ENEMIES OF NEOEXODUS: FOLDING CIRCLE

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ENEMIES OF NEOEXODUS: FIRST ONES

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ENEMIES OF NEDEXODUS

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HISTORY OF THE FOLDING CIRCLE

The History of the Folding Circle is shrouded in mystery, to the extent that anyone outside the core of the group is not clear on how the organization came about. In truth, the events that lead to the formation of this small, secretive clique took place in the last 10 years and began when Makesh stumbled across a most curious artifact.

MAKESHAND THE GATE

Makesh was a small-time tribal warrior from the wilds of Sametia. During his youth, the land plunged into chaos when intense warfare erupted amongst the local tribes over control of the fertile Cradle of Life region. Makesh's tribe, Ice River, was small and weak - they could not compete with the other groups, and the tiny tribe lost many members through warfare, disease, and eventually starvation.

Yet there was a single ray of hope. Ancient legends spoke of ruins nestled within the cave known as 'the Deep' – a chasm so vast and dark that none had ever explored its depths and lived to tell the tale. It was said that the ruins within the Deep led to another world, a world of bounty and perfection where men could live in peace. The tribal council, in hopes that a new land for their people would be found within, sent Makesh and his two brothers into the mysterious cave.

What Makesh, Sirus and Arusen found would not save their tribe, but it would change their lives forever.

The three brothers cut a path through strange beasts and made their way into the ancient, magical ruins. But these weren't the ruins of a city or a tomb, no. They were something else entirely: a great barrier, feebly locked down and sealed with the remains of powerful sorcery. Murals of archaic gods emerging from a massive, crimson archway covered the walls.

Makesh's brothers were terrified of the place. They believed it was an unholy temple, designed to keep a horrible demon imprisoned. But Makesh was clear-headed and skeptical as always. To him, the ruins seemed to be the legacy of a very powerful people – a people whose lost magic could benefit the tribe - so he convinced his brothers to continue pressing on and to deal with evil as it arose. It wasn't long before they came across the gate shown in the murals, or at least the remains of it.

The ruined portal was awesome to behold, dwarfing the brothers into insignificance. Makesh approached in wonderment, but as he stepped between the gate's broken pillars, a wave of power and agony ripped through his body. He dropped to his knees. Arusen rushed forward to help, yet when Makesh reached out to grab hold of his hand, there was a flash! - and Arusen fell to the ground. Dead. Makesh and his remaining brother, Sirus, looked at one another in shock and grief. Crestfallen, the two made their way back out of the ancient ruins in silence to bury their brother.

As the brothers stood over Arusen's lonely grave, Sirus's face grew dark. "This place is cursed," Sirus said, "And now you bear its curse yourself. You cannot return to our tribe, Makesh."

"I know," was all Makesh could say. It wouldn't be long before fate would reunite them in the throes of yet another tragedy.

RETURN OF MAKESH

Years passed. Makesh's dark power kept him from civilized lands - instead he eked out an existence in the depths of cruel Sametia, preying upon robbers and brigands for resources when he could. One day, however, he recognized a bandit whom he was about to slay - it was Atras, a member of Ice River!

"Atras, why have you taken this dark road? Have you no honor as a tribesman?"

"M...Makesh? Sirus said that you died in the Deep! Yet you still live?"

Makesh shook his head. "I'm as good as dead, Atras. But even dead men wish to hear news of their kin. Now tell me, why have you stooped to petty brigandry?"

Atras grimaced. "Our tribe was attacked and nearly annihilated. The rest were enslaved. Many of us fled, and, well, there was no other way to survive, Makesh, I..."

"Save your breath, Atras."

Makesh was deep in thought. With his newfound power, he knew he could easily destroy an entire invading army and liberate his people. Perhaps his curse would also be his redemption.

"Take me to them,"

"You'll be killed!"

"No, not with me as I am, Atras. My touch is death. You saw what I did to your compatriots, and you also see that now, you have no choice." One look at Makesh's face was all it took for Atras to realize how true this was.

Five days' travel brought Makesh to his homeland, and what he saw broke his heart. A much larger group, the Whitemoon, clearly dominated tiny Ice River with no thought for dignity or honor. The former tribal lands were little more than an extermination camp, governed by Whitemoon overseers wearing the distinct white pelts of their allegiance. Makesh was beside himself in fury.

He tore into the camp, slaying overseer after overseer with but a touch of his finger, leaving a trail of carnage behind him. As he stood over the final overseer, ready to deliver the deathblow, his heart still called for revenge. He would destroy the Whitemoon entirely for this dishonor to his blood. To his people.

"Now, wretch," he spat, "You will tell me where to find the tribal chief of the Whitemoon, and I will give you an honorable death. If you refuse, I will feed you to the pigs and your spirit will be barred from the afterlife forever."

"I... I... they are at Cardir mountain, but I beg you, please spare my family! We were only acting by the tribal laws, you know that!" The man ducked and shrank away, terrified. Makesh was unimpressed.

"You sickening coward. You're speaking to one who follows the ways of honor, not unjust tribal laws - I am Makesh, and tonight, I become vengeance!"

But as Makesh reached out to deliver the touch of death to the overseer, something went wrong. The overseer flinched, then, somehow, did not perish. Makesh frowned before he drew his maul and finished the job.

"My power has fled me? What can I do?" Makesh sat down, deep in contemplation. All around him, the chaos he had wrought in battle was obvious – corpses numbering in the dozens, Whitemoon overseers and Ice River slaves both. Atras, too, had fallen. But Makesh didn't care; his thoughts were elsewhere. Perhaps the strange temple in the Deep could restore his strength?

Makesh filled with fresh resolve. "I have no other lead, I must return to the Deep before I can finish my task. Brother, I owe you this much, at least."

THEFORGINGOFARD

Upon returning to the Deep, it occurred to Makesh that perhaps it was the stone of the archway itself that granted him the killing touch. He had it in mind to create a great maul from the stone, which would, in theory, allow the death energy to flow through him - yet he was unsure of what would happen if he actually touched the stone.

All doubts left him as he stood before the gate.

"This is a risk I must take." Makesh steeled himself to meet his ancestors if this experiment went awry. And it very nearly did: one touch, then Makesh's world became blinding agony followed by a profound darkness. This warrior, though, was a survivor, and he slowly regained consciousness after nearly a day.

"I yet breathe,"

Makesh looked down to his arm; it was aglow with reddish light as if lava coursed in his veins. He snarled and reached to touch the stone yet again.

Searing pain shot through his body and his vision wavered, but he didn't pass out. Again he touched the stone. Less pain. He was adapting to it!

After three grueling days, Makesh had worked up enough resistance to hold the stone. Tears streamed down his face

THE ANCIENT GATE OF ASHKEA

The gate of Ashkea was not built by the hands of man, and it was never meant to be seen by living eyes. When the Gods first created Exodus, they had forged a world of unaging beings, free from death, strife and disease: a living paradise. However, the Gods still needed a way to take those who were ready for the afterlife, and their solution was the gate of Ashkea. This portal opened directly to the underworld, but with a twist: an immortal passing through was imbued with a slaying touch. This touch of death provided the power to draw the life force directly from a mortal so that his spirit could be brought into the great beyond. Eventually, the mortals waged war against the Gods and destroyed the gate; they believed the Gods were taking their souls only to enslave them all for eternity. Thus, the Gods created illness and death as a punishment for mortal transgressions. But still, the original, ruined gate had remained for untold generations, until it was discovered by Makesh.

in torment as he slowly carved and polished the slate grey rock to perfection - soon the great maul, Aro, was whole.

THE DESTRUCTION OF WHITEMOON

It wasn't long before Makesh made his way through to Cardir mountain. The newly-forged Aro performed well – with its help, Makesh slew ten score men, routing a small army in the process. Triumphant, he stood on the step of the old stone citadel that he would soon be instrumental in destroying. Makesh made his way to the chieftan's hall to confront the leaders of Whitemoon and complete his task; it appeared that victory was at hand!

But what a surprise for Makesh when he walked into that hallowed hall, only to discover the face of his brother amongst his foes.

"Brother!" Makesh cried. "Why do you sit with these bastard dogs, these evil men who would enslave your – our – kin?"

Sirus was clearly terrified. "Makesh, I… surrendered our tribe. Our bloodline will continue on in Whitemoon, even if the lesser families of our people are given over. That was the deal – our most honorable families would join with Whitemoon, the others would be slaves. It was that or destruction!"

Makesh was furious.

"Our most honorable? You! You count yourself amongst our most honorable? One who would sell out the weakest of his kin to save his own life? Regardless of any deal you made, your life ends here."

Makesh slew them to a man. This was the end of Whitemoon, but only the beginning of Makesh's story, and the beginning of the Folding Circle.

ARRIVAL OF NYSSKA

Nysska was a sworn servant of her god, Khayne. Born into a caste of expert spies and assassins, she was the greatest student of her generation, a skilled and silent killer. Her very first assignment turned out to be fateful for her – she was to seek out a man, a mere human, who had mastered the power of the Gate of Ashkea. A gate of the Gods! And she, young Nysska, was to retake that power in the name of Khayne.

Months passed as she searched all the lands of Sametia. Rumors of the man's passage were everywhere – a single warrior who could decimate raiding parties, a man who had carved a swath of destruction through Whitemoon. But Nysska was resourceful and eventually she found him, living like a brigand in the ruins of a long-abandoned fortress. She readied her blade staff. She steeled herself for combat... but suddenly, a slant of moonlight shone across his face – and she cried out in astonishment despite herself. The man was the very image of Khayne in the flesh! Had the power of the gate made this human into a divinity? She squinted in anticipation of a quick death at the hands of one who could well be a God, but was instead surprised to be grabbed and lifted into the air by one arm.

"Woman, why do you spy on me from the darkness?"

"Lord Khayne, I ... "

"I am not Khayne, and I am not your lord."

"... You wear his face."

Makesh grunted and dropped her unceremoniously. "I don't care what you believe. If you intend to do me harm, I will simply destroy you. If you wish to leave, fine. If you wish to stay, fine. You may die swiftly anyway." He sat down again and casually chewed on a rough loaf of bread.

Nysska gazed at him intently. No, he wasn't Khayne, but she could clearly feel *divine power* arcing from him. When he touched her she had weakened considerably, and now she felt drunk and exhausted. It wasn't long before she passed out.

The next morning, Nysska awoke to find Makesh preparing to break camp.

"Oh, you're not dead. Odd." Makesh glanced at her appraisingly. In the grey morning air, she could see the maul, Aro, and the symbol carved across its surface – a jagged ring. The symbol of Khayne.

"Human," Nysska said cautiously, "How have you learned of that symbol?"

Makesh shrugged. "It was already on the stone I forged Aro from. It's brought me great luck and power in battle."

He looked like Khayne, followed the same brutal justice, and carried the god's symbol. Even if this man didn't know it, he was chosen by her lord for some special purpose.

"If you don't mind, human, I will travel with you for a while. Last night found me confused, but now I think we must talk. You know of the Gate."

Makesh looked up, instantly alert. "What of it?"

"We have much to speak about."

ENTER THE DESTROYER

Makesh heard a thousand tales from the small human villages on the outskirts of Koryth, tales of rampaging beasts with the strength of 5 men and cunning minds. Makesh, of course, didn't heed the warnings. Confident in his power, he decided to travel through the heart of Koryth and destroy any of these lawless 'Enuka' who dared to challenge him. And challenge him they did.

But the challenges were for nothing - Makesh proved more than a match for any of the tribes that faced him. Hundreds of Enuka died by his hand or by the hand of his companion Nysska, now a warrior in her own right. Makesh's massive power grew ever greater; Nysska had taught him a great deal about the rites of Khayne, and *divine power* flowed freely from Makesh like water from a fountain.

Then the Destroyer appeared.

A wave of silence and expectation washed across the assembled Enuka warriors. One by one, they turned and looked upon a single, dark red barbarian. The Destroyer. The legendary beast surveyed his foe, bowed to the ground, and leapt to the attack - the battle was met.

All told, the fight between Makesh and the Destroyer lasted the better part of a night. The assembled warriors looked on in absolute awe as blow after blow was shrugged off, as the ground was scarred, as blood was spilled. Suddenly, Makesh struck what could only be a killing blow, cleaving the Destroyer's head nearly in half. The Destroyer fell. Yet Makesh himself was near death, his body torn to shreds and barely functioning. Nysska ran forward, scattering the remaining Enuka before her.

"Don't worry yourself, Nysska, I've fought my last fight."

Nysska looked down at the dying man and realized she had to make a choice. Long ago, her people had sealed away a group of immortals who had power over various aspects of life and death. One such being, Emok Zenyaka, was a dark demon of corruption and life mingled into one form – that of a vicious disease. Its power was so great that it was sealed into the catacombs in the hopes it could one day be used as a weapon. But Emok could restore mortal bodies as well as destroy them – only an entity such as it

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could help Makesh now. Releasing Emok would certainly earn Nysska the hatred of her clan – who would she choose – this priest of her god, a human, or her family and her birthright? Nysska glanced once more at Makesh's ruined form, and felt a twinge of compassion for perhaps the first time in her life.

"A man with the favor of Khayne will not die while I live."

Nysska stood and prepared her scroll to return to her homeland, but was shocked into silence – the hulking form of the Destroyer towered over her.

"H - how?"

"I am the Destroyer. I'm reborn of my own blood at battle's end."

Nysska gripped her blade staff, ready for attack.

"Put your weapon down. War follows this man, I can smell it on him. And I -- I follow war."

"And?"

"And now I'm his servant. My tribe is his. It is our way."

Nysska's expression was inscrutable. "I..." She shook her head, composing herself.

"He'll die if I don't seek out help from a distant place, immediately."

"We," the destroyer gestured at the assembled warriors, "guard him until you return. Then he decides our fate."

Nysska didn't know if she could trust these beasts, but she had little choice – her scroll would only transport two, and she needed to return with Emok. It was decided.

"I'll return in half a day, creature. When I return, I expect both you and Makesh to be here."

THEBINDINGOFEMOK

Nysska made her way to the Exodite prison-temple. It was a spired, basalt building deep within an uncharted mountain range, invisible to the younger races of the world. The temple was guarded only by powerful magic – no Exodite dared enter this place unless the need was dire. To Nysska, clearly, the need was dire. The entity she sought out, Emok Zenyaka, was incredibly powerful, and releasing it would be the ultimate criminal act. Not only criminal, but potentially deadly – Nysska would have to strike a bargain with the being to keep it from fleeing into the aether, and simple enchantment magic would not do. Powerful beings such as Emok required a pact. Nysska knew that the price could be grave, but in her mind, Makesh was the chosen of Khayne and her life would be a small price to pay to ensure his survival.

Nysska breezed through the guards and wards with ease – her training was specialized to deal with just such defenses. Soon, she was standing before what appeared to be a tomb – a great circular door ringed by glowing blue

BATTLE OF THE DESTROYER

The Enuka tribes of Koryth have a strange custom. Although the various clans are embroiled in constant low scale warfare, they all obey a series of higher laws that relate to every warrior. The greatest of these laws revolves around the selection of the 'Horn Tribe'. The 'Horn Tribe' is their term for whichever group is the overall ruler of what could be seen as the Enuka nation. The method of choosing this group is unique to the Enuka – no vote is cast, no battles take place. Rather, every generation, each tribe offers up a young cub as a sacrifice, selected from among the sons of the mightiest warriors. These youths are brought to the shaman circle. Here, the gathered elders of every tribe prepare to conduct a primal ceremony. Strange magics are worked upon the sacrifices, magics that twist and warp their bodies into new forms. In the end, all but a single youth inevitably die, and the last one remaining is said to be the incarnation of a divine beast - a beast known only as the Destroyer.

The Destroyer, worshipped amongst the Enuka, is believed to be the living embodiment of warfare and conflict. When a youth takes on the mantle of the Destroyer, his birth name is forgotten, and he becomes his role – a totem of violence, destined to lead the tribes of the Enuka into power. So it has been for centuries. No other races dared to intervene in Enuka affairs with the legendary beast leading them - until Makesh arrived in Koryth.

runes, beyond which laid an octagonal chamber with a sarcophagus in its center. Power literally crackled in the air. Nysska was quick to unravel the faint silver threads that sealed the room with arcane force, and the sensation of the shield fading sent a shudder through her body. She slid towards the casket, her footsteps cautious and light.

"No turning back." Nysska opened the lid.

There was a body inside - an ancient, desiccated corpse that looked to have been, at one time, a prymidian woman. Nysska knew that this was the body Emok was bound into, and she could see the mark of containment upon its brow. This didn't stop her from jumping back in alarm as the corpse's eyes flicked open.

"I am awake." Its voice was like a blade on a whetstone.

"Emok Zenyaka. I've come to release you under a pact." Nysska's voice was strong despite the growing terror she felt.

"Haaa... mortals. Go ahead, I am listening."

Nysska stood up straight. "I need your power to save a mortal, a human."

"Heh, and why does an Exodite seek to save a human? Has the world changed so?"

"He is favored by Khayne."

Emok's eyes closed. "Interesting. And what do I get?"

"I will take you to the gate of Ashkea."

The corpse's eyes flicked open again, unearthly in intensity. "Mortal, you are a fool. You would take me, a demon, to the gate of death?"

"Yes. But you must follow my commands as I intend until the mortal, Makesh, is made whole."

Emok smiled. "You have a deal."

REVIVAL OF MAKESH

Nysska had been gone for the better part of a day before she returned to Makesh with Emok in tow. They arrived to find a circle of Enuka warriors, standing around Makesh's body and chanting in their sonorous tongue - chanting a dirge.

"Out of the way!" Nysska shouted. She cleared a path to the body; Makesh was still conscious, yet the bleeding had stopped. Emok hissed sharply.

"Ahh. His body is dead already, mortal. Yet, his spirit still lives within it. Heh. I can repair him."

"What do you need?" Nysska glanced at Emok.

The withered Prymidian gestured towards the ground. "Black rock from the mountains. Rock which has borne the fires of the deep - I can blend it with what remains of his body, then breathe life into it. It will become flesh, and he will be whole once more."

"I will have the warriors fetch you some."

Within an hour, Makesh's remains were laid out next to a series of grey and black stones, roughly hewn and arranged to form the shape of a man.

"So, work your magic," was all Nysska said.

Emok grinned and laid one hand on Makesh, the other across the stones. The demon breathed deeply. A gasp went up from the Enuka warriors as the stones bent and melded together to form a body, then fused into a molten mass surrounding what remained of Makesh. The rock glowed cherry red and began to shrink. It stirred; Makesh was waking.

"Now stop."

"What?" Emok glared at Nysska. "If I stop now, Makesh will live, but he will never be..."

"Whole?"

Emok's eyes narrowed. "One day, mortal, I will kill you."

"Perhaps," Nysska smiled, "but not today."

THEBIRTHOFHARUANON

Once Makesh acclimatized to his new body, his 'group' made a decision – they would travel back to Ashkea. Nysska wanted to investigate the remains of the gate, and Emok (although barred from tampering with it) was eager to be in its presence, just in case. Makesh agreed, and the three, along with the honor-bound Destroyer and his small army, left for the Deep.

When Emok reached what was left of the gate, it was shocked by a strange vision. The Misty fog of over a thousand souls was whirling about the locus where the underworld portal once stood. It slowly dawned upon Emok - these were souls that were supposed to be carried to the underworld by a God traveling through the gate they were trapped in the mortal realm. It was likely that every individual killed by Makesh over the last several years had found its way to the gate, and waited here to be taken to its final rest.

Emok, however, had a better idea.

"Makesh, do you understand the nature of this gate?" Emok's voice was smooth and dripping with venom, like a serpent's fang.

"No." Makesh shrugged. "It doesn't matter, I've taken what power I could."

"The gate has granted you a power which you yourself do not know."

At this, Emok unleashed an arcane enchantment, revealing the whirling storm of souls to everyone in the chamber.

"These are the souls of all you have killed with your death touch, Makesh," Emok rasped, "They are trapped here, awaiting you to take them through the gate."

"Unbelievable," Nysska gasped.

"We can use them. For as long as they remain here, they are yours," Emok's mouth creased into a mockery of a smile, "If you will allow me, I can provide a form for them."

"I don't trust you, demon." Makesh shrugged and started out of the chamber. "And I don't need a servant."

"Your brothers are amongst them."

Makesh stopped dead.

"They are waiting for you to release them, Makesh. But you cannot. They can only follow you to the underworld. And you can only reach that place if you die. But if you die far from this chamber, these souls will not find you before you cross over – and they will remain here, trapped, forever. Heh."

"Emok," Nysska warned, "I command you to answer truthfully – are you deceiving us?"

ENEMIES OF NEOEXODUS

"No," Emok smirked, "I merely enjoy spreading bad news. These souls will need a body if you wish to take them with you. I can make that body."

"...Fine." Makesh spat. "I killed these men thinking I had sent them to their final judgment. But I sent them to this prison instead; the least I can do is ensure they find their place. When the time comes, we will face the Gods together. That is my debt to them."

The moon waxed to full, waned, and waxed once more before Emok completed a body for the souls to inhabit. The demon trapped each soul in a specially prepared gemstone, which was crushed and scattered over the stone and metal 'body'. Emok named the body "Haru Anon", or "Thousand Souls", and it grew closer and closer to life as each new soul was added.

"Soon," Emok rasped. "You will indeed be a mighty creature, Haru. But your true mind must sleep until I need you." Emok's enchantment was subtle, but powerful. Haru, the Thousand Souls, sat up, animated and responsive - but unconscious. So the final member of the Folding Circle's leadership was born.

RENEWED PURPOSE

Makesh had plenty of time to think while Emok was constructing Haru. It was obvious that Makesh had grown powerful, but to what end could he use his strength? His thoughts turned to his brothers and the destruction of his tribe. He thought on the nature of the tribal laws, and how they had failed, and how sad it was that laws were even needed to enforce honor. In that moment, Makesh knew what his power was for.

"I've been granted this strength to preserve honor in this world," he said quietly. "I destroy those I touch, who then await my guidance to the afterworld - I am the gateway to judgment. This power is clearly divine. Perhaps what Nysska says is true, and I am the chosen of Khayne."

Makesh sat down on a ruined bench and gazed at a mural in the torchlight.

"I've been granted an army, powerful allies, and this place – a temple. A shrine to justice."

"From here, I shall watch every war, every conflict, every deal made and oath broken – and I shall destroy those who falter, and take them to await their judgment."

Makesh stood. "There is much to do."

HEXDQUXRTERS

The Folding Circle uses the old ruins of Ashkea as their headquarters. It's a perfect place for a secret base - the location is secure, remote, and very dangerous – being literally located at the bottom of a pit. The upper area of this pit, the Deep, looks natural enough and is populated with various creatures that Emok saw fit to charm or

dominate. Travel lower, however, and you reach a temple complex of incredible scale and grandeur; this is Ashkea itself. Ruined long ago through mortal rebellion, it has been rebuilt, and new Ashkea is just as glorious as you would expect a palace crafted by chthonic gods to be. Arching ceilings lost in shadow. Hallways that dwarf any who enter. Massive murals reaching upwards to the heavens - the entire place looks like it was built for titans.

CONTROL CONTROL

The Folding Circle doesn't control territory in the sense that a nation does. The members of this organization are highly mobile and powerful, capable of traveling to an area spied through the Star Fountain, dealing with the 'problem', and returning. This travel capability means that a member of the Folding Circle can appear anywhere, at any time, with basically no warning.



Each of the five major leaders in the organization has his or her own goals, but it would be safe to say that Makesh is the 'glue' that holds the group together. As the center of the Circle, Makesh establishes the rules and guidelines that the members operate under, while at the same time setting a purpose.

Makesh, in essence, wishes to ensure that justice and honor (or his vision thereof) exist in the world.

To this end, Makesh and the other leaders are extremely "hands on" – there are literally no organizational activities that at least one of the five doesn't take part in. A different individual is sent according to the nature of the task.

Member: Makesh

Tasks most suited for: Battles, announcements, any event which he believes calls for his "personal judgment"

Member: Nysska

Tasks most suited for: Assassinations, political maneuverings, break and enter, thefts, information gathering.

Member: The Destroyer

Tasks most suited for: Starting (or stopping) wars, kidnappings, violent assaults, coups, rebellions.

Member: Emok Zenyaka

Tasks most suited for: Research, capture, destroying large groups of people

Member: Haru Anon

Tasks most suited for: Haru generally accompanies Makesh much of the time, serving as a guard and comrade at arms.

FEXTURES OF THE RUINS

THE STAR FOUNTAIN

Some ancient magic still clings to the place, most notably the Star Fountain. This sacred pool is black and swirled with thousands of points of light; drinking of these waters causes one to slip into prophetic dreams of far away places. The Folding Circle uses the Star Fountain as a sort of scrying device to seek out new targets who are acting unjustly.

USING THE STAR FOUNTAIN

A sip from the Star Fountain forces a DC 24 Will save. If the save is failed, the person falls asleep and has fragmented, incomprehensible dreams. If the save was a success, a drinker drifts into a slumber which functions like a Greater Scrying combined with a Legend Lore on whomever the target of the scrying spell happens to be. The fountain actually targets individuals randomly (it may be targeted to a particular individual with a DC 22 wisdom check), but the Legend Lore always picks up on events that offend the dreamer's sense of justice. Not everybody is a saint, after all.

ORIGINAL PURPOSE OF THE STAR FOUNTAIN

The Gods built the Star Fountain as a quick method to randomly determine which mortals should be taken to the underworld, while at the same time providing some information by which to judge them. The Gods, however, used this power with temperance, whereas Makesh does anything but.

THE GARDEN OF ARAI

There is another strange place, left behind by the Gods and forgotten by mortals, hidden beneath the ruins themselves. Called the Garden of Arai (meaning: the Garden of the Deep), this is a vast subterranean chamber, lit from beneath by glowing blue stones strewn across the ground. All manner of beautiful and unusual plants grow here. Strange, warped trees with glimmering fruit; enormous flowers that snap and shudder at the air; ivy with leaves that rustle with a distant melody – all can be found in this pillared, Grecian garden. One only has to find the winding staircase that leads here from the temple complex.

Mechanics of the Garden: The fruit that grow here have their origins in the underworld. They can be transformed into a magical elixir, which raises the abilities of one who imbibes it for a year and a day. A single elixir costs 97,950 gold, and is enough to provide 3 swigs – elixir bonuses stack with themselves and other ability bonuses, but to a maximum of a +5 elixir bonus. In order to produce this elixir, the fruit must be dipped in honey while a wish is cast over them.

METHODOLOGY

The Folding Circle rarely concerns itself with large-scale movements – it prefers to work with pinpoint strikes, sending a small group of powerful individuals to achieve some aim or another. Usually, one of the leaders will travel out to wherever a problem or opportunity has arisen.

VISIBILITY

The Folding Circle doesn't try to stay invisible. When it gets something done, it wants the people who feel the aftereffects to know who's pulling the punches, and so the group relies upon specialized signs and calling cards to signal that they were involved. Following is a list of the different symbols the group leaves behind or puts out as warnings. Usually, they are painted, in black, in a prominent location.

Symbol : Jagged edged circle

Purpose: General sign of the group, derived from Khayne's holy symbol (and/or the mark etched on Aro). This is the symbol that gave the group its name.

Symbol : Six-pointed star

- **Purpose:** This is a warning that an area is going to be destroyed, for whatever reason. There is no chance to appeal or argue with the coming attack.
- Symbol : Two horizontal lines with two dots between them
- **Purpose:** Usually, this means that the subject can expect a visit from Makesh in the near future. This can be good, or bad.
- Symbol : Solid Black Triangle
- **Purpose:** This is a less severe warning, meant to imply that a person or group has done something to anger the Folding Circle, but that they won't be attacked. Yet.

XRMED CONFLICT

There are two types of armed conflicts that the Folding Circle involves itself in. The first is the lightning raid: a group of foot soldiers led by one or more members of the leadership, sent to a location to achieve some goal via

force. These attacks are precise, very fast, and very shortlived, essentially designed to be untraceable.

Mechanics: When on a lightning raid, all foot soldiers gain a specific benefit according to which leader has accompanied them.

Leader	'Leadership' Bonus
Makesh	+1 hit point per hit die, +1 bonus to all
	saves
Nysska	+2 bonus to Initiative, +5 bonus to
	hide and move silently checks
The Destroyer	+2 damage bonus on all Melee and
	ranged attacks, +5 land speed
Emok Zenyaka	+2 deflection bonus to AC, all are
	affected as per spider climb
Haru Anon	Haru is only sent with another leader,
	but effectively doubles all numerical
1	bonuses.

The second type of armed conflict is the intervention -a favored tactic. This is when the Folding Circle uses a *teleport*ation circle to gate in a small army to turn the tide of a decisive battle. They do this for multiple reasons - sometimes they wish to aid one side, sometimes they wish to pick off survivors. Occasionally, they've even made a deal with one of the factions, but more often, the Folding Circle's sudden appearance is a surprise.

Mechanics: Each member of the intervention is equipped with a special item: a stone gate. These resemble small spindles of chalky white rock with reddish runes etched around their edges. When a stone gate is broken, it returns the person holding it to the nearest *teleport*ation circle within 2 miles. Obviously, if there is more than 1 *teleport*ation circle nearby, problems can arise.

Stone Gate Cost: 70 gp, detects as weak conjuration magic, requires a casting of expeditious retreat to enchant.

POLITICS

Nysska is the leader most frequently involved in political machinations. She, and by extension the Folding Circle, has connections all over the world – all of which are held together by some degree of fear. When Nysska comes knocking, it's like the phone call you never want to get. Negotiating with the Folding Circle is basically a game of deflecting subtle threats while at the same time realizing you could very well be dead and buried in a few days. But what actually interests the Folding Circle on a political level?



The five leaders of the Folding Circle are more or less equivalent to supervillains – they can really put the hurt on a party. They are built using core (partially), but are intended to challenge slightly munchkiny parties with access to a variety of books. Their CRs are technically linked to their class level, however each also has unique powers that almost certainly put them over the top – CRs may be adjusted from +0 (for the lowest level versions) up to +4 (for the highest level versions), depending on GM judgment and the party they're up against. Note that all leaders are given full character wealth, and maximum hit points – although hit points can be normalized if you wish. Keep in mind that without some degree of party planning and research, these NPCs can quite easily pull a complete party killing.

MAKESH THE UNDYING

Makesh was human, once. Now, he is a strange mixture of volcanic stone and man, standing a hulking 8 feet tall and likely weighing close to a ton. The only visible parts of him that carry any trace of his humanity are his face and his upper torso. His arms, legs, and back have the appearance of carved stone armor, arranged in smooth plates, with a faint reddish tinge glowing from the gaps. Makesh speaks in a deep, quiet voice.

PERSONALITY

Makesh is to the point, straightforward, and honest. He lives by a personal code that involves exceptionally brutal punishments and imposition of strict order, and doesn't tolerate disobedience or flippancy. He's following his own goals – he wishes to establish a universal system of honorable law that leaves no room for liars or betrayers – but his method of implementation is incredibly bloody and cruel; he considers fear and death to be effective methods of governance. Makesh also hails from a patriarchal warrior culture and is somewhat prejudiced against women.

Although he isn't as brilliant as some other members of the Folding Circle, his deep insight and wisdom combined with vast power allow him to be an effective leader. Makesh sometimes toys with the belief that he is a divinely ordained instrument of justice, but he doesn't entirely believe this.

MAKESH THE UNDYING C	R 4 📗
XP 1,200	
Male Human Cleric 2/Fighter 2	
LE Large Construct [divine construct]	
Init +3; Senses darkvision 60 feet.; Perception +3	

DEFENSE

AC 22, touch 8, flat-footed 22 (-1 size, -1 dex, +4 natural, +9 armor, +1 enhancement) hp (max) 68 (4 HD; 2d8+2d10+30+2) Fort +6, Ref -1, Will +6; +1 against fear Defensive Abilities construct traits

OFFENSE

Speed 30 ft. (6 squares) Melee Large Great Maul +9 Melee (3d8+8, x3) Full Attack Large Great Maul +9 Melee (3d8+8, x3)



Space 10 ft.; Reach 10 ft.

Special Attacks battle rage, channel energy, destructive smite +1, spellcasting, trembling strike

Cleric Spells Prepared (CL 2nd; concentration +5; *destruction* and War Domains)

1st - command (DC 14), divine favor, entropic shield, ~Magic Weapon

Orisons - cure minor wounds, detect magic, light, mending

STATISTICS

Str 20, Dex 9, Con - , Int 14, Wis 17, Cha 14 Base Atk +3; CMB +9; CMD 18

Feats Combat Expertise, Improved Initiative, Improved Trip, Power Attack, Weapon Focus (Great maul)

Skills Diplomacy +7, Intimidate +10, Knowledge: Arcana +6, Knowledge: History +6, Knowledge: Religion +6, Knowledge: the Planes +6, Sense Motive: +10, Spellcraft +7

Languages Common, Infernal, First One languages, Terran

SQ Construct traits

Combat Gear Full Plate +1, Aro (+1 great maul, unique), Wand of Cure Moderate Wounds (5 charges, 2d8+3)

SPECIAL ABILITIES

Battle Rage (Su): Domain power. As a standard action 6 times/day, Makesh may touch an ally to provide them with a +1 bonus on melee damage rolls for 1 round.

