat Ashtalon will happily buff himself up with his spells and potions, if he has time to prepare himself (bonuses not included above).

During Combat In combat, Ashtalon is a beast. He doesn't even attempt to avoid attack, instead focusing on destroying his opponents one at a time. He selects a target and smites them, always using Power Attack, unless such attacks frequently miss. Usually, Ashtalon will use Burst of Vitality to expend 15 hit points, gaining him 30 temporary hps per round. He leaps into a fray, does his best to get surrounded, and channels negative energy to cause mass chaos, benefiting with vampiric recovery from the carnage caused. Targets who he particularly wants to torture are knocked unconscious and flayed alive while they're helpless.

Morale He's unpleasant to deal with, but if he feels he's in danger he stops fighting to flee like a wild beast. Unfortunately, Ashtalon very rarely feels he's in danger.

STATISTICS

Str 26, Dex 10, Con 14, Int 9, Wis 12, Cha 16

Base Atk +18; CMB +27; CMD 37

Feats Burst of Vitality, Channel Smite, Improved Initiative, Improved Natural Attack (claws), Ruthless Strike, Skill Focus (acrobatics), Power Attack, Toughness, Weapon Focus (claws)

Skills Acrobatics +27 (+31 jump), Intimidate +16, Perception +20, Swim +16

Languages Sobeka

SQ aura of evil, plague bringer, unholy resilience

Combat Gear potions of bear's endurance (CL 10), bull's strength (CL 10), and cat's grace (CL 10);

Equipment +4 Mithral Shirt, Headband of Alluring Charisma +4, Cloak of Resistance +3

SPECIAL ABILITIES

Arcane Infusion (Sp) Ashtalon may cast any of the following spells as a spell-like ability with no need for somatic components: *Crimson Shield*, *Death Knell*, *Quickened Invisibility*, *Lacerate*, *Murderer's Mark*, and *Vampiric Touch*. The spells are cast as a 18th-level wizard. First-Of-Many may do this 2 times per day. The save DC is 17 for all spell like abilities.

Aura of Evil (Su) Ashtalon is surrounded by a powerful *aura of evil*. Not only is his aura the equivalent of a 5th level Cleric's, but all opponents within 10 feet of his position suffer a -4 penalty to fear-based effects. Any opponents who are normally immune to fear lose their immunity.

Blood Thirst (Su) Each time a creature who Ashtalon threatens is wounded in a combat encounter, He may make an attack of opportunity against them. Blood Thirst does not allow Ashtalon to make attacks of opportunity beyond his normal allowance.

Burst of Vitality (Ex) Once per round on his turn as a free action, Ashtalon may sacrifice any number of hit points to gain twice that number of temporary hit points. These temporary hit points last for 1 round.

Channel Negative Energy (Su) By expending 2 uses of his Touch of Corruption ability once per round as a standard action, Ashtalon can unleash a blast of negative energy that extends in a 30 foot burst around him. This causes 3d6 damage; a Will save DC 15 halves the damage. Opponents are also sickened for 5 rounds; a Fortitude save DC 15 negates the sickness effect.

Detect Good (Sp) As a move action, Ashtalon can detect good in an individual or item within 60 feet, as if he had studied them for 3 rounds.

Fiendish Boon (Sp) As a standard action, Ashtalon may enhance one claw attack by calling upon the aid of a fiendish spirit for 5 minutes. When called, this causes the claw to shed unholy light as a torch, and gains a +1 enhancement bonus (not included above).

Plague Bringer (Ex) Ashtalon is immune to the effects of disease, although he may still carry one.

Ruthless Strike (Ex) If Ashtalon ever rolls maximum weapon damage, his opponent takes 2 points of constitution damage in addition to all other effects.

Smite Good (Su) Twice per day, Ashtalon may select a single good individual as a swift action. He gains +3

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to attack rolls and +5 damage against that target. If the target is an outsider, a dragon, or has levels in cleric or paladin, the extra damage increases to +10 on the first strike. Any attacks on the targeted opponent bypass DR. Ashtalon also gains his Cha bonus as a deflection bonus to AC against the target's attacks. The effects of smite good last until the target is dead, or until Ashtalon rests.

Touch of Corruption (Su) As a standard action that does not provoke an attack of opportunity, Ashtalon can touch an opponent and cause 3d6 damage; a Will save DC 15 halves the damage. Such a target is also sickened for 5 rounds. A Fortitude save DC 15 negates the sickness effect. Touch of corruption can be used 4 times per day. Alternatively, he can use touch of corruption to heal an undead creature.

Twist the Blade (Ex) Any time Ashtalon rolls average or better damage on his weapon damage roll, he may twist the blade as a free action, causing the damaged individual to become shaken for 1 round.

Vampiric Recovery (Su) Ashtalon recovers 3 hit points each time any creature is wounded within 60 feet of his position.

RIGEL

Rigel is a young Exodite working in the service of Valos. All of the Exodites under Valos were hand-picked for a combination of loyalty and skill, and Rigel is no exception. He was trained for birth to serve the Kaynites and his activity in the Crimson Hand fulfills his life purpose. Rigel's unique skills with mechanical devices prove very effective in Crimson Hand ambushes and sabotage attempts.

Rigel has probably the largest number of fatalities amongst the members of the Crimson Hand, a fact that Sithuras loves to joke about. While Rigel is intelligent and dangerous, he is often goaded into mistakes. Rigel is also frequently called upon to undertake suicide missions, which he naturally hates.

PERSONALITY

Rigel is very driven and intelligent. He is predisposed towards being callous, even for a member of an amoral and bloodthirsty organization, and couldn't care less about casualties or collateral damage in his missions. This is not really a result of a bloodthirst in his case, just a complete disregard for life and basic decency. While he is brilliant, Rigel is overzealous with the complexity of his plans and ambushes. He is easy to egg on into increasingly diabolical plans, a character trait which Valos uses to keep him busy and under control. Rigel is also very much aware of how many times he's been reconstituted.

