

# CULTISTS OF HAVRA ZHOUL

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A Pathfinder Roleplaying Game Compatible GM's RESOURCE by Pierre van Rooden





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The Order of the Dictum fights crime and corruption in a lawless society. They are the voice of the people, and an ally to those who desire law and order. But are they as benevolent as they seem? Is the code of order they seek to establish what the people truly want? A dark force lurks at the centre of this cult, and those that expect to find a kindred vigilant may instead discover too late that the people's wants do not count at all. For all that counts for the Order of the Dictum is the law. The law of Havra Zhoul.

*"I am Havra Zhoul. Respect me. Obey me. Fear me. If you are unpure, take your spouse and offspring and their offspring, and flee, for it will be your undoing to stand and fight. Flee as fast and far as you can run, and faster and further still! Lest I track you down and slay you, you and your kin, until all discord is purged from this realm. And if, instead, you are pure, and free of the taint of chaos, then flock to me. Bow down and subject yourself to my edicts, to my commands, to my word. For my word is law."*

***The Dictum – Section 1: Introductions***



## CREDITS

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## CONTACT US

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## ERRATA

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We like to think *Cultists of Havra Zhoul* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on [ragingswan.com](http://ragingswan.com). We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

## ABOUT THE DESIGNER

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Pierre van Rooden is a web developer for a Dutch broadcasting company, who spends a significant time of his free time writing adventure games. He started writing for the RPGA in 2001, and after a decade discovered he was still writing, but now being paid a lot less. A definite sign that he shouldn't give up his daytime job yet.

Fun things he got to write include *Collateral*, *Shattered* and *Wrath of the Tomb of Horrors* (for the RPGA's Living Greyhawk), *The Sign of Four* and *The Sschindylryn Heresy* (for the RPGA's Living Forgotten Realms), and a Dead Gods article for Dragon magazine. The *Cultists of Havra Zhoul* for Raging Swan is the first Pathfinder book he wrote, making him one of the people that shatters the barriers of the edition war, and shows that all role-playing games are equal (though some may be more equal than others).

All of the above is total gibberish to his Japanese wife and two cats, who let him get on with his games as long as he brings home the catnip.

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## FOREWORD

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I've known Pierre for many years – from almost the very first days of the LIVING GREYHAWK campaign. When I heard that he had a hole in his design schedule, I jumped at the chance to get him to write something for Raging Swan Press.

Pierre's one of those designers that has the ability to really get under the skin of NPCs – he really "gets" them. That's why I was delighted when Pierre sent me his outline for *Cultists of Havra Zhou*; he's taken the stereotypical fantasy trope of a cult trying to take control of a town and given it a fascinatingly different twist.

### NEW WITCH ARCHETYPE

**Chaspah** A witch that specialises in the concoction of poisons and other foul brews.

### NEW CLERIC SPELLS

**Accolade** (cleric 6) Bestow the dictum cultists template on a willing subject.

**Binding of the Wrathful Soldier** (cleric 6) Transform a subject into either an enforcer devil or dictum devil.

### NEW MONSTERS

**Devil, Dictum** A insidious infusion of willing host and the very essence of hell itself.

**Devil, Enforcer** The essence of hell infused with an unwilling sacrifice.

### NEW MAGIC ITEMS

**Necklace of Venom Beads** Similar to a *necklace of fireballs*, but hurls globes of poison instead of fire.

**The Dictum** This minor artefact contains the ghostly spirit of the fallen paladin, Havra Zhou.

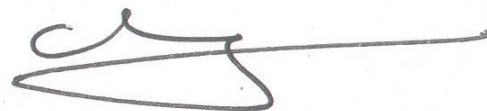
### NEW TEMPLATES

**Dictum Cultist** A devoted member of the cult.

**Dictum Adept** A devoted member of the cult that has read *Te Dictum*.

*Cultists of Havra Zhou* has been a long time in the making, though. What was originally quite a small project almost doubled in size by the time Pierre had finished!

I hope you enjoy, *Cultists of Havra Zhou* and find it a welcome addition to your campaign.



## ABOUT THE CULT

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*“Humans are sheep. They gather in flocks, relying on the group to provide safety and comfort without consideration for their own role in achieving the goal. On its own, man would perish. Without others, man is without direction. When the masses move, man moves with it.*

*But a flock needs direction. A flock without a shepherd does not move at all and erupts in chaos and quarrelling. The flock does not think for itself, nor act rationally or even pragmatically. The flock is stupid, as sheep are stupid.*

*To ensure the flock provides the safety and comfort that man craves, one must rise up, and be its shepherd. Few dare, for there is little appreciation to be gained. Sheep do not love their shepherd, taking the benefits of direction for granted and resisting any control they see as an imposition on their freedom.*

*Being a shepherd is difficult, and hardly ever is the station reached through the flock’s consent. But someone has to take that post, by force if need be, and if none will, then I, Havra Zhou, shall rise to it, and provide direction to the flock – whether it desires it or not.”*

### ***The Dictum – Section 3: On the Nature of Masses***

Moonlight glimmers on a blade, and moments later, a brigand lies dead.

A thief loses his life as a garrotte is slipped around his neck as he sneaks out of his target’s house.

A group of thugs find their intended victim wields dark magic – and do not live to tell the tale.

A corrupt magistrate finds himself chased out of town when his indiscretions are exposed.

In a town plagued with crime, the tide seems to be turning. Those who break the law find themselves the target of a deadly group of vigilantes. Known among the populace as the Order of the Dictum, dark clad men and women stalk the night dealing with the town’s most nefarious criminals. The town guard lets them be – in fact, some guardsmen have joined the Order or voice their support of the crime fighters. People grow to trust the Order more than the sitting magistrates, whose efforts to deal with the rampaging crime fail due to corruption and inefficiency.

But the Order is less noble than they seem.

They are a cult, whose members secretly pray to obtain dark powers, worshipping not a divine entity but the concept of absolute subjugation of the masses, as proclaimed by a tome of power, *The Dictum of Havra Zhou*.

In their secret meetings, they plot the downfall of the current rulers. They seek to install their own leaders as absolute rulers in a state free not only of crime, but of individual freedom.

The populace, however, remains ignorant, seeing the cultists of Havra Zhou as their saviours. The nobles who sponsor them,

the Lords Vederian and Berevos Soulbright and Lady Deanne Huyn-Veneer, are quickly gaining in influence among the populace – influence the sitting magistrates are finding it hard to ignore.

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## IN YOUR CAMPAIGN

The Order of the Dictum is a cult that, on the surface, appears benevolent. It fights crime and corruption, and initially makes a good ally for the PCs. Playing it up as a benevolent force allows the PCs to get acquainted with the various NPCs (and vice versa). Allowing them to become better informed about the intrigues surrounding the cult gives both sides opportunities to prepare for when they inevitably come into conflict.

It is possible that one or more PCs are drawn into the Order, even becoming members, before its dark side is revealed. Make sure your players can appreciate such a plot twist. Some players will enjoy the additional role-play that comes from getting involved with the “wrong” crowd, while others dislike having their characters duped.

Also, make sure that PCs who fall under the cult’s influence eventually realize their error, so you can avoid inter-party conflicts.

Regardless of whether PCs get drawn into the Order, you may want to hint to your players that many people in the Order – especially the new members – are not evil, and that it can actually be salvaged and turned into a force of good. If the PCs succeed in identifying and eliminating the bad elements, they could well take over the Order and make it into what it appeared to be in the first place. An additional twist may be when the PCs fail to identify all threats: it is quite possible for them to deal with Vederian and Havra Zhou but never realize Deanne’s hidden role within the cult.

Similarly, the Order is not all evil; most members have their good side. They care for family and are loyal to their friends, and some of them act out of a (twisted) sense of idealism. Making the NPCs human and showing their good side at some point may cause your PCs to view them as more than opponents to fight.

Allow your PCs to use other means to defeat the Order, for example by convincing Vederian that *The Dictum* has corrupted him (a very daunting task), or turning Berevos against the Order by showing what it does to his brother.

In the end, the PCs should face the true evil: Havra Zhou and her Dictum, and possibly Deanne Huyn-Veneer. These are the true villains, and while they may be able to avoid the PCs’ attention by hiding behind Vederian, the PCs should ultimately discover their duplicity and face them.

## FORMATION OF THE CULT

The founder – and main sponsor – of the Order is Lord Vederian Soulbright, one of the most respected people in town. While maintaining the façade of a benevolent noble, Soulbright seeks to establish himself as the town's absolute leader.

Lord Soulbright's ambitions are fuelled by *The Dictum*, a tome of power. It is written by a far ancestor of the Soulbrights, the paladin Havra Zhou, who recorded her philosophies on what makes an ideal human society. Havra was a zealot, whose views on an ordered and lawful society eventually drew her towards dark ambitions and into conflict with her peers. When she turned to dark rites to gain for herself the power to make her dream society come true, her opponents joined against her. She was slain, and the noble house of Zhou was cast down. Most of her remaining descendants scattered, and the Zhouls were forgotten. The few holdings not taken by the state were handed to the Soulbrights branch of the family, who in subsequent years managed to establish themselves as a minor – though nearly landless – noble house. Among these holdings was Zhou Keep, a fortified tower that guards a mountain pass.

During one of his forays in Zhou Keep, Lord Soulbright discovered a secret door in the keep's cellar. Behind the door, he found a hidden chapel centred upon an altar bearing a leather tome, *The Dictum of Havra Zhou*. Inscribed therein are the teachings of Havra Zhou: her philosophies, her journal and the dark rites that brought her to power (and ultimate damnation).

Lord Soulbright started reading, initially out of a curiosity to learn more of the woman who brought such misfortune to the family. The writings at first seemed extreme, the ravings of a madwoman. The paladin's desire for a structured society, which lord Soulbright could sympathise with, were eclipsed by her fanaticism and self-centred nature.

But after a while, he started to see sense in her arguments, and as he progressed through the text, he came to new insights, until finally the thoughts on the pages made sense and mirrored his own. Moreover, he slowly gained understanding of the rites in the book; even reading simple passages somehow imbued him

with spells, as if they had simply leaped into his mind.

In truth, Lord Soulbright had been enspelled by the tome – and thus was incapable to realize the truth: that he was slowly being possessed by the fell spirit bound to the tome: that of Havra Zhou herself.

He became obsessed with realizing *The Dictum's* society and started recruiting others to fulfil the dream, starting with his brother Berevos and the riotous widow Huyn-Veneer. Slowly, a group of like-minded people gathered around him. Some he introduced to the tome's texts, others he manipulated with promises of a better, ordered society. Under his direction, these folk actively worked towards the fulfilment of his dream, and when the first vigilante actions against the town's nefarious criminals got noticed, it was he who named them the Order of the Dictum.

## THE DICTUM

*The Dictum* is not a mere tome of lore. It is an intelligent artefact, crafted by the fallen paladin Havra Zhou shortly before her death. The tome not only holds her thoughts – and made them its own – it is also a soul trap, holding Havra's soul.

When Lord Soulbright delved into the book, he awakened the evil within. As he read Havra's words, he opened his mind to the tome, and it corrupted him. In time, as he read on, he tied his own soul to the book.

Havra, trapped in the book, became aware of him, and found that she could influence him. Havra realized that Vederian's body could become a vessel that she could actually possess. With only a bit more patience, she will have a way to escape the tome, exchanging her soul for his.

Until then, she waits as Lord Soulbright absorbs *The Dictum's* dark lore, guiding him in understanding the magic of the book and occasionally placing subtle suggestions to pave her way to freedom. *The Dictum* itself does the rest.

Lord Soulbright is wary of letting too many people gain access to *The Dictum*. Most members of the Order know of *The Dictum*, but few have seen it. They only know the sample texts that are quoted by Lord Soulbright.

Despite their limited access, those closest to Lord Soulbright have benefited. He has been able to use his newly acquired knowledge to imbue his allies with powers from the tome (see the Dictum Cultist and Dictum Adept templates [page 16]).

The only other person he has so far allowed to actually read selected parts of *The Dictum* is Lady Deanne Huyn-Veneer. He rationalizes that this is necessary as she is the only person he knows that has magical knowledge. In truth, Havra has influenced him, as she believes the lady will be a far superior vessel than the older Lord. Deanne, however, has so far resisted *The Dictum's* influence.

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### WHISPERS AND RUMOURS

PCs searching for information about recent events and the Order can make a Diplomacy check to gather such information. A successful check reveals all information revealed by lesser checks.

**DC 10:** Part of the Watch is corrupt – and many of the magistrates are no better. Until recent, crime ran rampant through the town, but the acts of shadowy vigilantes are slowly restoring order to the streets.

**DC 15:** The vigilantes belong to the Order of the Dictum; a group dedicated to stamping out lawlessness.

**DC 20:** The nobleman Lord Soulbright leads the order.

## BELIEFS & VALUES

*"My path has been long and I have met opposition at every step. Yet I will prevail. I have been called a tyrant, a blasphemer and a brigand, but I see my path clearly. My glorious destiny awaits, and none will stand in my way."*

### ***The Dictum – Section 1: Introductions***

The Order follows the principles laid out in *The Dictum*, as translated by Lord Soulbright. It has a twisted perspective preaching ultimate obedience to a higher power of law – more specifically, the law set by Havra Zhou.

Honour is less important to the Order than hierarchy. Leaders need to be obeyed, laws followed and crimes punished harshly. There is no room for discussion of good and evil in a lawful society. The laws – their laws – are always right.