Channel Energy (Su): As a standard action, Makesh can release a flare of reddish energy from his body, which strikes all hostile targets in a 30 foot burst. He cannot choose to have this energy heal. All enemies in the area must make a DC 13 will save or suffer 1d6 damage and be shaken for 1d4 rounds. A successful save negates the shaken effect and halves the damage. The save DC is charisma and level based (+1/2 cleric level).

Destructive Smite (Su): Domain power. 6 times/day, Makesh can gain a +1 bonus to damage with a single melee attack, declared before the attack roll is made.

Trembling Strike (Ex): As a standard action, Makesh may slam Aro into the ground, causing a small tremor. This is resolved as a Trip attack versus all opponents within 10 feet of his position. Makesh cannot be tripped in response. Each trip is resolved separately, and each opponent that is tripped is subject to a free attack.

TACTICS

Before Combat Makesh is rarely without allies to command in battle. When he is planning an attack, he prefers a methodical approach using all the resources at his disposal to ensure his victory. Makesh is willing to abort attacks that look foolish in light of new information.

During Combat Makesh is a shrewd combatant who prefers an up close and personal fighting style. He leads

by example, and his examples involve the devastating crushing of heads. His first action in combat is generally to wade deep into the fray, launch a Trembling Strike, and get as many attacks against downed opponents as possible, using power attack as appropriate. Against highly mobile foes, Makesh will cast *entropic shield*. He will use his wand once his hit points reach about 50%.

Morale Makesh is brave but not foolish. He will systematically eliminate his opponents with little mercy. While he refuses to admit personal weakness he is willing to negotiate a settlement if he is outmatched. He will flee if forced to, although suffering such an indignity almost guarantees an eventual reprisal.

MAKESH THE UNDYING

XP 9,600

Male Human Cleric 8/Fighter 2 LE Large Construct [divine construct] Init +3; Senses darkvision 60 feet.; Perception +6

DEFENSE

AC 27, touch 8, flat-footed 27 (-1 size, -1 dex, +4 natural, +9 armor, +3 enhancement, +3 shield) hp (max) 122 (10 HD; 8d8+2d10+30+8) Fort +9, Ref +1, Will +12; +1 against fear Defensive Abilities construct traits

OFFENSE

Speed 40 ft. (8 squares)

Melee Large Great Maul +16 Melee (3d8+1d6 force +11 and special, x3 19-20)

Full Attack Large Great Maul +16/+11 Melee (3d8+1d6 force +11 and special, x3 19-20)

Space 10 ft.; Reach 10 ft.

Special Attacks battle rage, channel dark energy, destructive smite, spellcasting, trembling strike

Cleric Spells Prepared (CL 8th; concentration +14; *destruction* and War Domains)

4th - air walk, ~divine power, freedom of movement, spell immunity

3rd - animate dead, bestow curse (DC 19), ~rage, dispel magic, prayer

2nd - desecrate, hold person (DC 18), owl's wisdom, resist energy, ~spiritual weapon (1d8+2 x3, +14/+9), zone of truth (DC 18)

1st - command (DC 17) (x2), divine favor (+2), entropic shield, ~inflict light wounds (1d8+5), sanctuary (DC 17), shield of faith (+3)

Orisons - cure minor wounds, detect magic, light, mending

TACTICS

Before Combat Makesh fully buffs himself and looses his animated shield (which may remain floating indefinitely) before entering combat. *divine power*, *freedom of movement, spell immunity* (usually against *dispel magic* and any one other spell), *divine favor, air* 13

CR 10

walk, entropic shield, shield of faith – he layers it on to the gills.

During Combat Weaker opponents and hirelings, especially spellcasters, are subject to *hold person*. If he has undead allies present, he will use desecrate. Makesh will sometimes cast *air walk* and hover above his opponents, where they remain within range of his maul, but he remains out of the range of their melee attacks. However, while standing in midair, he cannot reach the ground to use his Trembling strike ability, therefore he usually only does this when he needs to heal or *dispel magic*. Makesh tries to stay in melee to take maximum advantage of his Necrogeneration. Makesh will generally choose Improved Sunder as his combat feat from Weapon Master.

Morale By Mid level Makesh is a powerhouse, but he is no fool. He fights to win but will willingly withdraw if the combat turns against him, only to return later with reinforcements after scrying his foes.

STATISTICS

Str 22, Dex 9, Con - , Int 15, Wis 22, Cha 16 Base Atk +8; CMB +15; CMD 24

Feats Combat Expertise, Greater Trip, Improved Critical, Improved Initiative, Improved Trip, Power Attack, Weapon Focus (Great maul)

Skills Diplomacy +12, Intimidate +16, Knowledge: Arcana +7, Knowledge: History +7, Knowledge: Religion +8, Knowledge: the Planes +8, Sense Motive: +17, Spellcraft +12

Languages Common, Infernal, First One languages, Terran

SQ Construct traits, Destructive Aura, Necrogeneration **Combat Gear** Full Plate +3, Aro (+2 shattering great maul, unique), belt of giant strength +2, greater animated heavy steel shield +1, headband of wisdom +2, wand of cure critical wounds (5 charges, 4d8+7), potion of fly

SPECIAL ABILITIES

Battle Rage (Su): Domain power. As a standard action 7 times/day, Makesh may touch an ally to provide them with a +4 bonus on melee damage rolls for 1 round.

Channel Dark Energy (Su): As a move action, Makesh can release a flare of reddish energy from his body, which strikes all hostile targets in a 30 foot radius burst. He cannot choose to have this energy heal. All enemies in the area must make a DC 17 will save or suffer 4d6 damage and be shaken for 1d4 rounds. A successful save negates the shaken effect but does not affect the damage. The save DC is charisma and level based (+1/2 cleric level).

Destructive Aura (Su): Makesh can emit a 30-foot aura of destruction for 8 rounds per day. All attacks made against opponents in this aura gain a +4 morale bonus on damage and all critical threats are automatically confirmed. These rounds do not need to be consecutive.

Destructive Aura can be activated and turned off at will on Makesh's turn.

Destructive Smite (Su): Domain power. 7 times/day, Makesh can gain a +4 bonus to damage with a single melee attack, declared before the attack roll is made.

Necrogeneration (Su): Through the power of the Ashkean Gate, Makesh may directly absorb the life energy of those he strikes in combat. Necrogeneration causes Makesh to regenerate ½ the damage he deals in melee combat, as he drains the life force from the foes he strikes.

Shattering (Su): Aro possesses the Shattering quality. Whenever Makesh scores a critical hit on an opponent, he may choose to deal equal damage to any piece of equipment worn or carried by him. This damage is subject to hardness normally.

Trembling Strike (Ex): As a standard action, Makesh may slam Aro into the ground, causing a small tremor. This is resolved as a Trip attack versus all opponents within 15 feet of his position. Makesh cannot be tripped in response. Each trip is resolved separately, and each opponent that is tripped is subject to a free attack. This free attack is in addition to the attack of opportunity Makesh may take from Greater Trip.

Weapon Master (Su): Makesh may gain the use of one combat feat for 8 rounds per day. These rounds do not need to be consecutive and he can change the feat chosen each time he uses this ability. He must meet the prerequisites to use this feat.

MAKESH THE UNDYING

CR 14

XP 38,400

Male Human Cleric 12/Fighter 2 LE Large Construct [divine construct] Init +5; Senses darkvision 60 feet.; Perception +7

DEFENSE

AC 37, touch 12, flat-footed 36 (-1 size, +1 dex, +9 natural, +9 armor, +3 enhancement, +4 shield, +2 ring) hp (max) 158 (14 HD; 12d8+2d10+30+12) Fort +11, Ref +3, Will +16; +1 against fear Defensive Abilities construct traits;

OFFENSE

Speed 40 ft. (8 squares)

Melee Large Great Maul +22 Melee (3d8+2d6 force +15 and special, x3 19-20)

Full Attack Large Great Maul +22/+17 Melee (3d8+2d6 force +15 and special, x3 19-20)

Space 10 ft.; Reach 10 ft.

Special Attacks battle rage, channel energy, destructive smite, spellcasting, trembling strike, vital strike

Cleric Spells Prepared (CL 12th; concentration +19; *destruction* and *War* Domains)

6th - blade barrier (12d6, DC 23), greater dispel magic, ~harm (120 hp, DC 23), word of recall

5th - ~flame strike (12d6, DC 22), righteous might, spell resistance, symbol of pain (DC 22), true seeing

4th - air walk, dismissal, ~divine power, freedom of movement, spell immunity

3rd - animate dead, bestow curse (DC 20), ~rage, dispel magic, prayer

2nd - aid, desecrate, hold person (DC 19), owl's wisdom, resist energy, ~spiritual weapon (1d8+2 x3, +18/+13), zone of truth (DC 19)

1st - command (DC 18) (x2), divine favor (+3), entropic shield, ~inflict light wounds (1d8+5), sanctuary (DC 18), shield of faith (+4)

Orisons - cure minor wounds, detect magic, light, mending

TACTICS

Before Combat Makesh won't even engage in combat unless he is buffed via *divine favor* and *righteous might*. All previous notes concerning buffing still apply here. If he's worried about spellcasters he will often make use of *true seeing*, and sometimes he will toss a *symbol of pain* on a scroll into combat before entering.

During Combat Makesh will *desecrate* if ghasts arise. He will often entrap his opponents within a ringed *blade barrier*, striking them down individually via vital strike, power attack, and channeled strike layered on a single, massive attack for 6d8+2d6+6d6+21 damage. He keeps his destructive aura up as often as possible. Weapon master is usually used to take combat reflexes. Makesh generally focuses on a single target until they are killed, hoping to create ghasts. He pursues spellcasters with preference.

Morale Makesh is more cautious at high level. If he is ever surprised, he uses *word of recall* as quickly as possible and flees, to return in greater force later. If he's merely wounded, he uses his heal scrolls.

STATISTICS

Str 26, Dex 13, Con - , Int 16, Wis 24, Cha 16 Base Atk +11; CMB +19; CMD 30

Feats Channel Smite, Combat Expertise, Greater Trip, Improved Critical, Improved Initiative, Improved Trip, Power Attack, Vital Strike, Weapon Focus (Great maul) **Skills** Diplomacy +16, Fly +2, Intimidate +21, Knowledge: Arcana +10, Knowledge: History +10, Knowledge: Religion +13, Knowledge: the Planes +11, Sense Motive: +21, Spellcraft +17

Languages Common, Infernal, First One languages, Terran

SQ Construct traits, Destructive Aura, Necrogeneration **Combat Gear** Full Plate +3, Aro (+3 indestructible shattering great maul, unique), *belt of giant strength* +6, *greater animated heavy steel shield* +2, *periapt of wisdom* +4, *ring of protection* +2, *potion of fly, scroll of heal* (x3), appropriate spell components

SPECIAL ABILITIES

Battle Rage (Su): Domain power. As a standard action 10 times/day, Makesh may touch an ally to provide them with a +6 bonus on melee damage rolls for 1 round.

Corpsespawning (Su): Makesh not only traps the souls of those he slays, but he may animate their bodies. Whenever Makesh kills a humanoid creature of any type, it rises as a 5 HD ghast under his control the following round.

Channel Dark Energy (Su): As a move action, Makesh can release a flare of reddish energy from his body, which strikes all hostile targets in a 30 foot radius burst. He cannot choose to have this energy heal. All enemies in the area must make a DC 19 will save or suffer 6d6 damage and be panicked for 1d4 rounds. A successful save negates the panicked effect but does not affect the damage. The save DC is charisma and level based (+1/2 cleric level).

Channel Smite (Su): When Makesh channels a smite, it retains the effects of his Channel Dark Energy. Channeling a smite requires a swift action.

Destructive Aura (Su): Makesh can emit a 30-foot aura of destruction for 12 rounds per day. All attacks made against opponents in this aura gain a +4 morale bonus on damage and all critical threats are automatically confirmed. These rounds do not need to be consecutive. Destructive Aura can be activated and turned off at will on Makesh's turn.

Destructive Smite (Su): Domain power. 10 times/day, Makesh can gain a +6 morale bonus to damage with a single melee attack, declared before the attack roll is made.

Indestructable (Ex): Aro cannot be damaged, sundered, disarmed, or destroyed by any means.

Necrogeneration (Su): Through the power of the Ashkean Gate, Makesh may directly absorb the life energy of those he strikes in combat. Necrogeneration causes Makesh to regenerate half the damage he deals in melee combat, as he drains the life force from the foes he strikes.

Shattering (Su): Aro possesses the Shattering quality. Whenever Makesh scores a critical hit on an opponent, he may choose to deal equal damage to any piece of equipment worn or carried by him. This damage is subject to hardness normally.

Trembling Strike (Ex): As a standard action, Makesh may slam Aro into the ground, causing a small tremor. This is resolved as a Trip attack versus all opponents within 15 feet of his position. Makesh cannot be tripped in response. Each trip is resolved separately, and each opponent that is tripped is subject to a free attack. This free attack is in addition to the attack of opportunity Makesh may take from Greater Trip.

Vital Strike (Ex): As a standard action, Makesh can make one attack at his full BAB that deals an additional 3d8 damage.

Weapon Master (Su): Makesh may gain the use of one combat feat for 12 rounds per day. These rounds do not need to be consecutive and he can change the feat chosen each time he uses this ability. He must meet the prerequisites to use this feat.

MAKESH THE UNDYING CR 20

XP 307,200

Male Human Cleric 18/Fighter 2

Lawful Evil Large Construct [Divine Construct]

Init +5; **Senses** darkvision 120 feet, lifesense 60 feet; Perception +8

DEFENSE

AC 50, touch 15, flat-footed 49 (-1 size, +1 dex, +14 natural, +9 armor, +5 enhancement, +7 shield, +5 ring) hp (max) 212 (14 HD; 18d8+2d10+30+18) Fort +14, Ref +5, Will +19; +1 against fear

Defensive Abilities construct traits

OFFENSE

Speed 50 ft. (10 squares)

Melee Large Great Maul +29 Melee (3d8+2d6 force +18 and special, x3 19-20)

Full AttackLargeGreatMaul+29/+24/+19Melee(3d8+2d6 force +18 and special, x3 19-20)

Space 10 ft.; Reach 10 ft.

Special Attacks battle rage, channel energy, destructive smite, spellcasting, trembling strike, vital strike

Cleric Spells Prepared (CL 18th; concentration +26; *destruction* and *War* Domains)

9th - ~*implosion* (180 damage, DC 27), quickened divine favor, quickened slay living (12d6+18, DC 23)

8th - create greater undead, greater spell immunity, Mass inflict critical wounds (4d8+18, DC 27), ~power word stun, quickened freedom of movement,

7th - blasphemy (DC 25), destruction (180 damage, DC 26), ~disintegrate (36d6, DC 25), quickened dispel magic, symbol of weakness (DC 26)

6th - blade barrier (15d6, DC 24), greater dispel magic (x2), ~harm (150 hp, DC 25), quickened resist energy, word of recall

5th - ~flame strike (15d6, DC 23), righteous might, quickened divine favor, spell resistance, symbol of pain (DC 24), true seeing

4th - air walk, dismissal, ~divine power, freedom of movement, spell immunity (x2), tongues

3rd - animate dead, bestow curse (DC 22), dispel magic, deeper darkness, prayer, protection from energy, ~rage **2nd** - aid, desecrate, hold person (DC 20), owl's

wisdom, resist energy, ~spiritual weapon (1d8+5 x3, +22/+17/+12), zone of truth (DC 20)

1st - command (DC 19) (x2), divine favor (+3), entropic shield, ~inflict light wounds (1d8+5), sanctuary (DC 19), shield of faith (+5)

Orisons - cure minor wounds, detect magic, light, mending

TACTICS

Before Combat Makesh is generally fully buffed and equipped with several symbols ready to be revealed. He is almost always surrounded by a variety of powerful undead.

During Combat Makesh uses a great deal of necromancy magic in combat, generally opening by revealing his symbols or casting Blasphemy. He heavily utilizes spells like slay living, implosion, and destruction to ruin his opponents, striking weaker targets first to generate as many Mohrgs as possible. He makes use of quickened spells from a defensive position as well.

Morale Makesh is more cautious at high level. If he is ever surprised, he uses *word of recall* as quickly as possible and flees, to return in greater force later. If he's merely wounded, he uses his heal scrolls.

STATISTICS

Str 28, Dex 13, Con - , Int 18, Wis 26, Cha 18 Base Atk +15; CMB +25; CMD 36

Feats Channel Smite, Combat Expertise, Greater Trip, Improved Critical, Improved Initiative, Improved Trip, Lunge, Power Attack, Quicken Spell, Spell Focus (Necromancy), Vital Strike, Weapon Focus (Great maul) **Skills** Diplomacy +21, Fly +7, Intimidate +28, Knowledge: Arcana +19, Knowledge: History +11, Knowledge: Religion +19, Knowledge: the Planes +17, Sense Motive: +31, Spellcraft +23

Languages Common, Infernal, First One languages, Terran

SQ Construct traits, Destructive Aura, DR 10/cold iron, Fast *heal*ing 5, Necrogeneration, Necromancer's Touch **Combat Gear** Full Plate +5, Aro (+5 indestructible shattering great maul, unique), *belt of giant strength* +6, *boots of teleportation, greater animated heavy steel shield* +5, *headband of inspired wisdom* +6, *ring of protection* +5, *ring of spell turning, potion of fly, scroll of heal* (x3), appropriate spell components

SPECIAL ABILITIES

Battle Rage (Su): Domain power. As a standard action 11 times/day, Makesh may touch an ally to provide them with a +9 morale bonus on melee damage rolls for 1 round.

Corpsespawning (Su): Makesh not only traps the souls of those he slays, but he may animate their bodies. Whenever Makesh kills a humanoid creature of any type, it rises as a 14 HD mohrg under his control the following round.

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CR 24

Channel Dark Energy (Su): As a move action, Makesh can release a flare of reddish energy from his body, which strikes all hostile targets in a 30 foot radius burst. He cannot choose to have this energy heal. All enemies in the area must make a DC 23 will save or suffer 9d6 damage and be nauseated for 1d4 rounds. A successful save negates the nauseated effect but does not affect the damage. The save DC is charisma and level based (+1/2 cleric level).

Channel Smite (Su): When Makesh channels a smite, it retains the effects of his Channel Dark Energy. Channeling a smite requires a swift action.

Destructive Aura (Su): Makesh can emit a 30-foot aura of destruction for 18 rounds per day. All attacks made against opponents in this aura gain a +9 morale bonus on damage and all critical threats are automatically confirmed. These rounds do not need to be consecutive. Destructive Aura can be activated and turned off at will on Makesh's turn.

Destructive Smite (Su): Domain power. 11 times/day, Makesh can gain a +9 morale bonus to damage with a single melee attack, declared before the attack roll is made.

Indestructable (Ex): Aro cannot be damaged, sundered, disarmed, or destroyed by any means.

Necrogeneration (Su): Through the power of the Ashkean Gate, Makesh may directly absorb the life energy of those he strikes in combat. Necrogeneration causes Makesh to regenerate ½ the damage he deals in melee combat, as he drains the life force from the foes he strikes.

Necromancer's Touch (Ex): A long association with the powers of death has granted Makesh incredible power. Any time a target makes a save against a necromancy school spell cast by Makesh, he must make an additional successful saving throw or be affected as per normal.

Shattering (Su): Aro possesses the Shattering quality. Whenever Makesh scores a critical hit on an opponent, he may choose to deal equal damage to any piece of equipment worn or carried by him. This damage is subject to hardness normally.

Trembling Strike (Ex): As a standard action, Makesh may slam Aro into the ground, causing a small tremor. This is resolved as a Trip attack versus all opponents within 15 feet of his position. Makesh cannot be tripped in response. Each trip is resolved separately, and each opponent that is tripped is subject to a free attack. This free attack is in addition to the attack of opportunity Makesh may take from Greater Trip.

Vital Strike (Ex): As a standard action, Makesh can make one attack at his full BAB that deals an additional 3d8 damage.

Weapon Master (Su): Makesh may gain the use of one combat feat for 18 rounds per day. These rounds do not need to be consecutive and he can change the feat chosen each time he uses this ability. He must meet the prerequisites to use this feat.

MAKESH THE UNDYING

XP 1,228,800

Male Human Cleric 22/Fighter 2 Lawful Evil Large Construct [divine construct] Init +5; Senses darkvision 120 feet, lifesense 60 feet; Perception +12

DEFENSE

AC 53, touch 15, flat-footed 52 (-1 size, +1 dex, +17 natural, +9 armor, +5 enhancement, +7 shield, +5 ring) hp (max) 292 (24 HD; 24d10+30+22) Fort +21, Ref +13, Will +30; +1 against fear

Defensive Abilities construct traits;

OFFENSE

Speed 60 ft. (12 squares)

Melee Large Great Maul +36 Melee (3d8+2d6 force +1d6 fire, +23 and special, x3 19-20)

Full Attack Large Great Maul +36/+31/+26/+21 Melee (3d8+2d6 force+1d6 fire, +23 and special, x3 19-20) **Space** 10 ft.; **Reach** 10 ft.

Special Attacks battle rage, channel energy, destructive smite, spellcasting, trembling strike, vital strike

Cleric Spells Prepared (CL 22nd; concentration +34; *destruction* and War Domains)

9th - energy drain (DC 33), ~implosion (180 damage, DC 31), Miracle, quickened divine favor, quickened slay living (12d6+22, DC 29), soul bind

8th - create greater undead, greater spell immunity, Mass inflict critical wounds (4d8+20, DC 32), ~power word stun, quickened freedom of movement, symbol of death (DC 32), symbol of insanity (DC 30)

7th - blasphemy (DC 29) (x2), destruction (180 damage, DC 31), ~disintegrate (36d6, DC 29), quickened dispel magic, repulsion (DC 29), symbol of weakness (DC 31)

6th - blade barrier (15d6, DC 28), greater dispel magic (x2), ~harm (150 hp, DC 30), heal, quickened resist energy, word of recall

5th - ~flame strike (15d6, DC 27), righteous might, quickened divine favor, spell resistance, symbol of pain (DC 24), true seeing, wall of stone

4th - air walk, dimensional anchor, dismissal, ~divine power, freedom of movement, spell immunity (x2), tongues

3rd - animate dead, bestow curse (DC 27), deeper darkness, ~rage, dispel magic, prayer, protection from energy, wind wall

2nd - aid, desecrate, hold person (DC 24) (x2), owl's wisdom, resist energy, ~spiritual weapon (1d8+5 x3, +22/+17/+12), zone of truth (DC 24)

1st - command (DC 23) (x2), deathwatch, divine favor (+3), entropic shield, ~inflict light wounds (1d8+5), sanctuary (DC 23), shield of faith (+5)

Orisons - cure minor wounds, detect magic, light, mending

TACTICS

Before Combat Makesh usually sends a wave of undead in before engaging in combat. If they drop, he starts laying down movement restricting spells like wall of stone, *blade barrier*, dimensional anchor, and so on. He is always buffed if he expects combat.

During Combat Makesh wades into combat, combining trembling strike with lunge to take potential one-hit kills on every target within 15 feet. If he downs someone he sees as dangerous, they get soul bound. Any fliers are either engaged directly or hit with *greater dispel magic*. If he's losing, he will use *word of recall*. He will let fly with necromancy spells if the opportunity arises.

Morale Epic Makesh can bring down entire armies on his own, and he is aware of this. Paradoxically he is less violent than his previous incarnations as so little can provide an active threat, as such he is much more interested in achieving dominance than outright destroying his foes.

STATISTICS

Str 34, Dex 13, Con - , Int 18, Wis 34, Cha 22 Base Atk +19; CMB +32; CMD 43

Feats Channel Smite, Combat Expertise, Greater Trip, Improved Critical, Improved Initiative, Improved Trip, Lunge, Power Attack, Quicken Spell, Spell Focus (Necromancy), Greater spell focus (Necromancy), Spell Penetration, Vital Strike, Weapon Focus (Great maul)

Skills Diplomacy +29, Fly +9, Intimidate +34, Knowledge: Arcana +17, Knowledge: History +17, Knowledge: Religion +21, Knowledge: the Planes +15, Sense Motive: +39, Spellcraft +27

Languages Common, Infernal, First One languages, Terran

SQ Construct traits, Destructive Aura, Energy resistance 30 (all), DR 20/cold iron, Fast *heal*ing 10, Necrogeneration, Necromancer's Touch

Combat Gear Full Plate +5 of greater energy resistance, Aro (+5 indestructible shattering unholy flaming great maul, unique), belt of giant strength +6, boots of teleportation, cloak of resistance +5, greater animated heavy steel shield +5, headband of inspired wisdom +6, ring of protection +5, ring of spell turning, rod of metamagic, quicken (greater), potion of fly, scroll of heal (x3), Star Fountain (stationary, artifact), appropriate spell components

SPECIAL ABILITIES

Battle Rage (Su): Domain power. As a standard action 15 times/day, Makesh may touch an ally to provide

them with a +11 morale bonus on melee damage rolls for 1 round.

Corpsespawning (Su): Makesh not only traps the souls of those he slays, but he may animate their bodies. Whenever Makesh kills a humanoid creature of any type, it rises as an 18 HD devourer under his control the following round.

Channel Dark Energy (Su): As a move action, Makesh can release a flare of reddish energy from his body, which strikes all hostile targets in a 30 foot radius burst. He cannot choose to have this energy heal. All enemies in the area must make a DC 27 will save or suffer 11d6 damage and be nauseated for 1d4 rounds. A successful save negates the nauseated effect but does not affect the damage. The save DC is charisma and level based (+1/2 cleric level).

Channel Smite (Su): When Makesh channels a smite, it retains the effects of his Channel Dark Energy. Channeling a smite requires a swift action.

Death Strike (Su): Makesh may channel the power of the Ashkean gate through his physical attacks. Any successful melee attack made by Makesh prompts a DC 28 Fortitude save, or else the opponent is slain instantly. This is considered a negative energy effect. The save DC is charisma-based.

Destructive Aura (Su): Makesh can emit a 30-foot aura of destruction for 18 rounds per day. All attacks made against opponents in this aura gain a +11 morale bonus on damage and all critical threats are automatically confirmed. These rounds do not need to be consecutive. Destructive Aura can be activated and turned off at will on Makesh's turn.

Destructive Smite (Su): Domain power. 15 times/day, Makesh can gain a +11 morale bonus to damage with a single melee attack, declared before the attack roll is made.

Indestructable (Ex): Aro cannot be damaged, sundered, disarmed, or destroyed by any means.

Necrogeneration (Su): Through the power of the Ashkean Gate, Makesh may directly absorb the life energy of those he strikes in combat. Necrogeneration causes Makesh to regenerate ½ the damage he deals in melee combat, as he drains the life force from the foes he strikes.

Necromancer's Touch (Ex): A long association with the powers of death has granted Makesh incredible power. Any time a target makes a save against a necromancy school spell cast by Makesh, he must make an additional successful saving throw or be affected as per normal. Makesh's Necromancy spells automatically pierce spell resistance. **Shattering (Su):** Aro possesses the Shattering quality. Whenever Makesh scores a critical hit on an opponent, he may choose to deal equal damage to any piece of equipment worn or carried by him. This damage is subject to hardness normally.

Trembling Strike (Ex): As a move action, Makesh may slam Aro into the ground, causing a small tremor. This is resolved as a Trip attack versus all opponents within 15 feet of his position. Makesh cannot be tripped in response. Each trip is resolved separately, and each opponent that is tripped is subject to a free attack. This free attack is in addition to the attack of opportunity Makesh may take from Greater Trip.

Vital Strike (Ex): As a standard action, Makesh can make one attack at his full BAB that deals an additional 3d8 damage.

Weapon Master (Su): Makesh may gain the use of one combat feat for 18 rounds per day. These rounds do not need to be consecutive and he can change the feat chosen each time he uses this ability. He must meet the prerequisites to use this feat.

NYSSKA

Nysska is a sleek, lithe Exodite. By the standards of her own race, she isn't much to look at - but by human standards, she's a vision of perfection. She's tall and has jet-black skin, traced over with the blue ritual tattoos worn by her caste. Her hair is long and dark, worn tied back, and her eyes are dark amber. She wears red and black leathers, a flowing cloak, and holds an Exodite bladed staff. This staff is unique; its wicked blades are forged of blue-streaked ice. Nysska carries herself with almost supernatural grace and speed.

PERSONALITY

Nysska is much more diplomatic than Makesh could ever hope to be, and the two complement each other well. She's a clever speaker whose intelligence clearly shines through to anyone who talks with her. As a renegade Exodite, Nysska retains much of the self-centered bigotry of her kind, but it comes off as patrician rather than boorish. Nysska does lack a bit in the insight department, however: she is prone to paranoia and drawing false conclusions.

Nysska's high intelligence and extensive training, combined with her lack of concern for her 'lessers', has rendered her an ideal assassin. She is loyal to Makesh to a fault and believes he has a special destiny.

NYSSKA

XP 1,200 Female Exodite Rogue 3/Fighter 1 NE Medium Humanoid Init +5; Senses darkvision 60 feet.; Perception +6

DEFENSE

AC 21, touch 16, flat-footed 16 (+5 dex, +5 armor, +1 feat)

hp (max) 49 (4 HD; 3d8+1d10+12+3) Fort +7, Ref +8, Will +0 Defensive Abilities Evasion;

OFFENSE

Speed 40 ft. (8 squares)

Melee Bladestaff +9 Melee (1d6+5, 19-20) Full Attack Bladestaff +9 Melee (1d6+5, 19-20) or

Bladestaff +7/+7 Melee (1d6+4/1d6+4, 19-20)

Special Attacks Shadow Jump 40 feet, Sneak attack +2d6, stealth attack

TACTICS

Before Combat In more difficult battles, Nysska will drink her *potion of blur* and *potion of haste* before joining the fray.

During Combat Nysska prefers to strike from the shadows and quickly overwhelm her foes. Her attacks are precise, and as soon as she senses a battle turning against her, she will down a potion of invisibility and shadow jump away. When shadow jumping she will use vertical terrain to help her escape.

Morale Nysska isn't a front line fighter and will generally flee unless she vastly overpowers a target or group. When planning a kill she weighs the importance of the assassination against the potential risk to her.

STATISTICS

Str 16, Dex 21, Con 16, Int 14, Wis 8, Cha 14 Base Atk +3; CMB +6; CMD 21

Feats Double Slice, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +12, Bluff +9, Climb +8, Diplomacy +6, Disable Device +12, Escape Artist +12, Gather Information +6, Knowledge: Local +6, Perception +6, Stealth +12, Use Magic Device +9

Languages Common, Infernal, First One languages

ECOLOGY

CR 3

Environment Any

Organization Assassin of the Folding Circle **Treasure** mithril shirt +1, Bladestaff +1, potion of blur, potion of invisibility, potion of haste

SPECIAL ABILITIES

Evasion (Ex): Nysska takes no damage on a successful reflex save.

Killing Touch (Ex): When Nysska lands a critical hit, apply double sneak attack damage to the strike, regardless of the opponent's immunity or position.

Finesse Rogue (Ex): Nysska has weapon finesse as a bonus feat.

Shadow Jump (Su): Exodites can travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. An Exodite can jump up to a total of 10 feet per level each day in this way. At higher levels, this amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment. Nysska may make this movement as a move action.

Sneak attack (Ex): Nysska has 2d6 dice of sneak attack.

Stealth attack (Ex): Whenever Nysska uses her shadow jump ability in a round, all subsequent attacks she makes in that round gain a +2 circumstance bonus to hit and automatically count as half dice sneak attacks, regardless of the opponent's immunity or position. If the attacks would qualify as regular sneak attacks, then they deal full dice as per normal.

Trapfinding (Ex): Nysska gains a +1 bonus to perception checks made to detect traps.

NYSSKA

XP 4,800

Female Exodite Rogue 5/Fighter 1/Assassin 2 NE Medium Humanoid

Init +7; Senses darkvision 60 feet.; Perception +8

DEFENSE

AC 23, touch 17, flat-footed 17 (+6 dex, +6 armor, +1 feat)

hp (max) 95 (8 HD; 7d8+1d10+24+5)

Fort +6, Ref +14, Will +0; +1 versus poison

Defensive Abilities Evasion, Improved Uncanny Dodge;

OFFENSE

Speed 50 ft. (10 squares)

Melee Bladestaff +14 Melee (1d6+4+1d6 cold, 19-20) **Full Attack** Bladestaff +14 Melee (1d6+4+1d6 cold 19-20) or Bladestaff +12/+12 Melee (1d6+4+1d6 cold/1d6+4+1d6 cold, 19-20)

Special Attacks Death Attack, Shadow Jump 80 feet, Shadow Orb, Sneak attack +3d6, stealth attack

TACTICS

Before Combat Nysska is invisible almost constantly. She also poisons her weapon.

During Combat At mid level, Nysska becomes a master of hit and run. She rushes into combat under invisibility, land as many sneak attacks as possible, and then retreat with the aid of shadow jump. After retreat, she will restore herself with her healing wand, then turn invisible again and come back into combat. She picks off weakened or separated members of a group first.