RIGEL GR8

XP 4,800

Male Exodite rogue 5/Crimson Hand Enforcer 3

LE Medium humanoid (Fire, First One)

Init +10; **Senses** darkvision 120 ft; Perception +11, trap sense +1

DEFENSE

AC 21, touch 16, flat-footed 15 (+5 armor, +6 Dex)

hp 79 (8 HD; 5d8+3d10+32+5)

Fort +8, **Ref** +13, **Will** +6

Defensive Abilities evasion, fire subtype, uncanny dodge, vulnerability to cold

OFFENSE

Speed 30 ft.

Ranged mwk composite shortbow [+5 Str] +13/+8

ranged (1d6+5, x3), or Rapid Shot mwk composite shortbow [+5 Str] +11/+11/+6 ranged (1d6+5, x3)

Special Attacks bleeding attack (3), blood thirst, twist the blade, sneak attack +3d6

Spell-Like Abilities See Arcane Infusion

TACTICS

Before Combat Rigel is an excellent planner and always tries to pick a location for his attacks, seeking to build traps and hazards if he has time. He uses his wands to buff up as is appropriate to a given situation.

During Combat Rigel fights indirectly. He tries to ensure that enemies fall prey to his traps, preferring to use his wand of mage hand to activate the traps that he has set up. Enemies may not even realize that they are under attack. Rigel uses his stealth abilities and invisibility to beat a clean getaway before a real fight can even begin.

Morale Rigel leaves as soon as it looks like he's about to get directly attacked, and he's slippery about it. Any tactics he can use to get away are fair game.

STATISTICS

Str 20, **Dex** 22, **Con** 18, **Int** 16, **Wis** 12, **Cha** 12

Base Atk +6; **CMB** +11; **CMD** 27

Feats Improved Initiative, Iron Will^B, Point Blank Shot, Precise Shot^B, Rapid Shot, Ruthless Strike

Skills Acrobatics +16, Bluff +11, Craft (alchemy) +12, Craft (trapmaking) +13, Disable Device +16, Escape Artist: +15, Knowledge (local) +13, Perception +11, Sleight of Hand +16, Stealth +16, Use Magic Device +12

Languages Aneishi, Balite, Common, Exodite, Sobeka
SQ enhancements, rogue talents (bleeding attack, combat trick (Precise Shot)), shadow jump, vampiric recovery

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Combat Gear wands of mage hand (CL 20, 8 charges), invisibility (8 charges), and shield (12 charges);
Equipment mwk composite shortbow [+5 Str] with 20 arrows, +1 mithral shirt, cloak of resistance +1

SPECIAL ABILITIES

Arcane Infusion (Sp) Rigel may cast any of the following spells as a spell-like ability with no need for somatic components: *Crimson Shield*, *Death Knell*, *Quickened Invisibility*, *Lacerate*, *Murderer's Mark* and *Vampiric Touch*. The spells are cast as an 8th-level wizard. Rigel may do this 6 times per day. The save DC is 21 for all spell like abilities.

Blood Thirst (Su) Each time a creature who Rigel threatens is wounded in a combat encounter, He may make an attack of opportunity against them. Blood Thirst does not allow Rigel to make attacks of opportunity beyond his normal allowance.

Enhancements (Ex) Valos has enhanced Rigel such that he has gained the Fire subtype and the advanced creature simple template.

Shadow Jump (Su) As a standard action, Rigel may jump up to 80 feet through shadows per day. This quantity may be split into intervals of any size, but even the smallest interval counts as 10 feet.

Twist the Blade (Ex) Any time Rigel rolls average or better damage on his weapon damage roll, he may twist the blade as a free action, causing the damaged individual to become shaken for 1 round.

Vampiric Recovery (Su) Rigel recovers 3 hit points each time any creature is wounded within 60 feet of his position.

RIGEL - CR 16

XP 76,800

Male Exodite rogue 13/Crimson Hand Enforcer 3

LE Medium humanoid (Fire, First One)

Init +13; **Senses** darkvision 120 ft; **Perception** +20, **trap sense** +4

DEFENSE

AC 28, **touch** 20, **flat-footed** 18 (+8 armor, +9 Dex, +1 dodge)

hp 155 (16 HD; 13d8+3d10+64+13)

Fort +12, **Ref** +21, **Will** +10

Defensive Abilities evasion, fire subtype, improved uncanny dodge, vulnerability to cold

OFFENSE

Speed 30 ft.



Ranged mwk composite shortbow [+5 Str] +23/+18 ranged (1d6+5, x3), or Rapid Shot mwk composite shortbow [+5 Str] +21/+21/+16 ranged (1d6+5, x3)

Special Attacks bleeding attack (7), blood thirst, twist the blade, sneak attack +7d6

Spell-Like Abilities See Arcane Infusion

TACTICS

Before Combat Rigel is an excellent planner and always tries to pick a location for his attacks, seeking to build traps and hazards if he has time. He uses his wands to buff up as is appropriate to a given situation.

During Combat Rigel does not play nice. He isn't interested in a fair fight, instead choosing to attack at range and fade away into invisibility. He will use sneak attack if possible. If in danger, Rigel makes very good use of his wand of mage hand to activate traps that he has set up from range, and preferably while invisible. While he isn't profoundly dangerous in straight up combat, he is extremely intelligent and inventive in the use of that wand and his ambushes are absolutely deadly.

Morale Rigel is a sneak, not a front line fighter, and uses trickery and subterfuge to win. He isn't interested in getting hurt, and is not above hiding somewhere and recovering via wand of cure light wounds before

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returning to finish the job. He will use invisibility and flight to escape if need be.

