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TRIBES ANTHOLOGY  
III



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# TRIBES ANTHOLOGY III

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A Pathfinder Roleplaying Game TRIBES supplement by John Bennett, Ben Kent, David Posener and Pierre van Rooden

*TRIBES: Anthology III* presents the following tribes:

- **Bugbears of the Frozen Tears:** Lurking in the White Cliffs, the Bugbears of the Frozen Tears revel in terrifying their foes to death.
- **Cultists of Havra Zhou:** Law-obsessed cultists who follow the teachings of the ghostly once-paladin, Havra Zhou.
- **Duergar of the Obsidian Citadel:** Debased and cruel crafters of cursed magic items.
- **Frost Giant Pirates of the Icy Heart:** Frost giant pirates and the white dragon Flashfreeze sail their enchanted iceberg-ship in search of plunder!
- **Orcs of the Eternal Zenith:** Worshipers of the violent, burning aspect of the sun, these orcs spread their beliefs with brutal, missionary zeal.

Each tribe uses unique feats, spells and magic items to wage war upon their enemies. Each tribal write-up benefits from many stat blocks as well as extensive notes on their background and culture so that a busy GM can hurl these ferocious foes at his PCs with little preparation.



## CREDITS

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## CONTACT US

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## SPECIAL NOTE

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*Tribes: Anthology III* is a compilation of the following products:

- *Bugbears of the Frozen Tears* by John Bennett
- *Cultists of Havra Zhoul* by Pierre van Rooden
- *Duergar of the Obsidian Citadel* by John Bennett
- *Frost Giant Pirates of the Icy Heart* by Ben Kent
- *Orcs of the Eternal Zenith* by David Posener

Reviews, free samples and much more can be found for all these products at [ragingswan.com](http://ragingswan.com).

## ERRATA

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We like to think *TRIBES: Anthology III* 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.

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## ABOUT THE DESIGNERS

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**John Bennett** makes his lair in the tree-cloaked hills of New Hampshire. He enjoys heavy metal, beer and cigars as much as he enjoys playing RPGs. John has been writing since the age of 6 when he would narrate stories about dinosaurs and robots to his mother. He has a degree in film production and a pile of reject letters to go with his scripts. Currently, he is pursuing his Master's degree in Organizational Leadership. He is also striving to achieve at least one skill rank in Perform (guitar) but too little avail. Coerced into playing 1st edition D&D by an older (and bigger) kid in the neighbourhood at the age of 8, he would like to take a moment to thank his friend, Danny, for introducing him to the world of gaming many long years ago. While his friends and players know what he is talking about, John has been unsuccessful in explaining what bugbears are to his family and co-workers, the latter fleeing his office when he begins rambling.

**Ben Kent** has memories of seeing "bigger kids" playing RPGs in the hallways of his Elementary school. After overhearing the destruction of skeletons beyond number at the hands of a skilled cleric, he immediately settled upon such games as the sort of thing he'd enjoy.

Living with his wondrous and encouraging life-partner Tiffinie and their two beautiful young daughters in Ontario, Canada, Ben continues to find role-playing games the sort of thing he enjoys. He is eagerly looking forward to the day his daughters are both grown up enough to roll the dice instead of eat them, so they can join their parents at the table (and thus ease the difficulty in finding babysitters on gaming days).

Ben's eventual objective is complete dominion over the earth, but there's a lot of competition in that field. He's presently working as a customer service agent by day and superhero/game designer/bug squasher/father figure by night. Now that he's been published, he's honestly not sure his life could get much cooler.

**David Posener** started gaming with the book *Grey Star the Wizard*, circa 1985, back when we eschewed that dice business and goddamn STABBED our random numbers. The next year, he received the D&D Basic Set red box as a birthday present and has been gaming ever since. His GMing style has been likened to a horrible Frankenstein combination of historical epic, gritty survival horror and *Flight of the Concords*-style song-filled whimsy. He is yet to live down naming a NPC "The Crimea Reaver".

David adores his long-suffering wife, Angela, and two sons, Matthew and Nicholas, who, frankly, have no idea what he's talking about most of the time. David is based in Sydney, and his work as a Logistics Consultant, much to his disappointment, contains fewer undead-filled warehouses and demon-possessed forklifts than he was led to believe.

**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 are 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.

## FOREWORD

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This is the third in the triumvirate of TRIBES anthologies Raging Swan Press has been working toward over the last three years. It represents the end of a journey that was born from a pretty simple premise: that most evil humanoids encountered in modules and adventures – orcs, goblins, hobgoblins and so on – seemed to have no real flavour and no real purpose beyond being available to die quickly (and bloodily) at the PCs' hands. Such foe are at best boring and bring nothing to the game except experience points and (hopefully) an exciting combat and some loot. Tribes that have a defined society, goals, fighting styles, unique spells and so on are much more interesting to encounter.

The tribes herein fill a good range of niches: you've got cold-dwelling bugbears, orcs living atop a mountain, duergar living deep in the bowels of the earth, frost giant pirates sailing an enchanted iceberg (!) and human cultists insinuating themselves into the governance of a border town.

I hope you find this anthology useful. It would be great to hear how you've used the tribes herein in your game – drop me a line at [creighton@ragingswan.com](mailto:creighton@ragingswan.com).



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## BUGBEARS OF THE FROZEN TEARS

The mangled cliff tops of the White Cliffs shelter a terrible menace for when the night air fills with the sound of invidious croaking, the Frozen Tears bugbears are on the hunt. Sadists, these bugbears stalk the passes on their bloated ice toad steeds seeking those foolish enough to venture out after dark. Chasing their prey, the Frozen Tears seek to prolong their quarry's fear as long as possible. At the climax of their hunt, they strike, taking their victim's head as a trophy, the moment of fear forever frozen in ice by vile magic. It is these horrific expressions that earn the bugbears their standing in the tribe and the favour of their horrendous and profane witch-mother.