Morale Nysska isn't a front line fighter and will generally flee unless she vastly overpowers a target or group.

When planning a kill she weighs the importance of the assassination against the potential risk to her. Nysska isn't interested in being a hero, she just wants to make her kill and get out of there.

STATISTICS

Str 16, Dex 24, Con 16, Int 18, Wis 9, Cha 14 Base Atk +5; CMB +8; CMD 28

Feats Combat Reflexes, Defensive Combat Training, Double Slice, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Bladestaff)

Skills Acrobatics +18, Bluff +18, Climb +10, Diplomacy +13, Disable Device +16, Disguise +9, Escape Artist +14, Gather Information +13, Knowledge: Local +9, Perception +8, Stealth +18, Use Magic Device +13

Languages Common, Elven, Infernal, First One languages

Combat Gear *mithril shirt* +2, *frost bladestaff* +1, *belt of incredible dexterity* +2, *headband of vast intelligence* +2, *potion of haste,* White Scorpion venom, *wand of cure light wounds, wand of invisibility*

SPECIAL ABILITIES

CR 7

Combat Trick (Ex): Nysska gains Defensive Combat Training as a bonus feat.

Evasion (Ex): Nysska takes no damage on a successful reflex save.

Death Attack (Ex): Nysska may make a death attack as a normal assassin (after studying an opponent for 3 rounds, successfully landing a sneak attack forces a DC 16 Fortitude save or the opponent may be paralyzed or killed at her choice. Paralysis lasts for 1d6 rounds, +1 per assassin level.

Killing Touch (Ex): When Nysska lands a critical hit, apply double sneak attack damage to the strike, regardless of the opponent's immunity or position.

Finesse Rogue (Ex): Nysska has weapon finesse as a bonus feat.

Poison Use (Ex): Nysska can use poisons without fear of poisoning herself.

Shadow Jump (Su): Exodites can travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. An Exodite can jump up to a total of 10 feet per level each day in this way. At higher levels, this amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment. Nysska may make this movement as a swift action.

Shadow Orb (Su): Nysska gains the ability to manifest a small orb of shadow. Manifesting the Orb requires a move action, after which it remains until dismissed (dismissal is a move action). The shadow orb, at weaker levels, is a primarily defensive weapon – it will weave

around Nysska in combat, attempting to throw attacks away from her. This translates as a 25% miss chance. If this miss chance causes any melee attack to miss, the orb has struck the attacker, which results in 4d6+7 force damage.

Sneak attack (Ex): Nysska has 4d6 dice of sneak attack.

Stealth attack (Ex): Whenever Nysska uses her shadow jump ability in a round, all subsequent attacks she

makes in that round gain a +4 circumstance bonus to hit and automatically count as half dice sneak attacks, regardless of the opponent's immunity or position. If the attacks would qualify as regular sneak attacks, then they deal full dice as per normal.

Trapfinding (Ex): Nysska gains a +1 bonus to perception checks made to detect traps.

White Scorpion Venom (Ex): Nysska envenomates her weapon with white scorpion venom. On a successful melee attack, the venom forces a DC 18 fortitude save or else the target becomes blind for 1d4 rounds and takes 1d4 constitution damage. White scorpion venom wears off after 5 successful strikes.

NYSSKA

CR 11

XP 19,200

Female Exodite Rogue 5/Fighter 1/Assassin 6 **NE Medium Humanoid**

Init +7; Senses darkvision 120 feet.; Perception +13

DEFENSE

AC 24, touch 18, flat-footed 17 (+7 dex, +6 armor, +1 feat)

hp (max) 139 (12 HD; 11d8+1d10+36+5) Fort +14, Ref +18, Will +9; +3 versus poison

Defensive Abilities Evasion, Improved Uncanny Dodge;

OFFENSE

Speed 70 ft. (14 squares) Melee Bladestaff +17 Melee (1d6+4+1d6 cold, 19-20)

 Full Attack
 Bladestaff
 +17/+12
 Melee
 (1d6+4+1d6

 cold/1d6+4+1d6
 cold
 19-20)
 or
 Bladestaff

 +15/+15/+10/+10
 Melee
 (all attacks deal 1d6+4+1d6
 cold, 19-20)

Ranged Orb +15 ranged touch (1 round paralysis, 60 feet)

Special Attacks Death Attack, Shadow Jump 120 feet, Shadow Orb, Sneak attack +6d6, stealth attack

Spells Casts as a 5th level sorcerer, arcane bloodline 2nd - invisibility, mirror image, misdirection

1st - *feather fall, grease* (DC 14), identify, *obscuring mist,* shield

TACTICS

Before Combat Nysska will usually have shield active, and still relies on a poisoned weapon. Sometimes she will turn herself invisible.

During Combat Nysska will use her wand of web to conceal herself and entrap others. In combat, she favors sudden attacks, using shadow jump to *teleport* directly next to her intended target and then opening with a full attack, striking four times and causing immense amounts of damage. Then, she turns herself invisible/ releases *obscuring mist* and flees. She usually kills only one person before leaving. If she has no reason to fight she will flee.

Morale Nysska isn't a front line fighter and will generally flee unless she vastly overpowers a target or group. When planning a kill she weighs the importance of the assassination against the potential risk to her. Nysska isn't interested in being a hero, she just wants to make her kill and get out of there.

STATISTICS

Str 17, **Dex** 24, **Con** 16, **Int** 21, **Wis** 10, **Cha** 16 **Base Atk** +8; **CMB** +11; **CMD** 32

Feats Combat Reflexes, Defensive Combat Training, Double Slice, Improved Two-Weapon Fighting, Magical Aptitude, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Bladestaff)

Skills Acrobatics +22, Bluff +14, Climb +12, Diplomacy +14, Disable Device +18, Disguise +12, Escape Artist +18, Gather Information +14, Knowledge: Local +12, Perception +13, Stealth +22 (+32), Use Magic Device +22

Languages Common, Elven, Infernal, First One languages

SQ Hidden Weapons

Combat Gear bracers of armor +6, Blackfrost Bladestaff +1, belt of incredible dexterity +2, cloak of resistance +5, headband of vast intelligence +4, ring of chameleon power, potion of haste, scroll of teleport, White Scorpion venom, wand of cure light wounds, Wand of Web (DC 17)

SPECIAL ABILITIES

Blackfrost bladestaff: Blackfrost is a special variety of frost enchantment. If the bladestaff deals more than

3 damage with the added cold effect, it also deals 2 points of dexterity damage.

Combat Trick (Ex): Nysska gains Defensive Combat Training as a bonus feat.

Evasion (Ex): Nysska takes no damage on a successful reflex save.

Death Attack (Ex): Nysska may make a death attack as a normal assassin (after studying an opponent for 3 rounds, successfully landing a sneak attack forces a DC 21 Fortitude save or the opponent may be paralyzed or killed at her choice. Paralysis lasts for 1d6 rounds, +1 per assassin level.

Hidden Weapons (Ex): Nysska adds her assassin level to any skill check to conceal weapons with sleight of hand.

Killing Touch (Ex): When Nysska lands a critical hit, apply double sneak attack damage to the strike, regardless of the opponent's immunity or position.

Finesse Rogue (Ex): Nysska has weapon finesse as a bonus feat.

Poison Use (Ex): Nysska can use poisons without fear of poisoning herself.

Shadow Jump (Su): Exodites can travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. An Exodite can jump up to a total of 10 feet per level each day in this way. At higher levels, this amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment. Nysska may make this movement as a free action on her turn.

Shadow Orb (Su): Nysska gains the ability to manifest a small orb of shadow. Manifesting the Orb requires a move action, after which it remains until dismissed (dismissal is a move action). The shadow orb, at weaker levels, is a primarily defensive weapon – it will weave around Nysska in combat, attempting to throw attacks away from her. This translates as a 25% miss chance. If this miss chance causes any melee attack to miss, the orb has struck the attacker, which results in 6d6+7 force damage.

At mid level, the Shadow orb can move farther away from Nysska, allowing it to make, 1/round as a swift action, a ranged touch attack against a single target within 60 feet. If struck, this target is paralyzed for 1 round. It does not deal the force damage listed above.

Sneak attack (Ex): Nysska has 6d6 dice of sneak attack.

Stealth Attack (Ex): Whenever Nysska uses her shadow jump ability in a round, all subsequent attacks she makes in that round gain a +6 circumstance bonus to hit and automatically count as half dice sneak attacks,

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Trapfinding (Ex): Nysska gains a +1 bonus to perception checks made to detect traps.

True Death (Su): Anyone slain by Nysska's death attack becomes more difficult to bring back from the dead. Spellcasters attempting to bring a creature back from the dead using raise dead or similar magic must make a caster level check with a DC 21 or the spell fails and the material component is wasted. Casting remove curse the round before attempting to bring the creature back from the dead negates this chance. The DC of the remove curse is 16.

White Scorpion Venom (Ex): Nysska envenomates her weapon with white scorpion venom. On a successful melee attack, the venom forces a DC 18 fortitude save or else the target becomes blind for 1d4 rounds and takes 1d4 constitution damage. White scorpion venom wears off after 5 successful strikes.

NYSSKA

CR 15

XP 76,800

Female Exodite Rogue 5/Fighter 1/Assassin 10 **NE medium humanoid**

Init +8; Senses darkvision 120 feet.; Perception +15

DEFENSE

AC 27, touch 19, flat-footed 19 (+8 dex, +8 armor, +1 feat)

hp (max) 187 (16 HD; 15d8+1d10+36+5+16)

Fort +15, Ref +21, Will +10; +5 versus poison

Defensive Abilities Evasion, Improved Uncanny Dodge;

OFFENSE

Speed 90 ft. (18 squares)

Melee Bladestaff +22 Melee (1d6+5+1d6 cold, 17-20) **Full Attack** Bladestaff +22/+17/+12 Melee (1d6+5+1d6 cold/1d6+5+1d6 cold/1d6+5+1d6 cold 17-20) or Bladestaff +20/+20/+15/+15/+10/+10 Melee (all attacks deal 1d6+5+1d6 cold, 17-20)

Ranged Orb +19 ranged touch (4d6+3 force damage + 2 dexterity damage plus 1 round paralysis, 60 ft range) **Special Attacks** Death Attack, Shadow Jump 160 feet, Shadow Orb, Sneak attack +8d6, stealth attack

Spells Casts as a 9th level sorcerer, arcane bloodline 4th - dimension door, greater invisibility, solid fog

3rd - dispel magic, gaseous form, heroism, nondetection **2nd** - glitterdust (DC 15), invisibility, mirror image, misdirection, web

1st - charm person, feather fall, grease (DC 14), identify, obscuring mist, shield

TACTICS

Before Combat Nysska will usually have *shield* active, her poisoned weapon, *greater invisibility*, and *heroism*. She always has *nondetection* up.

During Combat Nysska will swoop in from above with her boots and *teleport* around invisibly, striking at weaker targets first. She likes to open with a studied death attack followed by another death attack immediately using her swift death ability. She uses her wand of major image to cause serious confusion. Her *ring of blinking* and her shadow orb have stacking miss chances so she'll blink if forced onto the defensive, and she will use her scroll to summon if she needs to. The scroll of *teleport* is a last resort.

Morale At higher levels Nysska starts to relish in the hunt slightly, and almost certainly returns to finish the job if she fails to kill her intended target.

STATISTICS

Str 17, Dex 27, Con 16, Int 24, Wis 10, Cha 16 Base Atk +11; CMB +14; CMD 37

Feats Combat Reflexes, Defensive Combat Training, Double Slice, Greater Two-weapon Fighting, Improved Two-Weapon Fighting, Magical Aptitude, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Bladestaff)

Skills Acrobatics +27, Bluff +18, Climb +13, Diplomacy +18, Disable Device +19, Disguise +12, Escape Artist +19, Gather Information +18, Knowledge: Local +16, Perception +15, Stealth +27 (+37), Use Magic Device +26

Languages Common, Elven, Infernal, First One languages

SQ Hidden Weapons

Combat Gear bracers of armor +8, Keen Blackfrost Bladestaff +2, belt of incredible dexterity +4, cloak of resistance +5, headband of vast intelligence +6, ring of blinking, ring of chameleon power, winged boots, potion of haste, scroll of polymorph any object, scroll of summon monster VIII, scroll of teleport, Baneviper Venom, wand of cure serious wounds, wand of major image (DC 17)

SPECIAL ABILITIES

Blackfrost bladestaff: Blackfrost is a special variety of frost enchantment. If the bladestaff deals more than 3 damage with the added cold effect, it also deals 2 points of dexterity damage.

Angel of Death (Su): Once per day on making a successful death attack, Nysska can cause her target's body to crumble into dust, preventing any revival that requires physical remains to succeed.

Combat Trick (Ex): Nysska gains Defensive Combat Training as a bonus feat.

Evasion (Ex): Nysska takes no damage on a successful reflex save.

Death Attack (Ex): Nysska may make a death attack as a normal assassin (after studying an opponent for 3 rounds, successfully landing a sneak attack forces a DC 27 Fortitude save or the opponent may be paralyzed or killed at her choice. Paralysis lasts for 1d6 rounds, +1 per assassin level.

Hidden Weapons (Ex): Nysska adds her assassin level to any skill check to conceal weapons with sleight of hand.

Hide in Plain Sight (Su): So long as Nysska is within 20 feet of shadow, she may use stealth as if she were unobserved. She is more skilled with shadow than most assassins.

Killing Touch (Ex): When Nysska lands a critical hit, apply double sneak attack damage to the strike, regardless of the opponent's immunity or position.

Finesse Rogue (Ex): Nysska has weapon finesse as a bonus feat.

Poison Use (Ex): Nysska can use poisons without fear of poisoning herself.

Quiet Death (Ex): When using her death attack ability, Nysska may make a stealth check opposed by surrounding people's perception checks to avoid detection. The observers will not notice the target is dead at first, allowing time for an escape.

Shadow Jump (Su): Exodites can travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. An Exodite can jump up to a total of 10 feet per level each day in this way. At higher levels, this amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment. Nysska may make this movement as a free action on her turn.

Shadow Orb (Su): Nysska gains the ability to manifest a small orb of shadow. Manifesting the Orb requires a move action, after which it remains until dismissed (dismissal is a move action). The shadow orb, at weaker levels, is a primarily defensive weapon – it will weave around Nysska in combat, attempting to throw attacks away from her. This translates as a 25% miss chance. If this miss chance causes any melee attack to miss, the orb has struck the attacker, which results in 8d6+7 force damage.

At mid level, the Shadow orb can move farther away from Nysska, allowing it to make, 1/round as a swift action, a ranged touch attack against a single target within 60 feet. If struck, this target is paralyzed for 1 round. It does not deal the force damage listed above.

At high level, the shadow orb energizes any area of darkness around Nysska. So long as she remains within

the shadows while her orb is active, Nysska has Fast Healing 5.

Sneak attack (Ex): Nysska has 8d6 dice of sneak attack.

Stealth Attack (Ex): Whenever Nysska uses her shadow jump ability in a round, all subsequent attacks she makes in that round gain a +6 circumstance bonus to hit and automatically count as half dice sneak attacks, regardless of the opponent's immunity or position. If the attacks would qualify as regular sneak attacks, then they deal full dice as per normal. Each successful hit also deals 1 point of constitution damage, and forces a DC 27 fortitude save or else the target becomes shaken for 1 round.

Swift Death (Ex): 1/day, Nysska may make a death attack against an opponent without studying them for 3 rounds beforehand.

Trapfinding (Ex): Nysska gains a +1 bonus to perception checks made to detect traps.

True Death (Su): anyone slain by Nysska's death attack becomes more difficult to bring back from the dead. Spellcasters attempting to bring a creature back from the dead using raise dead or similar magic must make a caster level check with a DC 25 or the spell fails and the material component is wasted. Casting remove curse the round before attempting to bring the creature back from the dead negates this chance. The DC of the remove curse is 20.

Baneviper Venom (Ex): Venom from the baneviper, a horrible serpent from the boiling lava pits of Gehenna. On a successful strike, the target must make a DC 25 fortitude save or take an additional 6d8 fire damage and become paralyzed for 1 round as their blood ignites. Baneviper venom wears off after 5 successful strikes. A successful save halves the fire damage and prevents the paralysis. If a target is killed by a weapon envenomated with baneviper venom, their body is reduced to caustic elemental ash and they cannot be raised short of a wish.

NYSSKA

XP 307,200

Female Exodite Rogue 8/Fighter 2/Assassin 10 **NE medium humanoid Init** +10; **Senses** darkvision 120 feet.; Perception +23

DEFENSE

AC 29, touch 21, flat-footed 19 (+10 dex, +8 armor, +1 feat)

hp (max) 352 (20 HD; 18d8+2d10+160+8+20)

Fort +21, Ref +28, Will +12; +5 versus poison, +1 versus fear

Defensive Abilities Evasion, Improved Uncanny Dodge;

CR 19

Enemies of Nedexodus

25

OFFENSE

Speed 120 ft. (24 squares)

Melee Bladestaff +30 Melee (1d6+10+1d6 cold, 17-20) **Full Attack** Bladestaff +30/+25/+20

 Melee
 (1d6+10+1d6
 cold/1d6+10+1d6

 cold/1d6+10+1d6
 cold
 17-20)
 or
 Bladestaff

 +28/+28/+23/+23/+18/+18
 Melee
 (all attacks deal
 1d6+10+1d6 cold, 17-20)

Ranged Orb +25 ranged touch (10d6+38 force damage + 4 dexterity damage plus 1 round paralysis, 120 ft range)

Special Attacks Death Attack, Shadow Jump 200 feet, Shadow Orb, Sneak attack +9d6, stealth attack

Spells Casts as a 12th level sorcerer, arcane bloodline 6th - shadow walk

5th - overland flight, teleport, wall of force

4th - dimension door, greater invisibility, solid fog, stoneskin

3rd - dispel magic, gaseous form, haste, heroism, nondetection

2nd - glitterdust (DC 15), invisibility, mirror image, misdirection, see invisibility, web

1st - *charm person, feather fall, grease* (DC 14), *identify, obscuring mist, shield*

TACTICS

Before Combat Nysska buffs up with *greater invisibility*, *nondetection*, *overland flight*, *stoneskin*, and usually *shield*. Sometimes she will use her scroll of summon monster to soften up a foe, while herself remaining hidden.

During Combat Nysska's stealth attack in combination with Shatter Defenses is horrifying, and she knows it. She is nearly impossible to capture or grapple thanks to her *ring of freedom of movement*. She uses her assorted movement-based abilities in combination with invisibility and stealth to run circles around her opponents, launching devastating surgical strikes. Her scroll of time stop gets used if the fight is looking difficult. As a parting gift against a more powerful opponent, Nysska will use *mage's disjunction*.

Morale If she's been told to kill you, she'll get it done.

STATISTICS

Str 22, Dex 30, Con 26, Int 26, Wis 14, Cha 20 Base Atk +15; CMB +21; CMD 46

Feats Arcane Strike, Combat Reflexes, Dazzling Display, Defensive Combat Training, Double Slice, Greater Two-weapon Fighting, Improved Two-Weapon Fighting, Magical Aptitude, Shatter Defenses, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Bladestaff)

Skills Acrobatics +33, Bluff +18, Climb +19, Diplomacy +28, Disable Device +28, Disguise +23, Gather Information +23, Intimidate +23, Knowledge: Local +21, Perception +23, Stealth +33 (+43), Use Magic Device +32

Languages Common, Elven, Infernal, First One languages

SQ Hidden Weapons

Combat Gear bracers of armor +8, keen blackfrost bladestaff of quickness +4, belt of physical might +6, cloak of resistance +5, headband of mental prowess +4, ring of chameleon power, ring of freedom of movement, scroll of disjunction, scroll of polymorph any object, scroll of summon monster IX, scroll of time stop, Baneviper Venom, wand of cure critical wounds

SPECIAL ABILITIES

Blackfrost bladestaff: Blackfrost is a special variety of frost enchantment. If the bladestaff deals more than 3 damage with the added cold effect, it also deals 2 points of dexterity damage.

Bleeding Attack (Ex): Nysska's sneak attacks cause 9 points of bleeding damage at the beginning of a struck target's turn. This damage can be stopped through healing or a DC 15 heal check as a standard action.

Angel of Death (Su): Once per day on making a successful death attack, Nysska can cause her target's body to crumble into dust, preventing any revival that requires physical remains to succeed.

Combat Trick (Ex): Nysska gains Defensive Combat Training as a bonus feat.

Evasion (Ex): Nysska takes no damage on a successful reflex save.

Death Attack (Ex): Nysska may make a death attack as a normal assassin (after studying an opponent for 3 rounds, successfully landing a sneak attack forces a DC 28 Fortitude save or the opponent may be paralyzed or killed at her choice. Paralysis lasts for 1d6 rounds, +1 per assassin level.

Hidden Weapons (Ex): Nysska adds her assassin level to any skill check to conceal weapons with sleight of hand.

Hide in Plain Sight (Su): So long as Nysska is within 20 feet of shadow, she may use stealth as if she were unobserved. She is more skilled with shadow than most assassins.

Killing Touch (Ex): When Nysska lands a critical hit, apply double sneak attack damage to the strike, regardless of the opponent's immunity or position.

Fast Stealth (Ex): Nysska may move at her full movement when using stealth.

Finesse Rogue (Ex): Nysska has weapon finesse as a bonus feat.

Poison Use (Ex): Nysska can use poisons without fear of poisoning herself.

Quiet Death (Ex): When using her death attack ability, Nysska may make a stealth check opposed by surrounding people's perception checks to avoid detection. The observers will not notice the target is dead at first, allowing time for an escape.

Shadow Jump (Su): Exodites can travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. An Exodite can jump up to a total of 10 feet per level each day in this way. At higher levels, this amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment. Nysska may make this movement as a free action on her turn, and once again every round as a free immediate action when not on her turn.

Shadow Orb (Su): Nysska gains the ability to manifest a small orb of shadow. Manifesting the Orb is a free, immediate action, after which it remains until dismissed (dismissal is a move action). While active, all attacks against Nysska have a 30% miss chance. If this miss chance causes any melee attack to miss, the orb has struck the attacker, which results in 10d6+8 force damage.

At mid level, the Shadow orb can move farther away from Nysska, allowing it to make, 1/round as a swift action, a ranged touch attack against a single target within 120 feet. If struck, this target is paralyzed for 1 round.

At high level, the shadow orb energizes any area of darkness around Nysska. So long as she remains within the shadows while her orb is active, Nysska has Fast Healing 10.

Sneak attack (Ex): Nysska has 9d6 dice of sneak attack.

Stealth Attack (Ex): Whenever Nysska uses her shadow jump ability in a round, all subsequent attacks she makes in that round gain a +8 circumstance bonus to hit and automatically count as half dice sneak attacks, regardless of the opponent's immunity or position. If the attacks would qualify as regular sneak attacks, then they deal full dice as per normal. Each successful hit also deals 2 points of constitution damage, and forces a DC 28 fortitude save or else the target becomes shaken for 1 round.

Swift Death (Ex): 1/day, Nysska may make a death attack against an opponent without studying them for 3 rounds beforehand.

Trapfinding (Ex): Nysska gains a +2 bonus to perception checks made to detect traps.

True Death (Su): anyone slain by Nysska's death attack becomes more difficult to bring back from the dead. Spellcasters attempting to bring a creature back from the dead using raise dead or similar magic must make a caster level check with a DC 25 or the spell fails and the material component is wasted. Casting remove curse the round before attempting to bring the creature back from the dead negates this chance. The DC of the remove curse is 20.

Baneviper Venom (Ex): Venom from the baneviper, a horrible serpent from the boiling lava pits of Gehenna. On a successful strike, the target must make a DC 25 fortitude save or take an additional 6d8 fire damage and become paralyzed for 1 round as their blood ignites. Baneviper venom wears off after 5 successful strikes. A successful save halves the fire damage and prevents the paralysis. If a target is killed by a weapon envenomated with baneviper venom, their body is reduced to caustic elemental ash and they cannot be raised short of a wish.

THEDESTROYER

The Destroyer redefines 'massive'. He is a tall, powerful Enuka with an almost human bearing and an enormous stature. Most of his body covered over with thick, red fur, what bare skin there is (on his chest only) is a mass of tribal tattoos. Dull, triangular spikes sweep back from his elbows and shoulders - these spikes are broad, thick, and most closely resemble the horn of a rhinoceros. The Destroyer's own horns curl back from his brow like those of a bighorn sheep and his face is less simian than his fellows'. Probably most remarkable are his eyes – they're piercing and glow a faint yellow - a sign of his divine status.

PERSONALITY

Savage. Out of control. Violent. All of these could be used to describe the Destroyer. He is an incarnation of the warriors' spirit, a living battle who seeks only to smite his foes. As befits his nature, the Destroyer communicates through action, so he speaks little except to taunt an enemy or issue a command.

The Destroyer does have a warrior's honor to him – he will only attack those who he deems as fellow warriors, and respects the fighting ability of other individuals. However, he truly revels in the death and destruction he wreaks: he is more devoted to the violence that following Makesh allows him to partake in than he is to Makesh himself.

THE DESTROYER

CR 5

XP 2,400 Male Enuka Barbarian 6 CE Medium Monstrous Humanoid Init +7; Senses low light vision; Perception +11

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 dex, +6 natural) hp (max) 114 (6 HD; 6d12+36+6) Fort +13, Ref +7, Will +6

Defensive Abilities improved uncanny dodge, fast healing 2, trap sense +2;

OFFENSE

Speed 35 ft. (7 squares) **Melee** Claw +12 Melee (1d8+6, 19-20 x2) **Full Attack** 2 Claws +12 Melee (1d8+6, 19-20 x2), 1 Claw +7 Melee (1d8+6, 19-20 x2) **Ranged** Quills +9 ranged (2d6+6, 20 x2) **Special Attacks** Vicious claws, quills

TACTICS

Before Combat If he remembers, the Destroyer will use his *potion of enlarge person*. He only has a 50% chance of remembering.

During Combat The Destroyer is quite resilient and dangerous in combat. He is also a very simple (some might say stupid) combatant, throwing himself into the fray with no concern for his own survival, simply attempting to destroy as many opponents as he

possibly can. He'll drink his *potion of enlarge person* before fighting to drastically increase his power.

Morale The Destroyer is a beast drunk on carnage, and he continues to fight until specifically told not to. If he's killed, he tends to be pretty surprised as opposed to in any way aware that he was about to go down.

STATISTICS

Str 23, Dex 16, Con 22, Int 8, Wis 14, Cha 10 Base Atk +6; CMB +12; CMD 25

Feats Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack

Skills Acrobatics +12, Handle Animal +9, Perception +11

Languages Common, Infernal, First One languages, Terran

SQ Blood Frenzy

Combat Gear belt of physical might +2, tattoo of resistance +2, potion of cure serious wounds, potion of enlarge person

SPECIAL ABILITIES

Animal Fury (Ex): While raging, the Destroyer gains a bite attack. If used as part of a full attack action, the bite attack is made at +7 melee. If the bite hits, it deals 1d4+3 damage. The Destroyer can make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks made by the Destroyer against the target this round are at a +2 bonus.

Blood Frenzy (Su): This is the mutation that earned the Destroyer his name. As he becomes damaged in combat, his blows become more powerful. Every time the destroyer is hit by a ranged or melee attack, his subsequent attacks gain a +1 frenzy bonus to damage. This effect stacks with itself, and lasts for the remainder of the encounter.

Pounce (Ex): The Destroyer may make a full attack on a charge.

Quick Reflexes (Ex): While raging, the Destroyer can make one additional attack of opportunity per round.

Quills (Ex): The Destroyer can rip the quills right out of his shoulders and elbows and toss them at a foe. He may launch a volley of quills at an opponent within 30 feet. This requires a ranged attack. The quills deal 2d6 damage + strength modifier. This may be used a number of times in an encounter equal to the Destroyer's constitution modifier.

Rage (Ex): +4 to strength and constitution, +2 bonus to will saves. -2 to armor class. Standard rage restrictions. The destroyer may rage for up to 20 rounds per day.

Renewed Vigor (Ex): As a standard action, the Destroyer heals 1d8+6 damage. This power can be used only once per day and only while raging.

Vicious Claws (Ex): 2 claws for 1d8 + strength modifier. The Destroyer suffers a -2 penalty to dexterity checks involving fine manipulation.

CR 9

THE DESTROYER

XP 9,600

Male Enuka Barbarian 10

Chaotic Evil Large Monstrous Humanoid

Init +8; Senses low light vision; Perception +15

DEFENSE

AC 24, touch 13, flat-footed 21 (+3 dex, +12 natural, -1 size)

hp (max) 210 (10 HD; 10d12+80+10)

Fort +19, Ref +11, Will +9

Defensive Abilities improved uncanny dodge, fast healing 5, immunities, trap sense +3; DR 4/-;

OFFENSE

Speed 45 ft. (9 squares) **Melee** Claw +20 Melee (2d6+10+1d4, 17-20 x2) **Full Attack** 2 Claws +20 Melee (2d6+10+1d4, 17-20 x2), 1 Claw +15 Melee (2d6+10+1d4, 17-20 x2) **Ranged** Quills +13 ranged (4d6+15, 20 x2) **Space** 10 ft.; **Reach** 10 ft. **Special Attacks** Vicious claws, quills

TACTICS

Before Combat He will usually drink his *potion of haste* before combat begins.

During Combat He's monstrous! The Destroyer has become quite large, and loves to make himself quicker with the aid of his trusty potion. The Destroyer will launch his quills every round, usually at the same target, while concentrating all his attacks on a single opponent until they are killed. He rarely cares if he's been wounded, and he has the ability to recover from most assaults very quickly.

Morale The Destroyer isn't fearless- his greatest fear is being a coward and running from battle. So good luck getting him to run.

STATISTICS

Str 30, Dex 18, Con 26, Int 10, Wis 14, Cha 11 Base Atk +10; CMB +21; CMD 35

Feats Improved Critical (vicious claws), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Intimidating Prowess, Power Attack

Skills Acrobatics +17, Handle Animal +13, Intimidate +27, Perception +15

Racial Bonus +4 bonus on intimidate checks Languages Common, Infernal, First One languages, Terran SQ Blood Frenzy

Combat Gear belt of physical might +4, tattoo of resistance +4, potion of cure serious wounds, potion of haste

SPECIAL ABILITIES

Animal Fury (Ex): While raging, the Destroyer gains a bite attack. If used as part of a full attack action, the bite attack is made at +15 melee. If the bite hits, it deals 1d6+5 damage. The Destroyer can make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks made by the Destroyer against the target this round are at a +2 bonus.

Blood Frenzy (Su): His blood frenzy has become yet more potent. Every time the destroyer is hit by a ranged or melee attack, the Destroyer's subsequent attacks gain a +2 frenzy bonus to damage. This effect stacks with itself, and lasts for the remainder of the encounter. Additionally, when the destroyer lands a hit in melee combat, the struck opponent must make a DC 23 reflex save or be shaken for 1 round. The save DC for this effect is strength-based.

Immunities (Ex): The destroyer is immune to polymorph effects.

Intimidating Glare (Ex): The Destroyer can make an intimidate check against one adjacent foe as a move action. If he successfully demoralizes the opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which the intimidate check exceeds the DC.

Pounce (Ex): The Destroyer may make a full attack on a charge.

Quick Reflexes (Ex): While raging, the Destroyer can make one additional attack of opportunity per round.

Quills (Ex): The Destroyer may launch a volley of quills at an opponent within 30 feet. This requires a ranged attack. The quills deal 4d6 damage + 1.5*strength modifier. This may be used a number of times in an encounter equal to the Destroyer's constitution modifier (8 times). Quills can be launched as a swift action.

Rage (Ex): +4 to strength and constitution, +2 bonus to will saves. -2 to armor class. Standard rage restrictions. The destroyer may rage for up to 30 rounds per day.

Renewed Vigor (Ex): As a standard action, the Destroyer heals 2d8+8 damage. This power can be used only once per day and only while raging.

Terrifying Howl (Ex): The Destroyer unleashes a terrifying howl as a standard action. All shaken enemies within 30 feet must make a DC 25 Will save or be panicked for 1d4+1 rounds. Once an enemy has made a save versus terrifying howl (successful or not), it is immune to this power for 24 hours.

Vicious Claws (Ex): 2 claws for 2d6 + strength modifier. The Destroyer's claws strike as magically aligned, chaotic and evil weapons. He gains a +1 to hit. The claws deal 1d4 profane damage on a successful strike, this becomes 5d4 on a critical hit. The Destroyer suffers a -2 penalty to dexterity checks involving fine manipulation.

THE DESTROYER

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CR 13

XP 38,400 Male Enuka Barbarian 14 Chaotic Evil Large Monstrous Humanoid Init +9; Senses low light vision; Perception +20

DEFENSE

AC 27, touch 14, flat-footed 23 (+4 dex, +14 natural, -1 size) hp (max) 308 (14 HD; 14d12+126+14)

Fort +24, Ref +15, Will +13

Defensive Abilities improved uncanny dodge, fast healing 7, immunities, trap sense +4; DR 6/-;

OFFENSE

Speed 50 ft. (10 squares) **Melee** Claw +26 Melee (2d6+12+2d4, 15-20 x2) **Full Attack** 2 Claws +26 Melee (2d6+12+2d4, 15-20 x2), 1 Claw +21 Melee (2d6+12+2d4, 15-20 x2) **Ranged** Quills +18 ranged (6d6+18, 20 x2) **Space** 10 ft.; **Reach** 10 ft. **Special Attacks** Vicious claws, quills

TACTICS

Before Combat If he is aware a combat is coming, he drinks a potion of heroism, a potion of haste, and a potion of blur.