STATISTICS

Str 20, **Dex** 28, **Con** 18, **Int** 16, **Wis** 12, **Cha** 12

Base Atk +12; **CMB** +17; **CMD** 36

Feats Dodge, Improved Initiative, Improved Precise Shot, Iron Will^B, Mobility, Point Blank Shot, Precise Shot^B, Rapid Shot, Ruthless Strike, Shot on the Run, Weapon focus (shortbow)^B

Skills Acrobatics +28, Bluff +20, Craft (alchemy) +22, Craft (trapmaking) +22, Disable Device +28, Escape Artist: +25, Knowledge (local) +22, Perception +20, Sleight of Hand +19, Stealth +28 Use Magic Device +20

Languages Aneishi, Balite, Common, Exodite, Sobeka
SQ enhancements, rogue talents (bleeding attack, combat trick (Precise Shot), dispelling attack, fast stealth, skill mastery, weapon training (Weapon Focus (shortbow))), shadow jump, vampiric recovery

Combat Gear necklace of fireballs (type III), wands of mage hand (CL 20, 8 charges), cure light wounds (40 charges), invisibility (8 charges), see invisibility (10 charges), and shield (12 charges); **Equipment** mwk composite shortbow [+5 Str] with 20 arrows, +4 mithral shirt, belt of incredible dexterity +4, cloak of resistance +2

SPECIAL ABILITIES

Arcane Infusion (Sp) Rigel may cast any of the following spells as a spell-like ability with no need for somatic components: *Crimson Shield*, *Death Knell*, *Quickened Invisibility*, *Lacerate*, *Murderer's Mark*, and *Vampiric Touch*. The spells are cast as a 16th-level wizard. Rigel may do this 6 times per day. The save DC is 21 for all spell like abilities.

Blood Thirst (Su) Each time a creature who Rigel threatens is wounded in a combat encounter, He may make an attack of opportunity against them. Blood Thirst does not allow Rigel to make attacks of opportunity beyond his normal allowance.

Enhancements (Ex) Valos has enhanced Rigel such that he has gained the Fire subtype and the advanced creature simple template.

Shadow Jump (Su) As a standard action, Rigel may jump up to 160 feet through shadows per day. This quantity may be split into intervals of any size, but even the smallest interval counts as 10 feet.

Skill Mastery (Ex) Rigel may take 10 on the following **Skills** at any time: Acrobatics, Disable Device, Escape Artist, Perception, Stealth, and Use Magic Device.

Twist the Blade (Ex) Any time Rigel rolls average or better damage on his weapon damage roll, he may twist

the blade as a free action, causing the damaged individual to become shaken for 1 round.

Vampiric Recovery (Su) Rigel recovers 3 hit points each time any creature is wounded within 60 feet of his position.

FIRST-OF-MANY

First-Of-Many is frightening spider-like creature known as an Aneishi. He was originally trained as a weapon for battling against the Sorcerer kings, and was the most 'interesting' Aneishi blood sample that Valos could acquire. After extensive experimentation, Valos improved First-Of-Many's bloodline in a number of ways and now uses the creature as a scout, instigator, and assassin. First-Of-Many's methods are legendary; stories of corpses riddled with dozens of barbed spines have prompted an almost cryptozoological interest in his pursuit (it is commonly believed to be the work of a manticore).

Valos uses First-Of-Many as a means to prompt wars between factions who are suspicious of one another, and has also assigned him as the enforcer in charge of dealing with the rank and file of the Crimson Hand.

PERSONALITY

First-Of-Many is soft-spoken, apologetic, and polite – a personality that contrasts sharply with the other enforcers of the Crimson Hand. In combat he often apologizes when he's about to do something particularly horrifying. While more than a little awkward he is actually pleasant to deal with and eager to please, making him the enforcer who is often assigned to deal with new recruits. First-Of-Many is very thin and often cold, and will complain about this, sneezing.

FIRST-OF-MANY-CR8

XP 4,800

Male Aneishi ranger 1

LE Medium monstrous humanoid (First One)

Init +6; **Senses** darkvision 60 ft; **Perception** +12

DEFENSE

AC 27, touch 16, flat-footed 21 (+5 armor, +6 Dex, +6 natural)

hp 110 (8 HD; 8d10+40+1)

Fort +10, **Ref** +14, **Will** +7

Defensive Abilities evasion, uncanny dodge; **Immune** web effects

OFFENSE

Speed 30 ft.

Melee Mwk short chain +14/+9 melee (2d4+4)

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Ranged Mwk composite longbow [Str +3] +14/+9
(1d8+3/x3)

Special Attacks Bloodbond Strike, favored enemy
(humans +2), Ruthless Strike

Spell-Like Abilities (CL 7th, Concentration +9, +13
casting defensively)

At will – spider climb

3/day – web (DC 14)

TACTICS

Before Combat First-Of-Many prepares himself by drinking the potion of displacement and activating spider climb.

During Combat First-of-Many attempts to dominate the battlefield with his web spell-like ability, creating areas that only he can safely navigate through. He uses webs both to entrap his opponents and protect himself. He attempts to isolate an opponent, and then attack them full force, relying upon extra damage from bloodbond strike and constant attacking to score a kill.

Morale First of Many is generally concerned with tracking and not fighting. If fighting a losing battle, he will drink his potion of invisibility and withdraw, fading into the city streets. His quick movement makes it difficult to track him.

STATISTICS

Str 16, Dex 22, Con 20, Int 14, Wis 12, Cha 15

Base Atk +7; CMB +10; CMD 26

Feats Bloodbond Strike, Exotic Weapon Proficiency
(short chain), Ruthless Strike, Weapon Finesse

Skills Acrobatics +13, Knowledge (Geography) +12,
Knowledge (Nature) +12, Perception +12, Stealth +11,
Survival +11 (+12 to follow tracks) Use Magic Device
+9

Languages Aneishi, Common, Exodite

SQ ranger wild empathy +3, spider empathy +13, track
+1

Combat Gear potions of displacement and invisibility;

Equipment mwk composite longbow [+3 Str] with 20
arrows, +1 mithral shirt, cloak of resistance +1

SPECIAL ABILITIES

Bloodbond Strike (Ex) Whenever an attack that First-Of-Many launches deals damage, subsequent weapon attacks he launches deal an additional point of damage. This additional damage stacks up to +13, but returns to 0 if at any point First-Of-Many does not land an attack in a round.