The ruling magistrates are perceived as ineffective or corrupt. The established laws are inconsequential as they are not enforced. The Order instead enforces its own law. They punish those they brand criminals, root out corruption – at least when it suits them – and eliminate those who oppose them or question their philosophies.

While some may see the Order's members as vigilantes or rebels, its members do not see themselves that way. They consider themselves justicars - the only ones capable of bringing order. For them, might makes right.

The Tome holds 154 "Dictates" – a codex of increasingly extreme laws set down by Havra Zhou "for a new order."

Not all Order members know all the dictates. In fact, only the first dictate is commonly known.

## GOALS

*"My faith's priests have buried themselves up to their necks in tradition. Mired in the old ways, they are predictable and doomed to failure. I will seek out new magic and techniques, and improve myself without casting aside any means on basis of pretentious motivations such as morality. Morality – hah! A weak excuse to hide fear of change, a feeling as obsolete as the church's ancient hymns."*

### ***The Dictum – Section 5: How to Bring Change***

The Order's goal is to set society right and implement a strict code of law. It is not, at its base, an evil goal, but the laws the

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#### DICTATE THE FIRST

*To obey your superiors in all things, without question nor hesitation, and follow directions without fault. There is no greater satisfaction than your task done, in compliance with order, and in a timely manner. Do not be insubordinate, for my punishment will be harsh, with ten lashes for each sign of dissent.*

Order has in mind are strict, designed to cull the weak and destroy all individual freedom. Most of the Order – especially their leaders – seek to rule.

For now, the Order's members focus their ire on the more hardened and nefarious criminals. Their aim is to gather support from the populace and increase their influence. Once that is achieved they can place their own people in powerful positions, through subtle influence where these posts are elected or appointed, and through extortion and assassination where posts are assumed for life.

Once they control most of the magistrates, they will turn to subjugate the common people, and overthrow the ruling classes to make their Lord, Vederian Soulbright, the absolute ruler.

## ORGANISATION

The Order is a strict hierarchy with Vederian Soulbright at its zenith. It uses an ancient system of military ranks. *The Dictum* lists numerous ranks, but as the cult is fairly small only a few of these are used.

The cult is led by three nobles: Vederian and Berevos Soulbright, and Deanne Huyn-Veneer. They are referred to as the *strategos*. Vederian Soulbright has the additional rank of *polemarch*, the head of the *strategos*, whose vote is a tie-breaker.

While it is known that nobles sponsor the Order, the common people – and most of the new recruits – are unaware that the nobles have such a stake in the cult. Instead, these people believe the Order's leaders to be the five members who hold the rank of *taxiarch*.

The *taxiarchs* determine most actions of the cult. Each directs his own group and is responsible for the Order's activities in a specific part of town (a *taxis*). They report to the *strategos* but only directly involve the nobles when they cannot deal with a problem among themselves. Berevos Soulbright occasionally involves himself directly with the harbour *taxis*.

Each *taxiarch* has eight to twelve underlings. One of these is second in command, the *syntagmatarch*. The others hold various ranks, taken from *The Dictum*, though the small scale of the cult means that none of them command more than four others. Other ranks include *tagmatarch*, *lokhagos* and *tetrarch*. A group of mounted cultists are led by a *hipparch*.

Individual members without rank are referred to as *hoplites*.

The *taxiarchs* and most of the *syntagmatarchs* are loyal

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#### DICTATE THE TWENTY AND SECOND

*To deliver all arms to those who serve my way, so peace will reign the streets. And should you draw a knife, or club, or in other ways arms oneself, my guards will strike you down without hesitation. For there is no need for weaponry, no need for defence, in a state where we guard the walls.*



followers of the Soulbright brothers. They include retainers, disgruntled nobles of minor or landless houses and dissatisfied law-enforcers. They are aware of Vederian's future plans. They support him either out of misguided idealism or in hopes of enriching themselves.

Members lower in the Order's hierarchy are less aware of the extent of the laws *The Dictum* desires to implement. Some of the newer recruits are still honestly concerned with fighting crime and establishing order. This may confuse matters should the PCs deal with Order members, especially if they make friends among them. Convincing these new members of their leaders' faults may be very difficult. Should PCs intervene too late, their own friends may become radicalized.

## ALLIES & ENEMIES

*"I will keep my allies close, and my enemies closer. And I will always have a knife ready."*

### ***The Dictum – Section 2: A Paladin's Hardships***

Various groups have an interest in the Order. A group of vigilantes, operating outside the law, is bound to draw its own friends and foes.

The greatest allies the Order currently has are the guards that patrol the town's harbour at night. The harbour is not the worst part of town, but it is far from safe. The understaffed, underpaid guardsmen have had some aid from the Order when dealing with the frequent fights in the taverns near the docks, and a few violent and dangerous criminals have been found "dealt with." While the magistrates frown on the vigilantes' interference, the guards are more practical. They feel that, with the Order, crime has gone down and the streets are safer. Several guards have secretly joined the Order, or have friends who are members. Their open support for the Order – and their active involvement in several raids – has earned them a certain amount of respect from the people, rather than the scorn other guards get for having the Order do their work for them.

This is far different from the guards of the north gate. It is whispered that these guards accept coin from the crime lords that traffic illegal wares through the north gate. While not all guards are corrupt, a fair number are, and as a result crime is on

the rise in the northern district. The guards actively oppose the Order, claiming they are "unlawfully" interfering with their work. Some of them fear that the Order may know and expose the bribes they take. They seek to round up and lock up any Order members they find. Chief among these guards is Captain Berard Full (see Adventure Hooks [page 9]), a scraggly-bearded, heavily-built bully, who takes his money from one of the most powerful crime lords in town

Closer to home, Vederian Soulbright has to deal with the suspicions of his wife, Lady Aserra Soulbright-Veneer. While Aserra considers herself a good citizen, she does not understand the ferocity with which her once complacent husband has thrown himself into the cause of justice. She does not like the Order much and particularly resents how much it takes him away from his family. Moreover, she has started to suspect some of the rumors that circulate to be true – particularly the one about a dalliance between her husband and her sister, Lady Deanne Huyn-Veneer. Digging into her husband's business – and that of *The Dictum* – may well bring her own life in danger.

Chief ally of Lady Veneer is her father, the old merchant Hagbard Veneer. Hagbard is an old doting fool, who married his daughters into noble families on the promise of his daughters enjoying wealth and status. He has spent a considerable amount of money on Lord Soulbright's plans, trusting the tales told him. He does not believe his daughter's worries are based on truth. Still, he aids his daughter, providing her with means to run her own investigations.

Finally, Lord Reins is a noble who has his own misgivings over Lord Soulbright, and who is the Soulbrights' greatest rival when it comes to claims on surrounding lands. Lord Reins is a flamboyant man who yet appears to be a family man, but he has had a few "indiscrete" encounters with Lady Deanne. He is worried this will come to the ears of his wife, who he fears more than loves. Moreover, Lady Deanne seems to have become smitten with him, and while he loves her attentions and repays them in kind, he does not consider her a proper match for him. Still, she holds power over him through their affair, and it hampers him working against his true goal: exposing Lord Soulbright for the fraud that he obviously is.

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## DICTATE THE SIXTY AND SEVENTH

*To order your underlings to bring forth that which you desire, and to bring to your superiors that which they desire, without qualm. For whether through gold, goods, cattle or your offspring, you honour your betters, and we have first rights to all within your household. And should goods be refused, then we feel righteous to take it all, and lash the thief of what should be ours for no less than thirty times.*

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## DICTATE THE HUNDRED AND THIRTY AND FOURTH

*That none of your desires shall conflict with my law. Hence let our state decide what bonds you make and what goods you take. For bonds of so called love, outside the wants of your ruler, are selfish and ferment rebellion, and we will punish it by incarceration and hard labour until we have determined your rebellious ways to be at an end.*

*"Opposition. I encounter it time and time again. Sometimes from obvious sources: bandits, thieves and the dark creatures that wander our world. But more often, the true enemies lie close to my heart. Those who call themselves allies may turn against me at a whim. I need be ready to strike down the rebellion when it arises within those I had thought to call friends."*

### **The Dictum – Section 2: A Paladin's Hardships**

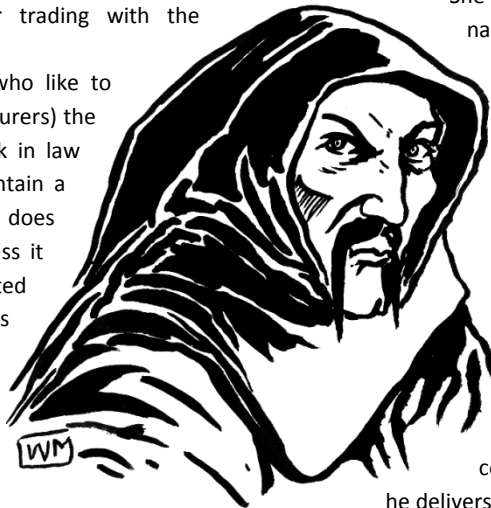
Vederian is the steward of Zhouk Keep, a cold and forbidden fortress. The keep is set at the shore of a large lake, where a mountain range abruptly ends in high cliffs and rocky hills filled with dangerous monsters and treacherous terrain. The keep, and the town that's sprung up around it, is the frontier. It is only reachable over water or through a narrow pass through the rocky hills along the lake's shore.

None would take notice of this fortress if it wasn't for the excellent opportunities it provides for trading with the dwarven clans that mine the mountains.

While an excellent base for those who like to strike out into the wilderness (like adventurers) the town's frontier nature also means a lack in law enforcement. While the Soulbrights maintain a watch over the town, their actual control does not extend beyond the keep and the pass it guards. The town guard is paid and directed by local powerbrokers, mostly merchants and landowners who do not necessarily have the good of the people at heart. Internal strife and the power of several criminal organizations – some of which have monstrous bosses – means the watch is under equipped and corrupt.

For adventurers there is plenty to do in town, and many opportunities to meet the Order. At first, such meetings are amiable; the Order seems to have the same goals as most good-aligned adventurers: to fight crime and evildoers. In several cases, the Order may approach the PCs with a request to deal with a particular nasty threat, such as a monstrous crime boss, a smuggler cartel or protect local farmers from orc raids.

If the PCs express a desire to join the Order, they meet Vederian Soulbright, who sets them a task to complete, before allowing them to join. Vederian initially provides the PCs with tasks that obviously benefit the populace. Only once he has earned their trust, does he ask them to solve more complex problems, such as driving out those that oppose his Order, or pitting them against one of his rivals.



## THE MAGE INVESTIGATOR

Lady Aserra, Vederian's wife, has grown disconcerted with the change in her husband. The zeal with which he focuses on the Order has convinced her that he is being manipulated, maybe even controlled magically. She strongly suspects he is having an affair and his new lover has turned him to this new path.

Many rumours circulate about her husband, and most she knows to be groundless. One rumour is most insistent though: that her husband is seeing – and more than seeing – Lady Deanne Huyn-Veneer, Lady Aserra's own sister. Knowing her sister to be selfish and vain, and without knowing her sister is also involved in this Order, Aserra believes these tales. However, before she confronts her husband, she wants proof. It would destroy her marriage if she accused her husband of an affair – with her own sister, no less – and it turned out to be untrue.

She has hired an investigator, a shady mage named Delcium the Dark. Delcium is not cheap, but he promises results. So far, though, he has not yet delivered. In his last report, he claimed to have found the location where Vederian and Deanne meet regularly – ostensibly in secret. After that, she has not heard from him, and she fears that Delcium is not the capable investigator he claimed to be (or that he is holding out on her, expecting payment before producing his finding). Lady Aserra now contemplates hiring a few people – adventurers, most likely – to covertly and subtly find the mage and ensure he delivers.

In reality, Delcium is not as bad an investigator as Aserra believes. He is also not out for more money. Rather, Delcium has been a bit too successful.

Delcium is a mediocre diviner, whose original business ventures as a sage failed due to his limited magical knowledge. Delcium was a lazy student, and far more curious than learned. When it became obvious that sagely advice was not going to make him rich, he turned to other odd jobs – finding missing pets, scrying on unfaithful husbands and such – to fill his pockets while hoping for better times. Delcium quickly gained a reputation for these investigations. He started to refer to himself as Delcium the Dark – as he figured a mysterious nickname would be good for business – and even made up rumours that connected him with dark powers.

Aserra's job did not initially look complicated, though the fact that it concerned an influential noble made the case more interesting. Delcium quickly deduced that there was no romantic

relation between Vederian and Deanne. However, he was curious about their secret meetings, and decide to delve deeper to provide Lady Aserra with the answers she sought.

Delcium used his skills to infiltrate Zhoul Keep and managed to penetrate the Order's secret rooms. There he discovered the Order's true nature and purpose. Delcium was shocked and quickly fled. He managed to avoid the devils that guard the Order's quarters, but in his haste was spotted by a guard on the way out of the keep.

Now, the Order is looking for him. Delcium has gone underground, fearing for his life. He would like to tell Aserra the truth, but has no means of safely reaching her. If the PCs manage to find him, he can tell them what he knows: that Vederian's Order works for the subjugation of the town, using an evil tome that provides them with infernal powers.

Of course, Vederian does not wish this secret to become public knowledge and has sent his minions to detain Delcium.