During Combat The first thing the destroyer generally does is down a few potions to prepare himself for combat. Once enlarged, he tears into whichever opponents look the strongest, using his rage to fullest effect. His rapid rate of healing, huge hit points, and sheer tenacity ensure that he is not an easy target to take down. He will fire quills at distant foes, and then charge them. He will sometimes grapple weaker opponents out of the sheer desire to crush them alive.

Morale He's always spoiling for a fight, and why run when half the fun is tearing the most challenging targets apart?

STATISTICS

Str 35, Dex 20, Con 28, Int 10, Wis 16, Cha 12 Base Atk +14; CMB +27; CMD 42

Feats Combat Reflexes, Critical Focus, Improved Critical (vicious claws), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Intimidating Prowess, Power Attack

Skills Acrobatics +22, Handle Animal +18, Intimidate +34, Perception +20

Racial Bonus +4 bonus on intimidate checks Languages Common, Infernal, First One languages, Terran

SQ Blood Frenzy, Sudden Mutation

Combat Gear Enforcer of the Folding Circle

Treasure belt of physical might +6, ring of freedom, tattoo of resistance +6, potion of blur, potion of cure serious wounds, potion of haste, potion of heroism

SPECIAL ABILITIES

Animal Fury (Ex): While raging, the Destroyer gains a bite attack. If used as part of a full attack action, the bite attack is made at +20 melee. If the bite hits, it deals 1d6+6 damage. The Destroyer can make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks made by the Destroyer against the target this round are at a +2 bonus.

Blood Frenzy (Su): Every time the destroyer is hit by a ranged or melee attack, the Destroyer's subsequent attacks gain a +3 frenzy bonus to damage. This effect stacks with itself, and lasts for the remainder of the encounter. Additionally, when the Destroyer lands a hit in melee combat, the struck opponent must make a DC 26 reflex save or be knocked prone. The save DC for this effect is strength-based.

Immunities (Ex): The Destroyer is immune to polymorph effects and ability damage.

Indomitable Will (Ex): The Destroyer gains a +4 untyped bonus to saves against enchantment effects while raging.

Intimidating Glare (Ex): The Destroyer can make an intimidate check against one adjacent foe as a move action. If he successfully demoralizes the opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which the intimidate check exceeds the DC.

Pounce (Ex): The Destroyer may make a full attack on a charge.

Quick Reflexes (Ex): While raging, the Destroyer can make one additional attack of opportunity per round.

Quills (Ex): The Destroyer may launch a volley of quills at an opponent within 60 feet. This requires a ranged attack. The quills deal 6d6+18 damage. The quills may be used 9 times per encounter. Quills can be launched as a swift action. If an opponent is struck by the quills, he suffers a -10 penalty to movement from excruciating pain, this can be remedied with a DC 22 heal check made as a full-round action.

Greater Rage (Ex): +6 to strength and constitution, +3 bonus to will saves. -2 to armor class. Standard rage restrictions. The destroyer may rage for up to 39 rounds per day.

No Escape (Ex): When an opponent attempts a withdraw action to move out of the Destroyer's threatened area, he may move up to double his normal speed to pursue them. He must end his movement adjacent to the withdrawing target. No Escape can be used once per rage.

Renewed Vigor (Ex): As a swift action, the Destroyer heals 3d8+9 damage. This power can be used only once per day and only while raging.

Sudden Mutation (Ex): The Destroyer's unstable blood allows him to adapt to incoming assault extremely rapidly. If struck with any type of energy damage, the Destroyer gains energy resistance 20 versus that energy type for the remainder of the encounter. His form visibly adapts to the stimulus, with glowing nodes lighting up on his spikes in colors specific to the energy type he absorbed.

Terrifying Howl (Ex): The Destroyer unleashes a terrifying howl as a standard action. All shaken enemies within 30 feet must make a DC 29 Will save or be panicked for 1d4+1 rounds. Once an enemy has made a save versus terrifying howl (successful or not), it is immune to this power for 24 hours.

Unexpected Strike (Ex): While raging, the Destroyer may make an attack of opportunity against a foe who enters his threatened area, even if that target would not regularly provoke. He may only do this once per rage.

Vicious Claws (Ex): 2 claws for 2d6 + strength modifier. The Destroyer's claws strike as magically aligned, chaotic and evil weapons. He gains a +1 to hit, and their base critical range is increased by 1. The claws deal 2d4 profane damage on a successful strike, this becomes 10d4 on a critical hit. The Destroyer suffers a -2 penalty to dexterity checks involving fine manipulation.

CR 17

THE DESTROYER

XP 153,600 Male Enuka Barbarian 18 Chaotic Evil Large Monstrous Humanoid Init +9; Senses low light vision; Perception +24

DEFENSE

AC 32, touch 14, flat-footed 27 (+5 dex, +18 natural, -1 size)

hp (max) 432 (18 HD; 18d12+198+18)

Fort +28, Ref +17, Will +15

Defensive Abilities improved uncanny dodge, fast healing 10, immunities, trap sense +6; DR 10/-;

OFFENSE

Speed 50 ft. (10 squares) **Melee** Claw +33 Melee (3d6+22+2d4, 15-20 x2) **Full Attack** 2 Claws +33 Melee (3d6+22+2d4, 15-20 x2), 1 Claw +28 Melee (3d6+22+2d4, 15-20 x2) **Ranged** Quills +22 ranged (8d6+30, 20 x2)

Space 10 ft.; Reach 10 ft. Special Attacks Vicious claws, quills

TACTICS

Before Combat If he is aware a combat is coming, he drinks a *potion of heroism*, a *potion of haste*, and a *potion of blur*.

During Combat Saying the Destroyer has become a beast is an understatement. His attacks are extremely damaging, he himself can take a large amount of punishment, and he is highly resistant to most spells that affect both mind and body. He will leap onto distant opponents, hurl quills at fleeing foes, and strike those who stand before him with all his considerable might. He will attack everyone around him relatively equally and enjoys prolonging battle.

Morale The Destroyer actually welcomes a good challenge, so the more difficult and protracted the fight, the less likely he is to stop battling – even if ordered to cease.

STATISTICS

Str 40, Dex 20, Con 32, Int 10, Wis 17, Cha 13 Base Atk +18; CMB +32; CMD 47

Feats Combat Reflexes, Critical Focus, Improved Critical (vicious claws), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Intimidating Prowess, Power Attack, Staggering Critical (DC 28), Stunning Critical (DC 28)

Skills Acrobatics +26, Handle Animal +22, Intimidate +41, Perception +24

Racial Bonus +4 bonus on intimidate checks

Languages Common, Infernal, First One languages, Terran

SQ Blood Frenzy, Sudden Mutation

Combat Gear belt of physical might +6, ring of freedom, tattoo of resistance +6, potion of blur, potion of cure serious wounds, potion of haste, potion of heroism

SPECIAL ABILITIES

Animal Fury (Ex): While raging, the Destroyer gains a bite attack. If used as part of a full attack action, the bite attack is made at +28 melee. If the bite hits, it deals 1d6+7 damage. The Destroyer can make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks made by the Destroyer against the target this round are at a +2 bonus.

Blood Frenzy (Su): Every time the destroyer is hit by a ranged or melee attack, the Destroyer's subsequent attacks gain a +4 frenzy bonus to damage. This effect stacks with itself, and lasts for the remainder of the encounter. Additionally, when the destroyer lands a hit in melee combat, the struck opponent must make a DC 31 reflex save or be knocked prone. The save DC for this effect is strength-based. **Immunities (Ex):** The Destroyer is immune to polymorph effects, fear, confusion, and ability damage.

Indomitable Will (Ex): The Destroyer gains a +4 untyped bonus to saves against enchantment effects while raging.

Intimidating Glare (Ex): The Destroyer can make an Intimidate check against one adjacent foe as a move action. If he successfully demoralizes the opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which the intimidate check exceeds the DC.

Leap of Death (Ex): By making a jump check versus a single target within 30 feet's AC, the Destroyer may land upon him, automatically striking with one claw attack and dealing a critical hit. The Destroyer now occupies that opponent's square. The opponent is knocked prone and pushed into any square adjacent to the Destroyer's new location. Leap of Death is a move action, and may be combined with a charge. In this case, only the first attack automatically criticals.

Pounce (Ex): The Destroyer may make a full attack on a charge.

Quick Reflexes (Ex): While raging, the Destroyer can make one additional attack of opportunity per round.

Quills (Ex): The Destroyer may launch a volley of quills at an opponent within 80 feet. This requires a ranged attack. The quills deal 8d6 damage + 2*strength modifier. This may be used a number of times in an encounter equal to the Destroyer's constitution modifier (11). Quills can be launched as a swift action. If an opponent is struck by the quills, he may not take move actions due to the excruciating pain; this can be remedied with a DC 24 heal check made as a full-round action.

Greater Rage (Ex): +6 to strength and constitution, +3 bonus to will saves. -2 to armor class. The destroyer may rage for up to 49 rounds per day. He does not become fatigued after a rage.

No Escape (Ex): When an opponent attempts a withdraw action to move out of the Destroyer's threatened area, he may move up to double his normal speed to pursue them. He must end his movement adjacent to the withdrawing target. No Escape can be used once per rage.

Renewed Vigor (Ex): As a free action, the Destroyer heals 4d8+11 damage. This power can be used only once per day and only while raging.

Strength Surge (Ex): The Destroyer may add +18 to one Strength check or combat maneuver check, or to his Combat Maneuver Defense when an opponent attempts a maneuver against him. This power is used as an immediate action. Once per rage.

Sudden Mutation (Ex): The Destroyer's unstable blood allows him to adapt to incoming assault extremely rapidly. If struck with any type of energy damage, the Destroyer gains energy resistance 30 versus that energy type for the remainder of the encounter. His form visibly adapts to the stimulus, with glowing nodes lighting up on his spikes in colors specific to the energy type he absorbed.

Surprise Accuracy (Ex): The Destroyer gains a +5 morale bonus on one attack roll. This can be activated as a free action before the attack roll is made. He may only use Surprise accuracy 1/rage.

Terrifying Howl (Ex): The Destroyer unleashes a terrifying howl as a standard action. All shaken enemies within 30 feet must make a DC 34 Will save or be panicked for 1d4+1 rounds. Once an enemy has made a save versus terrifying howl (successful or not), it is immune to this power for 24 hours.

Unexpected Strike (Ex): While raging, the Destroyer may make an attack of opportunity against a foe who enters his threatened area, even if that target would not regularly provoke. He may only do this once per rage.

Vicious Claws (Ex): 2 claws for 3d6 + 1.5x strength modifier. The Destroyer's claws bypass any damage reduction. He gains a +1 to hit, and their base critical range is increased by 1. The claws deal 2d4 profane damage on a successful strike, this becomes 10d4 on a critical hit. The Destroyer suffers a -2 penalty to Dexterity checks involving fine manipulation.

THE DESTROYER

CR 21

XP 614,400

Male Enuka Barbarian 22 Chaotic Evil Large Monstrous Humanoid Init +14; Senses low light vision; Perception +32

DEFENSE

AC 40, touch 19, flat-footed 30 (+10 dex, +21 natural, -1 size)

hp (max) 572 (22 HD; 22d12+286+22) Fort +32, Ref +23, Will +20

Defensive Abilities improved uncanny dodge, fast healing 15, immunities, trap sense +6; **DR** 10/-;

OFFENSE

Speed 60 ft. (12 squares)

Melee Claw +40 Melee (3d6+27+3d4, 15-20 x2) Full Attack 2 Claws +40 Melee (3d6+27+3d4, 15-20 x2), 1 Claw +35 Melee (3d6+27+3d4, 15-20 x2) Ranged Quills +31 ranged (10d6+36, 20 x2) Space 10 ft.; Reach 10 ft. Special Attacks Vicious claws, quills

TACTICS

Before Combat The Destroyer opens with *righteous might* from his *ring of spell storing*, in addition to his potions.

During Combat It is important to stay more than 60 feet away from the Destroyer, or else he uses his Leap of Death ability to automatically critical, attempting to inflict stunning or exhaustion, followed up by a full attack if he managed to charge. If faced with individuals in a cluster he will attempt to go amongst them in order to use his intimidating glare, followed by a terrifying howl the next turn. When the panicked opponents run, he leaps on them individually and tears them apart. Flying opponents get jumped on and grabbed, or hit with incapacitating quills.

Morale By epic level the Destroyer is essentially a violence totem and he acts much as one would expect.

STATISTICS

Str 46, Dex 30, Con 36, Int 10, Wis 24, Cha 14 Base Atk +22; CMB +41; CMD 61

Feats Combat Reflexes, Critical Focus, Exhausting Critical, Improved Critical (vicious claws), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Intimidating Prowess, Power Attack, Staggering Critical (DC 32), Stunning Critical (DC 32), Tiring Critical

Skills Acrobatics +35, Handle Animal +27, Intimidate +49, Perception +32

Racial Bonus +4 bonus on intimidate checks Languages Common, Infernal, First One languages, Terran

SQ Blood Frenzy, Sudden Mutation

Combat Gear belt of physical might +6, Headband of Great Wisdom +4, ring of freedom, ring of spell storing (righteous might), tattoo of resistance +6, potion of blur, potion of cure serious wounds, potion of haste

SPECIAL ABILITIES

Animal Fury (Ex): While raging, the Destroyer gains a bite attack. If used as part of a full attack action, the bite attack is made at +35 melee. If the bite hits, it deals 3d6+9 damage. The Destroyer can make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks made by the Destroyer against the target this round are at a +2 bonus.

Blood Frenzy (Su): Every time the destroyer is hit by a ranged or melee attack, the Destroyer's subsequent attacks gain a +5 frenzy bonus to damage. This effect stacks with itself, and lasts for the remainder of the encounter. Additionally, when the destroyer lands a hit in melee combat, the struck opponent must make a DC 35 reflex save or be knocked prone. The save DC for this effect is strength-based.

Blood Rebirth (Su): A true warrior doesn't die until the battle is won, certainly this is the case for an incarnation of violence. 1/day, if the Destroyer is killed in combat, his spilled blood will pool back into his body and his wounds will close. He will rise fully healed 1d4 rounds later. This ability will not function if his body is completely destroyed, such as through the spell disintegrate.

Clear Mind (Ex): The Destroyer may choose to reroll a will save 1/rage.

Immunities (Ex): The Destroyer is immune to polymorph effects, fear, confusion, and ability damage.

Indomitable Will (Ex): The Destroyer gains a +4 untyped bonus to saves against enchantment effects while raging.

Intimidating Glare (Ex): The Destroyer automatically makes intimidate checks against all adjacent opponents each round on his turn. If he successfully demoralizes an opponent, that foe is shaken for 1d4 rounds + 1 round for every 5 points by which the intimidate check exceeds the DC.

Leap of Death (Ex): By making a jump check versus a single target within 60 feet's AC, the Destroyer may land upon him, automatically striking with one claw attack and dealing a critical hit. The Destroyer now occupies that opponent's square. The opponent is knocked prone and pushed into any square adjacent to the Destroyer's new location. Leap of Death is a move action, and may be combined with a charge. In this case, only the first attack automatically criticals.

Pounce (Ex): The Destroyer may make a full attack on a charge.

Quick Reflexes (Ex): While raging, the Destroyer can make one additional attack of opportunity per round.

Quills (Ex): The Destroyer may launch a volley of quills at an opponent within 100 feet. This requires a ranged attack. The quills deal 10d6 damage + 2*strength modifier. This may be used 13 times per encounter. Quills can be launched as a swift action. If an opponent is struck by the quills, he may not take move actions due to the excruciating pain, this can be remedied with a DC 26 heal check made as a full-round action.

Mighty Rage (Ex): +8 to strength and constitution, +4 bonus to will saves. -2 to armor class. The destroyer may rage for up to 49 rounds per day. He does not become fatigued after a rage.

No Escape (Ex): When an opponent attempts a withdraw action to move out of the Destroyer's threatened area, he may move up to double his normal speed to pursue them. He must end his movement adjacent to the withdrawing target. No Escape can be used once per rage.

Renewed Vigor (Ex): As a free action, the Destroyer heals 5d8+13 damage. This power can be used only once per day and only while raging.

Scent (Ex): The Destroyer has a more powerful version of the scent ability that has a 60 foot range.

Strength Surge (Ex): The Destroyer may add +22 to one Strength check or combat maneuver check, or to his Combat Maneuver Defense when an opponent attempts a maneuver against him. This power is used as an immediate action. Once per rage.

Sudden Mutation (Ex): The Destroyer's unstable blood allows him to adapt to incoming assault extremely rapidly. If struck with any type of energy damage, the Destroyer gains energy resistance 40 versus that energy type for the remainder of the encounter. His form visibly adapts to the stimulus, with glowing nodes lighting up on his spikes in colors specific to the energy type he absorbed.

Surprise Accuracy (Ex): The Destroyer gains a +6 morale bonus on one attack roll. This can be activated as a free action before the attack roll is made. He may only use Surprise accuracy 1/rage.

Terrifying Howl (Ex): The Destroyer unleashes a terrifying howl as a standard action. All shaken enemies within 30 feet must make a DC 39 Will save or be panicked for 1d4+1 rounds. Once an enemy has made a save versus terrifying howl (successful or not), it is immune to this power for 24 hours.

Unexpected Strike (Ex): While raging, the Destroyer may make an attack of opportunity against a foe who enters his threatened area, even if that target would not regularly provoke. He may only do this once per rage.

Vicious Claws (Ex): 2 claws for 3d6 + 1.5x strength modifier. The Destroyer's claws bypass any damage reduction, but still count as evilly and chaotically aligned. He gains a +1 to hit, and their base critical range is increased by 1. The claws deal 3d4 profane damage on a successful strike, this becomes 12d4 on a critical hit. The Destroyer suffers a -2 penalty to dexterity checks involving fine manipulation.

EMOK ZENYXKX

Emok, though appearing to be a prymidian woman, is actually a demon that blends the powers of corruption and life. Long ago, it was sealed into the body of a victim of one of the plagues it created. The prymidian body is extremely withered and ancient, with dull yellow eyes, skin faded to a reddish brown, and a nearly mummified appearance. A white-yellow mark of containment glows on its forehead. Emok usually carries a staff, and wears robes in enough layers that it is difficult to see exactly how emaciated its current host is. Emok's intellect can only Enemies of Nedexadu Folding Circle

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manifest as efficiently as the host body allows, and thus a prymidian's advanced mind makes it an ideal form.

PERSONALITY

Emok is unsettling and alien by mortal standards. It laughs at misfortune, revels in death and disease, and has a profoundly callous nature. At the same time, Emok is a demon with power over life, and is endlessly fascinated by the living world's permutations. Dealing with Emok mainly centers on piquing its interest or occupying its mind.

Emok is brilliant and dangerous, a real asset to the Folding Circle – except it is only bound to the group by Nysska's pact. It resents this state of servitude, but is unable to take any action to change the situation, and is furious with itself for being tricked by Nysska in its excitement to reach the gate. Emok secretly believes that Makesh is completely delusional, driven mad by the power of the Ashkean gate. Of course, the demon finds this hilarious.

EMOK ZENYAKA

XP 800

Genderless Prymidian Wizard (Conjurer) 3 NE Medium humanoid Init +2; Senses darkvision 60 feet.; Perception +1

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 dex) hp (max) 33 (3 HD; 3d6+12+3) Fort +6, Ref +4, Will +5 Defensive Abilities Miasmic Aura

OFFENSE

Speed 30 ft. (6 squares) Melee Whiteroot Staff +1 Melee (1d6, 20 x2) Full Attack Whiteroot Staff +1 Melee (1d6, 20 x2) Space 5 ft.; Reach 10 ft.

Wizard Spells Prepared (CL 3rd; concentration +8) 2nd - ~glitterdust (DC 19), invisibility, summon swarm 1st - color spray (DC 16), ~grease (DC 18), mage armor, obscuring mist, sleep

Cantrips - arcane mark, detect magic, prestidigitation, read magic

TACTICS

Before Combat Emok casts mage armor and invisibility before combat.

During Combat Emok is a weak low level-combatant. It will use sleep to try to knock out weaker opponents, and drop *glitterdust* in an attempt to blind people and make an escape. If Emok must fight, it will use summon swarm and *grease* to try to keep people inside the swarm.

Morale Very Low. Emok will flee at first opportunity and seek out allies.

STATISTICS

Str 10, Dex 14, Con 18, Int 20, Wis 12, Cha 8 Base Atk +1; CMB +1; CMD 13

Feats Scribe Scroll, Spell focus: Conjuration, Greater Spell focus: Conjuration

Skills Knowledge: Arcana +12, Knowledge: Architecture and Engineering +10, Knowledge: Dungeoneering +10, Knowledge: Geography +10, Knowledge: History +12, Knowledge: Local +10, Knowledge: Nature +10, Knowledge: Nobility +12, Knowledge: Religion +11, Knowledge: The Planes +12, Spellcraft +11

Racial Bonus +4 bonus on grapple checks, +1 on all knowledge checks, tentacle reach

Languages Common, Abyssal, Celestial, Dwarven, Infernal, First One languages

Combat Gear cloak of resistance +1, Spellbook, wand of charm person (DC 11), scroll of dimension door, scroll of fox's cunning

SPECIAL ABILITIES

CR 2

Acid Dart (Sp): As a standard action Emok can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6+1 points of acid damage. Emok may use this ability 8 times per day.

Arcane Bond (Ex/Sp): Emok is bonded to a whiteroot staff. 1/day, Emok may cast a spell it knows from the staff without having to memorize it ahead of time.

Miasmic Aura (Su): Emok is constantly surrounded by a strange, sickly sweet scent. When any other individual is within 10 feet of Emok, this odor causes them to become sickened automatically. Immunity to fortitude based effects prevents this. Miasmic aura forces a save for everyone within its effect, every round, at the beginning of Emok's turn.

Summoner's Charm (Su): Whenever Emok casts a conjuration (summoning) spell, increase the duration by a number of rounds equal to ½ its wizard level.

CR 6

EMOK ZENYAKA

XP 3,200

Genderless Prymidian Wizard (Conjurer) 7 NE Medium humanoid Init +3; Senses darkvision 60 feet.; Perception +1

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 dex) hp (max) 84 (7 HD; 7d6+35+7) Fort +9, Ref +7, Will +8 Defensive Abilities Disease Immunity, Miasmic Aura;

OFFENSE

Speed 30 ft. (6 squares) Melee Whiteroot Staff +3 Melee (1d6, 20 x2) Full Attack Whiteroot Staff +3 Melee (1d6, 20 x2) Space 5 ft.; Reach 10 ft. Wizard Spells Prepared (CL 7th; concentration +13) **4th** - ~black tentacles, confusion (DC 20), dimension door **3rd** - dispel magic, Fly, hold person (DC 20), ~stinking cloud (DC 21)

2nd - fog cloud, ~glitterdust (DC 20) (x2), invisibility, summon swarm, web (DC 20)

1st - ~grease (DC 19) (x2), mage armor, obscuring mist, silent image (x2), sleep (DC 18)

Cantrips - arcane mark, detect magic, prestidigitation, read magic

TACTICS

Before Combat Emok is generally enchanted with fly and *mage armor*.

During Combat Emok prefers to attack from the air if possible. The wizard will hold back and blind or incapacitate foes and allow summons from the wand to deal with them.

Morale Emok is forever a coward and always keeps out of reach of the opposition. If forced into a bad situation, Emok attempts to escape via its *teleport* scroll. If this isn't possible, Emok is not above bargaining for its life.

STATISTICS

Str 11, Dex 16, Con 20, Int 23, Wis 12, Cha 8 Base Atk +3; CMB +3; CMD 16

Feats Heighten Spell, Scribe Scroll, Spell focus: Conjuration, Greater Spell focus: Conjuration, Spell Focus: Enchantment, Spell Penetration

Skills Knowledge: Arcana +16, Knowledge: Architecture and Engineering +13, Knowledge: Dungeoneering +12, Knowledge: Geography +13, Knowledge: History +16, Knowledge: Local +13, Knowledge: Nature +14, Knowledge: Nobility +16, Knowledge: Religion +14, Knowledge: The Planes +16, Spellcraft +16

Racial Bonus +4 bonus on grapple checks, +1 on all knowledge checks, tentacle reach

Languages Common, Abyssal, Celestial, Dwarven, Infernal, First One languages

Combat Gear belt of mighty constitution +2, cloak of resistance +2, headband of vast intelligence +2, Spellbook, wand of summon monster II, scroll of fox's cunning, scroll of summon monster V, scroll of teleport

SPECIAL ABILITIES

Acid Dart (Sp): As a standard action you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6+3 points of acid damage. Emok may use this ability 9 times per day.

Arcane Bond (Ex/Sp): Emok is bonded to its whiteroot staff. 1/day, Emok may cast a spell it knows from the staff without having to memorize it ahead of time. Additionally, Emok may enchant it as if it had the appropriate item creation feat.

Choking Spell (Su): All of Emok's conjuration spells are accompanied by a haze of choking vapors. Any time someone other than Emok is the target or within the area of one of its spells, they take 2 points of constitution damage automatically from gasping and wheezing. Emok itself is immune to this effect. Choking spell only triggers once per spell cast.

Disease Immunity (Ex): Emok is immune to all diseases.

Miasmic Aura (Su): At mid to low level, Emok's aura becomes more frightful. When any other individual is within 10 feet of Emok, this odor causes that person to shiver violently; they suffer a -4 to all attack rolls, saves, and skill checks, and must make a caster level check that exceeds 15 in order to successfully cast a spell without losing it. Immunity to fortitude based effects prevents this.

Summoner's Charm (Su): Whenever Emok casts a conjuration (summoning) spell, increase the duration by a number of rounds equal to ½ its wizard level.

EMOK ZENYAKA

XP 12,800

Genderless Prymidian Wizard (Conjurer) 11 NE Medium Humanoid Init +3; Senses darkvision 60 feet.; Perception +1

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 dex) hp (max) 143 (11 HD; 11d6+66+11) Fort +13, Ref +10, Will +12 Defensive Abilities Disease Immunity, Miasmic Aura, Spell Immunities; DR 15/good;

OFFENSE

Speed 30 ft. (6 squares) **Melee** staff of fire +6 Melee (1d6+1, 20 x2) **Full Attack** staff of fire +6 Melee (1d6+1, 20 x2) **Space** 5 ft.; **Reach** 10 ft.

Wizard Spells Prepared (CL 11th; concentration +19)

6th - ~acid fog, mass suggestion (DC 26), wall of iron **5th** - ~cloudkill (DC 25) (x2), quickened obscuring mist, teleport

4th - ~black tentacles, confusion (DC 24) (x2), dimension door, greater invisibility, lesser globe of invulnerability **3rd** - dispel magic (x2), Fly, gaseous form, hold person (DC 23), ~stinking cloud (DC 23), suggestion (DC 23)

2nd - fog cloud, ~glitterdust (DC 22) (x2), invisibility, summon swarm, web (DC 22) (x2)

1st - ~grease (DC 21) (x2), mage armor, obscuring mist (x2), silent image (x2)

Cantrips - arcane mark, detect magic, prestidigitation, read magic

TACTICS

Before Combat Emok is generally enchanted with *fly*, *greater invisibility*, and *mage armor*. If expecting casters, Emok will use *lesser globe of invulnerability*.

During Combat Emok generally opens by flying into the group and dropping a *quickened obscuring mist* to boost its own constitution while damaging foes via Choking spell and Choking Vitality. *cloudkill* usually follows on the same round. Subsequent rounds include effects like *webs* and *black tentacles* or walls of iron to keep people inside the *cloudkill*. Emok is not about using mass suggestion to control peoples' movement, as well as confusion. He sometimes uses his *staff of fire* to create *walls of fire*.

Morale While significantly more powerful, Emok is still a coward who loathes open combat. He will enter combat to torture weaker foes, but avoids conflict with stronger opponents.

STATISTICS

Str 12, Dex 17, Con 22, Int 26, Wis 13, Cha 8 Base Atk +5; CMB +6; CMD 19 Feats Heighten Spell, Quicken Spell, Scribe Scroll, Spell

focus: Conjuration, Greater Spell focus: Conjuration, Spell
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CR 14

Focus: Enchantment, Greater Spell focus: Enchantment, Spell Penetration, Greater Spell Penetration

Skills Knowledge: Arcana +23, Knowledge: Architecture and Engineering +20, Knowledge: Dungeoneering +17, Knowledge: Geography +20, Knowledge: History +21, Knowledge: Local +18, Knowledge: Nature +18, Knowledge: Nobility +20, Knowledge: Religion +19, Knowledge: The Planes +21, Spellcraft +22

Racial Bonus +4 bonus on grapple checks, +1 on all knowledge checks, tentacle reach

Languages Common, Abyssal, Celestial, Draconic, Dwarven, Infernal, First One languages

Combat Gear belt of mighty constitution +4, cloak of resistance +4, headband of vast intelligence +4, Spellbook, ring of freedom of movement, staff of fire

SPECIAL ABILITIES

Acid Dart (Sp): As a standard action you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6+5 points of acid damage. Emok may use this ability 11 times per day.

Arcane Bond (Ex/Sp): Emok is bonded to its *staff of fire.* 1/day, Emok may cast a spell it knows from the staff without having to memorize it ahead of time. Additionally, Emok may enchant it as if it had the appropriate item creation feat.

Choking Spell (Su): All of Emok's conjuration spells are accompanied by a haze of choking vapors. Any time someone other than Emok is the target or within the area of one of its spells, they take 2 points of constitution damage automatically from gasping and wheezing. Emok itself is immune to this effect. Choking spell only triggers once per spell cast.

Choking Vitality (Su): When Emok is caught within the effects of one of its own conjuration spells, the wizard gains a +2 arcane bonus to constitution. All other effects of the spell are negated. The constitution bonus from Choking Vitality stacks with itself. Choking Vitality may only trigger once per spell cast.

Dimensional Steps (Sp): Emok may *teleport* up to 330 feet per day as a standard action. This teleportation must be used in 5-foot increments and such movement does not provoke an attack of opportunity. Emok may bring other willing creatures along, but must expend an equal amount of distance for each additional creature transported.

Disease Immunity (Ex): Emok is immune to all diseases.

Miasmic Aura (Su): At mid level, Emok's aura makes attacking it in melee combat dangerous. When any other individual is within 10 feet of Emok, its stench forces a DC 21 fortitude save, otherwise they become nauseated. Success on this save causes an individual to be shaken. Immunity to fortitude-based effects prevents all effects. **Spell Immunities (Su):** Emok is immune to the effects of cloud, fog, and gas-based spells, and can see through them as if they did not exist.

Summoner's Charm (Su): Whenever Emok casts a conjuration (summoning) spell, increase the duration by a number of rounds equal to ½ its wizard level.

EMOK ZENYAKA

XP 51,200

Genderless Prymidian Wizard (Conjurer) 15 NE Medium Humanoid

Init +3; Senses darkvision 60 feet.; Perception +2

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 dex, +5 robe) hp (max) 195 (15 HD; 15d6+90+15) Fort +15, Ref +12, Will +15

Defensive Abilities Disease Immunity, Miasmic Aura, Spell Immunities; **DR** 20/good; **SR** 18

OFFENSE

Speed 40 ft. (8 squares)

Melee staff of conjuration +8 Melee (1d6+1, 20 x2) **Full Attack** staff of conjuration +8/+3 Melee (1d6+1, 20 x2)

Space 5 ft.; Reach 10 ft.

Wizard Spells Prepared (CL 15th; concentration +24) **8th** - ~widened cloudkill (DC 26), prismatic wall (DC 26), symbol of insanity (DC 28)

7th - mass hold person (DC 28), forcecage, insanity (DC 28), ~summon monster VII

6th - ~acid fog, mass suggestion (DC 27), symbol of persuasion (DC 27), quickened touch of idiocy, wall of iron **5th** - ~cloudkill (DC 26), dominate person (DC 26), feeblemind (DC 26), hold monster (DC 26), quickened obscuring mist (x2), teleport

4th - ~black tentacles, confusion (DC 25) (x2), dimension door, greater invisibility, lesser globe of invulnerability

3rd - dispel magic (x2), fly, gaseous form, hold person (DC 24), ~stinking cloud (DC 24), suggestion (DC 24)

2nd - fog cloud, ~glitterdust (DC 23) (x2), invisibility, summon swarm, web (DC 23) (x2)

1st - ~grease (DC 22) (x2), mage armor, obscuring mist (x2), silent image (x2)

Cantrips - arcane mark, detect magic, prestidigitation, read magic

TACTICS

Before Combat Emok is generally enchanted with *fly*, *greater invisibility*, and *mage armor*. If expecting casters, Emok will use *lesser globe of invulnerability*. He will often summon monsters with his staff of conjuration or magic before a fight begins.