Short Chain (Ex) This is a unique Aneishi weapon, a shorter version of a spiked chain. It is wielded near its



center, negating any reach it had but allowing its use as a double weapon. It can be used with weapon finesse.

Spider Empathy (Ex) This ability functions as the druid's wild empathy, save that an Aneishi can only use this ability on spiders. An Aneishi gains a +4 racial bonus on this check. Spiders are mindless, but this empathic communication imparts to them a modicum of implanted intelligence, allowing Aneishi to train giant spiders and use them as guardians.

FIRST-OF-MANY = CR 14

XP 38,400

Male Aneishi ranger 4/Crimson Hand Enforcer 3

LE Medium monstrous humanoid (First One)

Init +6 (+8 urban); **Senses** darkvision 60 ft; Perception
+18

DEFENSE

AC 29, touch 16, flat-footed 22 (+7 armor, +6 Dex, +6
natural)

hp 155 (14 HD; 14d10+70+4)

Fort +15, **Ref** +19, **Will** +11

Defensive Abilities evasion, uncanny dodge; **Immune**
web effects

OFFENSE

Speed 30 ft.

ENEMIES OF NEOEXODUS: THE CRIMSON HAND

Melee +1 short chain +20/+15/+10 melee (2d4+7), or +1 short chain +18/+13/+8 melee (2d4+5) and +1 short chain +18/+13 melee (2d4+3)

Ranged +1 composite longbow [Str +5] +20/+15/+10 (1d8+6/x3)

Special Attacks Bloodbond Strike, blood thirst, favored enemy (humans +2), favored terrain (urban +2), Ruthless Strike, twist the blade

Ranger Spells (CL 1st; concentration +2)

1st – resist energy

Spell-Like Abilities (CL 7th, Concentration +9, +13 casting defensively)

At will – spider climb

3/day – web (DC 14)

Plus see Arcane Infusion

TACTICS

Before Combat First-Of-Many prepares himself by drinking the potion of displacement, casting resist energy and activating spider climb.

During Combat First-Of-Many is a difficult opponent from both range and melee. He generally opens with webs then closes on an opponent to engage in melee. First-Of-Many is an expert tracker and will often pursue fleeing opponents. His natural talent in hiding makes him a dangerous enemy. In combat he is known to use his web spell-like ability to create paths only he can safely navigate and/or stay out of reach.

Morale First-Of-Many is a tracker, not really an out and out fighter. If faced with a difficult situation, First-Of-Many will often turn invisible and flee. He will seek out groups of civilians to hide amongst; in his preferred urban environment he can become impossible to track.

STATISTICS

Str 18, **Dex** 22, **Con** 20, **Int** 14, **Wis** 12, **Cha** 15

Base Atk +14; **CMB** +18; **CMD** 34

Feats Bloodbond Strike, Endurance^B, Exotic Weapon Proficiency (short chain), Improved Two-Weapon Fighting, Ruthless Strike, Two-Weapon Fighting^B, Weapon Finesse, Weapon Focus (longbow), Weapon Focus (short chain)

Skills Acrobatics +23, Knowledge (geography) +19, Knowledge (local) +7, Knowledge (nature) +19, Perception +18, Stealth +18, Survival +18 (+20 to follow tracks), Use Magic Device +19

Languages Common, Aneishi, Exodite

SQ combat style feat (Two-Weapon Fighting), hunter's bond (companions), ranger wild empathy +6, spider empathy +13, track +2, vampiric recovery

Combat Gear potions of displacement and invisibility; **Equipment** +1/+1 short chain, +1 composite longbow [+5 Str] with 20 arrows, +3 mithral shirt, belt of giant strength +2, cloak of resistance +2

SPECIAL ABILITIES

Arcane Infusion (Sp) First-Of-Many may cast any of the following spells as a spell-like ability with no need for somatic components: *Crimson Shield*, *Death Knell*, *Quickened Invisibility*, *Lacerate*, *Murderer's Mark* and *Vampiric Touch*. The spells are cast as a 14th-level wizard. First-Of-Many may do this 5 times per day. The save DC is 20 for all spell like abilities.

Bloodbond Strike (Ex) Whenever an attack that First-Of-Many launches deals damage, subsequent weapon attacks he launches deal an additional point of damage. This additional damage stacks up to +19.

Blood Thirst (Su) Each time a creature who First-Of-Many threatens is wounded in a combat encounter, He may make an attack of opportunity against them. Blood Thirst does not allow First-Of-Many to make attacks of opportunity beyond his normal allowance.

Short Chain (Ex) This is a unique Aneishi weapon, a shorter version of a spiked chain. It is wielded near its center, negating any reach it had but allowing its use as a double weapon. It can be used with weapon finesse.

Twist the Blade (Ex) Any time First-Of-Many rolls average or better damage on his weapon damage roll, he may twist the blade as a free action, causing the damaged individual to become shaken for 1 round.

Vampiric Recovery (Su) First-Of-Many recovers 3 hit points each time any creature is wounded within 60 feet of his position.

TASKAL

Taskal is a talented warrior, an Exodite with great physical and mental resilience. He is a prized messenger. Taskal's prodigious memory serves him as a carrier of sensitive information. Valos has worked hard since his birth to ensure a strong sense of loyalty. Taskal is the most trustworthy of the enforcers and as such is privy to all manner of secrets.

PERSONALITY

While above average in intellect, Taskal stands out as extremely perceptive with an excellent memory. He is unquestionably loyal to the point of being nearly fanatical. Taskal prefers to evade as opposed to engage, although he is quite capable of fighting if need be. Taskal is staunchly lawful and sees any form of loyalty as a positive character trait.

TASKAL-GR7

XP 3,200

Male Exodite fighter 4/Crimson Hand Enforcer 3

LE Medium Humanoid (Fire, First One)

Init +8; **Senses** darkvision 120 ft; **Perception** +10

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armour, +4 Dex)

hp 75 (7 HD; 7d10+28+4)

Fort +11, **Ref** +8, **Will** +9, +1 versus fear

Defensive Abilities bravery +1, fire subtype, vulnerability to cold

OFFENSE

Speed 30 ft.