*When croak of toad sunders silent night's slumber,  
The demons of the White Cliff come out in number.  
With steel sword and sharp-edged knife,  
They hunt you down to take your life.  
A chill freezes your bones as they draw near,  
It's not your flesh they crave but your fear.  
Foul creatures of a witch's spawn,  
Run, run, my friend, until you see the dawn.*

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## CULTISTS OF HAVRA ZHOUL

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 Zhou.

*"I am Havra Zhou. 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."*

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## DUERGAR OF THE OBSIDIAN CITADEL

Deep below a smoke-wreathed volcano dwells a black-hearted clan of duergar. From the vastness of the lightless halls of their Obsidian Citadel, they forge malevolent armour, weapons and items for any with the gold and bravery to deal with them. Such is their boundless greed and hatred of the surface dwellers, though, that the fruit of their labours often hold lurking, pernicious curses that strike down their wielder months or even years later.

So dour and obsessed with perfecting their craft are they, that the arts of beauty – music, poetry, painting and so on – are lost to them. Yet beauty they still crave. Thus they ride forth from their noxious smoke-wreathing mountain home atop wondrous silver steeds in search of fair maidens and talented artist to drag down to wilt away forever in the darkness deep below the earth.

*Dark, deep, damned halls,  
Lightless, luckless, loveless fiends,  
Duergar of the Obsidian Citadel brood.*

*Smashing, smelting, smithing swords,  
Folding, firing, forging shields,  
Duergar of the Obsidian Citadel go to war.  
Selling, slaying, stealing flesh,*

*Reaping, ravaging, raiding the land,  
Duergar of the Obsidian Citadel plunder all beauty.*

*These sons and daughters of dwarven disgrace,  
Warped souls so wicked and base,  
Casting shadows of evil on their hearts,  
For these duergar know only war, never beauty in their arts.*

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## FROST GIANT PIRATES OF THE ICY HEART

Ploughing through the water like a frozen leviathan, the *Icy Heart* is an immense pirate vessel carved from an iceberg. With a crew of frost giants, the *Icy Heart* is a ship like no other, capable of seizing the richest and most powerful vessels. The *Icy Heart's* only weakness lies in its leadership; the rampant self-interests, rapacious designs of the white dragon Flashfreeze and the cruel, bloodthirsty demands of the frost giant Jarl Icehammer rarely coincide. The ravenous appetites of the beast and the tyrant are held in check only by the scheming of Lady Krath, who uses both to advance her own cause and wealth.

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## ORCS OF THE ETERNAL ZENITH

The golden hush of midday bakes the rocky slopes of Marred Peak, scorching the hands of the orcish penitents sweltering before their shining prophet, Granalak Searshriek. The orcs, inspired by an ill-advised missionary, turned to worship the violent, burning aspect of the sun with a ferocious zeal. Guided by divine insight, Searshriek constructs a vast machine of cold iron, mewling imprisoned fey and hard, faceted gemstones to harness the noonday sun and tear a hole in reality. This imposing Zenith Engine looms atop the blistered rock of Marred Peak, opening a gate into the burning heart of the sun, and threatening to bring endless conflagration into the world.

In the teeming human cities, orcish adherents to Searshriek's damned philosophy infiltrate the dazzling halls of Darlen's faith, spreading the corrupt cancer to the heart of civilisation. The secret doctrines of the Eternal Zenith Heresy, whispering like a burning wind, threaten to undermine the fabric of the church, and cause a violent schism within the ranks, bringing the War of the Burning Light to the cities of man.

*The sun rises anew behind  
dagger-shaped Marred Peak,  
a blistering harbinger of  
the next eclipse of the weak*

*Our river is a silent, broken  
checkerboard of mud  
The despondent well now waits alone  
to drink the spilling of our blood*

*Our prayers reach out to Darlen to  
slake this thirst for water  
The Eternal Zenith orcs instead  
quench themselves with slaughter.*

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1/2 Orc Berserker CE orc barbarian 1	103
1 Orc Ironwright CE orc expert 3	102
1 Orc Sun-Thrower CE orc barbarian (hurler) 2	120
2 Obsidian Scout LE male duergar expert 4	65
2 Silver Horse N construct	65
3 Dictum Acolyte LE male human Dictum cultist rogue 4	42
3 Orc War Leader CE orc barbarian 2/fighter 2	105
4 Bervos Soulbright CE male human Dictum cultist barbarian 5	46
4 Delcium "The Dark" N male human wizard (diviner) 3/expert 4	35
4 False Prophets CE orc rogue (rake) 5	104
4 Obsidian Warrior LE male duergar expert 2/warrior 4	64
4 Orc Inquisitor CE orc inquisitor 5	105
5 Confined Lurkers in Light NE male lurker in light rogue 1	101
5 Devil, Enforcer LE humanoid	40
5 Frozen Tears Warrior CE Frozen Tears bugbear warrior 4	18
6 Deanne Huyn-Veneer NE female half-elf Dictum adept witch (chaspah) 6	44
6 Devil, Dictum LE outsider	41
6 Frozen Tears Adept CE advanced Frozen Tears bugbear adept 4	19
6 Glacier Toad N magical beast	18
6 Gold Dire Boar N construct	67
6 Obsidian Captain LE male duergar expert 2/warrior 6	65
6 Shamilik CE male young orc witch (shadow) 8	108
6 Vhen Nhar Spawn CE undead	27
7 Gnawfoul NE female advanced orc fighter 7	104
7 Obsidian Infiltrator LE male duergar expert 2/rogue (burglar) 6	67
7 Son of Yem CE Frozen Tears bugbear fighter 3/ranger 1	20
7 Vederian Soulbright LN male human Dictum adept aristocrat 8	48