During Combat Emok utilizes cloudkill, either widened or from his staff, in concert with *quickened obscuring mists*. Those enemies who do not stay within the cloud are subjected to *symbol of persuasion* or *symbol* of insanity. More dangerous foes are trapped within vapours via forcecage. Often times, Emok uses wall and other movement restriction spells to generally be a holy terror.

Morale Emok flees at the first sign of trouble, but weaker opponents are toyed with as opposed to efficiently killed, a fact which can be used against him.

STATISTICS

Str 13, Dex 17, Con 22, Int 29, Wis 14, Cha 8 Base Atk +7; CMB +8; CMD 21

Feats Augment Summoning, Improved Counterspelling, Heighten Spell, Widen Spell, Quicken Spell, Scribe Scroll, Spell focus: Conjuration, Greater Spell focus: Conjuration, Spell Focus: Enchantment, Greater Spell focus: Enchantment, Spell Penetration, Greater Spell Penetration

Skills Knowledge: Arcana +28, Knowledge: Architecture and Engineering +23, Knowledge: Dungeoneering +21, Knowledge: Geography +23, Knowledge: History +25, Knowledge: Local +21, Knowledge: Nature +22, Knowledge: Nobility +25, Knowledge: Religion +22, Knowledge: The Planes +25, Spellcraft +27

Racial Bonus +4 bonus on grapple checks, +1 on all knowledge checks, tentacle reach

Languages Common, Abyssal, Celestial, Draconic, Dwarven, Infernal, First One languages

Combat Gear belt of mighty constitution +4, black robe of the archmagi, headband of vast intelligence +6, Spellbook, ring of freedom of movement, staff of conjuration (DC 10 + spell level + 9)

SPECIAL ABILITIES

Acid Dart (Sp): As a standard action you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6+7 points of acid damage. Emok may use this ability 12 times per day.

Arcane Bond (Ex/Sp): Emok is bonded to its *staff of conjuration*. 1/day, Emok may cast a spell it knows from the staff without having to memorize it ahead of time. Additionally, Emok may enchant it as if it had the appropriate item creation feat.

Choking Spell (Su): All of Emok's conjuration spells are accompanied by a haze of choking vapors. Any time someone other than Emok is the target or within the area of one of its spells, they take 4 points of constitution damage automatically from gasping and wheezing. Emok itself is immune to this effect. Choking spell only triggers once per spell cast.

Choking Vitality (Su): When Emok is caught within the effects of one of its own conjuration spells, the wizard gains a +2 arcane bonus to constitution. All other effects of the spell are negated. The constitution bonus from Choking Vitality stacks with itself. Choking Vitality may only trigger once per spell cast.

Dimensional Steps (Sp): Emok may *teleport* up to 450 feet per day as a standard action. This *teleportation* must be used in 5-foot increments and such movement does not provoke an attack of opportunity. Emok may bring other willing creatures along, but must expend an equal amount of distance for each additional creature transported.

Disease Immunity (Ex): Emok is immune to all diseases.

Great Contagion (Su): Emok can inflict a quasi-mystical disease by simply touching an opponent. With a touch attack as a swift action each round, Emok can force an opponent to make a DC 21 Fortitude save or be affected as per Contagion, with a disease of choice. The save DC is constitution-based. Coming into direct physical contact with Emok provokes an identical save for each round of contact.

Miasmic Aura (Su): At high level, Emok's aura renders simple proximity to it quite lethal. When any other individual is within 10 feet of Emok, the stench forces a DC 23 fortitude save, otherwise the individual becomes stunned, reduced to a shivering wreck. Success on this save causes an individual to be affected as per the second option in *bestow curse* (-4 to saves, checks, attack rolls).

Spell Immunities (Su): Emok is immune to the effects of cloud, fog, and gas-based spells, and can see through them as if they did not exist.

Summoner's Charm (Su): Whenever Emok casts a conjuration (summoning) spell, increase the duration by a number of rounds equal to ½ its wizard level.

CR 19

EMOK ZENYAKA

XP 307,200

Genderless Prymidian Wizard (Conjurer) 20 NE Medium Humanoid Init +8; Senses darkvision 60 feet.; Perception +22

DEFENSE

AC 19, touch 14, flat-footed 15 (+4 dex, +5 robe) hp (max) 320 (20 HD; 20d6+160+20+20) Fort +18, Ref +14, Will +18 Defensive Abilities Disease Immunity, Miasmic Aura, Spell Immunities; DR 25/good; SR 18

OFFENSE

Speed 50 ft. (10 squares)

Melee staff of conjuration +12 Melee (1d6+2, 20 x2) **Full Attack** staff of conjuration +12/+7 Melee (1d6+2, 20 x2)

Space 5 ft.; Reach 10 ft.

Wizard Spells Prepared (CL 20th; concentration +35) **9th** - dominate monster (DC 35), mass hold monster (DC 35) (x2), ~summon monster IX, time stop (x2), wish

ENEMIES OF NEOEXODUS

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8th - ~widened cloudkill (DC 31), quickened dimension door, incendiary cloud, power word stun, prismatic wall (DC 32), protection from spells, symbol of insanity (DC 34) 7th - ethereal jaunt, mass hold person (DC 33) (x2), forcecage (x2), insanity (DC 33), ~summon monster VII, greater teleport

6th - ~acid fog, mass suggestion (DC 32), symbol of persuasion (DC 32), quickened touch of idiocy, quickened glitterdust (DC 28), quickened invisibility, quickened shatter, wall of iron

5th - ~cloudkill (DC 31), dominate person (DC 31), feeblemind (DC 31), hold monster (DC 31), quickened obscuring mist (x2), teleport, widened stinking cloud (DC 29)

4th - ~black tentacles, charm monster (DC 30), confusion (DC 30) (x2), dimension door, greater invisibility, lesser globe of invulnerability, widened obscuring mist

3rd - dispel magic (x2), fly, gaseous form, hold person (DC 29), protection from energy, ~stinking cloud (DC 29), suggestion (DC 29)

2nd - fog cloud, ~glitterdust (DC 28) (x2), invisibility, shatter, summon swarm, web (DC 23) (x2)

1st - charm person (DC 27), ~grease (DC 27) (x2), mage armor, obscuring mist (x2), silent image (x2)

Cantrips - arcane mark, detect magic, prestidigitation, read magic

TACTICS

Before Combat Emok maintains fly, protection from spells, greater invisibility, lesser globe of invulnerability, protection from energy, and mage armor. Additionally, Emok will summon 3 elder air elementals with summon monster IX to keep around like familiars.

During Combat *Quickened timestop*, followed by *cloudkills, prismatic walls, forcecages*, and symbols outside the obscurement. Fighting Emok at epic level is a losing battle. If in any danger, Emok *teleports* away. Emok's air elemental companions are capable of sucking up toxic clouds and moving them from place to place, releasing them at their leisure as a swift action; any person trapped in an elemental's whirlwind when it sucked up a cloud spell suffers all effects of being inside that spell.

Morale Emok is a brutal, cowardly bastard as always. The demon doesn't expect to lose, but will flee in the event of things going sourly.

STATISTICS

Str 14, Dex 18, Con 26, Int 40, Wis 14, Cha 8 Base Atk +10; CMB +12; CMD 26

Feats Augment Summoning, Combat Casting, Improved Counterspelling, Improved Initiative, Enlarge Spell, Heighten Spell, Widen Spell, Quicken Spell, Scribe Scroll, Spell focus: Conjuration, Greater Spell focus: Conjuration, Spell Focus: Enchantment, Greater Spell focus: Enchantment, Spell Penetration, Greater Spell Penetration, Toughness **Skills** Fly +27, Knowledge: Arcana +39, Knowledge: Architecture and Engineering +39, Knowledge: Dungeoneering +39, Knowledge: Geography +39, Knowledge: History +39, Knowledge: Local +39, Knowledge: Nature +39, Knowledge: Nobility +39, Knowledge: Religion +39, Knowledge: The Planes +39, Sense Motive +22, Spot +22, Spellcraft +38

Racial Bonus +4 bonus on grapple checks, +1 on all knowledge checks, tentacle reach

Languages Common, Abyssal, Celestial, Draconic, Dwarven, Infernal, First One languages

Combat Gear belt of mighty constitution +6, black robe of the archmagi, headband of vast intelligence +6, Spellbook, ring of freedom of movement, rod of greater metamagic, Quicken, staff of conjuration (DC 10 + spell level + 15 +2)

SPECIAL ABILITIES

Acid Dart (Sp): As a standard action you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6+10 points of acid damage. Emok may use this ability 18 times per day.

Arcane Bond (Ex/Sp): Emok is bonded to its *staff of conjuration*. 1/day, Emok may cast a spell it knows from the staff without having to memorize it ahead of time. Additionally, Emok may enchant it as if it had the appropriate item creation feat.

Breath of Life and Death (Su): Emok is a demon who controls a twisted force of life, and its final ability reflects this. As a full round action, Emok may exhale deeply, which affects a 30 foot long cone in front of him. The demon may choose to either restore the hit points of all within the cone (10d6 hit points restored), or inflict all in the area with a bewildering disease that rots both mind and body, simultaneously inflicting confusion, poison, and exhaustion (as per the ray). The effects of the confusion last for 1d4+1 rounds, the exhaustion and poison effects must be recovered from normally. The fortitude save DC to prevent this effect is 28. It is constitution-based.

Choking Spell (Su): All of Emok's conjuration spells are accompanied by a haze of choking vapors. Any time someone other than Emok is the target or within the area of one of its spells, they take 4 points of constitution damage automatically from gasping and wheezing. Emok itself is immune to this effect. Choking spell only triggers once per spell cast.

Choking Vitality (Su): When Emok is caught within the effects of one of its own conjuration spells, the wizard gains a +4 arcane bonus to constitution. All other effects of the spell are negated. The constitution bonus from Choking Vitality stacks with itself. Choking Vitality may only trigger once per spell cast.

Dimensional Steps (Sp): Emok may *teleport* up to 600 feet per day as a standard action. This *teleport*ation

must be used in 5-foot increments and such movement does not provoke an attack of opportunity. Emok may bring other willing creatures along, but must expend an equal amount of distance for each additional creature transported.

Disease Immunity (Ex): Emok is immune to all diseases.

Great Contagion (Su): Emok can inflict a quasi-mystical disease by simply touching an opponent. With a touch attack as a swift action each round, Emok can force an opponent to make a DC 25 Fortitude save or be affected as per Contagion, with a disease of choice. The save DC is constitution-based. Coming into direct physical contact with Emok provokes an identical save for each round of contact. Any disease inflicted by this ability causes double ability damage.

Miasmic Aura (Su): At high level, Emok's aura renders simple proximity to it quite lethal. When any other individual is within 10 feet of Emok, the stench forces a DC 28 fortitude save, otherwise the individual becomes paralyzed. Success on this save causes an individual to become nauseated. Immunity to gas attacks negates this effect.

Spell Immunities (Su): Emok is immune to the effects of cloud, fog, and gas-based spells, and can see through them as if they did not exist. Additionally, Emok is immune to negative energy effects, any spell with the Evil descriptor, and all spells of the Enchantment/ Charm school.

Summoner's Charm (Su): Whenever Emok casts a conjuration (summoning) spell, increase the duration by a number of rounds equal to ½ its wizard level. Emok may choose to change a summoning spell's duration to permanent; if he does so, all summoning spells aside from the permanent spell instantly end.

HARU ANON

Haru Anon is a bizarre form of undead. It was forged of the souls of every person killed by Makesh's death touch ability, none of whom could travel to the afterlife when killed in that manner. Haru is over eight feet tall, and could be described as vaguely humanoid. It has no legs, instead trailing off into vapors, but has a chest that seems made of solid armor in bands of silver and brass. Its arms look like animated armor held together by strands of smoke, and its hands are tipped with razor-sharp, metallic claws. Haru's head is likely the most frightening aspect – a ghostly face that's constantly flickering and changing from one visage to the next. When Haru speaks, it sounds like an entire stadium full of people, all whispering at the same time.

PERSONALITY

Haru has a collective 'intellect' that is actually largely unconscious; the entity's true nature is known only to Emok. The currently active part of Haru's mind is composed of the final thoughts of the souls it is forged from, cobbled together to form an internal dialogue that was designed by Emok to center around a few key concepts. Specifically, Haru was engineered to be fanatically loyal to Makesh. Being built as a creature of law and obedience, Haru is almost robotic, and executes its instructions perfectly.

Haru's true nature is actually the condensed terror, hatred, and pain of thousands of deaths, locked into eternity. The only individual aware of this is Emok, who one day hopes to use this hidden truth to achieve some advantage.

CR 5

HARU ANON

XP 1,600

NE Large Undead Init +6; Senses darkvision 60 feet.; Perception +10

DEFENSE

AC 19, touch 11, flat-footed 17 (-1 size, +2 dex, +8 natural) hp (max) 88 (6 HD; 6d12+10+6) Fort +2, Ref +4, Will +6 Defensive Abilities Undead Traits;

OFFENSE

Speed Fly 40 ft. (8 squares, perfect)
Melee Strike +9 Melee (2d6+5+special)
Full Attack 2 strikes +9 Melee (2d5+5+special)
Space 10 ft.; Reach 10 ft.
Special Attacks Spirit Blast

TACTICS

Before Combat Haru does not prepare for combat.

During Combat At low level, Haru concentrates on staying aloft and catching as many foes inside a spirit blast as possible. It will use superior maneuverability to avoid being attacked.

Morale Haru does exactly as Makesh instructs and will fight to the death without complaint if so commanded.

STATISTICS

Str 20, Dex 14, Con -, Int 10, Wis 12, Cha 16 Base Atk +4; CMB +10; CMD 22

Feats Improved Initiative, Power Attack, Toughness, Weapon Focus (strike)

Skills Fly +17, Intimidate +12, Perception +10, Stealth +7

Racial Bonus undead traits

Languages Haru can understand any language and may communicate telepathically, although it rarely chooses to.

SQ Soul Distortion Combat Gear None



SPECIAL ABILITIES

Resilience (Ex): Haru is a strange hybrid of construct and undead, and his sturdy form provides 10 bonus hit points. His hit dice are changed to D12s.

Soul Distortion (Su): The sheer number of souls concentrated into Haru's physical body creates a type of spiritual gravity that partially dislodges the souls of nearby creatures. Any opponent who is at 0 hit points or less while within 60 feet of Haru is instead killed instantly, and cannot stabilize.

Spirit Blast (Su): As a full round action, Haru can temporarily release a powerful blast of souls, before drawing them back into the collective. These wraith-like beings cause harm to those they come into contact with, absorbing life force. A spirit blast affects a 30 foot long cone. All within are entitled to a DC 16 Will save. If they fail the save, anyone in the area of effect takes 6d6 damage. Haru absorbs ½ of the total damage dealt by spirit blast as healing. Anyone who succeeds at their saving throw takes 3d6 damage instead. The save DC is charisma-based. If an undead creature is caught within the Spirit blast, it is not attacked by the spirits, and is unaffected (not healed, as one might expect).

Strike (Ex): When an opponent is struck by Haru's strike attack, he is automatically shaken. This persists for 1 round. Immunity to fear based effects prevents this penalty.

HARU ANON

CR 10

XP 9,600

NE Large Undead

Init +6; **Senses** darkvision 60 feet.; Perception +18

DEFENSE

AC 24, touch 11, flat-footed 22 (-1 size, +2 dex, +13 natural) hp (max) 202 (12 HD; 12d12+50+12) Fort +4, Ref +6, Will +13 Defensive Abilities Undead Traits;

OFFENSE

Speed Fly 50 ft. (10 squares, perfect)
Melee Strike +16 Melee (2d6+7+special)
Full Attack 2 strikes +16 Melee (2d6+7+special)
Space 10 ft.; Reach 10 ft.
Special Attacks Spirit Blast

TACTICS

Before Combat Haru does not prepare for combat.

During Combat By mid level, Haru begins to take advantage of his melee abilities. He floats into melee range of weaker hand to hand combatants and utilizes his strikes in combination with combat reflexes in an attempt to paralyze them when they move. His Spirit Blast is used to recover hit points and deal damage to large groups. The constant effect of his draining aura becomes a serious nuisance.

Morale Haru follows commands to the letter and has no fear of pain or death.

STATISTICS

Str 24, Dex 14, Con -, Int 10, Wis 16, Cha 20 Base Atk +9; CMB +17; CMD 29

Feats Ability Focus (Spirit Blast), Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (strike)

Skills Fly +21, Intimidate +20, Perception +18, Stealth +13

Racial Bonus undead traits

Languages Haru can understand any language and may communicate telepathically, although it rarely chooses to.

SQ Soul Distortion Combat Gear None

SPECIAL ABILITIES

Draining Aura (Su): Simple proximity to Haru is a dangerous thing, all living people gradually take damage as bits of their life force are siphoned off. Each round at the end of Haru's turn, any individual within 60 feet of Haru's position takes 2 points of damage. Haru recovers hit points equal to ½ of the total damage dealt this way.

Necromantic Bolster (Su): Anyone within 60 feet of Haru suffers a -2 profane penalty on any saving throws versus necromancy spells.

Resilience (Ex): Haru is a strange hybrid of construct and undead, and his sturdy form provides 50 bonus hit points. His hit dice are changed to D12s.

Soul Distortion (Su): The sheer number of souls concentrated into Haru's physical body creates a type of spiritual gravity that partially dislodges the souls of nearby creatures. Any opponent who is at 0 hit points or less while within 60 feet of Haru is instead killed instantly, and cannot stabilize.

Spirit Blast (Su): As a full round action, Haru can temporarily release a powerful blast of souls, before drawing them back into the collective. These wraith-like beings cause harm to those they come into contact with, absorbing life force. A spirit blast affects a 40 foot long cone. All within are entitled to a DC 22 Will save. If they fail the save, anyone in the area of effect takes 10d6 damage. Haru absorbs ½ of the total damage dealt by spirit blast as healing. Anyone who succeeds at their saving throw takes 5d6 damage instead. The save DC is charisma-based. If an undead creature is caught within the Spirit blast, it is not attacked by the spirits, and is unaffected (not healed, as one might expect).

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Strike (Ex): When an opponent is struck by Haru's strike attack, he must make a DC 21 fortitude save or become paralyzed for 1 round. Immunity to fear based effects prevents this penalty.

HARU ANON

CR 15

XP 51,200 NE Large Undead

Init +7; Senses darkvision 60 feet.; Perception +25

DEFENSE

AC 30, touch 12, flat-footed 27 (-1 size, +3 dex, +18 natural) hp (max) 334 (18 HD; 18d12+100+18) Fort +6, Ref +9, Will +17 Defensive Abilities Undead Traits;

OFFENSE

Speed Fly 60 ft. (12 squares, perfect)
Melee Strike +22 Melee (3d6+9+special)
Full Attack 2 strikes +22 Melee (3d6+9+special)
Space 10 ft.; Reach 10 ft.
Special Attacks Spirit Blast

TACTICS

Before Combat Haru does not prepare for combat.

During Combat Now, Haru's very presence is deadly to his opponents. He uses his superior mobility and ranged attack to stay healed, and to deal with his foes. Sometimes, he will grapple a single individual, fly to a great height, and then drop them. He has a very large amount of hit points and can recover quite quickly, especially if his foes are clustered together.

Morale In any combat, Haru is more mechanical than cruel, but he does fight fearlessly and without mercy.

STATISTICS

Str 28, Dex 16, Con -, Int 10, Wis 18, Cha 24 Base Atk +13; CMB +23; CMD 41

Feats Ability Focus (Spirit Blast), Combat Reflexes, Defensive Combat Training, Flyby Attack, Improved Initiative, Improved Natural Attack, Iron Will, Power Attack, Toughness, Weapon Focus (strike)

Skills Fly +30, Intimidate +28, Perception +25, Stealth +20

Racial Bonus undead traits

Languages Haru can understand any language and may communicate telepathically, although it rarely chooses to.

SQ Soul Distortion Combat Gear None

SPECIAL ABILITIES

Draining Aura (Su): Simple proximity to Haru is a dangerous thing, all living people gradually take damage as bits of their life force are siphoned off. Each round at the end of Haru's turn, any individual within

60 feet of Haru's position takes 3 points of damage. Haru recovers hit points equal to ½ of the total damage dealt this way (round healing down based upon total amount).

Necromantic Bolster (Su): Anyone within 60 feet of Haru suffers a -2 profane penalty on any saving throws versus necromancy spells.

Resilience (Ex): Haru is a strange hybrid of construct and undead, and his sturdy form provides 100 bonus hit points. His hit dice are changed to D12s.

Soul Distortion (Su): The sheer number of souls concentrated into Haru's physical body creates a type of spiritual gravity that partially dislodges the souls of nearby creatures. Any opponent who is at 0 hit points or less while within 60 feet of Haru is instead killed instantly, and cannot stabilize.

Spirit Blast (Su): As a standard action, Haru can temporarily release a powerful blast of souls, before drawing them back into the collective. These wraith-like beings cause harm to those they come into contact with, absorbing life force. A spirit blast affects a 50 foot long cone. All within are entitled to a DC 27 Will save. If they fail the save, anyone in the area of effect takes 15d6 damage. Haru absorbs ½ of the total damage dealt by spirit blast as healing. Anyone who succeeds at their saving throw takes 7d6 damage instead. The save DC is charisma-based. If an undead creature is caught within the Spirit blast, it is not attacked by the spirits, and is unaffected (not healed, as one might expect).

Strike (Ex): When an opponent is struck by Haru's strike attack, he must make a DC 26 fortitude save or become paralyzed for 1d4+1 rounds. Immunity to fear based effects prevents this penalty.

CR 20

HARU ANON

XP 307,200

NE Large Undead

Init +7; Senses darkvision 120 feet.; Perception +32

DEFENSE

AC 36, touch 12, flat-footed 34 (-1 size, +3 dex, +34 natural)

hp (max) 449 (23 HD; 23d12+150+23) Fort +7, Ref +12, Will +21

Defensive Abilities Undead Traits;

OFFENSE

Speed Fly 70 ft. (14 squares, perfect)
Melee Strike +29 Melee (3d6+12+special)
Full Attack 2 strikes +29 Melee (3d6+12+special)
Space 10 ft.; Reach 10 ft.
Special Attacks Spirit Blast

TACTICS

Before Combat Haru does not prepare for combat.

During Combat Haru is close to his apex of power, and is more than capable of laying a party to waste. His high speed, maneuverability, and paralysis combine to make him a deadly foe in the air, and his Spirit Blast deals untold of damage to any who dare oppose him. Overall, Haru is an extremely challenging opponent for those who don't know what to expect.

Morale In any combat, Haru is more mechanical than cruel, but he does fight fearlessly and without mercy.

STATISTICS

Str 34, Dex 16, Con -, Int 10, Wis 22, Cha 26 Base Atk +17; CMB +30; CMD 49

Feats Ability Focus (Spirit Blast), Combat Reflexes, Defensive Combat Training, Flyby Attack, Improved Initiative, Improved Natural Armor, Improved Natural Attack, Iron Will, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (strike)

Skills Fly +35, Intimidate +34, Perception +32, Stealth +25

Racial Bonus undead traits

Languages Haru can understand any language and may communicate telepathically, although it rarely chooses to.

SQ Healing Negation, Soul Distortion **Combat Gear** None

SPECIAL ABILITIES

Consume Soul (Su): If any living being dies within 60 feet of Haru, his consume soul ability automatically activates as a free, immediate action. Haru's body seems to open up like some type of macabre flower and draw the spirit into him, where it is melded into the collective and lost forever. If Haru uses Consume Soul, he gains a +4 profane bonus to strength, wisdom, and charisma for the duration of the battle, as well as 20 bonus hit points. Mutiple uses of Consume soul stack.

Draining Aura (Su): Simple proximity to Haru is a dangerous thing, all living people gradually take damage as bits of their life force are siphoned off. Each round at the end of Haru's turn, any individual within 60 feet of Haru's position takes 4 points of damage. Haru recovers hit points equal to 1/2 of the total damage dealt this way (round healing down based upon total amount).

Healing Negation (Su): Any healing or restorative magic used on a living person is negated completely when within 60 feet of Haru.

Necromantic Bolster (Su): Anyone within 60 feet of Haru suffers a -4 profane penalty on any saving throws versus necromancy spells.

Resilience (Ex): Haru is a strange hybrid of construct and undead, and his sturdy form provides 150 bonus hit points. His hit dice are changed to D12s.

Soul Distortion (Su): The sheer number of souls concentrated into Haru's physical body creates a type of spiritual gravity that partially dislodges the souls of nearby creatures. Any opponent who is at 0 hit points or less while within 60 feet of Haru is instead killed instantly, and cannot stabilize.

Spirit Blast (Su): As a standard action, Haru can temporarily release a powerful blast of souls, before drawing them back into the collective. These wraithlike beings cause harm to those they come into contact with, absorbing life force. A spirit blast affects a 60 foot long cone. All within are entitled to a DC 31 Will save. If they fail the save, anyone in the area of effect takes 20d6 damage. Haru absorbs 1/2 of the total damage dealt by spirit blast as healing. Anyone who succeeds at their saving throw takes 10d6 damage instead. The save DC is charisma-based. If an undead creature is caught within the Spirit blast, it is not attacked by the spirits, and is unaffected (not healed, as one might expect).

Strike (Ex): When an opponent is struck by Haru's strike attack, he must make a DC 29 fortitude save or become paralyzed for 1d4+1 rounds. If he succeeds, he is shaken for 1 round. Immunity to fear based effects prevents this penalty.

CR 25

HARU ANON

XP 1,638,400 **NE Large Undead** Init +10; Senses darkvision 120 feet.; Perception +13

DEFENSE

AC 42, touch 15, flat-footed 36 (-1 size, +6 dex, +37 natural) hp (max) 690 (30 HD; 30d12+300+30) Fort +10, Ref +18, Will +32 **Defensive Abilities** Undead Traits

OFFENSE

Speed Fly 70 ft. (14 squares, perfect) Melee Strike +39 Melee (3d6+17+special) Full Attack 2 strikes +39 Melee (3d6+17+special) Space 10 ft.; Reach 10 ft. Special Attacks Spirit Blast

TACTICS

Before Combat Haru does not prepare for combat.

During Combat Haru has awakened - all at once. His souls battle for dominance, leaving him with the mind of a raving idiot, but the force of will of a small army. His will is so powerful, in fact, that other living creatures can physically sense it - they become swept up in Haru's desires, even if he only shouts and roars

like a mad god. Haru is fond of summoning a variety of undead and then unleashing his spirit blast to recover – followed by yet more summoning. He is literally a walking army, and can become very dangerous after a few short rounds.

Morale Haru is completely insane and rapacious, but he will follow Emok and Makesh's commands unflinchingly.

STATISTICS

Str 44, Dex 22, Con -, Int 6, Wis 36, Cha 42 Base Atk +22; CMB +40; CMD 64

Feats Ability Focus (Spirit Blast), Combat Reflexes, Defensive Combat Training, Deflect Arrows, Flyby Attack, Improved Initiative, Improved Natural Armor, Improved Natural Attack, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Power Attack, Scorpion Style, Toughness, Weapon Focus (strike)

Skills Fly +45, Intimidate +49

Racial Bonus undead traits

Languages Haru can no longer understand anyone other than Emok and does not attempt to communicate. SQ Healing Negation, Soul Distortion, Thousand Voices Combat Gear None

SPECIAL ABILITIES

Consume Soul (Su): If any living being dies within 60 feet of Haru, his consume soul ability automatically activates as a free, immediate action. Haru's body seems to open up like some type of macabre flower and draw the spirit into him, where it is melded into the collective and lost forever. If Haru uses Consume Soul, he gains a +4 profane bonus to strength, wisdom, and charisma for the duration of the battle, as well as 20 bonus hit points. Mutiple uses of Consume soul stack. When consume soul triggers, Haru may use his spirit blast as a free action. Doing so consumes an attack of opportunity.

Draining Aura (Su): Simple proximity to Haru is a dangerous thing, all living people gradually take damage as bits of their life force are siphoned off. Each round at the end of Haru's turn, any individual within 60 feet of Haru's position takes 6 points of damage. Haru recovers hit points equal to ½ of the total damage dealt this way (round healing down based upon total amount).

Healing Negation (Su): Any healing or restorative magic used on a living person is reversed when within 60 feet of Haru. Cure spells become the corresponding inflicts, and heal becomes harm. Spells that would normally restore a target to life instead raise them as a 5 HD wraith under Haru's control.

Necromantic Bolster (Su): Anyone within 60 feet of Haru suffers a -6 profane penalty on any saving throws versus necromancy spells.

Resilience (Ex): Haru is a strange hybrid of construct and undead, and his sturdy form provides 300 bonus hit points. His hit dice are changed to D12s.

Soul Channel (Su): Haru's souls are consumed with restless energy, threatening to tear his body to pieces. When he uses Soul Channel, he unleashes several of his angry spirits to serve him. As a full-round action, Haru may sacrifice any number of hit points. For a certain value of hit points he sacrifices, he may instantly summon a particular type of undead. Only the following undead may be selected from:

- Allips (5 hit points each)
- Dread Wraiths (40 hit points each)
- Shadows (5 hit points)
- Specters (15 hit points)
- Wraiths (10 hit points)

These undead are considered to be an extension of his body, and all are affected as if under a desecrate spell, with Haru acting as the shrine. The undead are released as a standard action. He may only release a maximum of 10 undead per round.

Soul Distortion (Su): The sheer number of souls concentrated into Haru's physical body creates a type of spiritual gravity that partially dislodges the souls of nearby creatures. Any opponent who is at 0 hit points or less while within 60 feet of Haru is instead killed instantly, and cannot stabilize.

Spirit Blast (Su): As a standard action, Haru can temporarily release a powerful blast of souls, before drawing them back into the collective. These wraith-like beings cause harm to those they come into contact with, absorbing life force. A spirit blast affects an 80 foot long cone. All within are entitled to a DC 41 Will save. If they fail the save, anyone in the area of effect takes 30d6 damage. Haru absorbs ½ of the total damage dealt by spirit blast as healing. Anyone who succeeds at their saving throw takes 15d6 damage instead. The save DC is charisma-based. If an undead creature is caught within the Spirit blast, it is not attacked by the spirits, and is unaffected (not healed, as one might expect).

Strike (Ex): When an opponent is struck by Haru's strike attack, he must make a DC 39 fortitude save or become dominated for 1d4+1 rounds. Immunity to fear based effects prevents this penalty. Immunity to enchantment or charm-based effects does not provide any protection.

Thousand Voices (Ex): Haru can no longer communicate – instead, his souls all speak and shout simultaneously, cries for mercy and yells of rage crash over one another in a confusing jumble. Any living individual who is within 30 feet of Haru is deafened, and must make a DC 45 concentration check to successfully cast any spell or perform any action requiring concentration.

nations on Exodus.

THE ARMAN PROTECTORATE

The Folding Circle has a particular grudge against the Arman Protectorate, as Makesh's tribal ancestors were embroiled in serious conflicts with the Armans for generations. Makesh is especially hard on the rulership of the protectorate, and this is one of the most common sites for raids. Hence, the Folding Circle has an extremely fearsome reputation in the region.

Effects: All members of the Folding Circle gain a +1 morale bonus to intimidate checks, attack rolls, and damage rolls versus individuals from the Arman protectorate.

CANEUS EMPIRE

The Sanguine Covenant considers the Folding Circle to be a dangerous, heretical cult. Underneath the surface, however, there are contacts between high status Covenant members and Emok, with Nysska sporting a few connections as well. Secret meetings are held to conduct magical or religious research that would normally be considered strictly off limits for the Covenant. Although the group, on the surface, appears to be under warrant for arrest, the truth remains: members of the Circle are always captured, not killed, and tend to be released on technicalities as part of an 'agreement'.

Effects: If a Folding Circle member is captured within the Caneus Empire, he may make a diplomacy check versus a DC equal to his character level +15. If successful, someone has come to his aid, and he is released with no charge the following day.

DOMINION

The Folding Circle has little interaction with the Dominion. Even though the Dominion's magical technology is very interesting to Emok in particular, the heavy arcane safeguards in place make the nation difficult to infiltrate. Thus, the Folding Circle has traditionally held off on judging or attacking the Dominion, and the region serves as a bit of a neutral ground.

Effects: If operating within the Dominion, a Folding Circle member receives a +2 circumstance bonus to disguise checks.

IMPERIAL ALLIANCE

The Folding Circle agrees with the concept of the Imperial Alliance in theory, but believes its execution to be weak and worthless. The Circle often assassinates diplomats within the Alliance who are actively working for their own interests, and then attempts to place law-abiding (although generally militant) individuals in high places. This has had a strange effect on the Alliance – many politicians view the Folding Circle as devastating opponents and criminals of the highest order, while others know that only corrupt individuals are killed, and secretly root for the Circle's influence.

Effects: When dealing with Alliance politicians of a Lawful alignment, any Circle member gains a +4 circumstance bonus to diplomacy checks. Neutral politicians are at +0, and chaotics are at -4.