#### DELCIUM "THE DARK"

CR 4 (XP 1,200)

*This man has long black hair and an impressive – if drooping – moustache. He wears a black hooded mantle over stained grey workman's clothes.*

Male human wizard (diviner) 3/expert 4

N Medium humanoid (human)

**Init** +7 (forewarned); **Senses** Perception +10, Sense Motive +10

**Speed** 30 ft.; **Run**; **ACP** 0; **Escape Artist** +4, **Stealth** +15

**AC** 13, **touch** 13, **flat-footed** 10; **CMD** 15; **Dodge** (+1 **dodge**, +2 **Dex**)

**Fort** +3, **Ref** +4, **Will** +8

**hp** 36 (7 HD)

**Space** 5 ft.; **Base Atk** +4; **CMB** +4

**Melee** dagger +4 (1d4/19-20)

**Ranged** dagger (range 10 ft.) +6 (1d4/19-20)

**Special Actions** diviner's fortune

**Diviner's Fortune (Sp [standard; 5/day])** Delcium can give a touched creature a +1 insight bonus to attack rolls, skill checks, ability checks and saving throws for a round.

**Wizard Spells Prepared** (CL 3rd; concentration +5)

2nd—*cat's grace*, *detect thoughts* (DC 14), *invisibility*

1st—*detect secret doors*, *expeditious retreat*, *jump*, *obscuring mist*

0—*detect magic*, *detect poison*, *mage hand*, *prestidigitation*

**Abilities** Str 10, Dex 15, Con 12, Int 15, Wis 13, Cha 10

**Feats** Alertness, Deft Hands, Dodge, Improved Initiative, Run, Stealthy

**SQ** arcane bond (cat familiar, Rupus)

**Skills** as above plus **Bluff** +7, **Diplomacy** +7, **Disable Device** +14, **Disguise** +7 (+17 with *hat of disguise*), **Knowledge** (arcana) +8, **Knowledge** (local) +12, **Sleight of Hand** +12, **Spellcraft** +9, **Use Magic Device** +8

**Languages** Abyssal, Common, Draconic

**Gear** as above plus caltrops, everburning torch, *hat of disguise*, masterwork thieves' tools, silk rope (50 ft.), sunrod

**Spellbook** (opposition: evocation, necromancy) as above plus 2nd—*knock*, *spider climb* and as GM determined

Publically, they seek him on trumped-up charges of performing foul necromantic rites – something that is not hard to believe due to the dark reputation Delcium made up for himself.

It is possible Vederian hires the PCs to capture Delcium, preferably alive, to find out what he knows. Should the PCs question Delcium and learn the truth, they may become the Order's next targets.

PCs who confront Delcium find he is unskilled in combat – but is very skilled at running and hiding. The main challenge may not be fighting Delcium – it may be finding him.

## THE CORRUPT WATCHMAN

Captain Berard Ful is a corrupt watchman, an overweight man with a scruffy beard and a crooked nose. He is the epitome of a corrupt official: a coward who crawls to his superiors and bullies those below him. Since the start of his career, Berard has been in the pay of a peculiar smuggling ring and protection gang called the Embassy. Now, years later, he is a willing tool of the town's most nefarious crime lord, a man known only as the Ambassador. Nobody knows who – or what – the Ambassador is, but he – or it – is a very powerful being, who arranges, through the Embassy, illicit actions to the benefit of a force outside the town. Among the things the Embassy can supply are unholy weaponry and symbols, necromantic spells and components and slaves. Naturally, the Embassy is a prime target for the Order, and the criminals have suffered several setbacks at its hands.

Berard has received clear instructions from the Ambassador that the Order must be dealt with. It is not only money that convinces Berard to act – it was made clear that should the issue of the Order not be resolved soon, bad things might happen to Berard or his family. Berard may be a coward and an opportunist, but he loves his wife and daughter. It is his desire to prevent harm coming to them more than anything else that causes him to act rashly, even openly confronting those who ally with the Order.

The PCs may clash with Berard Ful, especially if they dig into the Embassy's connections. Vederian may ask them to investigate the north patrol for corruption, or send them to investigate an Embassy warehouse that falls under the north patrol's "protection."

Alternately, Berard may hire the PCs to investigate the Order, hoping to learn something that may give him an edge. He uses his position in the watch to mask his actions as a legal investigation, but perceptive PCs likely uncover his duplicity.

Should the PCs discover Berard is corrupt, they may find him willing to part with essential information about the Embassy, in exchange for aid getting him and his family safely out of town. Berard knows little of the Order, but does believe something is amiss. He calls it his "watchman's instinct," though PCs may not have much reason to trust the instincts of a corrupt watchman.

## THE SANCTUM

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*"I call upon the powers that reign over Justice and Truth, all gods and beings of power mortal and immortal, on our world and beyond, and in life and long after death claims them, to sanctify this place and ward from its grounds all those whose heart is not devoted. May their own sins draw forth the devils from their own skin to claim them and drag them to their doom."*

**The Dictum – Section 8: Forging The Pact**

### THE SANCTUARY

The Order of the Dictum is atypical as a cult in that it is clearly visible to those around them – though most do not realize its nature. Everyone knows that the Order has a base in a townhouse on the edge of the harbour district.



The Order refers to the house as the Sanctuary. This is not a merely symbolic name. The house offers a place of refuge not only to the Order's members, but also to those who fall under their protection, people who have to lay low after a run-in with the town's hardened criminals. There are, at any one time on average, five or six people sheltering here until the threat has been eliminated – often forcefully – or when their escape from town has been arranged.

The presence of these individuals means the Sanctuary is always well guarded, both by clearly visible armed guards and secret magical wards. At least six men or women keep watch at the Sanctuary, and during the day a small staff of volunteers work in and around the house, performing the mundane tasks of maintenance and welcoming visitors or aspiring new members.

The townhouse was a donation from Hagbard Veneer. Originally, the house was the residence of Veneer's son, Mamchett, but the young one left town several

years ago on unknown ventures, never to return. He is not likely to care much should he find his house occupied upon his return – Mamchett never liked the residence, considering it far too large, cold and – above all – ugly for his own spoiled tastes.

Mamchett was a dandy with a passion for fencing. It's the one thing that left an impression on the house, as it has a large room dedicated to this particular combat style. It is referred to as the fencing hall – a slight overstatement as the room is actually only just large enough for two combatants to spar comfortably. It has a small armoury with a great collection of fencing swords – both practice and real. Two swords are deemed magical. They hang, crosswise, over a tower shield bearing a profile of a rampant dragon. The sword radiates strong evocation magic, but nobody has ever been able to take the swords from their places – and many have tried. It is said Mamchett had them enchanted so that only he can take them from their place.

## ZHOUL KEEP

Many know the Order has ties to Lord Soulbright. Few realize it has a second base in the dungeons of Zhou Keep.

Zhou Keep is a squat fortress of thick, dark stone walls. It is practical, with narrow corridors and cold rooms, bereft of any decorations, luxuries or comfort.

The Keep is built along the Duum Wall, a thirty-foot thick sixty-foot high stone wall that runs from the pass to the lake shore, blocking the only road to the town.

A double gate allows passage into the fortification.

The Keep holds a garrison of soldiers, dungeons, an office for the tax-collectors, stables, quarters for twenty servants and a smithy.

The Rastara wing, named after a Zhou ancestor, holds several rooms for the Soulbright family, though only Vederian makes use of them. Most other Soulbrights do not reside in the region, and Berevos prefers the Sanctuary over the cold keep. Aserra occasionally stays at the Keep, but generally stays at the Soulbrights' townhouse, where she has her own servants.

Most of the Order never visit the Keep, and meet with Vederian in town – either at the Sanctuary or in exceptional cases at his townhouse.

## THE RASTARA VAULT

Deanne, Berevos and Vederian meet at the Keep, in secret rooms under the Rastara wing that they call the Vault. These secret rooms have tunnels that snake under most of the keep and through some of its thick walls, allowing a means to spy on those in the keep.

Only three entrances into this complex of tunnels exist. Two are in the Rastara wing, in Vederian's room and a guest room that is occasionally used by Deanne Huyn-Veneer. The other is in a room in the dungeons of the keep, which in the distant past was used for interrogating prisoners. The secret door is behind an iron maiden (which has not been used in years).

All secret doors open into a narrow, winding staircase that leads down into the Vault.

Besides the three nobles and Havra Zhou, only two other people know of these secret tunnels. One is Balvardeesse Duum, the original dwarven architect of the wall and keep, now an old woman. The other is Delcium the Dark, a wizard who delved too deep in the Order's business, and is now in hiding.

The nexus is a labyrinth of tunnels – which Delcium never fully navigated. These tunnels are guarded by devils that answer to Havra Zhou alone.

An *alarm* spell (CL 12th) is placed at the bottom of each of the winding staircases that lead into the Vault. If the PCs trigger an *alarm*, the entire Vault (excluding the rooms at the centre) is affected by a *guards and wards* spell (CL 12th).

At the centre of the tunnels, below the Rastara wing, lies a hall that branches into three rooms. Here the Order keeps its secrets. If an *alarm* is triggered, the hall is affected by the *guards and wards* spell, and is filled entirely with webbing, while the entrances to the rooms are hidden with a *silent image*.

The smallest of these rooms is a library with texts on history, religion and law. None of the books in the library are magical, but some are ancient and are worth a fair amount of money to the right buyer.

Another room holds a magical laboratory. The room has several murals on the wall and floor, and a stone font whose edges are carved with religious symbols. The room was once used for applications of a religious nature, including creation of (un)holy water. Now, it is used by Deanne to brew her potions and poisons. The cupboards hold a number of magical draughts, including *potions of cure light wounds*, intermixed with similar vials that hold deadly poisons (some of which detect as magic due to an enchantment in the vials that renders them unbreakable).

The largest of the rooms is a worship hall, and holds two rows of pews and a massive altar. The altar was once devoted to the deity Havra Zhou worshipped, but is now rededicated to hold the Order's true focus of worship: *The Dictum*.

This room is paved with coloured tiles that create an intricate mosaic. Several of these tiles are magically warded, causing various traps (CR varies depending on the party) to spring when they are stepped upon by anyone not dedicated to the Order. These traps only affect the individual that stepped on the square.

The large stone altar at the end of the room holds *The Dictum*. Anyone who steps next to the altar becomes the target of a *black tentacles* spell (CL 12th).

Even if the PCs avoid all the traps, the room is far from safe. Havra Zhou becomes aware of the PCs when they come within 30 feet, and calls the Order's devil guardians. Havra Zhou may also manifest to prevent the PCs from taking *The Dictum*, and the room is a likely place to encounter – and fight – Vederian, Berevos or Deanne (depending on who the PCs have deduced to be the main villain).

Only portions of the Vault (the tunnels directly below the keep and the three main rooms) are known to the Order. The Vault is far more extensive, and has several secret tunnels they have not yet discovered. These were created by summoned devils, so even Duum does not know where these lead. PCs following these tunnels – likely when exploring the Vault after defeating the order – may find tunnels leading into the Ebon Realm, or to other former hideouts of Havra Zhou – many of which are likely to have new and dangerous occupants.

## THE DICTUM

*"For my reign, I set forth now the dictates through which I demand obedience from my people. I will punish swiftly and harshly those that do not follow to the letter or in due speed. I cannot afford to be less demanding of others than I am of myself, for how else can I set the proper example than through immediate repercussion for failure?"*

### **The Dictum – Section 9: A Codex of Law for a New Order**

Havra Zhou is a danger, but she is not the true master behind the cult. That power is not a creature at all. *The Dictum* itself is intelligent and aware, and actively steers the cult through its influence on Vederian Soulbright.

**Type:** Minor Artifact (Intelligent)

**Aura:** Strong Necromancy; **Caster Level:** 7th

**Weight:** 7lbs.

**Background:** The entity that makes up the book's intellect was summoned from another plane during Havra Zhou's botched attempt to become a lich.

Whatever that entity was, it has no recollection of its past. It no longer cares for power, nor does it desire food or seek affection. Its only drive is to have the laws in its pages obeyed.

**Personality:** *The Dictum* is cold and distant. It subtly influences those with which it has a connection – typically those that have read its pages and succumbed to its suggestive effects.

It does not get angry, happy or upset. Those who experience its thoughts – such as those that fall to its powers – only experience a cold interest and a fanatical drive for perfection.

**Distinguishing Features:** *The Dictum* is a black book of about 9 by 12 inches. It has a brass spine, and two wooden plates stretched with black leather as its cover. It contains 148 pages and is filled with small, close spaced writing. It has no title on its cover or spine, but the initial page, above Havra's sigil, simply states "Dictum."

**Contents:** *The Dictum* was a prayer book, and it contains descriptions of many divine spells. Most of these spells are common adept or inquisitor spells (a variety of spells, up to level 4), with specific notes on how to use them in the fight against chaos.

It also contains a few specific spells – referred to by Havra Zhou as rites – which Havra Zhou adapted from the wizard

Faylfarlu's notes. These spells bind people to *The Dictum* or summon devils into its service. They are peculiar in that they work only when using *The Dictum* as a divine focus. Though technically spells, it is possible to perform these rites even if the caster is not of sufficient power – in that case, the power is supplied by *The Dictum* itself.

**Casting Using the Dictum:** A creature under the influence of *The Dictum* (that has failed at least one Will saving throw) can use *The Dictum* to cast any of the spells written down in it, even if it has no casting ability or if it is not of the appropriate level.

A spell with a casting time of less than a minute takes 1 minute to cast in this way, and spells that take 1 minute or more have their casting times doubled. *The Dictum* serves as the spell's divine focus, and provides the power to channel it. *The Dictum* counts as a 12th-level cleric when casting these spells.