8 Advanced Giant Glacier Toad N magical beast	21
8 Ankator CE male salamander wizard (transmuter) 4	106
8 Daughter of Yem CE advanced Frozen Tears bugbear sorcerer (Yem) 6	21
8 Granalak Searshriek CE male orc barbarian 1/oracle (incandescence) 8	107
8 Obsidian Destroyer LE male duergar fighter (sunder specialist) 9	66
8 Obsidian Wizard LE male duergar expert 2/wizard (abjurer [armour]) 7	66
9 Flashfreeze's Brood CE young adult white dragon	83
9 Frost Giant Deckhand CE male frost giant	82
9 Mothok CE Frozen Tears bugbear cleric 7	23
10 Vormmara Shattershield LE female duergar fighter (dragoon) 11	72
11 Havra Zhoul LE female human ghost inquisitor 10	51
12 Boeg CE giant Frozen Tears bugbear barbarian 8	22
12 Frost Giant Buccaneer CE male frost giant barbarian 1/fighter 2	82
12 Kavar Teethgrinder LE male duergar expert 2/wizard (evoker [weapon]) 11	71
12 Zega CE advanced Frozen Tears bugbear sorcerer [Yem] 10	26
13 Flashfreeze CE old white dragon	86
13 Lord Ysrich Krath NG male human aristocrat 2/fighter 2/barbarian 4/ranger 5	91
13 Lozondur N male half-dragon remorhaz	90
13 Reigal CE male duergar rogue 3/sorcerer (fey) 4/arcane trickster 7	69
15 Lady Antonia Krath LE female human aristocrat 2/cleric 3/wizard (enchanter) 3/mystic theurge 7	84
15 Yem CE female half-fiend Frozen Tears bugbear witch (transformation) 13	24
16 Jarl Jarok Icehammer CE male frost giant antipaladin 4/barbarian 2/fighter 1	88

## COMPILED FEATS

FEAT	PREREQUISITES	BENEFIT
Frightening Appearance <sup>1</sup>	Tribal membership, BAB +1	Demoralize flat-footed opponent as a free action during a surprise round.
Herding Blow <sup>1</sup>	Tribal membership, BAB +6	Attempt a bull rush as a free action with a successful melee attack.
Mounted Casting <sup>1</sup>	Tribal membership, ability to cast spells, Ride 1 rank	Gain a +4 to concentration checks made to cast spells while mount is moving.
Mounted Stealth <sup>1</sup>	Tribal membership, 1 rank ride, 1 rank Stealth	You and your mount gain a +2 bonus to Stealth checks.
Blinding Blow <sup>2</sup>	Improved Sunder, Power Attack, BAB +6	Blind an opponent temporarily if you destroy his armour.
Create Curse <sup>2</sup>	Caster level 5	Add a curse to a crafted magic item.
Crushing Blow <sup>*2</sup>	Improved Sunder, Power Attack, BAB +3	Stagger a target when you destroy his armour.
Elemental Armament <sup>3</sup>	Elemental subtype, weapon or natural attack that deals matching elemental damage	Deal extra energy damage with attacks that match your subtype
Extra Smiting <sup>3</sup>	Smite ability with a daily use limit	Gain extra smite attacks
Extended Enlarge <sup>*2</sup>		Add three to your caster level when using your <i>enlarge person</i> spell-like ability.
Extended Invisibility <sup>*2</sup>		Add three to your caster level when using your <i>invisibility</i> spell-like ability.
Favoured Attack <sup>3</sup>	Power Power Attack, favoured enemy class feature	Increase the damage dealt with Power Attack against favoured enemies
Hand Crusher <sup>*2</sup>	Improved Sunder, Power Attack, BAB +6	When destroying a weapon also damage the hand holding it.
Two-Handed Defence <sup>*2</sup>	Weapon Proficiency with two-handed weapon, Weapon Focus with two-handed weapon, Weapon Specialisation with two-handed weapon, BAB +6	Gain a +2 bonus to AC, but only add your Strength bonus to damage dealt.
Ignite Weapon <sup>4</sup>	Tribal membership (Eternal Zenith), BAB +1	Weapon deals 1d4 fire damage.
Ignite Improved <sup>4</sup>	Weapon, Tribal membership (Eternal Zenith), BAB +6, Ignite Weapon	Weapon deals 1d6 fire damage. Subjects catches on fire on critical hit.

1: Bugbears of the Frozen Tears

2: Duergar of the Obsidian Citadel

3: Orcs of the Eternal Zenith

4: Frost Giant Pirates of the Frosty Heart

\*Battle feat

## COMPILED ALTERNATE CLASS AND RACE FEATURES

NAME	CLASS OR RACE	TRIBE
Yem	Sorcerer	Bugbears of the Frozen Tears
Fear	Cleric (domain)	Bugbears of the Frozen Tears
Snow toad familiar	Sorcerer, witch, wizard	Bugbears of the Frozen Tears
Chaspah	Witch (archetype)	Cultists of Havra Zhou
Sunder Specialist	Fighter	Duergar of the Obsidian Citadel
Abjuration (Armour)	Wizard (focused school)	Duergar of the Obsidian Citadel
Pernicious Invisibility	Rogue (rogue talent)	Duergar of the Obsidian Citadel
Invisible Stalker	Rogue (rogue talent)	Duergar of the Obsidian Citadel
Unseen Strike	Rogue (rogue talent)	Duergar of the Obsidian Citadel
Evocation (Weapon)	Wizard (focused school)	Duergar of the Obsidian Citadel
Frozen Tears	Bugbear	Bugbears of the Frozen Tears

## NEW MONSTERS & TEMPLATES

MONSTER	SIZE & TYPE	TRIBE
Vhen Nhar Spawn	Medium undead	Bugbears of the Frozen Tears
Dictum Devil	Medium humanoid	Cultists of Havra Zhoul
Enforcer Devil	Medium outsider	Cultists of Havra Zhoul
TEMPLATES	TYPE	TRIBE
Dictum Cultist	Living creature	Cultists of Havra Zhoul
Dictum Adept	Living creature	Cultists of Havra Zhoul
Silver Creature	Construct	Duergar of the Obsidian Citadel
Gold Creature	Construct	Duergar of the Obsidian Citadel