JANUS HORDE

The Janus Horde occupies what could be considered the Folding Circle's "Home territory". The various barbarian tribes are under Makesh's watch, who is obsessed with keeping the tribes obedient to his concepts of law and honor. This causes a mix of fear, hatred, awe, and hero worship to spring up around the Folding Circle in general, and Makesh in particular: the common people love him, believing he will protect them from injustices. The tribal leaders fear him, as the destruction of Whitemoon is legendary.

Effects: Members of the Folding Circle gain a +2 bonus to all diplomacy, gather information, and intimidate checks when dealing with the Janus Horde's commoners, and a similar penalty when dealing with tribal leaders.

REIS CONFEDERACY

The Reis Confederacy and the Folding Circle share one common feature – both are connected to Khayne in some fashion. However, opinions within the confederacy on both the ancient bloody cult of Khayne and the Folding Circle's connection to it vary wildly. The Folding Circle will occasionally operate directly with the Brotherhood of Khayne, although their alliance is tenuous at best. The current government thinks that the Folding Circle is actually some offshoot of the Brotherhood and treats the two identically; this has caused serious confusion amongst the common people and lawmakers alike.

Effects: Within the Reis Confederacy, the Folding Circle can contact members of the Brotherhood for assistance. Any member of the Folding Circle of 6th level or higher is treated as having the Leadership feat for as long as they remain within the Confederacy, with the caveat that he may only recruit brotherhood cultists. These alliances dissipate once the region is exited. Also, when within the Confederacy, Folding Circle members are treated as if they were Brotherhood members in respects to the law.

<i>membership

There are really only 5 members of the Folding Circle. This doesn't mean that other individuals can't benefit from being within their orbit, however. In addition to the five main members, there is a network of contacts, toadies, foot soldiers and informants who operate under the Folding Circle's influence. Any person who interacts with the Circle does so through a type of 'sponsorship' – they are taken in as a Protégé of a particular Circle leader, and perform tasks and missions for them. This is the only contact that a Protégé has within the circle – at least until they are highly trusted.

BENEFITSIPROTEGE FEATS

So how do you get your foot in the door? The answer is simple: you have to take one of the following Protégé feats, which establishes a relationship with the individual in question. A character may only have one Protégé feat at any given time.

THE DESTROYER'S PROTEGE - SOCIETY, PROTEGE

You have won the Destroyer's favor.

Prerequisites: Strength 13+, chaotic neutral, chaotic evil, or neutral evil alignment, must have had favorable contact with the Destroyer

Benefit: As the Destroyer's Protégé, you have great power in battle. Any time you use a rage class feature, you gain an additional +2 bonus to strength. This stacks with all other strength bonuses. Additionally, you may contact the Destroyer to acquire missions, and gain a +4 circumstance bonus to all diplomacy checks made with him.

EMOK ZENYAKA'S PROTEGE - SOCIETY, PROTEGE

You have won Emok Zenyaka's favor.

Prerequisites: Intelligence 13+, true neutral, lawful evil, or neutral evil alignment, must have had favorable contact with Emok

Benefit: Emok has graced you with a variety of magical gifts. Any fortitude saves that are provoked by a spell or class feature you use gain a +1 bonus to their DC. This stacks with all other save DC bonuses. Additionally, you may contact Emok to acquire missions, and gain a +4 circumstance bonus to all diplomacy checks made with it.

MAKESH'S PROTEGE - SOCIETY, PROTEGE

You have won Makesh's favor.

Prerequisites: wisdom 13+, lawful neutral, lawful evil, or neutral evil alignment, must have had favorable contact with Makesh

Benefit: Makesh has seen the justice and severity that dwells in your heart. Twice per day, as a immediate action, you may choose to recover as many hit points as points of damage you deal with your melee attacks for 1 round. Additionally, you may contact Makesh to acquire missions, and gain a +4 circumstance bonus to all diplomacy checks made with him.

NYSSKA'S PROTEGE - SOCIETY, PROTEGE

You have won Nysska's favor.

Prerequisites: Dexterity 13+, lawful neutral, lawful evil, or neutral evil alignment, must have had favorable contact with Nysska

Benefit: Nysska's shadowy touch has imparted you with great power. When attacking from shadow, you gain a +1 circumstance bonus on all attack and damage rolls. Additionally, you may contact Nysska to acquire missions, and gain a +4 circumstance bonus to all diplomacy checks made with her.

MEMBERSHIP IN THE FOLDING CIRCLE

While the Folding Circle 'proper' has only 5 members, the Destroyer commands a large number of warriors, who serve as foot soldiers and muscle for the organization. Their stat blocks follow.

SEEKERINFLADE

The torch you're holding sputters suddenly, releasing a great belch of smoke and sparks. With a flash, a humanoid figure ripples from the blazing cloud, trailing streamers of flame. The being lands sprawled on the ground then rises into a predatory crouch as it surveys you. It has skin as black as charred wood, riddled with rents and cracks. It's slender and inhuman. And the face, the face. The thing has no face, merely a smooth black plane with a jagged circle carved into it, glowing like molten embers. This is the Seeker-in-Flame, and he has found you.

HISTORY

Although it's well-known that the Dalreans have two primary 'ethnic groups' within their race – those who resist fire versus those who resist ice - the exact relations and purposes of these groups are a mystery to outsiders. In truth, each group reveres a different extreme of the forces of nature (the power of the wildfires of summer, versus the power of the long and chilling winter), and has appropriate funerary and ceremonial rites. The two subspecies hold primacy of the 'patch' during their appropriate season and act as a form of government during that time.

There are points during each summer and winter when the older Dalreans are expected to sacrifice themselves so that they may become loam for the new generation. This is considered a great honor amongst their people, but there are always those individuals who turn against this tradition out of a desire to live a longer life. The Dalreans, ever pragmatic, think this a selfish and even sacrilegious act, and invest great power and energy in hunting the mavericks down to return them to the patch for absorption - here is where Seeker-in-Flame and his counterpart enter the picture. 48

The two groups, fire and ice, each have a single Seeker who is imbued with powerful shamanic magics and tasked to hunt those who have fled from their fate. A single individual is chosen to perform each role for all Dalrean patches – this is really the only form of cohesive organization that the Dalreans enforce across more than one patch. Both Seekers must be firm believers in justice and the rule of tradition. Seeker-in-Flame more than exemplifies these qualities.

Seeker-in-Flame became known to Makesh through tribal channels and old legends that were circulating around Sametia. Makesh believed Seeker to be a kindred spirit as well as a potential ally, and sought to find him via the Star Fountain for many years with little initial success. Makesh struck on the idea of capturing several rogue Dalreans in an attempt to lure Seeker to him - sure enough, it worked. Makesh offered the Dalreans as a gift and explained his position and his goals.

Seeker in Flame was at first hesitant about joining Makesh on his crusade – Dalreans tend not to become involved in the affairs of outsiders, after all. But Makesh was very persuasive, and offered joint cooperation, which would be a boon for Seeker given the enormity of his task. Seeker soon came to see the virtues of a universally imposed justice, and agreed to assist the Folding Circle when he was needed, while not joining the organization as a full member.

PERSONALITY

Seeker is quite different from most other NPCs. Like all Dalreans, his motives are strange – he wants no wealth, no resources, no pleasure. Instead, Seeker desires only to do his duty to the Dalrean people and pursues goals in line with his concept of justice; it just so happens that those goals intersect with Makesh's. When acting in the service of the Folding Circle, he carves the group's symbol across his face as a sign of fealty.

Seeker cannot speak and prefers not to interact with other people directly. He has a strong empathic bond with Triboras, who will generally do most of the talking while Seeker watches mutely. If forced to communicate via his empathic abilities, he only provides the absolute minimum of interaction necessary to get his point across, never clarifies, and only goes over a point once. He often gives no sign that he has even heard people that are talking to him.

SEEKER-IN-FLAME

12,800 XP Male Dalrean ranger 11 Lawful Neutral Medium plant Init +9; Senses Perception +18

DEFENSE

AC 26, touch 15, flat-footed 21 (+5 Dex, +11 natural) hp (max): 176 (11d10+66) Fort +13, Ref +12, Will +7 Defensive Abilities evasion Immune fire Weaknesses cold

OFFENSE

Speed 50 ft.

Ranged Burning Arc +18/+13/+8 (2d6+6 fire/×3) **Special Attacks** favored enemy (human +6, monstrous humanoid +4, reptilian humanoid +2), firewalk, quarry, seeking flame

Ranger Spells Prepared (CL 11th; concentration +15)

3rd - command plants, cure moderate wounds **2nd** - protection from energy, spike growth **1st** - alarm, entangle, longstrider

TACTICS

Before Combat If aware of imminent combat, Seekerin-Flame applies his *oil of barkskin* and uses the Burning Arc to start several fires in the area, to make tactical use of his firewalk ability.

During Combat Seeker-in-Flame stays at range, pelting enemies with attacks from the Burning Arc. He tries to keep out of melee by using his firewalk ability, and if enemies cluster around one fire he will explode out from it in a *fireball*.

Morale Seeker-in-Flame has a strong sense of duty, and will show extreme bravery when on a dedicated mission. When in combat but not pursuing a goal, he is more likely to use his eye of flame to find a nearby fire source and firewalk to escape the battle.

STATISTICS

Str 10, Dex 20, Con 22, Int 12, Wis 18, Cha 8 Base Atk +11; CMB +11; CMD 26

Feats Blind-Fight, Climate Adaptation (fire), Endurance, Improved Initiative, Improved Precise Shot, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)

Skills Climb +14, Handle Animal +13, Knowledge (geography) +15, Perception +18, Spellcraft +15, Stealth +19, Survival +18, Swim +14

Languages Dalrean telepathy

SQ eye of fire, favored terrain (forest +4, plains +2) , flame absorption, flamanifest, hunter's bond (Triboras), plant traits, smoketracking, swift tracker, track (+5), wild empathy (+10), woodland stride

Combat Gear oil of barkskin +5, oil of cure serious wounds; **Other Gear** belt of physical might (Dexterity and Constitution) +4, Burning Arc

SPECIAL ABILITIES

CR 10

Burning Arc (Su): At will, Seeker-in-Flame may sweep his hand through the air, trailing an arc of flame which he grabs and wields like a bow. This is the Burning Arc, Seeker-in-Flame's unique weapon. It fires bolts of flame

ENEMIES OF NEDEXODUS

that deal 2d6+6 fire damage; this becomes 6d6+18 on a critical. The Burning Arc has no physical form; it cannot be sundered and requires no ammunition. A character who comes into contact with the Burning Arc takes 1d6 fire damage. Seeker-in-Flame's fire absorption ability causes the Burning Arc to heal him 1d6 points of damage each round while he touches it. The Burning Arc sheds light as a hooded lantern.

Combat Style Feat (Ex): Seeker-In-Flame gains Point Blank Shot, Precise Shot, and Rapid Shot as bonus feats.

Endurance: Seeker-In-Flame gains Endurance as a bonus feat.

Evasion (Ex): If Seeker-In-Flame makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if Seeker-In-Flame is wearing light armor, medium armor, or no armor. Seeker-In-Flame does not gain the benefit of evasion if he is helpless.

Eye of Fire (Ex): Seeker-in-Flame is physiologically blind, but he has the ability to perceive any area touched by the light of a fire. In any area subject to fire-based illumination, whether bright or shadowy, Seeker-in-Flame is treated as having Blindsight. This ability functions from the fire source out to 1,000 feet, and Seeker-in-Flame doesn't need to be within the light radius himself to sense objects within it.

For example, if Seeker-in-Flame hides in the shadows 500 feet away from a group at a campground, he would be aware of everything illuminated by the campfire, even though he is nowhere near it. When using the eye of fire, Seeker-in-Flame gains a +8 circumstance bonus to all Perception checks made on illuminated areas he is observing, and suffers no penalties for lighting conditions. In open daylight, the eye of fire functions only to a 60 foot radius around any fire source.

Seeker-in-Flame is simultaneously aware of all illuminated areas within 1,000 feet of the eye of fire, as there may be multiple fire sources burning at once. The Burning Arc creates fire-based illumination, as does its projectiles (which can thus be used as a kind of 'vision dart').

Favored Terrain (Ex): Seeker-In-Flame gains a +4 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in forest terrain, and a +2 on these checks when he is in plains terrain. When traveling through his favored terrain, Seeker-In-Flame leaves no trail and cannot be tracked (though he may leave a trail if he so chooses). 50

If a specific terrain falls into both categories of favored terrain, Seeker-In-Flame's bonuses do not stack; he simply uses the higher of the two.

Firewalk (Su): As a move action, Seeker-in-Flame may *teleport* to any open flame, of any size, within 500 feet. He appears at a location of his choice within 10 feet of the fire. Seeker-in-Flame may opt to burst out of the flame itself, creating a *fireball* that deals 6d6 damage (DC 19 Reflex for half damage) in a 10 foot burst around the flame. The save DC is Wisdom based. Firewalk is considered an extradimensional effect, subject to such spells as dimensional lock.

Flamanifest (Su): Flamanifest functions as firewalk, but it may only be used on any fire within 100 feet of a target who is subject to smoketracking. Seeker-in-Flame may peer, as per the eye of fire, from any such fire for as long as smoketracking is in operation. Use of flamanifest is a swift action.

Flame Absorption (Ex): The Seeker-in-Flame is more than immune to fire damage, he is healed by it. Any fire damage Seeker-in-Flame would take is treated as healing instead. Seeker-in-Flame may voluntarily waive any Reflex saves versus fire effects.

Hunter's Bond (Ex): Seeker-In-Flame's hunter's bond manifests as his relationship with Triboras the fire mephit. This takes the place of an animal companion.

Mouthless (Ex): Seeker-in-Flame is mouthless and cannot speak. Instead, Seeker-in-Flame communicates through a type of empathy derived from released spore-pheromones, which manifests as telepathy with a 60 foot range. Spells cast that require verbal components are considered silent spells (but do not require an extra level to prepare).

Plant Traits: Dalreans possess some plant creature traits. Dalreans are not subject to attacks or effects that can only target humanoids. Additionally, they are immune to critical hits, paralysis, poison, precision-based damage, sleep, and stunning.

Quarry (Ex): As a standard action, Seeker-In-Flame can denote one target within his line of sight as his quarry. Whenever he is following the tracks of his quarry, he can take 10 on his Survival skill checks while moving at normal speed, without penalty. In addition, he receives a +2 insight bonus on attack rolls made against his quarry, and all critical threats are automatically confirmed. Seeker-In-Flame can have no more than one quarry at a time and the creature's type must correspond to one of his favored enemy types. He can dismiss this effect at any time as a free action, but he cannot select a new quarry for 24 hours. If Seeker-In-Flame sees proof that is guarry is dead, he can select a new quarry after waiting 1 hour. If Seeker-In-Flame targets his quarry with a seeking flame, the benefits stack.

Seeking Flame (Su): Once per round as a swift action, Seeker-in-Flame may unleash a seeking flame. The seeking flame automatically strikes a single target within 120 feet, dealing 4d4+5 fire damage. Additionally, a character struck by the seeking flame is marked, and more easily attacked with the Burning Arc – all attacks on a marked character made with the Burning Arc gain a +2 insight bonus to attack and treat the target as if it were a favored enemy (+2). This bonus stacks with any regular favored enemy bonuses against the target.

Sightless (Ex): Seeker-in-Flame has no eyes, perceiving only through the eye of fire. Seeker-in-Flame is blind under normal conditions and is never affected by vision-based effects, illusions, and patterns, even ones that occur within range of his eye of fire.

Smoketracking (Su): Seeker-in-Flame may use smoketracking in one of two ways. The first method requires an object that was owned or touched (for a minimum of 10 minutes continual contact) by the intended tracking target. The object may be of any size, but must be intact. Seeker-in-Flame immolates the object in his hand, which creates a coil of magical smoke that leads to the quarry. The effective range of this ability is 1,100 miles. The smoke, visible only to Seeker-in-Flame, traces an unnerring path to the target and remains for 1 day. During this time, Seekerin-Flame gains a +16 insight bonus on all his Survival checks to track the target.

The second use of smoketracking requires a piece of parchment with the target's name written on it. Seeker-in-Flame immolates the parchment and the coil of smoke appears, but lasts only for 1 hour and has a range of 11 miles. Since Seeker-in-Flame is blind, he usually has Triboras write the name out. Each form of smoketracking may be used once per day. Consider smoketracking the equivalent of a 9th level divination with a caster level of 20.

Swift Tracker (Ex): Seeker-In-Flame can move his normal speed while using Survival to follow tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Track (Ex): Seeker-in-Flame adds half his ranger level (minimum 1) to Survival skill checks made to follow or identify tracks.

Wild Empathy (Ex): Seeker-In-Flame can improve the initial attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. Seeker-In-Flame rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

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To use wild empathy, Seeker-In-Flame and the animal must be within 30 feet of one another under normal visibility conditions (in Seeker-In-Flame's case, the animal must be within range of his eye of fire ability). Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it may take more or less time.

Seeker-In-Flame can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

Woodland Stride (Ex): Seeker-In-Flame may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion, however, still affect him.

TRIBORAS

CR 4

1,200 XP Mephit (fire) rogue 1 Neutral Small outsider (fire) Init +2; Senses darkvision 60 ft.; Perception +8

DEFENSE

AC 17, touch 14, flat-footed 15 (+1 deflection, +2 Dex, +3 natural, +1 size) hp (max) 46 (3d10+1d8+8); fast *heal*ing 2 Fort +3, Ref +7, Will +4 DR 5/magic; Immune fire Weaknesses cold

OFFENSE

Speed 30 ft., fly 50 ft. (average)
Melee 2 claw +4 (1d3 plus 1d4 fire)
Special Attacks breath weapon (15-foot cone, 1d8, Reflex DC 15 for half), sneak attack +1d6
Spell-Like Abilities (CL 7th)
1/hour - scorching ray (4d6, DC15)
1/day - heat metal (DC 15)
Save DCs are Constitution based with a +1 racial bonus.

TACTICS

Before Combat Triboras is a mouthpiece and a diplomat, and prefers to leave the serious combat to Seeker-In-Flame. If combat seems inevitable, Triboras will often use his *hat of disguise* to make himself appear as someone cringing and nonthreatening, such as an old lady, and try to hide.

During Combat If forced to fight, Triboras will use his breath weapon as often as possible, trying to catch both Seeker-In-Flame and his opponent in the cone, as his breath weapon heals his master. **Morale** Knowing that Seeker-In-Flame is more than capable of taking care of himself, Triboras will take wing and retreat when possible and let his master deal with the enemies.

STATISTICS

Str 10, Dex 14, Con 14, Int 12, Wis 12, Cha 16 Base Atk +3; CMB +2; CMD 15

Feats Deceitful, Persuasive

Skills Bluff +12, Diplomacy +12, Disguise +12, Escape Artist +7, Fly +4, Intimidate +10, Knowledge (local) +6, Perception +8 (+1 trapfinding), Sense Motive +6, Sleight of Hand +8, Stealth +13

Languages Common, Ignan, Sylvan **SQ** trapfinding,

Combat Gear elixir of truth, potion of cure serious wounds, potion of eagle's splendor; **Other Gear** hat of disguise, ring of protection +1

SPECIAL ABILITIES

Breath Weapon (Su): Triboras can unleash a 15-foot cone of flames every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

Fast Healing (Su): Triboras's fast healing works only while in contact with fire.

Sneak Attack: Triboras's attack deals extra damage anytime his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not) or when Triboras flanks his target. Should Triboras score a critical hit, this extra damage is not multiplied.

Triboras must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. He cannot sneak attack while striking a creature with concealment.

Trapfinding: Triboras adds ½ his level to Perception skills checks made to locate traps and to Disable Device skill checks (minimum +1). Triboras can use Disable Device to disarm magic traps.

XXD THE WILD STORM

A hollow, whistling noise keens out from the figure that hangs in midair before you - a figure the likes of which you've never seen. It's a creature carved from living crystal, very tall and almost insectial in appearance, radiating an aura of calmness and patience. Long, fluted limbs flex and twitch in the wind while a strange, inner light whirls around inside the being's clear body. Its face is little more than two glowing points of light beneath a brow studded with four short coiling horns, clear as icicles, that twine into the air. The creature's body looks like a blown glass sculpture; there is little of substance and it flows in an alien shape. The entire entity is traced over with whorls and bands of metal.

HISTORY

Cyneans have a thirst for arcane knowledge unmatched by any other people in all of Exodus. Axo, of course, was perhaps more ambitious than most. He readily involved himself with matters that would give pause to many, such as illicit experiments undertaken by the Sanguine Covenant – experiments that were often under the secret instruction of one Emok Zenyaka.

Axo was always a curiosity to Emok, who was unsure of the crystalline creature's magical capabilities. Emok is a skilled manipulator, and the demon soon made an appeal to Axo that the Cynean found difficult to refuse: pure arcane power, in return for the occasional favor and bit of assistance. Axo has always lacked foresight and readily agreed to this devil's deal, a deal that left him altered both physically and mentally. Since this time, Axo has served as Emok's apprentice and right-hand man, as well as a personal guard in times of trouble.

PERSONALITY TRUE NEUTRAL

Axo is sophisticated, intellectual, and somewhat delicate in nature. He's primarily concerned with his research, and acts as a liaison between Emok and any number of individuals that the demon has dealings with. The two will often be together. Axo lacks the malevolent streak of his patron, but mind-binding magics have rendered the Cynean more willing to use force than he was before his transformation. He is referred to as 'the Wild Storm' both in reference to the whirling lights in his body and as a dig at his sedate personality. Although he's eerily beautiful to look upon and extremely well-spoken, he's actually nowhere near as intelligent as he thinks he is.

AXO THE WILD STORM CR 14

38,400 XP

Male Cynean sorcerer 14 Neutral Large humanoid (modified Cynean) Init +3; Perception +0

DEFENSE

AC 25, touch 12, flat-footed 21 (+9 armor, +3 Dex, +3 natural, -1 size) hp (max) 196 (14d6+112) Fort +16, Ref +11, Will +13 DR 15/crushing; Immune acid, electricity; Resist cold 20, fire 20 Weaknesses force, sonic

OFFENSE

Speed 30 ft., fly 30 ft. (perfect) **Ranged** 2 light ray +9 ranged touch (2d8+8)

Space 10 ft.; Reach 10 ft.

Special Attacks arcane lens, dweomer draining, light ray, mystical leech

Sorcerer Spells Prepared (CL 14th; concentration +22) 7th (3) - prismatic spray (DC 27) **6th (5)** - chain lightning (DC 26), freezing sphere (DC 26), true seeing

5th (6) - cone of cold (DC 25), overland flight, teleport, telekinesis

4th (7) - dimension door, greater invisibility, ice storm, wall of fire

3rd (7) - dispel magic, fireball (DC 23), heroism, lightning bolt (DC 23)

2nd (7) - flaming sphere (DC 22), glitterdust (DC 20), invisibility, mirror image, scorching ray

1st (7) - identify, magic missle, ray of enfeeblement (DC 19), shield, shocking grasp

0 (at will) - arcane mark, dancing lights, flare (DC 20), light, mending, ray of frost (DC 20), resistance, touch of fatigue (DC 18)

Bloodline arcane

TACTICS

Before Combat If Axo believes he can avoid combat, he will attempt to talk his way out of battle using his natural charisma plus his *staff of charming*. If combat seems inevitable and he has time to prepare, Axo casts *mirror image* and flies to range.

During Combat Axo uses his arcane lens ability to attempt to take out whoever he perceives as the greatest threat, and attempts to stay high out of range and raining evocation spells down on his enemies.

Morale If the tide of battle turns against Axo, he uses *teleport* in an attempt to escape and engage another time.

STATISTICS

Str 10, **Dex** 16, **Con** 26, **Int** 16, **Wis** 10, **Cha** 27 **Base Atk** +7; **CMB** +8; **CMD** 21

Feats Combat Casting, Empower Spell, Eschew Materials, Greater Spell Focus, Greater Spell Penetration, Maximize Spell, Spell Focus, Spell Penetration, Widen Spell

Skills Bluff +25, Diplomacy +22, Fly +26, Intimidate +25, Knowledge (arcana) +20, Spellcraft +20

Languages Auran, Common, Cynean, Draconic, Elven SQ arcane bond, arcane restoration, armored caster, bloodline arcana, eschew materials, metamagic adept, new arcana, reducing casting, selected construct traits Combat Gear potion of haste, scroll of teleport; Other Gear belt of mighty constitution +6, headband of alluring charisma +6, cloak of resistance +4, cynean mail bands +5, gloves of dexterity +4 (as belt of incredible dexterity), staff of charming

SPECIAL ABILITIES

Arcane Bond (Su): Axo's cynean mail bands function as his bonded object. Once per day, Axo can use his cynean mail bands to cast any one spell he knows even if he has no spell slots left of that level. This spell is treated like any other spell cast by Axo, including casting time, duration, and other effects dependent on

level. The spell cannot be modified by metamagic feats or other abilities. Axo can add additional magic abilities to his *cynean mail bands* as if he has the required item creation feats and meets the level prerequisites of the feat.

If Axo attempts to cast a spell without his bonded object worn, he must make a concentration check (20 + the spell's level) or lose the spell.

Arcane Lens (Su): Axo's crystalline body is little more than a shell that contains roiling, arcane power. Selected area-effect evocation spells (*cone of cold, fireball, freezing sphere,* or *prismatic spray*) can be focused through this lens into a thin beam of destructive force, striking a single individual for impressive damage.

By casting one of these spells through himself, Axo changes the spell into a ranged touch attack with a 200 foot range. The spell no longer possesses a saving throw and is not subject to spell resistance. The spell's number of damage dice, if any, are increased by 50%. Any additional effects function normally, as do metamagic feats.

For example, if Axo were to cast a *maximized fireball* through his arcane lens, it would become a single-target spell with no applicable save or spell resistance. Damage would be 15d6 maximized (90 damage) if the attack hits. Casting an *empowered fireball* would result in 15d6+50% damage, for an average of 78 damage.

Prismatic spray is a special case. The damage is not increased, and all effects are still determined randomly, but there is no save against any of the effects.

Arcane Restoration (Su): Axo may sacrifice spell energy to heal his body. As a standard action, Axo may exhaust any number of spells that he could regularly cast and regain 5 hit points for every spell level expended in this fashion. For example, he could give up his ability to cast 3 1st-level spells and 2 3rd-level spells, and regain 45 hit points.0-level spells are worth 2 hp.

Armored Caster: Battle sorcerers like Axo may cast in light armor with no arcane spell failure.

Cantrips: Axo casts 0-level spells like any other spell, but they do not consume any slots and may be used again.

Crystal Skin: Axo has a natural AC bonus due to his crystalline skin.

Cynean Mail Bands: This is the Cynean version of armor. Whorls of silver and steel are hammered directly

into the Cynean's skin. Cynean mail bands require several days to remove, but have no armor check penalty and no speed penalty. They provide a +4 armor bonus, and they are considered light armor with a 5% arcane spell failure. Their base cost is 2,200 gp.

Dweomer Draining (Su): As a swift action, Axo may attempt to drain the enchantment from a magical item. He must make a touch attack against the item in question, which does not provoke an attack of opportunity from the person wearing it. If he successfully

Eschew Materials: Axo gains Eschew Materials as a bonus feat.

Light Ray (Su): This clear, blue ray of energy is considered a magical attack, and cannot pass through an antimagic barrier. The light ray deals force damage.

Metamagic Adept (Ex): This functions as the personal arcane energies ability Axo possesses, but only for the Empowered metamagic feat.

Mystical Leech (Su): Axo is little more than a vessel for spell energy. When his body is destroyed, he is capable of sustaining himself by draining the spell power of nearby spellcasters to recharge his form. When Axo is killed, all spellcasters within 200 feet who still have spells prepared (or otherwise available for casting) must make a DC 25 Will save. If any caster fails this save, his remaining spells are drained away, and Axo uses them to rebuild a new body.

Axo's new form gathers together his fallen equipment and has 5 hit points per spell level drained; he also has as many spells available to cast as he did before he died. 0-level spells are worth 2 hp each. Also note that more than one caster may be drained simultaneously. Axo may only activate this ability once per day.

New Arcana (Ex): Axo gained *telekinesis* and chain lightning from his new arcana ability.

Personal Arcane Energies (Ex): Axo may spontaneously apply metamagic feats with no increase in casting time.

Reduced Casting (Ex): Battle sorcerers have 1 fewer spell per day at each level, and 1 fewer spell known at each level. Minimum for both is 1.

Selected Construct Traits (Ex): Like everything that Emok has a hand in creating, Axo has some construct traits. Axo is unaffected by all spells and effects that require a fortitude save unless they also affect objects. Axo cannot be polymorphed. However, Axo is still subject to spells that affect humanoid creatures (such as *charm person*), as well as critical hits and precisionbased damage.

THE BROTHERHOOD

There are movers and shakers in every world. Some talk loudly, walk loudly, and let their presence be known – it is in this way their influence is felt. Others are content to work behind the scenes, slowly, with precision strikes and careful plots. The Brotherhood are knives in the hands of these careful plotters. The Brotherhood was originally formed by Emok Zenkaya, who was not content with the methods that the Folding Circle was using to attain political control. He reasoned that power and influence are most easily garnered through carefully applied violence, and so set about constructing a group of seven deadly assassins. The other members of the Folding Circle agreed, and soon worked to assist Emok on his quest to build this new Brotherhood.

Emok maintains control over the group, but the Brotherhood also takes on jobs for hire from other organizations as a form of criminal networking. As opposed to accepting something so crude as 'payment', the Brotherhood only works for power, influence and favors. They are well known throughout the world for their terrible skill as well as the influence and near immunity from prosecution they've garnered. No assassin in the Brotherhood will work against Folding Circle goals – all jobs are subject to approval by Emok himself. Each assassin has his own unique niche and purpose within the organization, a special talent for a particular kind of murder.

The story of the Brotherhood begins with its commander and founder, Lo-Dora.

SCION OF THE NORTH WIND

The Enuka are known for their tenacity and ferocious spirit. Isolated clans all across the world developed a wide variety of strange powers, none more impressive than the Sons of Rozak, a collection of tribes who live deep in the ice-locked mountains of extreme northern Caneus. Lo-Dora is the youngest champion of these tribes, and how he came to serve beneath the dark lords of the Folding Circle is a tale seldom told.

Enuka the world over were rocked by the Destroyer's defeat, especially at the hands of an outsider. Yet the Rozak tribes were not followers of ancient Enuka law – they refused to bow to the Horn Tribe, refused to assemble beneath the Destroyer's banner. The Rozak chose to embrace the power of the elements, and the raw intensity of nature granted them their strength. The Horn Tribes and the Rozak had fought for centuries; the horn tribes battled from within Koryth and the Rozak held sway in their mountaintop retreats. This all changed overnight when Makesh toppled the Destroyer.

As the Destroyer fell, the Rozak saw an opportunity to annihilate their ancient enemies. With no war god to lead them, the Horn Tribes would surely crumble before the elemental prowess of the sons of Rozak.

The most powerful shamans assembled before the Rozak war chiefs and formed a council who selected champions from every hold. Thirty champions strode forth and accepted the blessings of the shamans; each warrior was bonded with a powerful spirit-avatar of the arctic wind.

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Lo-Dora, youngest amongst them, was also one of the most eager for battle.

When the day finally came and the champions of Rozak marched on the Enuka of the Horn Tribe, all seemed to be going perfectly. Without the Destroyer, the battles were routs – hundreds of warriors bled and died on the field as the Rozak cut through them.

But this fierce destruction drew some unwanted attention. Makesh the Undying lay resting under the effects of the Star Fountain when he saw his Enuka armies being annihilated in a dream vision. He started awake, and vowed to put an end to it personally. Gathering the Destroyer and a contingent of the most powerful and trusted Enuka lieutenants, Makesh made his way towards Koryth via *teleport*ation magic. The Folding Circle had joined the fray. The results were anti-climactic: fighting quickly drew to a close as the Destroyer and Makesh killed champion after champion, and within minutes, only one Rozak stood his ground – Lo-Dora. He spat a single word.

"How?"

The Destroyer moved in to kill the interloper who dared to attack his army, but Makesh stopped him. "Warrior of the Rozak, you have proven your courage. We will spare your tribe under one condition – you yourself shall become a blade in my hand. If you refuse, your entire tribe is dead and buried."

Lo-Dora refused. True to his word, Makesh killed the warrior where he stood, then turned towards the mountains to wipe out the rest of the tribe. "Take his body to Emok," Makesh muttered as he considered the grim work that had to be done. "We'll see what the demon can do with him."

EMOKIAND THE FORMATION OF THE BROTHERHOOD

When Emok got his hands on Lo-Dora's body, he was overjoyed. What a strange specimen! Two souls were trapped inside – a mortal enuka and some form of elemental. They were tethered together through tribal magic, and neither could leave for their respective afterlife so long as they were bonded. Both, much to Emok's delight, were in a state of tension and agony. Emok made a few notes, clucked his tongue, and reported back to Makesh; the next few weeks of research were going to be interesting indeed.

As time passed, Emok became more familiar with the nature of Lo-Dora's 'death'. All of the other tribal warriors were in a similar state, and Emok requested that they be brought to his lab for safekeeping. The first order of business in solving this riddle was to play up a hunch – Emok prepared the components for a trap the soul. When the casting drew to a close, the gemstone shattered instantly and Lo-Dora snapped back to life, screaming in pain.