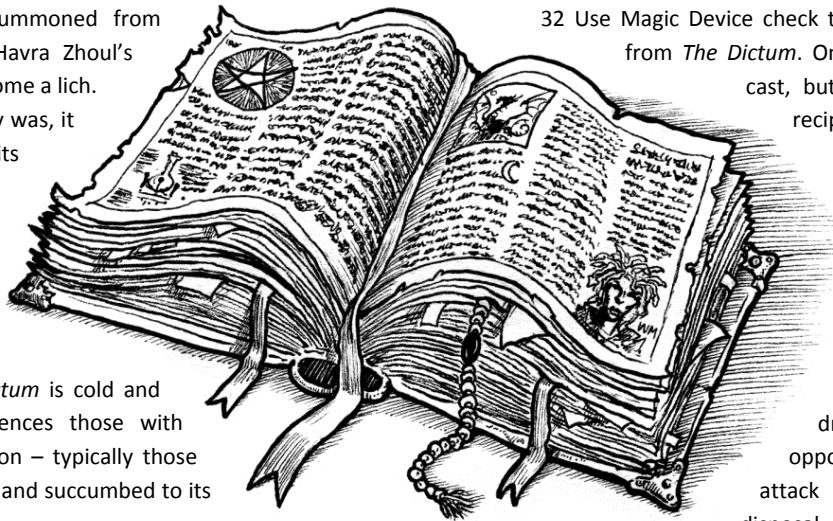
At the end of the casting time, the creature can make a DC 32 Use Magic Device check to control the power surge from *The Dictum*. On a failure, the spell is still cast, but both the caster and the recipient take 1d4 Con damage.

**Hooks:** Even when Havra is defeated, *The Dictum* remains a threat. It targets anyone who reads it, slowly twisting them towards lawful evil alignment. If a reader resists, it tries to draw another to it. If it is opposed, it does not hesitate to attack with the powers at its disposal.

To really defeat the book, it needs to be destroyed – but that is not as easy as it looks. As an artifact, it is impervious to mundane attacks and various magical ones besides, such as fire. While intelligent, charms or compulsions do not affect it. Should anyone pose an actual threat, it has its own means of attack.

Even damaging it is no permanent solution. As long as even a fragment remains, *The Dictum* can find and compel someone to reconstruct it. A few possible means to fully destroy it may be:

- Dip each page in a dose of *universal solvent*. If all pages and the cover are treated, *The Dictum* can no longer reform.
- Bring the tome into the Maelstrom, and cast it into the Abyss, where it is destroyed.
- Summon a creature of chaos and have it read *The Dictum* aloud, back to front, while wearing a *phylactery of faithfulness*.



## DICTUMS: RITES OF HAVRA ZHOUL

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*"I used to believe that mankind would willingly follow their leaders when it would reward them, but hard reality shows different. No creature walks this earth that is more stubborn, more rebellious, and more recalcitrant, than man. Hence, to bring civilization and order to the masses, I am forced to turn to tools of subjugation. War, incarceration, torture and magical rites are means to an end. Some call my practices abhorrent, but I know these are simply necessary if my dream state of justice and order is to be realized."*

### **The Dictum – Section 5: How To Bring About Change**

*The Dictum* is a prayer book, and as such contains many spells, written by Havra ZhouL herself.

Both *accolade* and *binding of the wrathful soldier* are powerful spells. None of the cult leaders has the power to cast these spells unassisted, so both are cast through *The Dictum* (see page 12 for more information).

Cultists who are empowered or devils that were summoned were done so this way – though Vederian Soulbright has so far been deluded into thinking it is through his own efforts. In truth, it is Havra ZhouL, and not Vederian, who summons and controls the devils.

## ACCOLADE

**Level** cleric 6 (conjuration [lawful])

**Casting Time** 10 minutes; **Components** V, S, M (the target's blood, and 250 gp in ground bloodstone gems, which the target ingests), DF (*The Dictum*)

**Range** touch; **Target** creature touched; see text; **Duration** permanent

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

This spell devotes an acolyte to a certain cause. The target must willingly undergo the rite, make the required vows, and cut its flesh, dripping his blood over the divine focus (taking 5d6 points of damage in the process).

The rite takes ten minutes and is a great strain on the target. At the end of the rite, the target is exhausted.

Once the ritual is complete, the target is imbued with righteousness to the cause. It gains the dictum cultist template (page 16).

The subject maintains these abilities as long as it remains faithful to the cause. The caster who performs the *accolade* can undo all effects by performing the ritual in reverse, which does not require any material components.

## BINDING OF THE WRATHFUL SOLDIER

**Level** cleric 6 (conjuration [compulsion, evil])

**Casting Time** 1 hour; **Components** V, S, M (500 gp in diamond dust, which is sprinkled on the runes carved into the victim's skin), DF (*The Dictum*)

**Range** touch; **Target** creature touched; see text; **Duration** Instantaneous

**Saving Throw** Will negates; **Spell Resistance** yes

This spell turns a recipient into the host for a summoned devil. The rite takes one hour, in which the caster carves foul infernal runes in the target's skin, a painful process that deals 1d4 Con damage to the target. The target needs to be either willing or rendered helpless for the rite to succeed.

Once all runes are carved into the victim's skin, an aspect of Hell is summoned, which takes possession of the target and transforms it into a soldier of hell.

- **Unwilling Recipient:** An unwilling recipient is forcefully possessed and turned into an enforcer devil (page 14). The original victim is rendered insane, and the devilish force takes over the body completely. Enforcer devils are dumb brutes who follow the orders of those that summoned them – as long as they do not lose themselves in battle frenzy. The enforcer devil's connection to the host can be severed with appropriate magic, such as a *dismissal*, though this renders the target insane and comatose.
- **Willing Recipient:** A willing recipient merges in a more definite way with the aspect of Hell, and transforms into a dictum devil (page 15). This process warps the original host's body: it sheds its skin, replacing it with bony plates. It also grows wings and claws, and a lashing tail. Dictum devils benefit from the intelligence of their hellish counterpart. They are cunning and have a forceful personality. They are also harder to control, relying more on the devil's personal loyalty or devotion to the cause. The dictum devil's connection to the host is absolute, and the host is beyond recovery. If the devil is somehow banished, the body rips apart as the devilish aspect is separated, and only a messy corpse stays behind.

*"The forces of Hell make excellent tools. They are fierce and adhere to the letter of their bindings, making excellent soldiers. True, angels of the heavens may be less deceitful and brighter of heart, but their moral code limits their usefulness – and ah, the trouble in swaying them to my side! No, there is no shame in forcing devils to my will."*

#### **The Dictum – Section 4: Leading into Order**

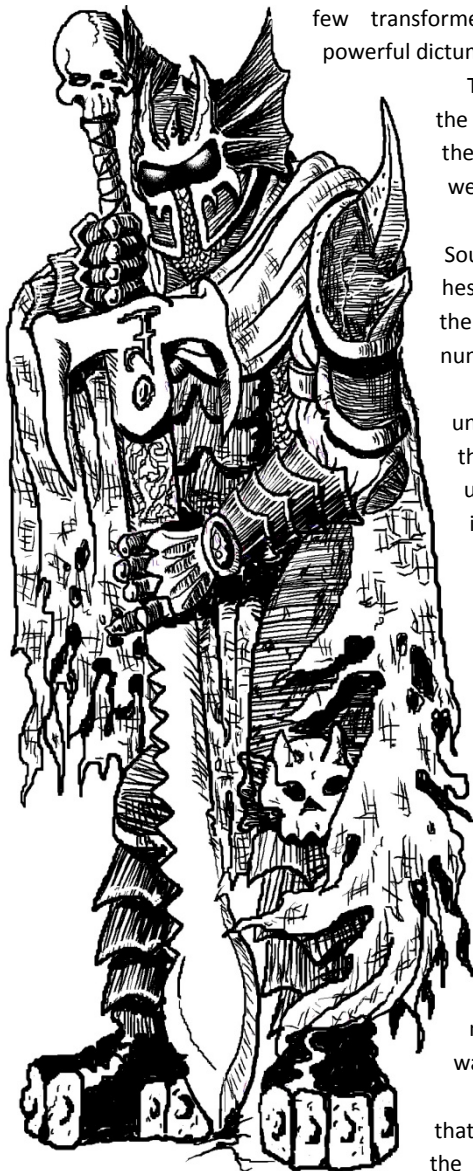
During her crusade, Havra Zhou summoned a legion of devils to strengthen her forces. She used a foul rite, the *binding of the wrathful soldier* (page 13), to summon spirits from the Hells, who then possessed sacrificial victims to enter the world. Most of her victims were unwilling subjects, and so became enforcer devils, but a few gave themselves gladly to her. Those chosen

few transformed into more powerful dictum devils.

The Order of the Dictum uses these creatures as well, though Vederian Soulbright is yet hesitant to use them in great numbers as he has little understanding of the ritual. He is unaware that it is actually Havra Zhou that summons, binds and controls the devils using *binding of the wrathful soldier*. Should Vederian turn against her, he has a nasty surprise waiting for him.

He does realize that his control of the devils is

tenacious at best. He has mixed only a few enforcer devils with his followers in town. Most of these were bound to captives he branded "villains." The remaining devil spawn are kept at the Order's sanctum, where they act as guardians, waiting until Vederian decides to unleash them.



#### **DEVIL, ENFORCER**

CR 5 (XP 1,600)

*This wiry individual is gaunt and pale. It has blood-shot eyes, as if it hasn't slept for ages.*

LE Medium humanoid (devil, evil, human, lawful)

**Init** +2; **Senses** darkvision 60 ft., see in darkness; Perception +1, Sense Motive +1

**See in Darkness (Su)** An enforcer devil can see perfectly in darkness of any kind.

**Speed** 20 ft., base speed 30 ft.; **ACP** -4; Acrobatics -2 (-6 jumping)

**AC** 20, touch 12, flat-footed 18; **CMD** 22 (24 vs. bull rush) (+6 armour [mwk scale mail], +2 Dex, +2 natural)

**Immune** compulsion, fire, poison; **Resist** acid 10, cold 10

**Fort** +7, **Ref** +3, **Will** +7 (indomitable)

**Indomitable (Su [free])** An enforcer devil is immune to compulsion effects. In addition, each round at the start of its turn, it may make a saving throw to end any mind-affecting effect affecting it, including those that do not grant saves. This does not provoke attacks of opportunity.

**hp** 42 (5 HD); battle frenzy

**Battle Frenzy (Ex [free])** When an enforcer devil is hit in combat, it flies into a frenzy. It gains fast healing 2, cannot stop fighting or use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate and Ride) or any ability that requires patience or concentration. It can shake off the frenzy by making a DC 15 Will save at the end of its turn.

**Space** 5 ft.; **Base Atk** +5; **CMB** +10 (+12 bull rush)

**Melee** mwk greatsword (Power Attack -2/+6) +11 (2d6+7/19-20 plus pushback)

**Melee** 2 claws (Power Attack -2/+4) +10 (1d4+5 plus pushback)

**Ranged** longbow (range 100 ft.) +7 (1d8/x3)

**Atk Options** Improved Bull Rush, pushback

**Pushback** When an enforcer devil hits a target with a melee attack, it can then initiate a bull rush manoeuvre as a free action, without provoking attacks of opportunity.

**Combat Gear** arrows (20)

**Abilities** Str 20, Dex 14, Con 16, Int 6, Wis 13, Cha 8

**SQ** possessed

**Possessed (Su)** While an enforcer devil possesses its host, it controls it utterly, driving the victim insane. Since it is not a summoned creature, *protection from evil* or *protection from law* does not stop it. A *dismissal* spell drives the devil from its host, freeing the victim from the its control.

**Feats** Improved Bull Rush, Iron Will, Power Attack

**Skills** as above plus Intimidate +7

**Languages** Celestial, Common, Infernal; telepathy (100 ft.)



## ENFORCER DEVILS

An enforcer devil is often imagined by its summoner as a disembodied spirit that needs to possess the body of its victim to properly enter the world. In reality, it is not so much a creature as an aspect of hell. When the ritual that creates an enforcer devil is executed, a fragment of that outer planar dimension is infused with the victim, transforming him into a creature

### DEVIL, DICTUM

CR 6 (XP 2,400)

*This twisted creature has bony plates all over its body, leathery wings, and a long spiked tail. It wears the now ill-fitting uniform and armour, but also wields a blood encrusted spiked chain.*

LE Medium outsider (devil, extraplanar, evil, lawful)

**Init** +2; **Senses** darkvision 60 ft., see in darkness; Perception +13, Sense Motive +13

**See in Darkness (Su)** A dictum devil can see perfectly in darkness of any kind.

**Speed** 20 ft.; base speed 30 ft., fly 40 ft. (average); **ACP** -3; **Acrobatics** -1 (-5 jumping), **Fly** +8

**AC** 20, touch 12, flat-footed 18; **CMD** 21 (23 vs. disarm and trip) (+6 armour [mwk breastplate], +2 Dex, +2 natural)

**Immune** fire, poison; **Resist** acid 10, cold 10; **Weakness** dismissal

**Dismissal Vulnerability (Su)** If a *dismissal* succeeds against a dictum devil, it is torn in half and slain instantly, leaving behind a skinless, broken corpse barely identifiable as human.

**Fort** +10, **Ref** +4, **Will** +9 (dual mind); **SR** 17

**Dual Mind (Su)** A dictum devil has two minds, that of the devil and that of its host. When making a Will save, the devil rolls two dice and uses the highest roll.