Melee Mwk ranseur +16/+11 melee (2d4+12, x3)

Space 5 ft.; **Reach** 10 ft.

Special Attacks blood thirst, twist the blade

Spell-Like Abilities See Arcane Infusion

TACTICS

Before Combat He drinks his potions before entering combat, if he has time to prepare himself (bonuses not included).

During Combat Taskal often activates combat expertise to improve his AC if his opponents easily strike him, but he naturally prefers to attack using his reach. In combat he focuses on defense and wears his opponents down with his vampiric healing.

Morale Taskal hates to be outclassed and will flee if he thinks a fight is not a sure bet. This doesn't mean he won't try to strike back if an opportunity presents itself.

STATISTICS

Str 24, **Dex** 19, **Con** 18, **Int** 12, **Wis** 16, **Cha** 12

Base Atk +7; **CMB** +14; **CMD** 28

Feats Combat Expertise, Combat Reflexes^B, Improved Initiative, Iron Will^B, Ruthless Strike, Stand Still, Weapon Focus (Ranseur)^B, Weapon Specialization (Ranseur)^B

Skills Acrobatics +14, Perception +10, Sense Motive +9, Stealth +14

Languages Common, Exodite, Khaynite

SQ armor training 1, enhancements, shadow jump, vampiric recovery

Combat Gear potions of barkskin, bull's strength and haste; **Equipment** mwk ranseur, +1 mithral shirt, cloak of resistance +1

SPECIAL ABILITIES

Arcane Infusion (Sp) Taskal may cast any of the following spells as a spell-like ability with no need for somatic components: *Crimson Shield*, *Death Knell*,



Quickened Invisibility, *Lacerate*, *Murderer's Mark*, and *Vampiric Touch*. The spells are cast as a 7th-level wizard. Taskal may do this 4 times per day. The save DC is 19 for all spell like abilities.

Blood Thirst (Su) Each time a creature who Taskal threatens is wounded in a combat encounter, He may make an attack of opportunity against them. Blood Thirst does not allow Taskal to make attacks of opportunity beyond his normal allowance.

Enhancements (Ex) Valos has enhanced Taskal such that he has gained the Fire subtype and the advanced creature simple template.

Shadow Jump (Su) As a standard action, Taskal may jump up to 70 feet through shadows per day. This quantity may be split into intervals of any size, but even the smallest interval counts as 10 feet.

Twist the Blade (Ex) Any time Taskal rolls average or better damage on his weapon damage roll, he may twist the blade as a free action, causing the damaged individual to become shaken for 1 round.

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Vampiric Recovery (Su) Taskal recovers 3 hit points each time any creature is wounded within 60 feet of his position.

TASKAL - CR 14

XP 38,400

Male Exodite Fighter 11/Crimson Hand Enforcer 3

LE Medium humanoid (Fire, First One)

Init +9; **Senses** darkvision 120 ft; **Perception** +15

DEFENSE

AC 26, touch 17, flat-footed 20 (+9 armor, +5 Dex, +1 deflection, +1 dodge)

hp 148 (14 HD; 14d10+56+11)

Fort +15, **Ref** +12, **Will** +12, +3 versus fear

Defensive Abilities bravery +3, fire subtype, vulnerability to cold

OFFENSE

Speed 30 ft.

Melee +1 ranseur +27/+22/+17 melee (2d4+18, x3)

Space 5 ft.; **Reach** 10 ft.

Special Attacks blood thirst, twist the blade, weapon training (+3 polearms, +2 spears, +1 light blades)

Spell-Like Abilities See Arcane Infusion

TACTICS

Before Combat Taskal drinks his potions before entering combat, if he has time to prepare himself (bonuses not included).

During Combat Taskal is an exceptionally cautious fighter. If he is surprised without his full defenses up he turns invisible and flees. Then he places his defenses, assesses his opponents, and decides whether to strike or not. Taskal often activates combat expertise to improve his AC if his opponents easily strike him, but he naturally prefers to attack using his reach. In combat he focuses on defense and wears his opponents down with his vampiric healing.

Morale Taskal likes fights he can predictably win. He is perfectly happy to use a combination of invisibility, full defense actions, and lacerate to slowly defeat his opponents. However if he outmatched he makes a strategic escape as quickly as possible.

STATISTICS

Str 27, **Dex** 20, **Con** 18, **Int** 12, **Wis** 16, **Cha** 12

Base Atk +14; **CMB** +22; **CMD** 37

Feats Combat Expertise, Combat ReflexesB, Dodge, Improved Initiative, Iron WillB, Lightning StanceB, Mobility, Ruthless Strike, Spring Attack, Stand Still, Weapon Focus (Ranseur)B, Weapon Specialization (Ranseur)B, Whirlwind AttackB, Wind StanceB

Skills Acrobatics +19, Perception +15, Sense Motive +15, Stealth +19

Languages Common, Exodite, Khaynite

SQ armor training 3, enhancements, shadow jump, vampiric recovery

Combat Gear potions of barkskin, bull's strength and haste; **Equipment** +1 ranseur, +3 mithral breastplate, belt of giant strength +2, cloak of resistance +2, ring of protection +1

SPECIAL ABILITIES

Arcane Infusion (Sp) Taskal may cast any of the following spells as a spell-like ability with no need for somatic components: *Crimson Shield*, *Death Knell*, *Quickened Invisibility*, *Lacerate*, *Murderer's Mark* and *Vampiric Touch*. The spells are cast as a 14th-level wizard. Taskal may do this 4 times per day. The save DC is 19 for all spell like abilities.

Blood Thirst (Su) Each time a creature who Taskal threatens is wounded in a combat encounter, He may make an attack of opportunity against them. Blood Thirst does not allow Taskal to make attacks of opportunity beyond his normal allowance.

Enhancements (Ex) Valos has enhanced Taskal such that he has gained the Fire subtype and the advanced creature simple template.