## COMPILED MAGIC ITEMS

ITEM	PRICE	TRIBE
<i>Circlet of Sorcery</i>	3,000 gp +	Duergar of the Obsidian Citadel
<i>Dark Goggles</i>	2,000 gp	Duergar of the Obsidian Citadel
<i>Dawn Chorus</i>	28,030 gp	Orcs of the Eternal Zenith
<i>Dictum, the</i>	—	Cultists of Havra Zhoul
<i>Grappling Vest</i>	7,500 gp	Duergar of the Obsidian Citadel
<i>Necklace of Venom beads</i>	Var.	Cultists of Havra Zhoul
<i>Net of Constriction</i>	8,000 gp	Duergar of the Obsidian Citadel
<i>Rays of the Sun's Wrath</i>	32,301 gp	Orcs of the Eternal Zenith
<i>Shrieking Head</i>	3,300 gp	Bugbears of the Frozen Tears
<i>Tome of the Eternal Zenith</i> (cursed)	—	Orcs of the Eternal Zenith
<i>Vhen Nhar's Claws</i>	6,375 gp	Bugbears of the Frozen Tears
<i>Winter's Cloak</i>	3,600 gp	Bugbears of the Frozen Tears
<i>Zenith Engine, the</i> (minor artefact)	—	Orcs of the Eternal Zenith

## COMPILED SPELLS

### 1ST-LEVEL

**Divine Blast (antipaladin 1, cleric 1, paladin 1):** Channel energy into your next attack.

**Terror Blade (adept 1, wizard 1):** Infuses a weapon with terror; struck targets are frightened for 1d6 rounds.

### 2ND-LEVEL

**Blister (cleric 2):** Target incurs a -2 penalty on attacks, skills and checks.

**Geyser (wizard 2):** Create an erupting geyser that deals damage.

**Greater Terror Blade adept 2, wizard 2):** Infuses a weapon with terror; struck targets are panicked for 1d6 rounds.

**Icy Repose (adept 2) :** Preserves a corpse in ice.

**Lava Bolt (wizard 2):** Shoot fiery bolts of lava at enemies.

### 3RD-LEVEL

**Armour Enervation (wizard 3):** Reduce the effectiveness of the target's armour.

**Divine Blast, Greater (antipaladin 3, paladin 3):** As divine blast, but channel energy into every attack you make.

**Icy Repose (wizard 3) :** Preserves a corpse in ice.

**Obsidian Shards (wizard 3):** A cone of obsidian shards flies from your hands.

**Vhen-Nhar's Flames (cleric 3, wizard 3):** Subject wreathed in flames; suffers 1d6+1 per two caster levels penalty to Constitution and Wisdom.

### 4TH-LEVEL

**Divine Blast, Greater (cleric 4):** As divine blast, but channel energy into every attack you make.

**Lesion (cleric 4):** Ray inflicts cancerous lesions on target

**Phototheurgy (cleric 4):** Retains cast spells in illuminated areas

**Weapon Breaker (wizard 4):** Armour damages weapons that strike it.

### 5TH-LEVEL

**Greed (wizard 5):** Subject sees expensive objects as worthless.

### 6TH-LEVEL

**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 of dictum devil.

## BUGBEARS OF THE FROZEN TEARS

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## BUGBEARS OF THE FROZEN TEARS

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Taking their name from the waterfalls plunging through the White Cliffs (whose half-frozen facade resembles streaming tears) the bugbears of the Frozen Tears are believed by many to be demons. Astride their glacier toads they prowl the frigid passes of the White Cliffs, hunting for unwary travellers. Tormenting their quarry, they strike when the victim's fear is ripe, claiming their heads as grisly trophies.

### ECOLOGY & SOCIETY

The Frozen Tears bugbears dwell in natural, hidden caves high atop the frozen peaks of the White Cliffs. Loosely organized by clans comprising a number of small families, each group lairs in a network of interconnected caves and tunnels. There they tend to the breeding and training of glacier toads native to the region. The Frozen Tears ride these beasts when they hunt, giving rise to stories of fell demons, bearlike creatures that croak, haunting the valleys and passes of the White Cliffs.

Much of a Frozen Tears bugbear's life revolves around night hunts for other humanoids. The bugbears take sadistic glee in the terror they cause as they chase their victims, playing with them to induce as much fear as possible. When the bugbears finally kill their victims, they take the heads, using magic to permanently freeze their prey's horrific expression.

The level of terror a bugbear inflicts determines his or her standing in the tribe. The more distressed their victims' visages, the greater the bugbear's status. This macabre contest determines mate selection and clan leadership. For males, they strive to hunt trophies that will make them worthy of mating with Yem, the White Mother.

All clans revere Yem, the White Mother, seeing her as the tribe's leader. This ancient, shrivelled female bugbear dwells in a cave behind a nearly frozen waterfall. Still fecund, she made a pact with a demonic power to increase her longevity and fecundity. The offspring sired from her womb, whether male or female, are stronger and wilier than other bugbears. Known as the Sons and Daughters of Yem, these bugbears often gain levels as fighters, rangers or sorcerers (if female), becoming clan

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### IN YOUR CAMPAIGN

*Bugbears of the Frozen Tears'* design enables a GM to easily insert the featured tribe into a home campaign. The White Cliffs can be situated anywhere along the coast or in a mountain range in your home campaign. The Frozen Tears bugbears hunt to increase their social standing within the tribe and not for conquest of the region. Because of this, they prey on small groups of humanoids travelling through or living in the area. Merchants, miners and other travellers passing through the White Cliffs would eagerly pay adventurers for protection.

chieftains. It is considered a great honour and privilege to have a Son or Daughter of Yem as part of a family.