**hp** 62 (6 HD); **DR** good/5

**Space** 5 ft.; **Base Atk** +6/+1; **CMB** +9 (+11 vs. trip or disarm)

**Melee** +1 *spiked chain* +10/+5 (2d4+4 plus drop the target) or **Melee** tail (reach 10 ft.) +12 (2d6+3 plus hell's corruption)

**Atk Options** Combat Expertise, Improved Disarm, Improved Trip, drop the target, hell's corruption

**Drop the Target (Ex)** A dictum devil that hits with a spiked chain attack can attempt to trip or disarm its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity.

**Hell's Corruption (Su)** Creatures touched by a dictum devil take a -2 penalty on all saving throws and must roll all opposed skill checks twice, taking the worse result. This effect lasts for 1 minute.

**Spell-like abilities** (CL 6th; concentration +8)

Constant—*true seeing*

At will—*command* (DC 13)

3/day—*order's wrath* (DC 16)

1/day—summon (level 3, 1 bearded devil or 4 imps, 50%)

**Abilities** Str 16, Dex 14, Con 21, Int 13, Wis 19, Cha 14

**Feats** Combat Expertise, Improved Disarm, Improved Trip

**Skills** as above plus Bluff +11, Intimidate +11, Knowledge (planes) +10, Spellcraft +10

**Languages** Celestial, Common, Draconic, Infernal; telepathy (100 ft.)

devoted to the forces of hell. It loses most of its personality – becoming a ruthless force that executes its summoner's command with little regard for its own safety.

The host of an enforcer devil is invariably insane. Most are low-level commoners or warriors. A victim that is released from the devil (almost exclusively when the devil is driven out) is often traumatized and incapable of any action.

When the victim is slain, the possessing devil returns to Hell. Enforcer devils are therefore not afraid of death, and they fight to their host's death rather than surrender.

### TACTICS

Enforcer devils are typically used as guards or soldiers in locations where personal interaction is limited and social encounters are most likely to erupt into violence. They are remorseless bullies, all too eager for combat. They are unsubtle, savage opponents that fly into their battle frenzy as soon as they are injured.

## DICTUM DEVILS

A dictum devil is a more insidious and craftier creature than its lesser brethren, since it is a fusion of Hell and a willing recipient. Those who give themselves to this influx of power transform into actual devils – not merely possessed humans.

The process of becoming a dictum devil is horrifying and even more painful than becoming an enforcer devil, as the target's body twists into a horrifying creature. Its skin bursts from its body, replaced by bony plates. Leathery, tattered wings and a twisted, spiked tail erupt from its back. The pupils in its eyes disappear, which henceforth glow with malevolent power.

Hell improves its new devil's physique, but also grants the target a further cunning, to better do its evil work.

### TACTICS

Dictum devils are normally found leading troops of enforcer devils. They dislike serving as common foot soldiers and avoid this onerous task whenever possible.

Dictum devils prefer to lead from the back – harrowing enemies with their spells, particularly *order's wrath*. If their forces are hard pressed, they attempt to summon devilish aid.

In melee, they use their spiked chains to trip and disarm foes or lash out with their tails.

## NEW TEMPLATES

*"Responsibility is a burden that cannot be shared. But I would be a fool to walk alone. A true leader has the support of her troops, and I will make certain of their continued loyalty – through every means at my disposal."*

### **The Dictum – Section 4: Leading into Order**

The PCs' first conflicts with Dictum cultists are most likely with ordinary, low-ranking members of the Order such as soldiers, guards, shop keeps, reformed thugs, bouncers and even barmaids.

Above them are the watch captains, personal bodyguards and disgruntled nobles. They lead the common members, and have been exposed to Vederian's preaching, gleaned some of the new order he wishes to establish. Some have been imbued with powers through a the *accolade* ritual (page 13). These are true cultists of *The Dictum*.

## DICTUM CULTIST

Creatures with the Dictum cultist template have fully accepted the cult's lore and been graced with a fraction of its power through the *accolade* ritual. They fanatically defend the law and actively root out chaos.

A creature that loses faith in the cult (GM's discretion) loses the template. A cultist's quick and rebuild rules are the same:

**CR:** A Dictum cultist's CR does not increase.

**SR:** The Dictum cultist gains spell resistance equal to its CR +5.

**Special Attacks:** Smite chaos 1/day as a swift action as the smite evil ability of a paladin of the same level as its Hit Dice, except affecting a chaotic target. The smite persists until the target is dead or the Dictum cultist rests.

**Spell-Like Abilities:** A Dictum cultist is imbued with the *detect chaos* spell and one other spell during the *accolade* ritual. The imbued spell is chosen when the ritual is performed and can be used once a day. A cultist can be imbued with a different spell (which replaces the old one) with a new *accolade* ritual. The following spells can be imbued: *bane*, *cause fear*, *command*, *doom*, *protection from chaos*, *shield of faith* and *true strike*.

## DICTUM ADEPT

Creatures with the Dictum adept template have studied *The Dictum* at length. Those who do develop an obsession with the tome's lore and fully accept its ideas. Currently, only Vederian Soulbright and Deanne Huyn-Veneer have been able to study *The Dictum* to gain this template.

Students of the tome can draw on its power, developing the ability to prepare and cast divine spells as an adept, depending

on their current power level. Regular study is needed to maintain these powers. A creature that loses access to *The Dictum* cannot prepare new spells and eventually loses the template.

A Dictum adept's quick and rebuild rules are the same:

**CR:** A Dictum adept's CR increases by 1.

**SR:** The Dictum adept gains spell resistance equal to its new CR +5.

**Spell-casting powers:** A Dictum adept gains the spellcasting powers of the adept class, but it can only use non-chaotic spells. The adept's caster level is equal to its new CR. This also determines the number of spells it can prepare. As well as the spells from the adept list, a Dictum adept can also prepare any spell without the chaotic descriptor from the inquisitor class spell list.

### **DICTUM ACOLYTE**

CR 3 (XP 800)

*In darkened leather and a black cloak, these men and women are unnoticed until they step out of the alleyways in the town's slums – drawn steel in both hands and their faces grim.*

Human Dictum cultist rogue 4

LE Medium humanoid (human)

**Init** +8; **Senses** Perception +8 (trapfinding), Sense Motive +8

**Speed** 30 ft.; **ACP** 0; Acrobatics +11, Climb +8, Escape Artist +11, Stealth +11

**AC** 18, touch 15, flat-footed 13; **CMD** 19; Dodge, uncanny dodge, +1 vs. traps

(+3 armour [mwk studded leather], +4 Dex, +1 dodge)

**Fort** +3, **Ref** +8 (+9 vs. traps; evasion), **Will** +2; **SR** 8

**hp** 33 (4 HD)

**Space** 5 ft.; **Base Atk** +3; **CMB** +4

**Melee** mwk short sword +9 (1d6+1/19-20) or

**Melee** 2 mwk short swords +7 (1d6+1/19-20)

**Ranged** hand crossbow (range 30 ft.) +7 (1d4/19-20)

**Atk Options** Combat Reflexes, *smite chaos* (1/day; +1 attack, +4 damage), sneak attack +2d6

**Spell-like abilities** (CL 4th; concentration +5)

1/day—*detect chaos*, *doom* (DC 11)

**Combat Gear** bolts (10), +1 *sleep bolts* (2), tanglefoot bag, thunderstone

**Abilities** Str 12, Dex 18, Con 14, Int 8, Wis 13, Cha 10

**SQ** trap sense (+1), rogue talent (combat trick, finesse rogue)

**Feats** Combat Reflexes, Dodge, Two-Weapon Fighting, Weapon Focus (short sword), Weapon Finesse

**Skills** as above plus Disable Device +6, Intimidate +7, Knowledge (local) +6

**Languages** Common

**Gear** as above plus manacles, 50 gp in coin and gems

NEW WITCH ARCHETYPE: CHASPAH

The chaspah is a witch that specializes in the concoction of poisons and other foul brews. Chaspahs follow ancient alchemical traditions, which they mix with the powers they gain from their patrons. They obtain these powers through meditation, using incense or breathing the noxious fumes from their cauldrons to achieve a heightened state of awareness.

**Spells:** A chaspah replaces some of her patron spells with the following: 2nd—*transmute potion to poison*, 4th—*accelerate poison*, 6th—*contagion*, 8th—*poison*, 10th—*cloudkill*, 12th—*greater contagion*, 14th—*harm*, 16th—*horrid wilting*, 18th—*power word kill*.

**Cauldron (Ex):** At 1st-level, a chaspah gains a “cauldron” – an item she uses as a focus to brew her potions and poisons or when preparing her spells.

A cauldron can be an actual pewter cauldron, but it can anything used when brewing a potion, such as a mortar and

pestle or a stirring spoon. A chaspah’s spells come though meditation over her cauldron. Spells stored in the cauldron are granted in the same fashion that a witch’s spells are stored in her familiar. The chaspah must meditate each day to prepare her spells and cannot prepare spells that are not stored in the cauldron.

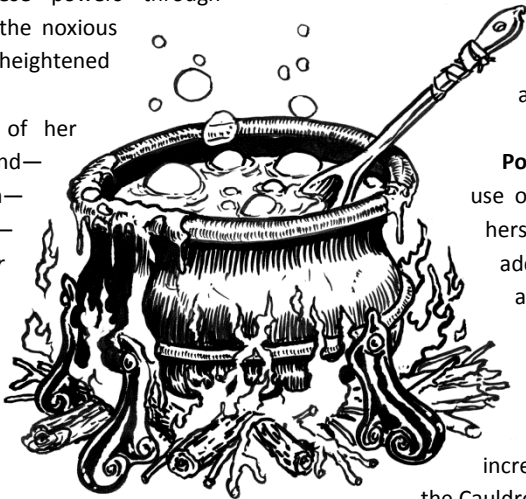
This replaces the witch’s hex at 1st level.

**Poisoner (Ex):** A chaspah is trained in the use of poison and cannot accidentally poison herself when applying poison to a blade. In addition, she can apply poison to a weapon as a move action.

This ability replaces a witch’s familiar.

**Poison Resistance (Ex):** At 3rd-level, a chaspah gains a +2 bonus on saving throws against poison. This bonus increases by +1 for every hex she has that has the Cauldron hex as a prerequisite.

**Swift Poisoner (Ex):** At 6th-level, a chaspah can apply poison to a weapon as a swift action.



NEW MAGIC ITEM: NECKLACE OF VENOM BEADS

*A number of green jewels hang from this slender, finely-wrought silver chain.*

**Aura** minor (DC 19 Knowledge [arcana] transmutation); DC 25 Spellcraft identifies

**Abilities** When worn, the wearer can recognize the necklace’s jewels as tiny hollow glass beads containing inhaled poison. The poison cannot be detected by magic or an examiner other than the wearer. The beads are detachable by the wearer (and only by the wearer), who can easily hurl one of them up to 70 feet. When a bead arrives at the end of its trajectory, it shatters and releases a venomous gas that affects everyone in the target square. Each type of necklace

has a different combination of beads containing different poisons.

**Slot** The chain does not count as an item worn around the neck for the purpose of magic item body slots.

**Activation** use activated; **CL** 10th

**Requirements** Craft (alchemy) 6 ranks, *poison*; **Cost** 825 gp (type I), 1,350 gp (type II), 2,175 gp (type III), 2,700 gp (type IV), 2,925 gp (type V), 4,050 gp (type VI), 4,350 gp (type VII); **Price** 1,650 gp (type I), 2,700 gp (type II), 4,350 gp (type III), 5,400 gp (type IV), 5,850 gp (type V), 8,100 gp (type VI), 8,700 gp (type VII); **Weight** 1 lb.

NECKLACE OF VENOM BEADS								
Necklace	Insanity Mist	Dragon Bile*	Ungol Dust	Violet Venom*	Purple Worm*	Sassone Leaf*	Shadow Essence*	Market Price
Type I	—	—	—	—	—	2	2	1,650 gp
Type II	—	—	—	—	1	2	4	2,700 gp
Type III	—	—	—	1	—	4	4	4,350 gp
Type IV	—	—	1	—	2	4	4	5,400 gp
Type V	—	1	—	2	—	4	4	5,850 gp
Type VI	1	—	2	—	2	4	4	8,100 gp
Type VII	1	2	—	2	—	4	4	8,700 gp

\* These poisons have been altered to become an inhaled poison.

*"Really, why should I dedicate my life to one person, pledged to love and cherish till the day I die, when I can use at my whim those who desire me?"*

### **The Dictum – Section 2: A Paladin's Hardships**

The widow of old Lord Huyn and the sole heir to his fortune, Deanne is a rich and desirable noble woman and the target of many would-be suitors. While her face is as beautiful as that of her sister, Lady Aserra Soulbright-Veneer's heart is cold as ice.

**Background:** The Veneer family are merchants, very rich and well established. While rich, Hagbard Veneer desired more for his family – so he arranged for his daughters to marry local nobles, insuring noble blood would enter his family. While the youngest daughter, Aserra, was married to Lord Vederian Soulbright, the eldest daughter, Deanne, married the much older Lord Huyn. To all appearances, Deanne seems a spoiled woman with little ambition. In truth, she is very cunning, and has a natural talent for magic.

Deanne is a changeling – a woman born from the green hag Maemmana. At birth, she was switched with the Veneer's original child. Deanne shows signs of fey ancestry, unlike her younger sister, which most people believe is due to the fey lineage in the Veneer family.