Shadow Jump (Su) As a standard action, Taskal may jump up to 140 feet through shadows per day. This quantity may be split into intervals of any size, but even the smallest interval counts as 10 feet.

Twist the Blade (Ex) Any time Taskal rolls average or better damage on his weapon damage roll, he may twist the blade as a free action, causing the damaged individual to become shaken for 1 round.

Vampiric Recovery (Su) Taskal recovers 3 hit points each time any creature is wounded within 60 feet of his position. This stacks with his regular fast healing.

PLAYER OPTIONS

The Crimson Hand is not only an NPC villain organization, but also a potential ally to the players. The following prestige class, feat, and spell options are available to players who ally themselves with Valos.

As a hard and fast rule, a campaign with PCs working inside the Crimson Hand is best played with a lawful to true neutral or lawful to neutral evil-leaning party. Chaotic-aligned characters will likely chafe under the organization's extremely focused and political goals, and good characters might well find Valos's amoral purposes too dark for their liking. Such a campaign works best in urban settings.

CRIMSON HAND ACOLYTES

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+1	+0	+1	Blood Offering, Crimson Sign I	-----
2	+1	+1	+1	+1	Crimson Sign II	+1 level of existing arcane spellcasting class
3	+1	+2	+1	+2	Exsanguinate, Crimson Sign III	+1 level of existing arcane spellcasting class

Note that these prestige classes, feats, and abilities are more powerful than most baseline class features and feats available. This is intentional; the Crimson Hand is a powerful organization with definite advantages for membership. The trade-off has to be played out carefully – working within the goals of the organization must be presented as a real difficulty, and the high-stakes nature of the conflicts involved is the ‘cost’ of membership. If a GM isn’t inclined to spotlight the obedience and risk aspects of joining the Crimson Hand, then they must be sure they can deal with increased powers that come with no sacrifices.

PRESTIGE CLASSES

CRIMSON HAND ACOLYTES

The Crimson Hand Acolytes are the elite, arcane tier of the Crimson Hand. Many are trained by either Valos or Lucia personally, and fulfill strategic positions within the organization itself. Crimson Hand Acolytes are often found singly and under deep cover, only communicating with their organization through magic. The decentralized structure of the Crimson Hand allows them to operate nearly independently with no apparent ties to their core organization.

Hit Die: D6

REQUIREMENTS

Qualifications for the Crimson Hand Acolyte are as follows.

Skills: Knowledge: religion 9 ranks

Abilities: Wisdom 13+

Alignment: Any non-good

Spellcasting: Ability to cast 5th-level arcane spells

Special: In order to become a Crimson Hand Acolyte, a character must be sponsored by an existing member of the Crimson Hand and must pass through an initiation ritual.

CLASS SKILLS

The Crimson Hand Acolyte’s class skills are: Bluff (Cha), Craft (Int), Disguise (Cha), Fly (Dex), Heal (Wis), Knowledge (any, taken individually) (Int), Perception

(Wis), Profession (Wis), Spellcraft (Int), Use Magic Device (Cha)

Skill Points at Each Level: 2+ int modifier

CLASS FEATURES

Weapon and Armor Proficiency: Crimson Hand Acolytes are proficient with all simple weapons, no shields, and no armor. Wearing armor causes an arcane spell failure chance as normal.

Blood Offering (Su): A Crimson Hand Acolyte can expend some of their own blood in order to enhance the power of their magic. By expending hit points, they may temporarily boost their caster level. For every 5 hit points expended, their effective caster level is boosted by 1 for 1 round. This is a free action usable on the Acolyte’s turn. A Crimson Hand Acolyte may increase their caster level by a maximum of 5.

Crimson Sign (Sp): At second level, a Crimson Hand Acolyte gains the ability to manifest the Crimson Sign. This is a bright red, glowing rune that hangs in the air at a location within close range of the caster, and the effect of which triggers on any creatures who aren’t affiliated with the Crimson Hand.

The Crimson Sign is very similar to the various symbol spells but without a material component. Crimson Sign I allows the casting of symbol of fear and symbol of pain. Crimson Sign II allows symbol of stunning and symbol of seakness. Crimson Sign III allows symbol of insanity and symbol of death. Crimson Signs may only be used once per day. Regardless of the effect chosen, the save DC (if any) is equal to 13 + class level + intelligence modifier.

Exsanguinate (Su): When targets are reduced to zero hit points by the magic or a supernatural or spell-like ability of a Crimson Acolyte, they may opt to activate Exsanguinate as a free, immediate action. As opposed to being merely reduced to 0 hit points, a target affected by Exsanguinate is immediately reduced to -10 hit points and killed. The Crimson Acolyte gains 5 hit points, and a spell slot of equal or lower level than the spell which triggered Exsanguinate is refreshed for use. Spells which reduce multiple targets to 0 hit points simultaneously can

CRIMSON HAND ENFORCER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+1	+0	Blood Thirst, Twist the Blade
2	+2	+1	+1	+1	Arcane Infusion
3	+3	+2	+2	+1	Vampiric Recovery

trigger Exsanguinate more than once and restore additional hit points, but not additional spell levels.

TACTICS AND CONSIDERATIONS

Crimson Hand Acolytes, while capable in combat, generally prefer not to engage their targets directly. Most remain undercover or hide within a Crimson Hand safehouse. Such safehouses are filled with strategically placed thralls who the Acolytes are not above catching and killing in area of effect spells in order to trigger Exsanguinate. Any safehouse is also heavily protected by Crimson Signs.

CRIMSON HAND ENFORCER

The Crimson Hand Enforcers are elite combat units within the Crimson Hand. Usually in groups, the Enforcers act as guards and agents when called upon. These individuals are stealthy, subtle, and organized into small cells which receive orders through the Crimson Hand Acolytes, or through more senior, roving Enforcers. There is a strong culture of secrecy surrounding the Enforcers and many lead double lives as town watchmen, members of the military or even elite guards of the nobility.

Hit Die: D10

REQUIREMENTS

Qualifications for the Crimson Hand Enforcer are as follows.