**Appearance:** Generations of living in the frigid and snow-draped White Cliffs has caused the bugbears' fur to thicken into shaggy white hides, enabling them to resist the cold and blend in with their environment.

**Male Names:** Drothak, Formok, Groeg, Lomak, Marnak, Qoego, Sraeg, Varthok, Zarthos,

**Female Names:** Crisla, Doethas, Froega, Joerla, Morthas, Perma, Tilga, Wemas, Zertla.

**Religion:** The Frozen Tears have little use for formalized religion. Since Yem came to power, the bugbears venerate her, making offerings of the choicest heads in the hopes of mating with her or one of her offspring.

### LAIRS

The Frozen Tears bugbears make their bitterly cold homes in the many natural caves riddling the higher elevations of the White Cliffs. Rocks, trees or even waterfalls hide the entrances. Each clan, roughly 10-12 families, lives in a sprawling cave complex of interconnected tunnels. The frozen heads of their victims lie piled in the centre of the caves. Here the adults boast of their exploits, pointing to the various heads, as they tell tales of their hunts.

The largest cavern in the complex lies at the centre where the clan pens the large glacier toads they ride. The average pen contains 8-10 toads.

A lair contains between 30-50 bugbears. *Shrieking Heads* guard the entrances to every Frozen Tears clan lairs. At night, that number is halved with only one or two glacier toads penned up. Those left behind are either too young or too old to hunt.

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### TRIBAL LORE

A character making a Knowledge (local) check may know some information about the tribe. A successful check reveals all information gained by a lesser check.

**DC 13:** The Frozen Tears are not demons, but bugbears who ride glacier toads in the White Cliffs region. They terrorize local miners and travellers passing through the area.

**DC 18:** The Frozen Tears bugbears hunt in small packs. Fond of using magic to hide their numbers and sow fear during a chase, they collect the heads of their victims.

**DC 23:** Yem, the White Mother, serves as both a unofficial leader of the Frozen Tears and an object of reverence. Male bugbears compete with one another for a chance to mate with her and sire strong offspring.



## COMBAT & TACTICS

The Frozen Tears hunt in small packs mounted on glacier toads. Each pack usually contains at least one adept or sorcerer. The bugbears prefer to target lone travellers or small groups.

They start the hunt by using *ghost sound* to mimic the croaking of their glacier toads to hide their numbers and positions while they stealthily encircle their prey. Once in position around their suitably alarmed quarry, warriors spring out at their victims, *terror blade* already cast on their weapons. The bugbears seek not to kill with this attack, but instead set their prey running. Then the real hunt begins with the warriors darting around their sport. Adepts or sorcerers support the warriors by casting fear-inducing magic spells. The bugbears keenly watch their victim's face, searching for that perfect moment of terror in their eyes and facial expressions. Only then do they go in for the kill.

When faced with a powerful foe that stands their ground, the bugbears use their glacier toads' swallow ability to break their opponents. Like most sadists and bullies, the Frozen Tears have no stomach for pain or to see their own blood. If reduced to less than one-quarter of their hit points or more than half their number fall, the bugbears flee. However, they nurse grudges and seek to strike at those besting them when that foe, or preferably their loved ones, are most vulnerable.

Surprisingly for bugbears, the Frozen Tears bugbears do not consume humanoid flesh. It pleases them more to hear the nightmarish stories told of headless frozen corpses, some that are rumoured to come back to life. Instead, young warriors hunt the prolific deer and other animals in the region. The Frozen Tears typically do not ride the glacier toads when foraging but that does not stop them from getting a little sport in if the opportunity presents itself.

The Frozen Tears warriors use a new weapon – the double-bladed throwing kukri (page 17) – in battle. They are fond of leaving one behind on a corpse to mark their kills.



## THE WHITE CLIFFS

The White Cliffs loom above the surrounding landscape, a twisted formation of snow-capped jagged rock towering hundreds of feet in the air. The very air hangs heavy with menace.

A wild and desolate place, if it was not rich in natural resources such as iron and rare gems, most people would avoid it. During the summer months, the passes at the lower elevation are free of snow. Winter brings frequent blizzards, choking many of the passes. In addition to the dangers of the Frozen Tears, rumours abound of the region being haunted. Travellers tell stories of headless corpses shuffling along rocky paths, drawn to flame like a moth. Whatever the truth, those braving the dizzying heights are advised to not travel alone and to not venture from the trail.

Alternatively, the White Cliffs could serve as a dangerous yet vital trade route in your campaign.

### THE DEMON PIT

Rumour tells of a giant chasm somewhere in the heart of the White Cliffs. No two stories give the same location, giving rise to speculation that the pit appears randomly. Located in the middle of a crossroads, the roughly circular pit stretches 50 ft. in diameter. The cold surrounding the pit is so severe that anyone approaching within 30 ft. takes 1d6 points of cold damage each round. Those who brave the very edge of the pit claim that it plunges immeasurably deep into the mountain's roots, the sheer rocky sides (DC 30 Climb) charred and melted as if by fire. A hateful presence whelms up from its depths.

### THE FROZEN TEARS

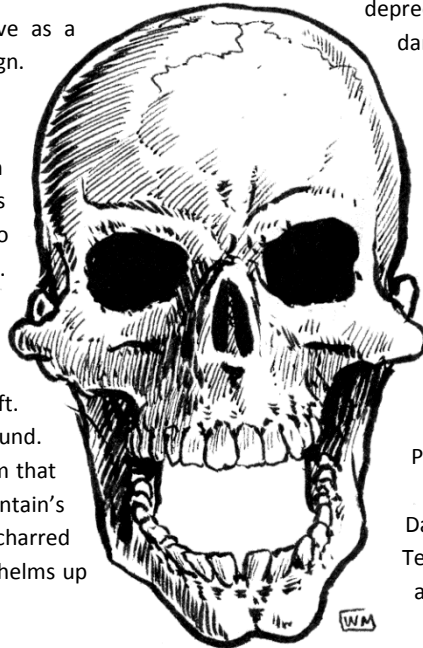
The White Cliffs is not without its beauty, albeit a dangerous one. Known as the Frozen Tears, this series of waterfalls cascades from the top of the White Cliffs all the way to a hidden pool at its bottom. Many of the waterfalls fall 30 to 50 ft. in length yet a few drop 100 ft. or more. The waterfalls, especially at the higher elevations, spend most of the year in a semi-frozen state, the long icicles like tear drops giving them their name. Yet, the wise know to gaze at their beauty from afar, for the tribe of bugbears who take the Frozen Tears as their name lair in the hidden caves behind the falls.