Deanne is unaware of her true parentage, but realizes she has an innate magic and an affinity for alchemy. She used these traits to slowly poison her mother and beguile her father. She then poisoned her husband, taking his title and lands when he passed away. Due to her almost undetectable poisons – which she crafts herself – nobody suspects her complicity in these deaths, and instead blames it on old age or frail health.

Deanne let a brief period of mourning pass before she threw herself in the life of hedonistic pleasures that she so enjoys. In between lavish parties and scandals, she looks for opportunities to expand her wealth and political influence. When Soulbright started his Order, she quickly joined the cause. She cleverly managed to ingratiate herself with Vederian, gaining his trust, and even getting him to share *The Dictum* with her.

Deanne recognized the power of the book, and even quicker than Vederian made it her own. She did not readily succumb to the book's influence – as a hag's child, and being black-hearted she resisted its initial corruption. To Havra Zhou, Deanne would make a far better vessel than Vederian, but Deanne is as yet too resistant to the paladin's powers.

**Personality:** Deanne cares only for herself and her pleasures. She has simple desires: she wants a life of luxury, and expects to gain it by acquiring wealth and influence, and enslaving men to

her will. She is crafty and knows to hide her evil nature by posing as a simple-minded woman. She has many suitors, whom she manipulates to get what she wants; some through her charming magic while others she addicts to her alchemical poisons that slowly destroy the mind.

### **DEANNE HUYN-VENEER**

CR 6 (XP 2,400)

*This young and beautiful woman has long, dark red hair and hazel eyes. She projects a look of curiosity and uncertainty.*

Female half-elf Dictum adept witch (chaspah) 6  
NE Medium humanoid (elf, human)

**Init** +6; **Senses** low-light vision; Perception +4, Sense Motive +8  
**Speed** 30 ft.; **ACP** 0

**AC** 17, touch 12, flat-footed 15; **CMD** 14  
(+4 armour, +2 Dex, +1 natural)

**Fort** +2 (+6 vs. poison), **Ref** +4, **Will** +9; **SR** 11  
**hp** 30 (6 HD)

**Space** 5 ft.; **Base Atk** +3; **CMB** +3

**Melee** sharpened fingernails +2 (1d4-1 plus [blue whinnis poison [DC 14 {1 save}; freq. 2 rds.; effect 1 Con/unconscious for 1d3 hours])

**Ranged** dart (range 10 ft.) +5 (1d4-1 plus giant wasp poison [DC 18 {1 save}; freq. 6 rds.; effect 1d2 Dex])

**Atk Options** poison use, swift poisoner

**Witch Spells Prepared** (CL 6th; concentration +9 [+13 casting defensively or grappled])

3rd—*contagion* (DC 18), *pain strike* (DC 17), *rain of frogs, spit venom* (DC 17)

2nd—*accelerate poison* (DC 16), *hold person* (DC 16), *scare* (DC 17), *spectral hand, vomit swarm*

1st—*beguiling gift* (DC 15), *charm person* (DC 15), *mage armour, transmute potion to poison, ray of sickening* (DC 16)

0—*bleed* (DC 15), *daze* (DC 14), *detect poison, putrefy food and drink* (DC 14)

**Adept Spells Prepared** (CL 7th; concentration +9 [+13 casting defensively or grappled])

2nd—*invisibility, mirror image*

1st—*burning hands* (DC 13), *command* (DC 14), *obscuring mist*

0—*detect magic, light, read magic*

**Combat Gear** poisoned darts (3; giant wasp venom) blue whinnies (2) *necklace of venom (type III)*

**Abilities** Str 8, Dex 14, Con 10, Int 16, Wis 15, Cha 12

**SQ** hexes (cauldron, charm, cook people, poison steep)

**Feats** Brew Potion, Combat Casting, Improved Initiative, Iron Will, Spell Focus (necromancy)

**Skills** as above plus Bluff +7, Craft (alchemy) +16, Diplomacy +6, Knowledge (arcana) +8, Knowledge (nobility) +4, Spellcraft +8

**Languages** Common, Draconic, Elven, Infernal, Sylvan

**Gear** as above plus spell components

**Spellbook** (cauldron) as above plus 3rd—*bestow curse, suggestion*; 2nd—*burning gaze, enthrall, false life, pernicious poison, pox pustules*; 1st—*chill touch, command, diagnose disease, hypnotism, remove sickness, youthful appearance*; 0—all

Deanne has some affection for her sister. She considers her dim-witted but has always been able to rely on her. This affection will evaporate if she ever finds out her true background and realizes that Aserra is not her sister at all.

**Mannerisms:** If she seduces a PC, she treats him or her like a trusted friend and lover, trying to get them devoted to her so she can subtly manipulate them to her own ends.

**Distinguishing Features:** Deanne is a half-elf, though her heritage is diluted and is apparent to those enjoying intimate contact with her. Her hair is long and light red, and she likes to hang it free – unlike most other noblewomen, who follow the recent fashion of tying their hair in buns.

She dresses in bright, revealing dresses, and wears lots of jewellery (often with small hidden compartments that contain her potions and reagents) and almost always wears a tiara (a *headband of alluring charisma +2*) which she claims is a gift from her former husband.

**Hooks:** Deanne is the real mastermind in the Order, though she exerts her influence subtly. The PCs are unlikely to face her immediately – instead, she seeks to ally with them, either by seduction or playing the role of damsel in distress. She hides her ability as a witch – aside from Vederian and a few utterly devoted servitors, nobody knows of her abilities. If the PCs ever find out the truth, she immediately seeks to eliminate them – though she typically avoids direct confrontation, using her servitors to do the dirty work. If tricked into direct confrontation, she tries to weaken and incapacitate the PCs until her servitors, who are never far off, arrive to protect her. Deanne may become the focus of attention if her sister Aserra – or the PCs – confront her about her supposed affair with Vederian. Deanna can truthfully say that there is no affair – she does not desire her sister's husband. This is not due to any decency, but simply practicality; Deanne knows she need not seduce Vederian to manipulate him – either through the Order or her sister. Of course, denying the affair may not be convincing, as she does spend a fair amount of time with Vederian at Zhoul

Keep. In order to hide her true purpose Deanne initially claims an interest in Berevos. If that does not convince the PCs, she “admits” her unrequited love for Vederian and appears suitably ashamed at this revelation.

Deanna is aware that Vederian's personality has changed due to *The Dictum*, but she doesn't care. She believe she can handle him and plans to use him as a dupe should the truth of the Order ever emerge. Should Havra Zhoul fully possesses Vederian, a power struggle between the two is inevitable. In that case, Deanne seeks out the adventurers to aid her against the ghost.

She is also fascinated by her own ancestry, eager to find out where in her family fey blood was introduced. She may hire the PCs to investigate her family's past. If she ever found out the truth, she would be horrified – not because of her monstrous mother, but because it would discredit her claim to the Veneers' wealth.

In all cases, Deanne tries to keep her evil nature and magical prowess hidden.



## BEREVOS SOULBRIGHT

*"I cannot fight my flaws – anger, lust and greed. I will give in to them. Make them my way of life. If I push them beneath a mask of innocence I face temptation at every corner, to distract me and bend me from my course. I shall indulge instead, so I can focus as my flesh is stilled by satisfaction. I am, after all, the leader. I am the wolf that feeds on sheep. It is my flock's duty to fulfil my needs."*

### **The Dictum – Section 6: How Temptations Tarnish the Soul**

Berevos Soulbright is the younger brother of Vederian. Unburdened with the responsibility of caring for the family fortune, nor interested in upholding the good name, Berevos spends his time in the town's underbelly, looking for games, women and fights.

**Background:** Berevos was always the angry, rebellious child. Even at a young age, he tended to get into trouble, provoking fights, sneaking out in the middle of the night or embarrassing the family with his uncouth behaviour. Often, his older brother Vederian would get him out of a tight spot, freeing him from jail, or paying off the family of a bruised rival or harassed young woman.

When Vederian set up the Order, he involved Berevos in the hope that the Order's goal would drive his brother to take some responsibility. Unfortunately, for Berevos it mostly provided an excuse to get into more fights.

Berevos managed to make a lot of "bad friends" and most of these have been drawn into the Order in one way or another. With Berevos in the lead, they mostly haunt the harbour area, where the opportunities for fights are plentiful.

**Personality:** Berevos is a passionate man who easily gives in to his emotions. He loves women, wine and good food, gives lavish parties and is known as a passionate lover – but he is also a jealous man and quick to anger. He values his freedom, and has no regard to the feelings of others – save his brother.

**Mannerisms:** Berevos has the confident swagger of a man who knows he has the muscle and the friends – or hirelings – to do whatever he wants. His regular manner of "seducing" women comes pretty close to harassment (and rumours circulate that not all his dalliances are with the ladies' consent). With his friends, he is jovial and generous; with those that oppose him, he is aggressive and mean-spirited. Those who he dislikes would be wise not to turn their backs – Berevos doesn't fight fair.

**Distinguishing Features:** Berevos has high blond hair and piercing blue eyes. He is muscled and tanned, and works hard to maintain his good looks. Due to his tendency to get impressively drunk and start bar fights, he often sports a few bruises.

Berevos generally wears a breastplate sporting the old Zhouli family device, a stylized lion head. He also carries an ornate cold

iron elven blade. The latter is a gift from Deanne Huyn-Veneer, who claims it once belonged to the fey branch of her family.

**Hooks:** Berevos is a passionate man, and he may take a fancy for one of the PCs. He'll shower her with flowers and small gifts or even take a more direct approach if he thinks that will be successful. He considers rejection a challenge at first, but tires if the PC continues to rebuff him, and continuous spurning may

### **BEREVOS SOULBRIGHT**

CR 4 (XP 1,200)

*While well dressed, this muscled man bears the aura of a brawler more than that of a noble. His dark hair is carelessly ruffled.*

Male human Dictum cultist barbarian 5

CE Medium humanoid (human)

**Init** +1; **Senses** Perception +7, Sense Motive +0

**Speed** 40 ft.; **ACP** -3; **Acrobatics** +5 (+9 jumping), **Climb** +6, **Ride** +3

**AC** 18, **touch** 11, **flat-footed** 18; **CMD** 20; **uncanny dodge**, **improved uncanny dodge**, +1 vs. traps (+7 **armour** [+1 **breastplate**], +1 **Dex**)

**Fort** +6, **Ref** +2 (+3 vs. traps), **Will** +1; **SR** 9

**hp** 53 (5 HD)

**Space** 5 ft.; **Base Atk** +5; **CMB** +9

**Melee** mwk cold iron elven curve blade (Power Attack [-2/+6]) +10 (1d10+6/18-20)

**Ranged** dagger (range 10 ft.) +6 (1d4+4/19-20)

**Atk Options** Cleave, Great Cleave, rage (14 rounds/day), *smite chaos* (1/day; +1 attack, +5 damage, +1 AC)

**Spell-like abilities** (CL 5th; concentration +5)

1/day—*cause fear* (DC 11), *detect chaos*

**Abilities** Str 18, Dex 12, Con 14, Int 8, Wis 10, Cha 13

**SQ** rage powers (superstition, swift foot), trap sense (+1)

**Feats** Cleave, Great Cleave, Power Attack, Exotic Weapon Proficiency (elven curve blade)

**Skills** as above plus **Intimidate** +8

**Languages** Common

**Gear** as above plus *cloak of resistance* +1, 125 gp in coin and gems

### **While raging, Berevos has the following statistics:**

**Speed** 45 ft.; **ACP** -3; **Acrobatics** +5 (+9 jumping), **Climb** +8, **Ride** +3

**AC** 16, **touch** 9, **flat-footed** 16; **CMD** 22

(+7 **armour** [+1 **breastplate**], -2 **class**, +1 **Dex**,)

**Fort** +9 (+12 vs. spells), **Ref** +3 (+4 vs. traps, +6 vs. spells), **Will** +4 (+7 vs. spells)

**hp** 63 (5 HD)

**CMB** +11

**Melee** mwk cold iron elven curve blade (Power Attack [-2/+6]) +12 (1d10+9/18-20)

**Ranged** dagger (range 10 ft.) +6 (1d4+6/19-20)

**Atk Options** rage (14 rounds; superstition, swift foot)

**Abilities** Str 22, Con 18



raise his ire. Conversely, a PC flirting with him may quickly enter his good grace, and find him a useful ally as long as she pleases him and is willing to cope with his aggressive nature.

PCs can also befriend Berevos in more traditional ways, by buying him beer or participating in tavern games. PCs who seek to join his inner circle need time to gain his trust – and must survive many tavern brawls.

While he is seen with various young ladies, Berevos desires Lady Deanne Huyn-Veneer most of all, and he can slip into a jealous rage when seeing her with another man – which is all too often. Should Deanne target a PC as her new plaything, that PC quickly becomes the target of Berevos' ire. Berevos may even use the Order to "discipline" his rival.

Berevos also has his own concerns: he has noticed a shift in his brother's personality. While part of him recognizes the signs and fears losing his brother to a possessing spirit, he also feels that the new personality benefits him more – allowing his darker side to flourish. He is unsure what to do about the situation, and is not eager to trust anyone with his suspicions. A PC that insinuates himself into Berevos' inner circle may learn his concerns, and even be

able to steer him towards a decision.

Berevos cares nothing for law and order. He only follows the Order because his brother desires it, and his disregard for the law often gets him in trouble. He tends to use the Order for his own ends, though he also enjoys fighting the local thieves. Most of the hardened criminals give Berevos a wide berth, as they know he is most eager to get into a fight – and fairly likely to win. This has helped set the reputation of the Order as a vigilante force, but it is only a matter of time before Berevos' true nature manifests to ruin that reputation. To ward against that, Vederian may seek out help from the PCs, asking them to keep his wayward brother in check.