Base Attack Bonus: +3

Skills: None

Abilities: Strength 13+

Alignment: Any non-good

Feats: Ruthless Strike

Special: In order to become a Crimson Hand Enforcer, the character must be sponsored by an existing member of the Crimson Hand and pass through an initiation ceremony.

CLASS SKILLS

The Crimson Hand Enforcer's class skills are: Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Int), Heal (Wis), Knowledge (local, religion) (Int), Profession (Wis), Spellcraft (Int), Stealth (Dex), Swim (Str), Use Magic Device (Cha)

Skill Points at Each Level: 4+ int modifier

CLASS FEATURES

Weapon and Armor Proficiency: Crimson Hand Enforcers are proficient with all simple and martial weapons, no shields, and all armor.

Blood Thirst (Su): A Crimson Hand Enforcer draws power from blood spilled during combat. The Crimson Hand Enforcer may make an attack of opportunity against a creature he threatens each time it is wounded in a combat encounter. Blood Thirst does not allow a Crimson Hand Enforcer to make attacks of opportunity beyond their normal allowance. Blood Thirst is not triggered from wounds that the Enforcer himself inflicts, and may only trigger a maximum number of times in a round equal to the Crimson Hand Enforcer's class level.

Twist the Blade (Ex): If the Crimson Hand Enforcer deals above average damage or better on a weapon damage roll, he may twist the blade. This causes his target to become shaken for 1 round.

Arcane Infusion (Sp): Due to the association with the Crimson Hand Acolytes, Crimson Hand Enforcers gain a small amount of magical power. A Crimson Hand Enforcer may cast any of the following spells as a spell-like ability with no need for somatic components: *Crimson Shield*, *Death Knell*, *Quickened Invisibility*, *Lacerate*, *Murderer's Mark*, and *Vampiric Touch*. The spells are cast as a wizard with a level equal to the Enforcer's character level. A Crimson Hand Enforcer may do this 3 times per day, plus an additional number of times per day equal to their intelligence modifier. The save DCs for all spell-like abilities are equal to 15 + class level + intelligence modifier.

Vampiric Recovery (su): Shedding Blood in the vicinity of a Crimson Hand Enforcer is a losing proposition. Each time a creature (friend or foe) is wounded within 60 feet of a Crimson Hand Enforcer, he recovers 1 hit point per class level. If the Crimson Hand Enforcer possesses the sneak attack class feature, he recovers an additional hit point.

TACTICS AND CONSIDERATIONS

Crimson Hand Enforcers often operate in groups. Many have levels in rogue and utilize paired weapons so as best to take advantage of Vampiric Recovery and their spell-like abilities. The pack-hunting nature of the Enforcers causes them to gang up on a single target,

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often utilizing combat reflexes to make many more attacks than they would normally be able to inflict.

CRIMSON HAND FEATS

Following are a variety of feats available for members of the Crimson Hand. These are not intended to be generally available feats and it is not advised to allow them for player use unless the PCs are themselves members of the organization.

BLOODBOND STRIKE - CRIMSON HAND

Prerequisite: Strength 13+

Benefits: As a warrior of the Crimson Hand, you've learned to draw upon the power of your opponent's blood in order to deal more grievous wounds. Each time one of your attacks deals damage to a hostile target and draws blood or some other vital fluid, subsequent weapon attacks you launch deal 1 additional point of damage. This is considered an exceptional effect. The bonus damage maximizes at a bonus equal to the character's level. If an attack is not landed on your turn, the bonus damage from Bloodbond Strike returns to 0.

Special: A fighter may choose Bloodbond Strike as a bonus feat.

BURST OF VITALITY - CRIMSON HAND

Prerequisite: Constitution 13+

Benefits: As a free action on your turn, you may sacrifice hit points to gain a brief burst of vitality. You may sacrifice any number of hit points and gain double that amount of temporary hit points. These temporary hit points persist until the end of the round.

Special: A fighter may choose Burst of Vitality as a bonus feat.

JUGULAR STRIKE - CRIMSON HAND

Prerequisite: Sneak attack class feature, character level 6

Benefits: You can go for the jugular with a sneak attack. Once per round when you could strike a target with sneak attack, you may sacrifice any number of sneak attack dice to attempt a jugular strike. Your opponent must make a Fortitude save with a DC equal to 10 + the number of sneak attack dice you have, + the number of sneak attack dice you sacrifice. If they fail, the attack is treated as a coup de grace. It does not provoke attacks of opportunity. Jugular Strike may only be applied to a single sneak attack per round.

RUTHLESS STRIKE - CRIMSON HAND

Prerequisite: none

Benefits: You give no quarter when in combat. Characters with the ruthless strike feat cannot deal subdual damage. Any attack which would normally cause subdual damage is converted to lethal damage. If at any point a character with Ruthless Strike rolls maximum weapon damage, the target of the attack takes 2 points of constitution damage in addition to all other effects. In order to use ruthless strike you must be serious about dealing damage and must wield weapons appropriate for your size. Weapons that deal a set amount of damage or use a die smaller than a D4 are not affected by Ruthless Strike.

Special: A fighter may choose Ruthless Strike as a bonus feat.

CRIMSON HAND SPELLS

ARTISAN'S ESSENCE

School Enchantment; Level 8

Casting Time 10 minutes

Components S, M

Range any

Target single manufactured object

Duration instantaneous

Saving Throw Will negates (harmless); Spell

Resistance no

Artisan's Essence utilizes the blood of a skilled crafter to impart magical qualities into an object. A body can only be used to cast Artisan's Essence once. As the spell is cast, the blood is used to inscribe magical writings in a special circle around the object in question. When completed, the blood burns black and the object is instilled with magic.

This spell does not completely replace magical crafting. For every +1 in an appropriate craft skill that the artisan sacrifice had, Artisan's Essence reduces the gold piece cost requirement of item creation by 250, and the number of days of crafting required by 2. There is a minimum of 1 day required for crafting but no minimum for cost.