### HROAGAR'S HALL

Dwarves dwelled in the White Cliffs long ago. Scholars can only speculate what happened to the dwarves, but their sudden disappearance heralded the start of the dark rumours about the White Cliffs. One citadel still stands, Hroagar's Hall, located halfway up the cliff and easily accessible by a well-worn, winding trail.

After the dwarves disappeared, bandits used the empty hall as a hideout. One day the bandits vanished without a trace.

Until recently, it remained abandoned despite its easy accessibility. A new mining consortium has claimed the rights to Hroagar's Hall, setting up a small settlement around it. The camp retains a large force of guards to ward off the bugbears' depredations yet it is inside the mine that the gravest danger lurks. While a fortune can be had in Hroagar's Hall, miners have begun to disappear and stories are told of the dead who do not rest easy within.



### YEM THE WHITE MOTHER'S LAIR

Yem, the spiritual leader of the Frozen Tears bugbears, lives behind a waterfall near the top of the White Cliffs. A nearly invisible, narrow trail leads behind the waterfall up to the entrance of her lair (DC 30 Perception to spot the trail).

Within her lair, a cadre of her daughters (the Daughters of Yem), her current consorts (Frozen Tears Warriors) and numerous bugbear children attend her. The children spend the first few years of their life with the White Mother before going back to their fathers. During this

### WHITE CLIFFS LORE

Characters can make a Knowledge (history) or Knowledge (geography) to learn the following about the White Cliffs. A successful check reveals all information revealed by lesser checks.

**DC 10:** The White Cliffs is a snow covered mountain range known for its vast mineral resources.

**DC 15:** The White Cliffs is a dangerous area home to many monsters and humanoids. A ferocious tribe of head-hunting bugbears claim much of the area.

**DC 20:** Long ago, the region was once a home to a kingdom of dwarves but they suddenly vanished.

**DC 25:** In their anger, the gods imprisoned a demon lord of fire and fear in an icy prison at the heart of the White Cliffs.

time, Yem instils in them a sense of superiority and arrogance towards those weaker than them. Yem has lived far longer than any bugbear should and no one in the tribe can remember a

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## TERRAIN FEATURES

The White Cliffs is a harsh and unforgiving environment; rivers rage, suddenly plunging hundreds of feet, and rock slides bury travellers alive in the passes. At the higher elevations, blizzards suddenly strike with almost malevolent intent. If it was not for its abundance of natural resources and important trade routes, most people would avoid this region altogether. Offered here are ideas the GM can add as they see fit to make adventuring in the White Cliffs come to life. (See the *Pathfinder Core Rulebook* for more details on mountain terrain and weather).

**Icy Trails:** Numerous narrow trails, no more than a few feet wide, covered in slick ice traverse the higher elevations of the cliffs. Creatures move at half speed along icy trails by making a DC 10 Acrobatics check. Failure indicates the character stops moving. Failure by 5 or more indicates the character falls from the ledge (a DC 15 Reflex save indicates the character grabs the ledge as they fall.) Characters falling from the trail tumble 1d10 x 10 feet (taking the requisite amount of falling damage).

**Minor Rockfall:** Minor, sudden rockfalls are as dangerous as the denizens in the White Cliffs. A DC 15 Perception check hears the sound of tumbling rocks 1d10 x 100 feet away. A rockfall has a width of 1d6 x 10 ft. with the bury zone being half that width and the rest considered the slide zone. Creatures caught in the bury zone take 4d6 points of damage and are buried (DC 15 Reflex save halves damage and negates bury). Creatures caught in the slide zone must make a DC 15 Reflex save or take 2d6 points of damage. Buried creatures take 1d6 points of nonlethal damage per minute. An unconscious creature must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute until dead or freed.

**Frozen Rivers:** The rivers at the higher elevations have a thick enough crust of ice to allow safe travel. At the lower elevations, the ice is much thinner and makes crossing dangerous. A DC 15 Perception check spots areas of thin ice. Characters stepping onto thin ice must make a DC 15 Reflex save or fall into the river as the ice breaks. The fast currents sweep a creature 40 ft. each round under the ice. As a move action, a creature can make a DC 15 Swim check to move quarter speed (or half speed as a full-round action) or attempt to break the ice as a standard action (9 hp). A creature takes 1d6 points of nonlethal cold damage each round it is submerged. An unconscious creature begins drowning.

**Rotting Rope Bridge:** Throughout the White Cliffs, decrepit rope bridges span yawning chasms. Extending on average a few hundred feet, each bridge supports 1d4+1 x 100 pounds in

time when she was young. Zega (page 26) lives here, too, as Yem does not trust her ambitious daughter and wants to keep her close.

weight without collapsing. Creatures on a collapsing bridge must make a DC 15 Reflex save to grab hold of the bridge (but take 1d6 damage as it slams into the chasm wall and must make a DC 15 Strength check or get knocked from the bridge by the impact). Creatures who fail their save fall 2d4 x 10 ft., suffering the appropriate damage.

**Chasms:** Usually formed by natural geological processes, chasms function like pits in a dungeon setting. Chasms aren't hidden, so characters won't fall into them by accident. A typical chasm is 2d4 x 10 ft. deep, at least 20 feet long and 5 feet to 20 ft. wide. It takes a DC 15 Climb check to scale a chasm's walls.