## VEDERIAN SOULBRIGHT

*"Those born to nobility believe they rule us. In truth, they are complacent idiots, whose only goal is to maintain their lives of debauchery. They care nothing for the work required to maintain society. I will demand from them what I need. They will happily pay to avoid the responsibilities. May they rot in their luxurious mansions, while I rule the country."*

### ***The Dictum – Section 7: On Royal Blood***

Lord Vederian Soulbright is a well-known noble, who has risen quickly in power and become influential in local politics. He proficiently mediates conflicts between power groups, and is a staunch supporter of a unified and well-provided town watch to better fight the rampant crime. He is one of the few who are both popular among the common folk and well-respected by the town's elite. His support of the Order has done much to boost its reputation and is one reason the town guard keeps its distance when it comes to the Order's activities.

It is doubtful that the people would be so supportive if they knew the truth and extent of Lord Soulbright's ambitions. Lord Soulbright seeks the subjugation of the masses to his will. His fight against crime and his rising status among the power groups are only the first steps in a crusade for his ideal society – one governed by strict law that demands absolute obedience and leaves no room for individual freedom.

**Background:** The Soulbright family has a history of producing diplomatically savvy nobles – capable of dealing with the complex politics required of a minor house. The Soulbright branch has worked hard to eradicate the taint of the Zhou's fall from grace.

As part of their responsibilities, the Soulbrights assign a steward to Zhou Keep, a fortress at the edge of civilisation, intended to guard the lands against invaders of the nearby barrens. In the current generation, this task has fallen to Lord Vederian Soulbright, after his father, Deus Soulbright, died from an infected wound, caused by the fouled arrow of an orc. Vederian is new to the task and has had some trouble adjusting. While he had formally been trained for the task, he had also been sheltered from the real problems in the area. Taking the matter up was harder than he thought. Managing the Keep and dealing with representatives of the town made him realize that there was a lot more wrong than his father ever let on. The town council is corrupt, the countryside is plagued with more monsters than he could imagine and trade relationships with the local dwarves were shaky due to distrust in the town's officials and a growing problem with thieves and smugglers.

Moreover, he found that his family's taint still clung – making it hard for him to build support among his fellow nobles for the changes he thought were necessary. Vederian persevered, and his skills helped him establish himself as a

capable and well-liked steward. Unfortunately, he found that his every move against the corruption in town was thwarted – local crime bosses actively worked against him, and even attempted to assassinate him.

It was the need to get more nobles to join his crusade that led Vederian to delve into his family background, in the hope of finding proof of his family's innocence in the Zhou's transgressions. Instead, he found *The Dictum*. Now, with *The Dictum* in hand, Vederian believes he can strike at the criminals holding his town hostage. He no longer needs the town council or the watch. With *The Dictum's* promise of power, he has recruited people loyal to him – or so he believes – including several nobles that once would have spurned him. These cultists now form his new order of vigilantes.

He has not noticed how his own perspective has changed, and how his goal has grown into an unnatural obsession.

**Personality:** Vederian is a skilled politician who knows how to ply the right people. He is charming, but also direct, and honest – at least as long as it does not compromise his long term goals. He values his integrity, as he feels only an honest man could succeed as an absolute ruler. He is willing to endure small

### **VEDERIAN SOULBRIGHT**

CR 7 (XP 3,200)

*Vederian is a heavy set man in his middle years. An ornate rapier, with tiny green gems set in its guard, hangs at his side.*

Male human Dictum adept aristocrat 8

LN Medium humanoid (human)

**Init** -1; **Senses** Perception +1, Sense Motive +7

**Speed** 30 ft.; **ACP** -1

**AC** 13, touch 9, flat-footed 13; **CMD** 15

(+4 armour [mwk chain shirt], -1 Dex)

**Fort** +4, **Ref** +1, **Will** +7; **SR** 12

**hp** 48 (8 HD)

**Space** 5 ft.; **Base Atk** +6/+1; **CMB** +6

**Melee** +1 rapier +8/+3 (1d6+1/18-20)

**Adept Spells Prepared** (CL 5th; concentration +6 [+10 casting defensively or grappled])

2nd—*hold person* (DC 13), *spiritual weapon* (attack +7/+2, 1d8+1)

1st—*bane* (DC 12), *command* (DC 12), *protection from chaos*

0—*ghost sound, light, read magic*

**Abilities** Str 10, Dex 8, Con 10, Int 13, Wis 12, Cha 14

**Feats** Combat Casting, Great Fortitude, Persuasive, Toughness, Weapon Focus (rapier)

**Skills** as above plus Bluff +9, Diplomacy +15, Intimidate +8, Knowledge (arcana) +6, Knowledge (history) +5, Knowledge (local) +8, Knowledge (nobility) +8, Knowledge (religion) +5, Linguistics +5, Spellcraft +7 Use Magic Device +3

**Languages** Common, Infernal

**Gear** as above plus signet ring, Dictum (in sanctuary), 50 gp in gems and coin



setbacks to maintain his reputation.

**Mannerisms:** In private, Vederian is often preoccupied; his mind is always considering the implications of his actions and he can seem a bit detached. At social gatherings, he puts these worries aside, focusing on the people around him. He can be flirtatious on these occasions, and there are rumours of dalliances with young women among both the noble and lower classes. These rumours are false, but Vederian does not bother to correct them, as he believes a few minor unproven scandals actually enhance his reputation.

**Distinguishing Features:** Vederian may once have been a strong man, but his health has declined in the last decade. He has grown slightly rotund, and while he keeps his hair well-groomed, it is already greying.

**Hooks:** The PCs likely meet Vederian when he approaches them. He is always looking for people to aid in ridding the town of crime and is keen to hire adventurers for jobs unsuitable for the Order. He is willing to sponsor the PCs when they undertake tasks such as rooting out the thieves' guild or locating a smugglers' den.

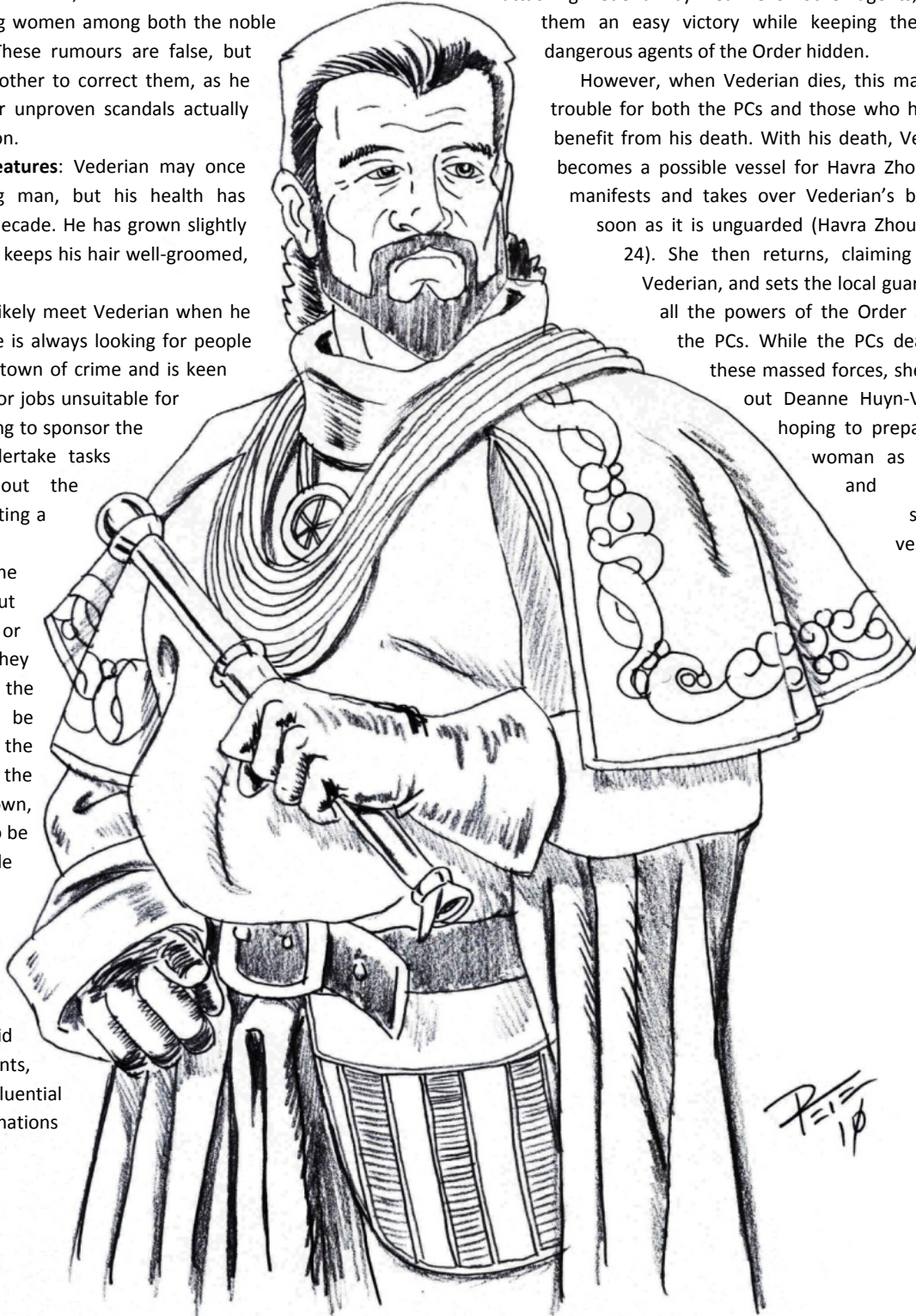
Alternatively, the PCs may seek him out when they need help or information, or if they run into trouble with the law. Vederian may be convinced to grease the right wheels, for the betterment of the town, if they have shown to be the type of people whose thanks can aid the Order.

If, on the other hand, the PCs turn to crime or otherwise aid Vederian's opponents, they find him an influential figure, whose machinations

may turn guards and even the townsfolk against them.

Vederian is not the greatest combatant. Should PCs seek to confront him, he makes sure that others are there for protection. A direct confrontation with him may seem to be a fairly easy win. It is even possible that PCs are goaded into attacking Vederian by Deanne or other agents, giving them an easy victory while keeping the more dangerous agents of the Order hidden.

However, when Vederian dies, this may spell trouble for both the PCs and those who hope to benefit from his death. With his death, Vederian becomes a possible vessel for Havra Zhoul. She manifests and takes over Vederian's body as soon as it is unguarded (Havra Zhoul, page 24). She then returns, claiming to be Vederian, and sets the local guards and all the powers of the Order against the PCs. While the PCs deal with these massed forces, she seeks out Deanne Huyn-Veneer, hoping to prepare the woman as a new and more suitable vessel.



*"I am a paladin of justice. I am the law bringer in a land of confusion. I am your last hope at peace and order. Flock to me, kneel for me. I am your better, I am Havra Zhaul."*

### ***The Dictum – Section 1: Introductions***

Havra Zhaul is only faintly remembered as a dark knight, a once noble paladin struck with madness who led her band of brigands into bloody war. She was struck down before she could bring the lands under her reign.

Her spirit still lingers, seeking to start a new crusade that will bring her to power.

**Background:** In her early years as a knight, Havra Zhaul was a righteous paladin, zealous but loyal to the crown. What drew her to embrace evil is unknown – some believe she was struck by madness during one of her crusades, but more likely the dark desire was always there, and her perspective simply changed over time, with nobody realizing it until too late.

While her betrayal came as a surprise, it was not something the church was entirely unprepared for. After she had led the men that had pledged to her in several surprise attacks that conquered a number of outlying settlements, a force was mustered to bring the paladin to justice.

Knowing she was to face powerful opposition, Havra frantically sought power with which she could gain an advantage.

She turned to magic for a solution, something she had little experience with. She mistrusted both mages and priests, and thus had to rely on what she and her roving band of ruthless mercenaries could gain through plunder.

At last, luck favored her when she slew Faylfarlú, an evil mystic theurge who trafficked with devils and the dead. In his lair, she found a detailed description of the ritual for becoming a lich. Faylfarlú had progressed quite far in this ritual, but had, for unknown reasons, declined to take the final step: to create a phylactery and bind his soul to it through ritual death.

Havra had fewer qualms. She grabbed the opportunity and finished the ritual, intending to become a lich. As a phylactery, she chooses her prayer book, which held all her thoughts and secrets. Havra performed the ritual and took the poison that would kill her and bind her soul to the book.

Unfortunately for her, the ritual was only partly successful. Maybe Faylfarlú's magic was flawed, or maybe her own inexperience with magic caused her to perform it wrong. When she rose again, she was not the powerful being she had expected to become. Instead she has become a metaphorical shadow of herself. While she had the strength and fortitude of

the undead, her body was slow and clumsy and she had lost much of her power. Moreover, she found that while her soul was tied to the book, she was unable to use it to possess others.

When her adversaries finally discovered her lair, she was far weaker than if she had tried for lichdom. Alive, she may have prevailed. But in her wrecked undead state, she was no match for them and was quickly cut down by her enemies. Part of the ritual functioned. Her soul retreated into her phylactery, well hidden in the depths of her keep. Unable to send her spirit forth in any other form than a pale shadow, she remained trapped there, until finally Vederian Soulbright found her tome.