"Haha. I didn't think that a simple trap the soul could contain both of you. Welcome back to the land of the living. Well, after a fashion."

Lo-Dora felt cold and numb; his body responded but it was without the warmth of life.

"That's not my doing," Emok mused, "That's all you. Not so eager to die the warrior's death now? I don't blame you, if you died again you can expect to be caught in the same agony you just experienced. I'm sure your elders weren't anticipating that... or maybe they were and it was simply the price of failure."

"I want you to consider a few things, warrior. First, the rest of your tribe is dead. You're the only one left now."

"Second, all of the other warriors, the champions – they're experiencing the same torment you just did."

"Third, I believe I can end it and guide them to the warriors' death you were all so eager for. But if you want me to help you and yours, you have to help me first."

A dark pact was forged that day, a pact that would spur the formation of the Brotherhood, an elite group of killers under the command of Emok Zenyaka. They would kill behind the scenes in return for influence and power.

APPEARANCE

Lo-Dora is a huge, powerful enuka. He's covered with white fur and almost looks like a yeti. He stands completely bipedal, wears black leather armor and is constantly surrounded by a light, frosty mist.

IN THE BROTHERHOOD

Lo-Dora is the effective leader of the Brotherhood, and by far the most martial of their group. He's the guy you call when somebody needs a spear in their head right now, no frills or fancy stuff. His assassination technique is simple but effective – he tracks his target down and kills them in combat. He doesn't bother with the niceties of stealth or subterfuge, he just heads out and attacks, often in broad daylight. Or in public. One would think this would render him ineffective, but he's so dangerous that it's only increased his infamy.

PERSONALITY

Lo-Dora is honest, somewhat impatient, honorable, and fierce. He speaks little and picks his words carefully when he does. His presence commands respect from his subordinates, and those under his command know to listen carefully to the few words that he does speak. Lo-Dora does not tolerate failure and deals with insubordination in a typically brutal Enuka fashion – he fights and kills those who fail or betray him.

Lo-Dora will seek out great warriors or beasts and kill them in single combat – in this way he halfway hopes to descent back into torment as a penance for the great evils he has committed. His great power and conflicted enjoyment of his new role assure that he has yet to be defeated.

Init +5; Senses low-light vision, Scent; Perception +19

DEFENSE

CR 15

AC 29, touch 19, flat-footed 22 (+8 armor, +1 natural, +5 Dex, +1 dodge, +1 shield, +3 deflection) hp 165 (14d10+84)

LO-DORA

XP 51,200 Enuka ranger 14 (Scion of the North Wind) LN Medium humanoid

ENEMIES OF NEDEXODUS

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Fort +18, Ref +18, Will +12 Defensive Abilities evasion, blood of the wind

OFFENSE

Speed 30 ft.

Melee arctic spear +23/+18/+18/+13/+13 (1d8+10 plus 2d6 cold)

Ranged arctic spear +19 (1d8+10 plus 2d6 cold)

Ranger Spells Prepared (CL 11th; concentration +13)

4th - freedom of movement

3rd - cure moderate wounds

2nd - protection from energy, spike growth (DC 14), wind wall

1st - detect snares and pits, jump, longstrider, resist energy

Special Attacks Boreal howl, favored enemy (elf) +4, favored enemy (human) +4, favored enemy (monstrous humanoid) +4, Power Attack, quarry, Two-Weapon Rend (1d10+10)

TACTICS

Before Combat Lo-Dora prefers a one-on-one duel to a free-for-all. He casts jump and *longstrider* before combat and possibly protects himself from an energy type if his opponent displays any affinity for the elements.

During Combat Lo-Dora makes judicious use of Power Attack, especially against his favored enemies. He has trained Miska and Solis to move into flanking position to maximize their combat effectiveness.

Morale Lo-Dora is eager to prove himself; he only surrenders if defeated within the first three rounds, otherwise he's convinced his opponent is not stronger than he is. If he faces several opponents, he'll surrender after being reduced to less than 30 hit points, but he does so begrudgingly, claiming unfair odds.

STATISTICS

Str 25, Dex 21, Con 20, Int 10, Wis 14, Cha 8 Base Atk +14; CMB +21; CMD 40

SQ Camouflage, favored terrain (cold) +4, favored terrain (forest) +2, hunter's bond (two sundogs: Miska and Solis), keen nose, swift tracker, track, woodland stride, wooly fur

Feats Dodge, Double Slice, Endurance, Exotic Weapon Proficiency (double spear), Improved Two-Weapon Fighting, Iron Will, Power Attack, Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Rend, Weapon Focus (double spear)

Skills Acrobatics +17, Handle Animal +19, Knowledge (nature) +17, Perception +19, Stealth +6 (+10 in snow), Survival +19 (+26 to track), Swim +19; Modifiers armor check penalty -2

Gear arctic spear, belt of physical might +4 (Dexterity, Strength), cloak of resistance +4, +4 hide armor, ring of protection +3

LO-DORA UNIQUE ABILITY

Lo-Dora is an exceptional NPC, with boosted ability scores, better-than-average equipment, and impressive companion creatures. His CR has been adjusted to reflect these bonuses. Lo-Dora also possesses a rare mutation among his race, but common in the Rozak tribe: wooly fur.

Wooly Fur: The enuka's body is layered in coarse white fur, granting a +1 natural armor bonus, a +2 trait bonus on Fortitude saves made to resist the effects of cold environments, and a +4 trait bonus on Stealth checks made in arctic terrain. An enuka with this trait is always considered to be wearing cold-weather clothing.

NEW ITEM: THE ARCTIC SPEAR

Aura strong evocation; CL 20th

Slot none; Price 200,500 gp; Weight -

DESCRIPTION

The arctic spear is the incarnate elemental power of the frozen north: huge, jagged spearheads of razor ice held by a shaft of swirling snow, light as air. The arctic spear functions as a +3 *prodigious icy burst throwing returning calling double spear*. In addition, on a successful critical hit, the target must make a Fortitude save (DC 30) or be instantly frozen (petrified).

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *magic stone, polar ray, secret chest;* **Cost** 100,250 gp

NEW MAGIC WEAPON PROPERTIES

Prodigious: The prodigious quality can only be added to weapons that already possess the flaming, flaming burst, frost, icy burst, shock, or shocking burst properties. A prodigious weapon increases the amount of elemental damage done by one of the weapon's other properties by +1d6.

Strong evocation; **CL** 18th; Craft Magic Arms and Armor, *freezing sphere*; **Price** +2 bonus.

Calling: A calling weapon can be summoned to the owner's hand as a swift action, so long as the weapon resides on the same plane as the owner. A creature must possess a calling weapon for 24 hours before being able to summon the weapon.

Moderate conjuration; **CL** 10th; Craft Magic Arms and Armor, *secret chest*; **Price** +1 bonus.

SPECIAL ABILITIES

Blood of the Wind (Su): As Scion of the North Wind, Lo-Dora's body is infused with elemental cold. Creatures adjacent to Lo-Dora when he takes damage take 1d6 cold damage and are pushed back 5 feet as freezing winds blast from the open wound (Reflex DC 22 negates).

Boreal Howl (Su): As a full-round action, Lo-Dora may let loose a bellow like the keening wail of wind across the arctic tundra. All creatures within 60 feet must make a DC 22 Reflex save or be knocked back 20 feet, take 10d6+10 cold damage, and fall prone. A successful save halves the damage, negates the movement and prone effects, but imparts the staggered condition for 1 round. Lo-Dora may only use this ability once per day. The save DC is constitution-based.

Keen Nose (Ex): Lo-Dora senses are honed to a razor edge, granting him the Scent ability.

CR -

SUNDOGS, MISKA AND SOLIS

XP -

N Medium magical beast

Init +1; Senses darkvision 60 ft., low-light vision, scent; Perception +9 Aura sunhaze 30 ft.

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DEFENSE

AC 22, touch 14, flat-footed 18 (+4 Dex, +8 natural) hp 76 (8d10+32)

Fort +10, Ref +10, Will +6; Immune fire, cold Defensive Abilities ephemeral, sunhaze

OFFENSE

Speed 50 ft. Melee bite +14 (2d6+7) Special Attacks howl at dawn

STATISTICS

Str 21, Dex 18, Con 19, Int 4, Wis 15, Cha 10 Base Atk +8; CMB +13; CMD 27 (31 vs trip)

Feats Improved Natural Attack (bite), Iron Will, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +8 (+12 jumping), Perception +9, Survival +6 (+10 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent

SPECIAL ABILITIES

Ephemeral (Su): Sundogs are unearthly creatures and can't die from damage. Instead, when reduced to 0 hit points or less, a sundog simply dissipates in a flash of light and will reform upon the next day's dawn. A creature that dissipates a sundog is affected as a fairy fire spell for 1 hour (no save; caster level equals sundog's hit dice).

Howl at Dawn (Su): Once per day as a standard action that provokes an attack of opportunity a sundog can emit a howl that has a rejuvenating effect on allies, healing 6d8+6 hit points to all friendly targets in a 60 foot burst centered on the sundog.

Sunhaze (Su): Attacks directly targeting a sundog suffer a -1 penalty to hit due to glare. Sundogs cannot lower their aura; they glow in the dark out to a radius of 30 feet. This functions as daylight spell with a caster level equal to the sundog's hit dice.

EREBUS

Erebus was not born into the most promising situation. With his father a victim of war and his mother dead of plague, Erebus found himself abandoned and living a dangerous life from a very young age. The existence of a street urchin in the darker alleys of the Dominion is not an easy one, but Erebus always survived - he, along with a small group of other children, served as scouts and burglars for a local thieves' guild called the Barad Aku (the Black Hand.) He had a prodigious talent and was wellloved by the entire guild.

Erebus grew up amongst the thieves and learned their ways, but his heart was always just. He only took what he needed to survive, distributing the rest amongst other orphans who he would take in and train. As he grew into a man, his inherent decency held true – he became a pillar within the Barad Aku and worked to steer it into an upright organization that worked to defend the weaker classes. All this evaporated, however, leaving his life entirely changed after one fateful burglary.

Stealing from wizards is always a risky if rewarding business. The potential gain was great – enormous wealth and a magical horn of plenty that could feed hundreds of poor families. Erebus took it upon himself to obtain these treasures alone, as he was unwilling to endanger any of his underlings in the heist. He traveled to the soaring parapets of the Ajrad Mikurk, the Sky Gardens, and broke in without any difficulties. He slipped into the treasury without a sound, grabbed some jewels and the Horn of Plenty, and was about to leave when an unusual artifact caught his eye - a full-length mirror, clearly steeped in powerful magic. Erebus felt his gaze drawn to it and resisted at first, but eventually chanced a glance. What he saw was himself... himself, but slightly different. He saw his own image, but older and vastly more powerful. Scenes played out where he headed the Barad Aku, helped entire cities, rescued the beleaguered, and saved lives. Yet the scenes were gradually changing. He saw himself aging, and turning away from helping others. Allowing friends to die. Ordering their deaths. Committing murder in cold blood. Horrified by these strange portents, Erebus lashed out and destroyed the mirror, sending shards of magical glass in all directions. Shaken, he gazed down at his bloodied hand, heard the sound of the guard gargoyles

approaching, and made his retreat - but not before grabbing a shard of the mirror. He had to know what those images meant, and secretly, somewhere within himself, he had a twinge of desire for the power he had seen.

After the heist, Erebus was hailed as a hero. He made excellent use of the Horn of Plenty, distributing food to the underclass of the entire city. Within months he was 'elected' to head the Barad Aku, which he quickly worked to transform into a charitable organization of freedom fighters. Most alarming to him, however, was that the first vision came true. Erebus decided it was time to take the mirror shard to Tarbath, a famous diviner from the Caneus Empire.

Tarbath worked his strange magic over the shard, and came away pale and drawn. "This is a piece of the Mirror of Fate, an artifact believed lost to the sands of time. By gazing into the mirror, a man reveals what fate could hold in store for him. But this mirror is no mere augur; its visions are hints of what a man can accomplish if he were to use its true power – the power to bend his own fate to his heart's desire."

Erebus was silent, mulling over the images he saw. He had seen visions of himself as both a savior and a killer.

"Does it create false visions?"

"The visions it creates are neither true nor false. They are merely potentials. A man may see signs in it of both great evil and great good, but ultimately the outcome will be steered by his heart."

Erebus was relieved by the seer's words. "Thank you, Tarbath. I don't yet know what I'll do with this, but I hope I make the right decision."

"So do I, Erebus."

Five years passed. Vision after vision shown in the mirror came to be – Erebus formed a nation-wide network and worked hard to assist the downtrodden. All the while, he found himself gazing into the shard of mirror he kept carefully hidden in his chambers; it showed only the ghostliest of visions now, difficult to decipher.

Soon, a more immediate threat confronted the humble rogue. A local Vizier, Ashra, had outlawed the Barad Aku for acts of grand larceny against the nobility. Erebus knew the only way the Vizier could have discovered that the Barad Aku were behind the thefts was if an informant was in the ranks. Paranoid, Erebus sought out possible leaks. All the while he gazed deeper and deeper into the shard, trying to glean any clue he could find as to who was damaging his organization.

The more he used the artifact, the more its power to affect fate gradually tempted him away from his ideals and closer towards the dark visions he had forseen. He refused to allow the Barad Aku and everything he worked for to fall to ruin. He would use the shard's power. And so he did.



Erebus altered fate in small ways at first. He arranged a few accidents for those he suspected of undermining the Barad Aku. These people, some personal friends, 'vanished' and everything seemed stable for a while, yet his paranoia was showing and the atmosphere in the guild had shifted from "help the less fortunate" into "preserve ourselves". Even with these efforts, a few accidents were not enough to maintain security and Ashra was capturing members of the Barad Aku. Erebus decided that Ashra himself had to go; with the prophetic powers of the shard, it was all too easy.

Something inside him began to slip. Erebus wanted to be seen as a savior, but he wanted the superiority of a savior as well, he wanted that power to control and command. With the shard in hand, he could control and command fate itself. Even as the Barad Aku continued to function normally on the surface, Erebus's mood darkened. He became distrustful and concerned that Ashra's allies would come for him. He believed this so completely that the shard, unfortunately, responded, and one day they did.

Erebus was nothing if not adaptable; he bent fate and made his escape even while the rest of his organization was butchered and burned. Left without a home and under serious threat from the law, Erebus was approached by one of the men who he had hired to 'vanish' a few old friends in the Barad Aku – a man who revealed himself to be an unusual spirit named Ram. "You are being called in for your favor now, Erebus," the creature said. Erebus was cornered and had little ability to resist, and quickly found himself diving deeper into the underworld than he had ever wanted.

APPEARANCE

A thin man of average height, Erebus has close-cropped, black hair, a smooth face, and sharp features. When out on a mission, he usually wears a fine porcelain mask painted dark red, light armor, and a cloak.

IN THE BROTHERHOOD

Erebus serves as a second in command in the Brotherhood, dealing with stealth training. His skills center around theft

NEW ARTIFACT: MIRRORSHARD

Aura strong (conjuration); **CL** 20th **Slot** none; **Weight** 1 lb.

DESCRIPTION

A razor sharp piece of polished glass, wrapped at one end in strips of black leather etched in silver runes, the mirrorshard is much more than its common appearance indicates. As one of the last known remnants of the Mirror of Fate, anyone possessing the shard experiences visions of what might be, what will be if the user so wills it.

The mirrorshard can be wielded as a +3 *keen wounding shortsword*. After 24 hours of ownership, the shard bonds to its wielder, granting immunity to disarm or sunder attempts. Any attempt to harm or remove the shard from the owner's possession fails and results in 4d6 bleed damage for 4 rounds to the would-be thief (Fortitude save DC 30 halves the damage).

The shard grants the following abilities to its wielder. Each ability is usable 3 times per day, and requires a swift or immediate action to activate, unless otherwise noted. Each activation of the mirrorshard causes it to briefly flash in silvery light.

Future Past: Concentrating on what might have been, the wielder can turn a failed saving throw into a success.

Glimpse of Fate: With the will to alter ones fate, the wielder can turn any failed attack into a success, or turn any normal attack into a critical hit.

Mirror Image: By mirroring the shard with a twin of itself (see below), the wielder can cast *mirror image* as a spell-like ability.

Mirrorwalk: Cutting through the air, the wielder can cut a literal path through time and space. As a standard action, the wielder can cast *dimension door* as a spell-like ability.

Reflect Ray: Interposing the mirrorshard between his body and a magic attack, the wielder can turn such attacks back on his enemies. The wielder can, as an immediate action, redirect any ranged touch spell targeted against him to any target within 30 feet. The spell affects the target as though it were there original target. The wielder can redirect a spell up to 4th level.

Twinshard: Reaching into the mirrored surface of the shard, the wielder creates a mirror twin of the mirrorshard. The twin functions as a weapon identical to the mirrorshard, but possesses none of the mirrorshard's other abilities. The wielder must have an empty hand with which to grasp the created twinshard to use this ability.

Twist of Fate: Having seen what comes before it arrives, the wielder can turn any successful attack against him into a miss.

DESTRUCTION

Upon the death of the mirrorshard's bonded owner, the shard erupts in a violent burst of scintillating razor glass, dealing 10d6 damage in a 10-ft. burst. Each tiny shard of glass holds the reflection of the man responsible for destroying the Mirror of Fate.

and subtle murders within the criminal element itself. Erebus will never be called in to deal with people on the right side of the law.

PERSONALITY

Erebus still wants to be seen as the good guy. He gets along very well with Lo-Dora (who he considers a decent person) and Silence (who he treats something like a sidekick or younger brother; he's been instructing silence in the arts of subterfuge). He still has a lot of good qualities – he'll help people out, make secret charitable donations, and so on. However, he works as an assassin for the Folding Circle and is well aware that he's murdering people for dubious reasons. He tries to switch his regret off when he's on the job and generally succeeds with the help of an increasingly grim, fatalistic philosophy, but when left to his own designs he spends a lot of time brooding and staring into the shard to perchance catch a glimpse of what he might yet become.

CR 12

EREBUS

XP 19,200 Human rogue 5, assassin 6 NG Medium humanoid Init +7; Senses Perception +15

Enemies of Nedexodus: Folding Circle

DEFENSE

AC 24, touch 20, flat-footed 16 (+7 Dex, +3 armor, +2 deflection, +1 dodge, +1 shield) hp 97 (11d8+44) Fort +6, Ref +14, Will +5; +3 vs poison Defensive Abilities evasion, improved uncanny dodge, Mobility, trap sense +1

OFFENSE

Speed 30 ft.

Melee mirrorshard +15/+15/+10 (1d6+4/17-20) **Special Attacks** death attack, quick death, sneak attack +6d6, Spring Attack, true death

TACTICS

Before Combat Erebus abhors combat, but when using his talents is the only option, he goes to great lengths to ensure advantageous terrain and circumstances. Before combat he'll quaff his *potion of haste* and twin his blade before striking from the shadows at easy targets.

During Combat Erebus uses his superior mobility to stay behind cover and in the shadows, using the mirrorshard to sway the fight in his favor.

Morale Erebus flees from combat when reduced to half his hit points, or upon losing the mirrorshard.

STATISTICS

Str 12, Dex 24, Con 16, Int 22, Wis 12, Cha 14 Base Atk +8; CMB +9; CMD 27

SQ fast stealth, hidden weapons, poison use, resiliency, trapfinding

Feats Dodge, Mobility, Spring Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse (shortsword), Weapon Focus (shortsword)

Skills Acrobatics +21, Appraise +20, Bluff +16, Climb +15, Diplomacy +16, Disable Device +21, Disguise +16, Knowledge (dungeoneering) +20, Knowledge (local) +20, Linguistics +20, Perception +15 (+17 to find traps), Sleight of Hand +21 (+27 to conceal weapons), Stealth +21, Survival +12, Use Magic Device +16

Combat Gear potion of haste **Other Gear** belt of mighty constitution +4 (Dexterity, Constitution), headband of vast intellect +4, mirrorshard, +2 padded armor, ring of protection +2, mwk thieves' tools.

Erebus possesses a powerful artifact known as the mirrorshard. While its use in combat is impressive, its true power lies beyond stat blocks and statistics: the wielder gains the will and wherewithal to alter his own fate. Erebus's CR has been altered to reflect his gear, including the mirrorshard.

ELON MOURNSONG

Elon was never the same as his friends, even from a very young age. As opposed to fleeing indoors and taking cover like the rest of the children when the terrible storms of Koryth rolled past, Elon would run outside into the rain and dance about, reveling in the sheer power of the squall. His fascination followed him into adulthood, and he was eventually accepted into the local druidic circle where he planned to study and control the fierce weather of his homeland. Elon hoped that one day, he could do great things for his community, protecting it from harm and helping with the harvest at the same time. His strange fascination with violent weather was always lurking just beneath the surface, and it came to the forefront when he first laid eyes on his true love – the Stormheart.

Nobody really knows what the Stormheart is, or who created it (if anyone). The only thing that any sane person knows about the Stormheart is that it is deadly and should be avoided at all costs. Of course, the exceptionally violent weather surrounding the anomaly drew Elon out like a moth to flame, and he knew he had to see the heart itself. He came closer than few ever do, peering past the constant lightning and gale force winds to catch a fleeting glimpse of the Stormheart's form – a jagged shard of stone, hanging in the air, sailing serenely amongst the howling winds. Few experiences could possibly match his elation. But some strange force was drawing him forward...

From an outside perspective, Elon passed into a whirling bank of cloud and simply vanished. No one but Elon himself knows what happened that day, but it would be more than 20 years before he returned, and when he did he was changed. Drastically. While he wore an outwardly human form, Elon was now more elemental than mortal.

Elon's bonds with his human family and friends quickly evaporated – he was no longer the same man, and almost impossible to relate to on a human level. Elon kept to his storm research, before one day him and Lo-Dora met in combat. Lo-Dora is deadly, but Elon is highly resistant to his cold attacks and so the battle turned towards Elon. After Lo-Dora's retreat and report on his defeat, Emok knew that such a powerful entity with so little humanity would be an excellent tool in the hands of the Brotherhood. Emok needed the perfect lure for such a creature, but what? The Stormheart.

Emok tracked the strange object down and tethered it with powerful magic to the top of a steaming volcano at the edge of Koryth. In a few weeks, Elon was drawn to the intense weather disturbance, where he came face to face with the demon. Emok's offer was simple – rare, conjured reagents and eventually the means to bind the Stormheart, in return for service. Elon readily agreed, and Emok loosed the storm heart, promising that the next time the magical aberration was tamed, it would be at Elon's hand.

APPEARANCE

A tall, thin man with wild blonde hair flying in every direction. Elon's eyes are supernaturally blue and actually glow faintly in the dark. When he moves, small arcs of lightning crackle along the surface of his clothes and skin.



IN THE BROTHERHOOD

If someone needs to be pursued, Elon is the one to go to. His speed and flight allow him to scour over entire areas quickly, once he has been transported to them by someone like Silence. Elon is a very formidable combatant himself and will frequently be called up to deal with more dangerous opponents, especially casters.

PERSONALITY

Elon is unpredictable and fickle, with sudden moments of incredible (if transient) intensity. His transition to a life of crime was a combination of pragmatism, in his case a need of rare reagents to complete his studies, and a complete loss of empathy. Basically, he plans on getting what he wants and has no qualms about taking it from its rightful owners.

Elon no longer relates to humans and demihumans in anything approaching a normal fashion. He views living beings as a part of the scenery and instead pays attention to the movement of wind and rain, the formation of clouds, the calm before the storm. About the only animals that Elon even notices are birds.

ELON MOURNSONG

XP 19,200

Elemental-touched human sky druid 11 CN Medium outsider (air, native) Init +8; Senses Perception +21 Aura storm (30 ft.)

DEFENSE

AC 22, touch 18, flat-footed 17 (+4 Dex, +4 natural, +3 deflection, +1 dodge)

hp 97 (11d8+44)

Fort +13, Ref +9, Will +14; Immune cold, electric, sonic Defensive Abilities Mobility

OFFENSE

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

Melee staff +8 (1d8+2 plus 1d6 electric/x2 plus 1d10 electric plus 1d8 sonic)

Druid Spells Prepared (CL 11th; concentration +18) 6th - chain lightning (DC 25), cone of cold (DC 13)

5th - call lightning storm (DC 24), control winds (DC 22), transmute rock to mud (DC 22)

4th - control weather (DC 21), dispel magic (DC 21), ice storm (2) (DC 21)

3rd - call lightning (3) (DC 22), cure moderate wounds, gaseous form, sleet storm (DC 20)

2nd - chill metal, fog cloud, gust of wind, resist energy, wind wall (2)

1st - cure light wounds (2), entangle (DC 18), faerie fire (2), obscuring mist, produce flame

0 - (DC 17) create water, detect magic, read magic, resistance

Special Attacks elemental form

TACTICS

Before Combat Elon has a reputation for chaotic combat. He'll cast spells in preparation for a fight only if he's been defeated by an opponent before.

During Combat Elon likes to start, and end, fights quickly, using the most powerful of his abilities and equipment immediately, even if he can't optimally hurt all his opponents. Versus terrestrial opponents, Elon assumes his elemental form and attacks them from the air.

Morale Elon is unpredictable, even in a fight. After being reduced to one-third hit points, there is a 50% chance each round that Elon will flee, directing his companion to stay and fight. Each round that Elon stays in the fight, he proclaims the wrath of sky and storm.

STATISTICS

CR 12

Str 10, Dex 18, Con 18, Int 14, Wis 24, Cha 14 Base Atk +6; CMB +6; CMD 24

SQ electric affinity, elemental bond (Huge air elemental), eye in the sky, nature sense, sky stride, wild empathy (elementals only)

Feats Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Natural Spell, Weapon Finesse

Skills Diplomacy +13, Fly +18, *heal* +21, Knowledge (nature) +18, Perception +21, Spellcraft +16, Survival +23, Swim +14

Gear amulet of natural armor +4, belt of mighty constitution +4, headband of inspired wisdom +4, cloak of resistance +4, ring of protection +3, staff of storms

SPECIAL ABILITIES

Electric Affinity (Su): Elon's powerful rapport with storms is reflected in his spellcasting. Any spell Elon casts with the electricity descriptor gains a +2 bonus to DC.

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ELEMENTAL FORM

CN Large outsider (air, native) Init +8; Senses Perception +15 Aura storm (30 ft.)

DEFENSE

AC 33, touch 29, flat-footed 15 (+7 Dex, +4 natural, +12 deflection, +1 dodge, -1 size) **hp** 97 (11d8+44); DR 5/–

Fort +13, **Ref** +12, **Will** +16; Immune cold, electric, sonic

Defensive Abilities freedom of movement, fast healing 10, Mobility

OFFENSE

Speed 10 ft., fly 80 ft. (perfect) Space 10 ft.; Reach 10 ft. Melee slam +14 (2d6+4 plus 1d6+2 electric plus 1d6 sonic)

STATISTICS

Str 16, Dex 24, Con 18, Int 14, Wis 24, Cha 14 Base Atk +6; CMB +10; CMD 40 SQ stormbond Skills Fly +24

SPECIAL ABILITIES

Storm Aura (Su) As normal, but the *lightning bolt* damage increases to 6d6 and any creature within the aura moves as though in difficult terrain. **Stormbond (Su)** Any electrical damage Elon deals

is increased by +2. This bonus is is already included in Elon's basic slam attack. All spells with the air, cold, electric, sonic, or water descriptors are cast at +2 caster level.

Elemental Bond (Ex): Elon's bonded companion is a Huge air elemental; it has no adjustments for being a companion, but it is loyal to Elon.

Elemental Form (Su): This ability functions like a druid's wild shape, except Elon can cannot control when he changes form. Immediately upon being reduced to half his hit points, Elon becomes a stormbird. His humanoid form doubles in size, his skin erupting in a storm of dark clouds. Lightning arcs from his fingers and erupts from his back to form wings. A tail of mist trails his primal form. As a stormbird, Elon's statistics change as noted in the sidebar.

Eye in the Sky (Su) Elon can use Survival to track even flying creatures. Storms, strong rains, snow, and similar effects do not hinder Elon's ability to track. Stormy weather increases Elon's awareness, providing a +2 circumstance bonus on Survival checks made to track.

Storm Aura (Su) As a swift action, Elon can summon an aura of stormy weather: billowing clouds and arcs

NEW ARTIFACT: STAFF OF STORMS

Aura strong (conjuration); CL 20th Slot none; Weight 5 lb.

DESCRIPTION

A darkwood staff taller than a man, this artifact is set with a polished purple and blue stone some say is the heart of all storms. The *staff of storms* grants its wielder great power over the elements of air and sky.

The staff can be wielded as a +2 shocking burst thundering quarterstaff. The wielder can execute the following abilities by expending a charge from the staff:

- electric bolt (as acid arrow, but electric damage); using this ability also grants the wielder fast healing 5 for one round.
- whirlwind
- summon nature's ally VI (three adult arrowhawks)

The staff holds up to 20 charges. Each time the staff is in the presence of a powerful storm (see Pathfinder Roleplaying Game Core Rulebook page 437), it recovers charges at the rate of 1 per hour.

DESTRUCTION

The staff erupts in a massive storm, lasting for days, when burned over a fire of damp driftwood in an arid, windless desert.

of lightning encompass an area within 30 feet of Elon. The clouds grant concealment to all creatures within the aura, including Elon. Each round at the beginning of his turn, every creature within the aura (excluding Elon) is targeted with an arc of lightning that deals 3d6 damage (Reflex DC 22 halves). The storm aura counts as stormy weather for the purposes of *call lightning* and similar spells.

Elon's encounter with the stormheart changed him, but few would believe the tale if he hadn't come away with a relic that defies naysayers. Elon's CR has been adjusted to reflect his equipment, including the *staff* of storms.

TAK'RA VERUK

Sasori are a very directed, intense, and disciplined people. Tak'ra was born into one of the most renowned Sasori tribes in the world – the Veruk, and it stands to reason that he would be a paragon of his people. Indeed, this was the case. Tak'ra chose to follow a path that even few Sasori dare to tread, a path that would eventually hone his mind and body into a burning blade of focused, killing force. Yet all was not well for Tak'ra, and his own obsessive ambition lead him toward a far darker destiny than he imagined.

Enemies of Nedexodus: Folding Circle

Sasori monks follow a number of devotions designed to test their endurance, mentality, and physical power. The most deadly is the Devotion of Sands, a grueling trial of mind and body in the depths of the trackless desert. Young monks are expected to travel out into the desert on the hottest day of the year to fast and meditate in a circle of flame beneath the noonday sun. During this time, the Sasori monk becomes delirious from heat stroke and dehydration and must contact his inner fire to survive the trial. Many don't. When Tak'ra's time arrived and he went into the desert, his ritual was a resounding success – his third eye opened, and he returned to his clan a hero and full-blooded warrior. Yet, even after the ritual, his inner fire continued to speak to him. Nothing could silence its overwhelming voice.

At first his inner fire spoke words of power, pushing Tak'ra forward to greater and greater heights of achievement. Opponent after opponent fell before him and he became a champion amongst the monks and a lord protector of his clan. As time wore on, however, the inner fire spoke of dizzying heights of power, and the desire to express that power in its purest form. One night, Tak'ra stood victorious in yet another martial tournament amongst the monks, and he listened to the voice - he unleashed the inner fire. By morning, nothing remained of the monastery but a few scorched bricks and footprints leading away into the desert.

News of the mad desert monk spread quickly. Tak'ra's exultant pursuit of destruction was anything but stealthy, and soon many people and organizations sought him out. Some wished to bring him to justice or eliminate him. Others wished to best him in combat. One, however, sought his service as a warrior – that one was Makesh the Undying. When Tak'ra understood that his role was simple – causing widespread destruction – he readily agreed as no better purpose could be found for his peculiar enlightenment.

<u>APPEARANCE</u>

Tak'ra is a dark red Sasori with bloody runes etched all over his body. A mote of flame burns eternally on his brow. He wears no clothing aside from a pair of loose, white pants and a tattered white cloak. He has a vial of potion tucked into his belt.

IN THE BROTHERHOOD

Tak'ra is a terrible creature with one purpose – sheer, fiery ruin. Don't call him if you need a surgical strike. Call him if you need a lot of casualties and an entire city block razed to the ground.

PERSONALITY

Tak'ra is taciturn, focused, and completely absorbed in small personal rituals. He spends much of his free time in training, or in the various readings and devotions of his former monastery. Occasionally, some of his control slips



and a bit of the raging madman beneath the surface slips out - something gets burned down when this happens.

CR 11

TAK'RA VERUK

XP 19,200 Sasori desert monk 10 LE Medium humanoid Init +3; Senses darkvision 60 ft.; Perception +19

DEFENSE

AC 24, touch 24, flat-footed 16 (+3 Dex, +2 monk, +3 Wis, +3 natural, +3 deflection) **hp** 108 (11d8+55)

Fort +16, **Ref** +18, **Will** +14; +2 vs enchantment, +2 vs

posion

Immune disease, fire

Defensive Abilities Deflect Arrows, fiery rebirth, improved evasion, poisonous blood, slow fall (50 ft.)

OFFENSE

Speed 60 ft.