**Light Undergrowth:** Sagebrush and other scrubby bushes grown on the White Cliffs lower slopes, although rarely in profusion. Light undergrowth provides concealment and increases the DC of Acrobatic and Stealth checks by 2.

**Scree:** A field of shifting gravel, scree doesn't affect speed, but it can be treacherous on a slope. The DC of Acrobatics checks increases by 2 if there's scree on a gradual slope and by 5 if there's scree on a steep slope. The DC of Stealth checks increases by 2 if the scree is on a slope of any kind.

**Dense Rubble:** The ground is covered with rocks of all sizes. It costs 2 squares of movement to enter a square with dense rubble. The DC of Acrobatics checks on dense rubble increases by 5, and the DC of Stealth checks increases by 2.

**Rock Wall:** A vertical plane of stone, rock walls require DC 25 Climb checks to scale. A typical rock wall is 2d8 x 10 feet tall. Rock walls are drawn on the edges of squares, not in the squares themselves.

**Snow:** It costs two squares of movement to enter a snow-covered square. A day of snow leaves 1d6 inches of snow on the ground. Falling snow reduces visibility by half, resulting in a -4 penalty on Perception checks. Unprotected flames are automatically extinguished and protected flames have a 50% chance of being extinguishing.

**Blizzard:** High winds and heavy snow (1d6 inches every hour) reduce visibility to zero, making Perception checks and all ranged weapon attacks impossible. Unprotected flames are extinguished, and protected flames have a 75% of being doused. Medium creatures caught in the area must make a DC 10 Strength check (if on the ground) or a DC 20 Fly skill check (if airborne) to move forward against the force of the wind. Small creatures on the ground are knocked prone and rolled 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet, unless they make a DC 15 Strength check. Small flying creatures are blown back 2d6 x 10 feet and take 2d6 points of nonlethal damage unless they succeed on a DC 25 Fly skill check.

## ALTERNATE CLASS AND RACE FEATURES

### ALTERNATE RACIAL TRAITS

The Frozen Tears bugbears have learned to adapt to the harsh environs of the White Cliffs. Their hides are thicker and shaggier than their kin. They gain the following abilities and traits:

- **Resist:** cold 10.
- **Natural Armour:** +5 bonus.
- **Feat:** Exotic Weapon Proficiency (double-bladed throwing kukri).
- **CR:** Frozen Tear Bugbears have a base CR of 3.

### ALTERNATE SORCERER BLOODLINE

**Yem's Bloodline:** When the bugbear witch mother, Yem, made a pact with the unholy power of Vhen Nhar years ago, she forever tainted not only her own blood, but those of her offspring. This power manifests only in females sired by Yem, granting them terrible magical powers based on sowing terror.

**Class Skill:** Survival.

**Bloodline Arcana:** Vhen Nhar's fearful influence grants you a +2 bonus on Intimidate checks made to demoralize a creature.

**Bonus Spells:** *cause fear* (3rd), *scare* (5th), *Vhen Nhar's flame* (7th), *phantasmal killer* (9th), *nightmare* (11th), *eyebite* (13th), *insanity* (15th), *symbol of insanity* (17th), *weird* (19th).

**Bonus Feats:** Dazzling Display, Intimidating Prowess, Improved Initiative, Iron Will, Mounted Casting, Silent Spell, Stand Still, Stealthy.

**Bloodline Powers:** The Frozen Tears bugbears draw on the dark powers of their patron, Vhen Nhar, a demon lord of fear.

**Frightening Visage (Su):** At 1st-level, as a swift action, you can cause your face to twist into a nightmarish shape granting you a +2 bonus to Intimidate checks for that round. You can use this ability a number of times a day equal to 3 + your Charisma modifier.

**Darkest Fears (Ex):** At 3rd-level, you gain immunity to fear effects (including magic). In addition, the DC on any spell you cast with the fear descriptor increases by 1. At 9th-level, the DC increases by 2.

**Terror to Behold (Sp):** At 9th-level, you can cause yourself to appear as something out of your foe's most terrifying nightmare. Twice per day, you can target a creature that can see you. That creature has to make a DC Will save equal to 10 + 1/2 your sorcerer level + your Charisma modifier or be frightened for a number of rounds equal to half your sorcerer level. A creature that makes its saving throw is shaken for one round. This is a mind-affecting fear effect.

**Demonic Resistance (Su):** At 15th-level you gain damage reduction cold iron or good/5.

**Fear Itself (Su):** At 20th-level, you become an aspect of sheer terror like Vhen Nhar himself. Any creature within 30 feet of you

must make a Will save equal to 10 + 1/2 your sorcerer level + your Charisma modifier. Creatures with fewer Hit Dice or levels than you are frightened for 1d6 rounds. Creatures with 4 HD or fewer are panicked. A successful save means the creature is shaken for 1 round. A creature who makes its save cannot be affected for 24 hours. *Fear Itself* is a mind-affecting fear effect.

### NEW DOMAIN: FEAR

Creatures worshipping the dread lord Vhen Nhar tap into his fell power to sow terror and despair among their enemies.

**Domain Spell List:** *bane* (1st), *scare* (2nd), *Vhen Nhar's flame* (3rd), *fear* (4th), *nightmare* (5th), *symbol of fear* (6th), *destruction* (7th), *symbol of insanity* (8th), *soul bind* (9th)

**Granted Powers:** Your presence makes even the most hardened warriors break out in a cold sweat as you turn your gaze upon them. Intimidate is a class skill for you.

**Unnerving Gaze (Su):** Starting at 1st level, you can target one creature within 30 ft. that can see you. You make an attempt to demoralize the creature as a free action with a +2 divine bonus to your Intimidation skill check. You can use this ability a number of times per day equal to 3 plus your Wisdom modifier.