**Personality:** Havra is a fanatic, obsessed with achieving a society made to her standards of perfection. While she once followed a deity of justice, the tenets of that faith are long forgotten. The loss of some of her powers has not swayed her in the least. Only absolute obedience and total submission to the law – her law – satisfies her now. Despite becoming undead, she has not lost the passion that drove her when she was alive. All the negative emotions – fear, lust and anger – still drive her. The distractions of these emotions keep her from the path she seeks – that of an emotionless tyrant driven by law and logic alone – and brings her constant frustrations.

**Mannerisms:** Havra is a commanding presence who demands, rather than asks. She is prone to shouting and is incredibly impatient, giving in to anger when things do not go her way. As a ghost, trapped in *The Dictum*, she has learned to be patient, and has spent far more time planning, but once she is released, her volatile nature is quick to come to the fore.

**Distinguishing Features:** Havra is a shadow, a mere outline of a once beautiful woman with long hair in full plate armour. Her eyes glow a malevolent red, and the symbol on her armour, a twisted rune that was once a holy symbol, glows red.

**Hooks:** For the moment, Havra bides her time, only subtly steering Vederian's actions. She waits patiently till the time is right to take over Vederian's body, even though she considers Vederian far from an ideal vessel. Once she has done so, she plans to seek a more appropriate host, such as the Lady Deanne. Then, she can finally start the reign of law she had long planned.

Havra despises being in a man's body, and actively seeks to find a female body to possess. Her ultimate goal is Deanne, as she hopes to acquire some of the woman's innate magical ability, but if needed she may instead seek out Vederian's wife Aserra – providing the PCs with a reason to protect the innocent woman.

<b>HAVRA ZHOUL</b>	CR 11 (XP 12,800)
<i>The ghostly form of a broken woman rises from the book.</i>	
Female human ghost inquisitor 10 LE Medium undead (augmented humanoid, incorporeal)	
<b>Init</b> +2 (Lookout); <b>Senses</b> darkvision 60 ft.; Perception +24, Sense Motive +21 ( <i>discern lies</i> )	
<b>Discern Lies (Sp [immediate; 10 rounds/day])</b> Havra Zhour can <i>discern lies</i> . These rounds do not need to be consecutive.	
<b>Lookout (Ex)</b> When adjacent to an ally that has this feat, Havra Zhour may act in the surprise round as long as the ally can act in the surprise round. If she is denied the ability to act in the surprise round, her initiative is equal to her roll or her ally's -1, whichever is lower. If both Havra Zhour and her ally can act in the surprise round, she may take a standard and a move action (or a full-round action).	
<b>Speed</b> fly 30 ft. (perfect); <b>ACP</b> 0; Fly +20, Stealth +20 (incorporeal)	
<b>AC</b> 13, touch 13, flat-footed 13; <b>CMD</b> 20; Duck and Cover (+4 deflection, -1 Dex)	
<b>Duck and Cover (Ex)</b> Havra Zhour gains a +2 shield bonus to AC if adjacent to an ally that has this feat which is wielding a shield.	
<b>Immune</b> mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); critical hits and precision-based damage (except from <i>ghost touch</i> weapons); nonmagical attacks	
<b>Fort</b> +11, <b>Ref</b> +4 (Duck and Cover), <b>Will</b> +12 (+16 vs. channelling); non-damaging corporeal spells and effects have a 50% chance of affecting Havra Zhour	
<b>Duck and Cover (Ex)</b> When adjacent to an ally with this feat (and when both must make a Reflex save), Havra Zhour can take her die roll or that of her ally and apply all modifiers normally. If she takes the ally's die roll, she is knocked prone (or staggered on her next turn if she is already prone).	
<b>hp</b> 108 (11 HD); half damage from corporeal spells or weapons	
<b>Space</b> 5 ft.; <b>Base Atk</b> +7; <b>CMB</b> +7	
<b>Melee Touch</b> corrupting touch +6 (11d6 [DC 19 Fortitude halves]) or	
<b>Melee Touch</b> draining touch +6/+1 (1d4 ability drain [chosen by Havra Zhour] plus Havra Zhour heals 5 hp on a hit)	
<b>Atk Options</b> Vital Strike, bane, judgement, solo tactics, staff of order	
<b>Bane (Su [swift; 10 rounds/day])</b> Havra Zhour imbues a wielded weapon with the <i>bane</i> (one creature type) weapon quality; these rounds need not be consecutive.	
<b>Judgement (Su [swift; 4/day])</b> Havra Zhour pronounces judgements to gain bonuses in battle, gaining the benefits of two of the below judgments. These bonuses last until the end of combat.	
<ul style="list-style-type: none"> <li>• <b>Destruction</b> Havra Zhour gains a +4 sacred bonus on weapon damage rolls.</li> <li>• <b>Healing</b> Havra Zhour gains fast healing 4.</li> <li>• <b>Justice</b> Havra Zhour gains a +3 sacred bonus on attack rolls and a +6 bonus to confirm critical hits.</li> <li>• <b>Piercing</b> Havra Zhour gains a +4 sacred bonus on concentration and spell penetration checks.</li> </ul>	

- **Protection** Havra Zhour gains a +3 sacred bonus to AC and a +6 sacred bonus to AC against attacks made to confirm critical hits.
  - **Purity** Havra Zhour gains a +3 sacred bonus on saving throws and a +6 sacred bonus against curses, diseases and poisons.
  - **Resiliency** Havra Zhour gains DR chaotic/3.
  - **Resistance** Havra Zhour gains energy resistance 8 against one type of energy.
  - **Smiting** Havra Zhour's weapon counts as adamantine, lawful and magic when bypassing damage reduction.
  - **Solo Tactics (Ex)** All Havra Zhour's allies are treated as if they had the Allied Spellcaster, Duck and Cover and Lookout teamwork feats for determining if she gains bonuses from those feats. The allies gain no bonus for these feats.
- Staff of Order (Su [standard; 1/day])** Havra Zhour can grant a touched weapon the *axiomatic* weapon quality for 5 rounds.
- Special Actions** corrupting gaze, malevolence, touch of law
- Corrupting Gaze (Su [standard; at will])** 30 ft. range, 1d4 Charisma damage (DC 19 Fortitude negates) plus 2d10 damage).
- Malevolence (Su [standard; at will])** Havra Zhour can merge her body with that of an adjacent creature on the Material Plane. This is similar to *magic jar* (CL 10, DC 19 Will resists) except it does not require a receptacle. A creature resisting this attack is immune to subsequent attempts for 24 hours.
- Touch of Law (Sp [standard; 6/day])** When Havra Zhour touches a willing creature, it treats all d20 rolls for attack rolls, skill checks, ability checks and saving throws as if it had rolled 11 on the die for one round.
- Inquisitor Spells Known** (CL 10th; concentration +13 (+17 casting defensively or grappling); Law; Allied Spellcaster)
- 4th (1/day)—*lesser geas* (DC 17), *order's wrath* (DC 17)
- 3rd (4/day)—*heroism*, *inflict serious wounds* (DC 16), *prayer*, *protection from energy*
- 2nd (5/day)—*aid*, *desecrate*, *detect thoughts* (DC 15), *enthral* (DC 15), *hold person* (DC 15)
- 1st (6/day)—*alarm*, *bleed*, *detect chaos/evil/good/law*, *divine favour*, *inflict light wounds* (DC 14)
- 0—*bleed* (DC 13), *brand* (DC 13), *detect magic*, *light*, *read magic*, *resistance*
- Allied Spellcaster (Ex)** When adjacent to an ally with this feat, Havra Zhour gains a +2 competence bonus made to overcome spell resistance. If the ally has the same spell prepared, this bonus increases to +4 and she receives a +1 bonus to the spell's caster level.
- Spell-Like Abilities** (CL 10th; concentration +14)  
At will—*detect chaos*, *detect evil*, *detect good*, *detect law*
- 
- Abilities** Str —, Dex 8, Con —, Int 10, Wis 16, Cha 19
- SQ** cunning initiative, monster law, rejuvenation, stern gaze, track
- Feats** Allied Spellcaster<sup>B</sup>, Combat Casting, Duck and Cover<sup>B</sup>, Iron Will, Lightning Reflexes, Lookout<sup>B</sup>, Persuasive, Toughness<sup>B</sup>, Vital Strike
- Skills** as above plus Diplomacy +6, Intimidate +24, Knowledge (nobility) +5, Knowledge (planes) +7 (+10 vs. creatures), Knowledge (religion) +13 (+16 vs. creatures), Linguistics +1, Survival +3 (+8 tracking)
- Languages** Common, Infernal

## READING STAT BLOCKS

*Cultists of Havra Zhoul* includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

### BASIC

**Name, CR and XP:** The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

**Appearance:** The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

**Sex, Race, Class and Level:** If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

**Alignment and Type:** The creature's abbreviated alignment and its type (including applicable subtypes).

**Init and Senses:** This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

**Speed:** The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

**ACP and Movement Skills:** ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

### DEFENSIVE

**AC:** The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

**Immune, Resist and Weaknesses:** If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

**Fort, Ref and Will:** The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

**HP:** The creature's full, normal hit points along with the number

of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

### OFFENSIVE

**Space, Base Atk and CMB:** The creature's space, base attack bonus and CMB.

**Melee:** This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

**Ranged:** This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

**Atk Options:** This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

**Special Actions:** This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

**Spells and Spell-Like Abilities:** The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted <sup>D</sup> are domain spells. If applicable, a spell's DC is also provided.

**Combat Gear:** This section lists any combat-related equipment the creature possesses.

### SUPPLEMENTAL

**Abilities and Special Qualities:** These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

**Feats:** An alphabetical listing of all the creature's feats.

**Skills and Languages:** These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

**Gear:** This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

**Spellbook:** The contents of the creature's spellbook and its opposition schools.

### SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

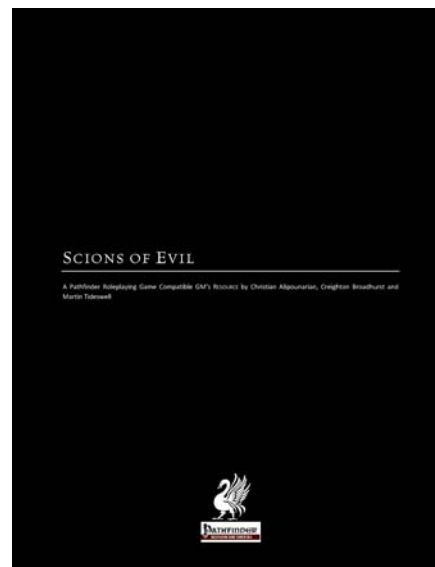
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<i>Minotaurs of the Black Hills</i>	\$3.99	<input type="checkbox"/>
<i>Orcs of the Eternal Zenith</i>	\$3.99	<input type="checkbox"/>
<i>Pazuzu's Fury</i>	\$2.99	<input type="checkbox"/>
<i>TRIBES Anthology I</i>	\$10.99; print \$13.99	<input type="checkbox"/>
<i>Troglodytes of the Tentacled One</i>	\$2.99	<input type="checkbox"/>
<i>Wererats of the Roach-Run Sewers</i>	\$3.99	<input type="checkbox"/>

### GM'S RESOURCES

GM'S RESOURCES augment game play by reducing GM prep time.

<i>Antipaladins</i>	\$3.99	<input type="checkbox"/>
<i>Bandits of the Rampant Horror</i>	\$3.99	<input type="checkbox"/>
<i>Caves &amp; Caverns</i>	\$10.99	<input type="checkbox"/>
<i>Cultists of Havra Zhoul</i>	\$4.99	<input type="checkbox"/>
<i>Dark Oak</i>	\$4.99	<input type="checkbox"/>
<i>Fellowship of the Blackened Oak</i>	\$3.99	<input type="checkbox"/>
<i>Random Woodland Encounters</i>	\$3.99	<input type="checkbox"/>
<i>Random Woodland Encounters II</i>	\$3.99	<input type="checkbox"/>
<i>So What's For Sale, Anyway?</i>	\$3.99	<input type="checkbox"/>
<i>So What's For Sale, Anyway? II</i>	\$3.99	<input type="checkbox"/>
<i>So What's It Called, Anyway?</i>	\$1.99	<input type="checkbox"/>
<i>So What's The NPC Like, Anyway?</i>	\$1.99	<input type="checkbox"/>
<i>So What's The Pirate Ship Like, Anyway?</i>	\$1.99	<input type="checkbox"/>
<i>Thanegar's Horde</i>	\$3.99	<input type="checkbox"/>
<i>Villains</i>	\$3.99	<input type="checkbox"/>
<i>Villains II</i>	\$3.99	<input type="checkbox"/>
<i>Villains III</i>	\$3.99	<input type="checkbox"/>

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The Order of the Dictum fights crime and corruption in a lawless society. They are the voice of the people, and an ally to those who desire law and order. But are they as benevolent as they seem? Is the code of order they seek to establish what the people truly want? A dark force lurks at the centre of this cult, and those that expect to find a kindred vigilant may instead discover too late that the people's wants do not count at all. For all that counts for the Order of the Dictum is the law. The law of Havra Zhoul.

*"I am Havra Zhoul. Respect me. Obey me. Fear me. If you are unpure, take your spouse and offspring and their offspring, and flee, for it will be your undoing to stand and fight. Flee as fast and far as you can run, and faster and further still! Lest I track you down and slay you, you and your kin, until all discord is purged from this realm. And if, instead, you are pure, and free of the taint of chaos, then flock to me. Bow down and subject yourself to my edicts, to my commands, to my word. For my word is law."*

***The Dictum – Section 1: Introductions***

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