Melee unarmed +19/+14 (1d10+10 plus 1d6 fire) or flurry of blows +18/+18/+13/+13/+8 (1d10+10 plus 1d6 fire)

Special Attacks ki strike (magic, lawful), pyrophelia

TACTICS

Before Combat Tak'ra prepares for a fight by activating his coyote rune to better close with his opponents.

During Combat Tak'ra prefers to group as many opponents together as possible, hindering their movements with his stun and trip abilities, then unleashing his dragon or phoenix runes.

Morale Tak'ra relies heavily on his fiery rebirth ability, caring little for his own well-being or that of bystanders.

STATISTICS

Str 24, **Dex** 16, **Con** 20, **Int** 10, **Wis** 16, **Cha** 10 **Base Atk** +8; **CMB** +18 (+20 grapple, trip); **CMD** 42 (44 vs grapple, trip)

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SQ fast movement, high jump, ki pool (8 points), maneuver training, poison resistance, skulker, vermin affinity, wholeness of body

Feats Acrobatic, Combat Reflexes, Deflect Arrows, Dodge, Improved Feint, Improved Grapple, Improved Trip, Medusa's Wrath, Stunning Fist, Weapon Focus (unarmed)

Skills Acrobatics +23, Climb +21, Perception +19, Sense Motive +19, Stealth +23; Racial Modifiers +2 on all skill checks involving vermin, Acrobatics +4, Stealth +4

Combat Gear potion of haste; **Other Gear** amulet of natural armor +3, belt of physical might +4 (Strength, Constitution), cloak of resistance +4, ring of protection +3, +3 cursed flaming desert runes of power

SPECIAL ABILITIES

Fiery Rebirth (Su): Much like a phoenix, Tak'ra can arise from the sands of the desert. Once per year, Tak'ra may revive himself when slain, even if there is nothing physically left of his body. He always appears at the base of an obelisk near the site of an ancient Sasori temple in the Burning Lands. This quality has rendered him notoriously difficult to kill. Rumor has it (Knowledge [planes], DC 20) that if the obelisk is destroyed, Tak'ra will stay dead, but freed of his curse.

Inner Fire (Su): Once per day as a full round action, Tak'ra can open his third eye wide enough to encompass not only his entire body but a large area around him, allowing his inner fire to rampage and burn the life from everything it touches. Doing so is physically exhausting, however. Tak'ra must expend all remaining ki points and sacrifice any number of hit points (up to his current hit point total) to deal an equal amount of fire damage to all targets within a 60-foot radius (no save).

Poisonous Blood (Ex): Tak'ra's blood is mildly poisonous; although harmless to most creatures, this is extremely foul to the taste. Creatures that successfully bite Tak'ra must make a Will save (DC 18) or be unwilling to bite any sasori for 24 hours. A creature attempting to swallow Tak'ra must also make this save, or refuse to swallow him.

Poison Resistance: Tak'ra has a +2 racial bonus to saves against poiston.

Pyrophelia (Sp): Tak'ra can focus his profound destructive urges into actual bursts of shattering force. Tak'ra can use one of the following spell-like abilities as a swift action: *flaming sphere*, *pyrotechnics*, and *shatter*. The caster level is equal to Tak'ra's hit dice. The save DC 18. The DC is Wisdom-based.

Tak'ra's trial in the desert saw him walk away empowered by unknown supernatural forces. His new power manifested as potent runes of power, but came with a curse: a barely-controlled pyromania. In addition to their standard function as runes of power, Tak'ra

NEW MAGIC ITEM: DESERT RUNES OF POWER

Aura strong evocation; CL 15th

Slot none; **Price** 7,500 gp (+1), 30,000 gp (+2), 67,500 gp (+3), 120,000 gp (+4), 187,500 gp (+5); Weight -

DESCRIPTION

These magic runes are inscribed on monk's robes (or similar clothing) or tattooed into the skin. Runes of power function as an amulet of mighty fists, except they do not require a magic item slot.

In addition, the depicted runes can be activated to grant the wearer different powers. Activating a rune is a swift action, and only one rune can be active at a time. Various themes of powers exist, such as jungle, mountain, ocean, cloud. Presented here is the power suite for desert runes of power.

Coyote Rune: As long as this rune is active, the wearer gains a +30 feet enhancement bonus to all forms of movement and the wearer no longer provokes attacks of opportunity for leaving threatened squares.

Dragon Rune: As long as this rune is active, the wearer gains a fiery breath weapon. All creatures within a 30-foot cone take 10d6 fire damage (DC 25 Reflex halves).

Phoenix Rune: As long as this rune is active, the wearer can wreath himself in flame, dealing 5d8+15 points of fire damage to any creature adjacent to the wearer. The wearer heals an equal number of hit points.

Scorpion Rune: As long as this rune is active, the wearer's unarmed strikes deal an additional 1d6 Constitution damage on a successful hit (DC 25 Fortitude halves). This is a poison effect.

CONSTRUCTION

Requirements Craft Wondrous Item, greater magic fang, creator's caster level must be at least three times the rune's bonus, plus any requirements of the melee weapon special abilities; Cost 3,750 gp (+1), 15,000 gp (+2), 33,750 gp (+3), 60,000 gp (+4), 93,750 gp (+5)

gains the following additional abilities, as noted in his statblock: fiery rebirth, pyrophelia, and inner fire. Tak'ra's CR has been adjusted to reflect his curse and his equipment.

Skulker: Tak'ra has a +4 racial bonus to Acrobatics and Stealth checks.

Vermin Affinity: Tak'ra has a +2 racial bonus on all saves and skill checks involving creatures of the Vermin



type. The bonus to saves stacks with the one from poison resistance.

SILENCE

The Cavians live and breathe in a world of constant communication. In the group mind, telepathic chatter serves as a relaxing presence and source of comfort for all the Cavian people – they are literally never without each others' inner voices. Yet every so often, there is one amongst the herd who is disconnected and silent. Such Cavians can still speak, at least physically. Their silence is more deep than just the quiet of a mute; it is a complete absence of the chatter of their mind, a stillness that draws others in and quells them as well. To a Cavian this is sheer terror, and the individuals who have such quiet minds are often persecuted, expelled, or killed.

Unnamed and unknown, Silence is one such Cavian. He was left on the backstreets of the Caneus Empire to die when Nysska first came across him. Where others saw a dying beggar, she saw a massive, untapped potential within the Cavian child – an inherent sorcerous gift that she believed would be a potent weapon. She was correct.

Silence was grateful for the opportunity to belong to a group, any group, and naturally bonded to the other members of the Brotherhood over time. He is the most recent addition to this deadly team of assassins, and looks forward to the day that he'll make a name for himself.

<u>APPEARANCE</u>

Silence is abnormally small for his people, standing only an inch taller than four feet. His fur is stark white, and his eyes jet black. Silence wraps himself in a pale blue cloak and carries a small, hooked knife concealed somewhere

NEW ARTIFACT: HOOKED DAGGER

Aura strong evocation; CL 20th Slot none; Weight 3 lbs.

DESCRIPTION

The hooked dagger is a wicked curved blade forged of dark steel. Created in a dark pact between the demon lord Emok and the cavian sorcerer Silence, the blade contains every eternal moment of speech Silence would ever utter, in this life and the next.

The dagger functions as a +3 keen returning throwing dagger. In addition, if the wielder has the muted sorcerer bloodline, he can expend spell slots to gain the following special attacks. Each attack is delivered as an attack action with the dagger. The attacks are delivered through the dagger and deal the dagger's normal damage in addition to the effects of the special attack. The wielder determines which special attack he is using prior to the attack roll. The DC of the attack's effect, if any, is equal to 15 + double the level of the spell slot expended to active this ability.

Numbing Strike: When the wielder delivers this attack the target's thoughts become dijointed, hindering his actions. On a failed save, the target becomes staggered for a number of rounds equal to the level of the spell slot expended to activate this ability.

Shattering Strike: When the wielder delivers this attack, a noiseless shatter spell is triggered with the target of the attack as the spell's origin. The dagger's wielder is immune to the shatter effect.

Silencing Strike: When the wielder delivers this attack, a silence spell is triggered with the target of the attack as the spell's origin.

DESTRUCTION

Should the silent sorcerer hear his own voice echoing in the depths of the Abyss the dagger will shatter to pieces.

on his person. When on missions as an assassin, Silence tries to keep as low a profile as possible, and often remains invisible.

IN THE BROTHERHOOD

Silence is subtle. He has a number of powerful abilities and has skills in stealth and transport based abilities. Silence can abduct just as easily as he can kill, so if an abduction is called for he's the prime option.

NEW SORCERER BLOODLINE: MUTED

The taint of the voiceless void runs in your blood. You embrace numbing silence and quiet whispers. In time, you learn to silence even thoughts.

Class Skill: Stealth

Bonus Spells: silent image (3rd), silence (5th), *nondetection* (7th), *dimension door* (9th), mind fog (11th), globe of invulnerability (13th), sequester (15th), power word stun (17th), etherealness (19th).

Bonus Feats: Dodge, Improved Initiative, Iron Will, Quick Draw, Silent Spell, Skill Focus (Stealth), Stealthy, Still Spell.

Bloodline Arcana: If you have cover or concealment (or are otherwise able to use Stealth even without cover or concealment), you can make a Stealth check in place of a concentration check.

Bloodline Powers: Muted sorcerers manifest their unspoken heritage as they increase in level.

Silent Aura (Su): At 1st level, you can create a hushing aura in a 10-ft. radius around you. The aura does not completely eliminate sound. Instead, sounds are reduced or muffled. All creatures within the aura gain sonic resit 10. The aura grants a +4 circumstance bonus on saving throws verus spells or abilities that rely on audible components (such as bardic performance or ghost sound). Attempting to cast a spell within the aura requires a concentration check, DC 10 + twice the spell's level. Lastly, the aura grants a +10 circumstance bonus on Stealth checks. You can use this aura a number of rounds per day equal to 3 + your Charisma modifier. These rounds do not need to be consecutive. This aura affects even you. Activating the aura is a standard action; maintaining it once activated is a free action; ending it is a free action.

Sonic Resistance (Ex): At 3rd level you gain sonic resist 5 and a +2 bonus on saving throws made versus sonic effects. At 9th level your resistance to sonic increases to 10 and your bonus on sonic saving throws increases to +4.

Hush (Su): At 9th level you can target a foe within 30 feet and quell their inner voice. The target must succeed a saving throw, DC $10 + \frac{1}{2}$ your sorcerer level + your Charisma modifier, or be stunned for a number of rounds equal to your Charisma modifier. A target that fails its save by 5 or more is rendered unconscious instead. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day.

Silent Word (Su): At 15th level you can alter a spell with the Silent Spell feat a number of times per day equal to your Charisma modifier without an increase in the spell's level or casting time.

Muted Mind (Su): At 20th level when you use your hush ability you can choose to inflict upon your opponent a muted mind. If the saving throw versus your hush ability fails, the target's takes Wisdom, Intelligence, and Charisma damage equal to your sorcerer level.

PERSONALITY

Silence is mute and impossible to read. If you're a stranger and you talk to silence, he simply stands motionless and watches you until you're finished. Most outsiders who attempt to communicate with him fail, however he will scrawl notes when he feels he has to communicate.

When amongst his team mates, he is somewhat more animated as he formed a bond with them to replace his destroyed family network. Silence never grew up properly and still has a few child-like qualities, which creates a strange tension in a person who's also a trained killer. Chief amongst his seemingly youthful quirks is his deep-seated respect and even hero-worship for Lo-Dora and Erebus. Silence is afraid of Trevor/Terror and avoids him, which is convenient as their abilities don't work well together.

SILENCE

XP 9,600 Cavian sorcerer 10 N Medium humanoid Init +8; Senses Perception +3

DEFENSE

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural) hp 78 (10d6+40)

CR 10

Fort +6, Ref +7, Will +10; +4 vs enchantment

OFFENSE

Speed 30 ft.

Melee hooked dagger +11 (1d4+2/17-20 x2) and bite +4 (1d4-1 plus seeds of clairvoyoance)

Special Attacks hush, numbing strike, shattering strike, silencing strike, silent aura

Sorcerer Spells Known (CL 11th; concentration +18); Bloodline muted

5th (4/day) - teleport

4th (6/day) - dimension door⁸, greater invisibility, ice storm (DC 21)

3rd (8/day) - haste, *lightning bolt* (DC 20), *nondetection*⁸, slow (DC 20)

2nd (8/day) - cat's grace, knock, darkness, scorching ray, silence (DC 19)

1st (8/day) - animate rope, expeditious retreat, magic missile, obscuring mist, ray of enfeeblement (DC 18), shield, silent image⁸

0 (at will) - arcane mark, dancing lights, detect magic, daze (DC 17), mage hand, mending, prestidigitation, read magic

TACTICS

Before Combat Silence prefers to strike unexpectedly, then retreat to the shadows, often following a target for days to learn its habits and abilities and preparing accordingly. He won't enter combat without a full suite of enhancement spells: *haste, greater invisibility, cat's grace, expeditious retreat, shield,* and *nondetection*.

During Combat Silence will often make use of his ability to quietly cast spells by casting from hidden places and using his silent aura to mask his presence.

Morale Silence will make use of *dimension door* and *teleport* to escape from enemies who pinpoint his location. Enemies that reliably hurt him, even while protected, he considers too strong to deal with, and flees outright.

STATISTICS

Str 8, Dex 18, Con 16, Int 16, Wis 16, Cha 24 Base Atk +5; CMB +4; CMD 22

SQ independent, severed

Feats Combat Casting, Eschew Materials, Improved Initiative, Quiet Caster, Silent Spell, Stifling Miasma, Still Spell, Weapon Finesse

Skills Acrobatics +14, Bluff +22, Knowledge (local) +13, Stealth +17, Use Magic Device +20; Modifiers -2 Knowledge, +2 Bluff, +2 Craft, +2 Perform

Gear amulet of natural armor +3, belt of mighty constitution +4, headband of alluring charisma +4, hooked dagger

SPECIAL ABILITIES

Independent: Silence is a cavian without connection to his race's collective consciousness. He gains a +4 bonus on saves against spells of the enchantment school and mind-affecting effects.

Severed: Silence's freedom from group thinking bends his mind toward creative thinking. He suffers a -2 penalty on all Knowledge skill checks, but gains a +2 bonus on all Bluff, Craft, and Perform checks.

NEW FEXTS

The following feats expand the options of a muted bloodline sorcerer.

QUIET CASTER

You've learned to cast spells in muted fashion.

Benefit: You can cast spells that require verbal components in a quiet manner. When attempting to cast a spell quietly, make a Stealth check. Anyone listening can attempt a Perception check opposed by your Stealth check to detect your spellcasting by sound. In addition, you gain a +4 bonus on concentration checks made to cast spells in a muted environment (such as from a muted sorcerer's silent aura ability).

STIFLING MIASMA

Your aura ability carries with it a noise-suppressing magic.

Prerequisite: silent aura ability

Benefit: The mind of a target affected by your silent aura is dulled to the physical world. Affected creatures suffer a -4 circumstance penalty to Perception and Sense Motive checks, and the DC for other creatures to cast spells in your silent aura increases by +5.

Silence's CR has been adjusted to account for his better than average equipment.



Powerful demons such as Emok Zenyaka don't have to dally about with servants like imps and quasits. Instead, they have access to more effective and dangerous evil spirits, or the ability to corrupt existing spirits for fell purposes. Ram is one such corrupted spirit, and not even Emok was prepared for the depths of depravity Ram would reach.

In the distant past, Ram was a nature spirit, a noble beast of high mountain woods and guardian of the white rams who lived there. He always possessed a streak of caprice, but his antics were in harmless fun and jest, bringing life and light to his alpine valley home. When the First Ones dammed his valley and harnessed the natural rivers of his land for use in their aqueducts, Ram watched helplessly as his flock were destroyed by sorcerous minions intent on 'cleansing the wilderness' and rendering it 'safe' for habitation. Emok, aware of this struggle, sought out Ram and made him a simple offer – power, in return for service when Ram's territory was free from the sorcerer kings' grasp. Ram was desperate, and saw no alternative but to take the Demon's bargain.

Emok is a demon of his word, and Ram's power grew vastly under the demonic pact. Ram was able to wage a

guerilla war on the First Ones' forces, eventually driving them from his home. Yet Ram was changed somehow. His harmless pranks were becoming cruel and meanspirited. His wit had turned dark and hateful. He couldn't tell if this was a result of years of battle against interloping forces, or the dark influence of demonic magic. Either way, the First Ones were gone and Ram was slated to enter into his pact of servitude.

Yet the geas never took hold. Emok had by this time been captured by the First Ones and sealed into his basalt catacombs, and Ram was free of his servitude. Ram was not free, however, of the dark effects of Emok's magic - and he would continue to spiral into cruelty over the course of centuries. As Emok grew depraved, so too did the nature of his home. Pristine valleys became overgrown with briars. Peaceful animals were diseased or overrun with teeming vermin and horrifying predators. At the center of it all was Ram – now a dark spirit of the forest, a subject of cautionary tales and fables over the entire region. So Ram lurked in his twisted abode until one day, Emok returned and called in a favor. He could not have been more delighted to see what Ram had become.

APPEARANCE

Ram is a frightening caricature of a nature spirit. He stands around 7 feet tall, with a whip-thin build. His head is that of a ram, with two jagged, curling horns - one horn is veined with green light, the other blue. His eyes are ruby red, and his mouth is filled with razor-sharp teeth. Ram's body is covered in dull black fur specked with lichen and moss. He carries a wicked, curving scythe. Under normal circumstances he stays polymorphed or disguised into a more sensible form.

IN THE BROTHERHOOD

Ram is a tempter and a destroyer. Sometimes killing a person is best done not by killing their body, but through poisoning their mind. In this case, Ram is your agent. He can drive strong willed men to suicide, and weak-willed men to enslavement and ruin.

PERSONALITY

Ram is intelligent and capricious, delighting in cruel pranks. He is especially fond of poetic irony, and loves to pursue and watch his targets so that he can provide them with a 'fitting' death. Ram's assassinations are carefully calculated and elaborate plots that can take months to play out, and often hinge on driving his target to madness or suicide rather than dirtying his hands with murder.

Ram is one of those villains who loves to go on at length about his schemes (or anything at all, really) and will quite literally talk a person's ear off if given half the opportunity. He isn't stupid, however, and isn't going to do this unless the situation is actually under control.



RAM

XP 9.600

CR 10

CE Medium outsider (evil, native) Init +7; Senses darkvision 60 ft., Perception +3 Aura horn of delirium (30 ft.)

DEFENSE

AC 24, touch 13, flat-footed 21 (+3 Dex, +11 natural) hp 83 (8d10+24); DR 5/cold iron or good Fort +5, Ref +9, Will +10; Immune disease, poison; SR 20

Resist acid 10, cold 10, electricity 10, fire 10 **Defensive Abilities** fast healing 5

OFFENSE

Speed 40 ft.

Melee 2 claws +13 (1d6+5/ 19-20 x2) and gore +13 (1d8+5 plus 1d6 Wisdom plus confused plus disease/19-20 x2) or scythe +15 (2d4+9/19-20 x4) and gore +8 (1d8+5 plus 1d6 Wisdom plus confused plus disease/19-20 x2)

Special Attacks confused (1d4+1 rounds, save each round, DC 18), sneak attack +3d6

Spell-Like Abilities (CL 10th; concentration +15) At Will - detect magic, ghost sound (DC 15), minor image (DC 17), polymorph

3/day - quickened charm person (DC 16), hideous laughter (DC 16), hold person (DC 18), invisibility **1/day** - confusion (DC 18), suggestion (DC 18)

TACTICS

During Combat Ram attempts to his spell-like abilities to mitigate the number of foes he must face at once. Ram is convinced that to summon the true form of the scythe of wood's heart that it must first shed blood; immediately after scoring his first hit with the scythe, Ram will use its ability to turn into a treant.

Morale Ram will flee from opponents that appear to be immune to his mind-influencing abilities or his disease

NEW ITEM: SCYTHE OF WOOD'S HEXRT

Aura strong transmutation; CL 15th Slot none; Price 40,318 gp; Weight 10 lbs.

DESCRIPTION

This gnarled, twisted scythe is crafted from twisted pine, grown in the blood of slain fey. The scythe functions as a +2 calling scythe. In addition, the wielder is protected by a barkskin spell (CL 15th).

Once per day as a swift action the wielder can plant the scythe in the ground. One round later (at the start of the wielder's next turn) the scythe transforms into a neutral evil treant (CR 8) under the wielder's control. The scythe transforms even if grasped again. The scythe returns to its true form at the wielder's command (a free action) or when the treant is slain.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, barkskin, summon nature's ally VI, **caster level** 15th; **Cost** 20, 159 gp

and Wisdom drain. If these tactics are effective, he'll fight to the death.

STATISTICS

Str 20, Dex 17, Con 16, Int 16, Wis 11, Cha 21 Base Atk +8; CMB +13; CMD 26

SQ demon's luck, wild glamer, woodland stride

Feats Cleave, Power Attack, Quicken Spell-Like Ability (charm person), Weapon Focus (scythe)

Skills Acrobatics +14, Bluff +16, Diplomacy +16, Knowledge (nature) +13, Knowledge (planes) +13, Perception +11, Sense Motive +11, Sleight of Hand +11, Stealth +14

Gear scythe of wood's heart

SPECIAL ABILITIES

Demon's Luck (Ex): The critical threat range of all Ram's attacks are increased by 1.

Disease (Su): Horn of Corruption: Gore - injury; save Fort DC 18; onset 1 day; frequency 1/week; effect 1 Wis damage and alignment shift; cure 2 consecutive saves. Ram's green-colored horn slowly drives his victims into the depths of depravity. When this disease deals Wisdom damage, the target's alignment shifts one step toward chaotic evil, first along the law/chaos axis. This disease does not affect creatures that are already chaotic evil.

Horn of Delirium (Su): Ram's blue-colored horn radiates an aura of madness on all creatures within 30 feet. Creatures must make a Will save (DC 18) or suffer a -2 penalty to all saving throws for 1 day. If the save fails by 5 or more, the target also takes 1 Wisdom damage. Creatures that successfully save against this ability are immune to the horn of delirium for 24 hours. This aura is always active, though Ram can suppress it each round as a swift action.

Wild Gleaner (Su): Ram's heritage as a nature spirit still clings to him, a taunting memory of his past. Every step he takes is accompanied by natural plant growth: nettles, weeds, and thorny briar. Any square that Ram enters is considered hindering terrain 1 round after he leaves that square. Moving through these squares inflicts 1 point of damage due to thorns and stinging nettles.

TREVOR CATALAN

Trevor Catalan was never a healthy child. He had suffered a variety of ailments since he was a baby, but more pressing than any of his fevers and poxes was his temperament. Trevor was terrified. Of what, he could never explain, but when night fell and shadows pooled in his bedroom, sleep did not come without a fight. In fact, Trevor would rather not sleep at all, for every second that he spent asleep was ample time for another horrifying dream to rip him, screaming, from rest.

The only thing that could calm Trevor back to sleep was a lullaby, a gentle tune that his mother would sing to him, and that he would join in as she cradled him in her arms. Every night, often several times per night, Trevor's mother would make her way to his room to soothe the tormented boy. When daytime arrived she would sleep herself, exhausted from the night's ordeal.

The problem did not diminish as Trevor grew into a school-aged boy. Soothsayers, holy men, and wizards were consulted yet none could discover any underlying problem. One did have a solution, however – the wizard provided Trevor's mother with a parcel of sleeping herbs and instructions – a small amount of the magical plant, brewed in a tea, could turn her lullaby into a gentle sleep spell powerful enough to affect a child and quiet his turbulent dreams. Trevor's mother agreed readily, hoping against hope that this would finally be the cure for her son's nightmares.

As night fell, Trevor sat in bed, ready for his mother to come and sing her lullaby. "Are you sure I'll be okay, mom?" He asked as she sat down next to him, the herbal tea in his hands. "Of course dear. I'll see you tomorrow, when the sun comes up." And so she began her song, and he sang along until he drifted away.

Trevor tumbled deeper into sleep, and once more the fear took hold of him. Shadows pooled around him as his terror mounted – he had to wake up. He had to wake up. Trevor strained to open his eyes, but they would only open to the same scene – shadows around him, pulling at his legs like thick, cold mud. The shadows were parting – Trevor could see something there – something terrible.

He tried to scream, but there was no sound in this world, no motion except for the terrible thing, becoming more and more clear with each passing second. He had to wake up. He couldn't wake up. Trevor's eyes were fixed in front of him, riveted on a scene that no one in this world should ever see – and then there was nothing at all.

When they found his body, he was completely rigid - eyes wide but unseeing, his mouth slightly open as if about to moan. Trevor had died in the night. The entire family was shaken up, Trevor's mother the most. The night after the burial, she sat alone in her reading room, watching the embers of the fire and quietly mourning her son. Something was bothering her - distantly, from past the lagoon in the rear of the property, she could just make out a lilting, familiar tune. It was her song, the lullaby.

She started awake, glancing up at the fire, now ashen and cold. It must've been near midnight, as the moon was the only light creeping in through the window.

"I'm so scared, mom."

She shuddered at the voice – Trevor's voice. But Trevor was dead. She must be going mad from guilt.

"Please sing for me – please," The voice was quiet, pleading, yet insistent. It was dark, but she could make out a small, shadowy figure outside the window, white eyes glinting in the darkness. She choked back a sob.

"Why are you... why are you here?" She was in tears. She thought she had finally given her son peace, she thought she did the right thing.

"I'm so scared,"

Her voice ragged with sobbing, Trevor's mother slowly began her song, and Trevor joined in. But she knew there would never be any rest for her son, not that night, not any night.

Two tragedies in two days is a great deal for any family to weather, and when they found the lady of the house drowned in the lagoon in the back of the property, the entire estate was deemed cursed and soon abandoned. Nobody ever did see the small footprints leading away from the family crypt and out over the moors.

Several months passed, and they were not pleasant months for the people of southern Caneus. Entire villages were being transformed into wights overnight, and nobody could nail down the source of the undead plagues. When Lo-Dora became aware of some powerful force of undeath in the area, he decided that it would be an excellent test of his prowess. He set out, tracked the beast, and discovered Trevor – a mewling child, unliving, with a terrible power. Lo-Dora could not bring himself to slay such a piteous beast, and instead returned with Trevor to the Folding Circles' lair. Surely death would have been better than what awaited - Emok was quick to take a malign interest and enslaved the wight with a necromantic pendant. So



ENEMIES OF NEDEXODUS: FOLDING CIRCLE

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began a dark eternity of slavery and suffering as a tool of the Brotherhood.

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Trevor looks very nearly human. He's wild-haired with large, dark eyes and a tear-streaked face. His skin is extremely pale – almost white, but the most telltale signs of his undeath are his teeth, stained black from the poison tea he drank.

IN THE BROTHERHOOD

Trevor is largely controlled by Emok. He's used in cases where large numbers of civilians need to be 'cleared out'. The resulting free-willed undead are often a bonus. Trevor's powers have turned the tide of wars.

PERSONALITY

Trevor has the mind of a child, but he's a child whose entire existence is overcome with endless terror. He begs and pleads with people to help him sleep and constantly sings fragments of his mother's broken lullaby. As opposed to dealing with him on an interpersonal level, Emok simply bound him and now commands him as an undead servant. Emok is immeasurably cruel and enjoys the company of someone who is constantly suffering with no possibility of ever ending it.

Terror is considerably more awful. He is a malign, cunning creature who constantly whispers horrifying threats in a lilting, child-like voice. Terror is happy to undertake any mission so long as it provides him the opportunity to spread his nightmare.

Emok does not like it when Terror is awake – it just goes to show that there are things that can give even demons pause. Emok will wake terror if free will is needed for some mission or other but generally prefers not to.

TREVOR CATALAN XP 9,600 CE Medium outsider (evil, native) **CR 10**

NEW ITEM: EMOK'S PENDANT

The blue-gold pendant Trevor wears around his neck is Emok's method of controlling his tortured servant. The pendant functions as a *ring of protection* +1 (AC 27; hardness 0; 15 hit points). Identifying this pendant as the source of Trevor's torment requires a DC 30 Sense Motive check.

LE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +16 **Aura** nightmare (60 ft.)

DEFENSE

AC 24, touch 16, flat-footed 20 (+4 Dex, +8 natural, +1 size, +1 deflection) hp 105 (10d8+60) Fort +9, Ref +7, Will +10 Defensive Abilities undead traits Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

Melee slam +12 (1d3+1 plus *energy drain*) Special Attacks charming gaze, energy drain (1 level, DC 21), lullaby

TACTICS

During Combat Trevor uses his gaze and lullaby abilities from a distance in an attempt to avoid combat. If captured or backed into a corner, he'll unleash Terror to do his fighting for him. Terror uses similar tactics, striking from the shadows to avoid retaliation, but won't hesitate to coup de grace an unconscious opponent.

Morale Both Trevor and Terror are aware of their current status, as the nightmare rises in them, drawing closer to unleashing weird. Both seek to avoid this fate, fleeing after being reduced to one-third their hit points.

STATISTICS

Str 12, Dex 19, Con -, Int 11, Wis 17, Cha 23 Base Atk +7; CMB +7; CMD 23

SQ create spawn, terror, weird

Feats Dodge, Improved Initiative, Skill Focus (Stealth), Stealthy, Weapon Finesse

Skills Acrobatics +14, Escape Artist +6, Intimidate +19, Perception +16, Stealth +27; Racial Modifier +8 Stealth **Gear** Emok's pendant

SPECIAL ABILITIES

Charming Gaze (Su): Trevor's pleas and gaze have the supernatural power to compel people closer. As a swift action, Trevor can fix his gaze on a target within 30 feet and motion him forward. The target must make a Will save (DC 21) or become fascinated for 1 round. A creature fascinated by Trevor's gaze suffers a -2 penalty to saving throws versus his lullaby.

Create Spawn (Su): Any humanoid creature that is slain by any Trevor becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a -2 penalty on all d20 rolls and checks, as well as -2 hp per HD. Unlike normal wights, Trevor's spawn are free-willed, nightmare-wracked wights who will not harm Trevor or each other. They do not possess any of the abilities they had in life.

Lullaby (Su): Trevor still sings his mother's lullaby in a futile attempt at calming himself. All who hear the eerie song must make a Will save (DC 21) each round or fall into a restless slumber (unconscious) where the victim is subject to the endless nightmare that is Trevor's existence. Creatures that make their saves are immune to Trevor's lullaby for 24 hours. Creatures that hear the lullaby suffer a -2 penalty on attack and damage rolls (no save). Activating this ability is a move action.

Nightmare Aura (Su): Within a 60-foot radius of Trevor, sleeping creatures experience a glimpse of Trevor's hellish reality. Such creatures must succeed a Fortitude save (DC 21) at the start of Trevor's turn or suffer a negative level. Victims that fail their saves wake in a sweat as the fever dream dissipates.

Resurrection Vulnerability (Su): A *raise dead* or similar spell cast Trevor destroys him (Will negates). Using the spell in this way does not require a material component.

Terror (Su): Terror is Trevor's alter ego. In order for Terror to become active, Trevor must have imparted at least five negative levels in a 24 hour period. Changing personalities is a full-round action that provokes an attack of opportunity, as Trevor slumps to the ground. When he gets back up, his face is a twisted mask of unmitigated horror.

Terror is a truly evil entity, and when he's in control the nightmare aura also functions on targets who are awake – essentially every foe within 60 feet of him must make a Fortitude save or gain negative levels every round. Those who are sleeping when Terror is in control gain two negative levels on a failed save, and gain one if they succeed.

Weird (Su): Trevor's nightmares manifest when his physical form reaches its end. When reduced to 0 hit points, all creatures within the range of his nightmare aura are targeted by a weird spell (CL 18th, DC 23).



ENEMIES OF NEOEXODUS: FOLDING CIRCLE

In the world of Exodus, there are none that are more dangerous than the five person lead terrorist and criminal organization known as the Folding Circle. The Folding Circle rarely concerns itself with large-scale military style movements - The Folding Circle prefers to work with pinpoint strikes, sending a small group of powerful individuals to achieve some aim or another. Usually, one of the leaders will travel out to wherever a problem or opportunity has arisen and deal with it accordingly. The Folding circle doesn't control territory in the sense that a nation does. The members of this organization are highly mobile and powerful, capable of traveling to an area spied through the Star Fountain, dealing with the "problem", and returning. This travel capability means that a member of the Folding Circle can appear anywhere, at any time, with basically no warning. This supplement includes:

- History of the Folding Circle
- The Folding Circle Goals and Agenda
- The History of the Leader of the Folding Circle: Makesh the Undying (CR 4, 10, 14, 20 & 24), Nysska (CR 3, 7, 11, 15 & 19), The Destoyer (CR 5, 9, 13, 17 & 21), Emok Zenyaka (CR 2, 6, 10, 14 & 19), and Haru Anon (CR 5, 10, 15, 20 & 25)
- Relations with the World of Exodus
 Four all new Protégé Feats
- Allies of the Folding Circle: Seeker-

LOUIS PORTER JR. DESIGN in-Flame (CR 10), Axo the Wildstorm (CR 14) and The eight members of the Brotherhood (CR 10 – 15)



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