BLOOD MONEY

School Transmutation; Level 3

Casting Time 10 minutes

Components S, M

Range touch

Target one art object or gemstone

Duration instantaneous

Saving Throw Will negates (harmless); Spell

Resistance no

Blood Money requires a substantial amount of blood to cast. This blood must be taken from a wealthy individual

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of at least a person of landed-noble status and poured or brushed over the target object during a ceremony (a single corpse generally produces enough blood to treat 5 items). The blood hardens and becomes black on the object, then flakes away to reveal a brighter, higher quality piece of art or gemstone. Blood Money increases the value of the target item by 10%. Blood Money may not be cast on a single object more than once.

CRIMSON SHIELD

School Abjuration; Level 3

Casting Time 1 swift action

Components S, M

Range personal

Target you

Duration 1 round

Saving Throw Will negates (harmless); Spell Resistance no

Crimson Shield is unusual amongst the spells of the Crimson Hand in that the sacrifice required is actually the caster himself. The caster swiftly draws a small amount of his own blood, which glows white then bursts outward into a protective, red shield of sigils. The caster cannot be affected by any exterior force while the spell is active. He does not take damage of any sort and gains immunity to all attacks. However, he gains a negative level. Effects which prevent level loss counter this spell.

Note: If there is any spell you want to bar from player access, Crimson Shield is the one. On a major villain opponent who uses it once or twice in a battle it's an interesting mechanic, but in the hands of players it could well end up being a nightmare.

LACERATE

School Evocation [force]; Level 4

Casting Time 1 standard action

Components S, M

Range close

Target single creature

Duration instantaneous

Saving Throw none; Spell Resistance no

Lacerate strikes a nearby target with an invisible blade of force, slicing them open and causing excessive blood loss. The caster must make a ranged touch attack. If successful, the target takes 1d6 force damage per caster level (maximum 10d6), and takes subsequent bleeding damage. The bleeding damage is equal to 1 point per caster level per round (maximum 10 per round). A creature struck by Lacerate loses any fast healing or regeneration they may have. The blood loss can be stopped by applying healing magic or through a DC 25 heal check as a full round action.

LINEAL DOMINATE

School Enchantment [charm]; Level 9

Casting Time 10 minutes

Components S, M

Range any

Target special

Duration instantaneous

Saving Throw Will negates; Spell Resistance no

An insidious and politically significant spell, Lineal Dominate does not require any particular type of blood, but its effects are more powerful when the sacrifice is from a wealthy or powerful family. When the ceremony is complete, the caster uses a sacrifice's blood to inscribe the First One sigil of command onto a mirror. The sigil burns black when the spell triggers.

All first degree blood relatives of the target must make a Will save (-4) or be instantaneously and permanently dominated (as per dominate monster, with the caveat that protection from evil or mind blank type effects do not block the control). All second degree blood relatives must make a will save (-4) or be instantaneously and permanently charmed (as per charm monster). Unlike a regular dominate monster, the dominated individuals will act as if they are merely charmed when not under the caster's direct control.

Other than magic such as a wish or miracle applied to each affected individual, this spell cannot be countered or cancelled. The only way to remove the magic is to smash the mirror inscribed with the sigil of command. The dominated and charmed individuals do not radiate magic. However, the presence of the spell can be detected by a slight red tint in the enchanted targets' eyes ([DC 15+Lineal Domate caster level] perception check to notice if looking). A spellcraft check (DC as per above) is required to recognize the sign.

MURDERER'S MARK

School Necromancy; Level 1

Casting Time 1 standard action

Components S, M

Range personal

Target you

Duration 10 minutes/level

Saving Throw Will negates (harmless); Spell Resistance no

Murderer's Mark requires that the caster's hands be red with the blood of a sacrifice. In order for the spell to be effective, the sacrificed person must have been someone who has taken the life of a sentient individual. (A single corpse can produce enough blood for 20 castings.) As the spell is cast, the blood glows briefly red then hardens and becomes black for the duration of the spell.

Murderer's Mark allows the caster to increase the DCs of all of his necromancy and death effects (such as the assassin's death attack) by 2. Additionally, he gains 1d6 sneak attack. This sneak attack stacks with any existing sneak attack he already has.

SANGUINE INSIGHT

School Divination; Level 6

Casting Time 10 minutes

Components S, M

Range touch

Target single touched creature

Duration instantaneous

Saving Throw Will negates (harmless); Spell

Resistance no

Sanguine Insight requires the blood of a wizard or similar arcane magic user. A body can only be used to cast Sanguine Insight once. As the spell is cast, a bit of the sacrifice's blood is dabbed on the caster's thumb, which he then presses against the target's forehead to form a third eye dot. The third eye quickly burns black then flakes away.

The target gains knowledge that the sacrifice had. He may ask up to 5 questions that the sacrifice would know answers to and have them answered to the best of the sacrifice's knowledge. Additionally, if the target is an arcane caster with a spellbook, he may instantly add two spells that the sacrifice knew to his spellbook.

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Written By Neal Bailey, Julian Neale with Louis Porter Jr

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Attacks (#)								


Special / Notes




LOUIS PORTER JR.
DESIGN

DELAY or READY

UNCONSCIOUS

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Attacks (#)								


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Attacks (#)								


Special / Notes



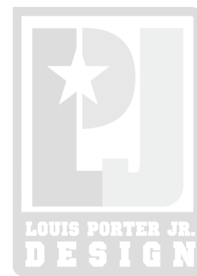
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Attacks (#)								

Special / Notes



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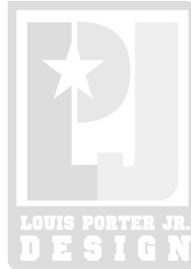
DELAY or READY

UNCONSCIOUS

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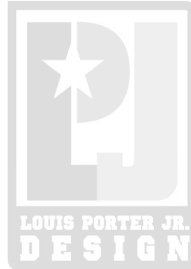
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UNCONSCIOUS

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RANGE	<input type="text"/>						
Languages							



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