**Aura of Fear (Su):** At 8th-level you can emit a 30 ft. aura of fear around you for a number of rounds equal to your cleric level. Creatures must make a Will save equal to 10 + 1/2 your cleric level + your Wisdom modifier or be shaken for one round. Any creature that makes its save is immune to the effect for 24 hours. This is a mind-affecting fear effect.

### ALTERNATE FAMILIAR

Frozen Tears adepts, sorcerers, wizards and witches can take a snow toad familiar. The snow toad grants its master a +3 bonus to Survival checks.

#### SNOW TOAD FAMILIAR

N Small animal

**Init** +3; **Senses** low-light vision, scent; **Perception** +5, **Sense Motive** +2

**Speed** 5 ft.; **ACP** 0; **Stealth** +21

**AC** 17, **touch** 15, **flat-footed** 16; **CMD** 6 (10 vs. trip)  
(+1 Dex, +2 natural armour, +4 size)

**Immune** cold **Weaknesses** fire vulnerability

**Fort** +0, **Ref** +3 **Will** +2

**hp** 2 (1 HD)

**Space** 1 ft.; **Base Atk** +4; **CMB** -5

**Melee** bite (reach 0 ft.) +3 (1d3-5 plus 1d3 cold)

**Abilities** Str 6, Dex 12, Con 8, Int 1, Wis 15, Cha 9

**Feats** Skill Focus (Perception)

**Skills** as above

## NEW FEATS

*Bugbears of the Frozen Tears* introduces a number of new feats utilised by the warriors of the Frozen Tears. Each feat is presented in the following manner:

**Prerequisites:** This entry is absent if the feat has no prerequisites. Otherwise, it lists the qualifying features a character must have to select the feat.

**Benefit:** This section details what the feat enables the character to do or lists the bonuses it provides.

**Special:** If the feat has additional benefits (or synergistic qualities with another feat), they are listed here.

**Normal:** This listing is absent if not having the feat causes no particular drawback or penalty. Otherwise, it presents the limitations or drawbacks faced by a character without this feat.

## BATTLE FEATS

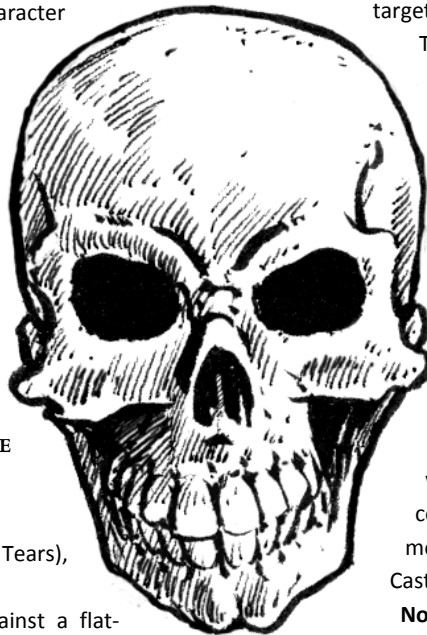
Battle feats are a new kind of combat-focused feat designed to add flavour to combats featuring warriors of a given tribe. Such feats represent the warriors' battle training and tribal fighting style. Most require a base attack bonus of at least +1. Fighters can use their bonus feats to choose Battle feats.

### FRIGHTENING APPEARANCE [BATTLE]

*Your sudden attack terrifies your opponents.*

**Prerequisites:** Tribal membership (Frozen Tears), base attack bonus +1.

**Benefit:** If you make a melee attack against a flat-



## DEMORALIZE CHECKS

The bugbears of the Frozen Tears make extensive use of Intimidate checks to demoralize their prey.

**Action:** Standard.

**Targets:** All creatures within 30 ft. that can clearly see and hear you.

**DC:** 10 + the target's Hit Dice + the target's Wisdom modifier.

**Success:** Shaken (-2 on attack rolls, saving throws, skill checks and ability checks) for 1 round. The duration increases by 1 round for every 5 points by which you beat the DC.

**Try Again:** You can try to intimidate an opponent again, but each additional check increases the DC by 5. This increase resets after one hour.

**Applicable Feats:** Dazzling Display, Frightening Appearance and Intimidating Prowess.

footed opponent during a surprise round, you can make an Intimidate (demoralize) check as a free action. Opponents who are demoralized are shaken for 1 round.

**Normal:** Demoralizing an opponent is a standard action.

## HERDING BLOW [BATTLE]

*Your attack drives your enemy before you in fear.*

**Prerequisites:** Tribal membership (Frozen Tears), base attack bonus +6.

**Benefit:** In addition to normal damage, when you use the attack action (but not the full attack action), you make a bull rush attempt as a free action. If successful, you move the target creature 5 ft. away from you in any direction.

This movement does not provoke attacks of opportunity. Affected creatures automatically stop before moving into a dangerous square (such as a cliff's edge or lava pit).

## MOUNTED CASTING [BATTLE]

*Charging on your mount, you unleash a deadly spell.*

**Prerequisites:** Tribal membership (Frozen Tears), ability to cast spells, Ride 1 rank.

**Benefit:** You are adept at casting spells while mounted. You gain a +4 bonus to concentration checks to cast a spell while your mount is moving. This feat stacks with Combat Casting.

**Normal:** If your mount moves both before and after you cast a spell, you must make a concentration check due to its vigorous motion (DC 10 + spell level) or lose the spell. If your mount is using the run action, you can cast a spell when your mount has moved up to twice its speed, with a DC 15 + spell level concentration check.

## MOUNTED STEALTH

*You and your mount suddenly appear out of the darkness.*

**Prerequisites:** Tribal membership (Frozen Tears), Ride 1 rank, Stealth 1 rank.

**Benefit:** You and your mount slip through the shadows as one. If your mount has a least 1 rank of Stealth, you make one check for the both of you with a +2 bonus. Use your Stealth skill check or your mount's, whichever is higher.

**Normal:** You and your mount make separate Stealth skill checks.

## NEW SPELLS

The spellcasters of the Frozen Tears have developed a number of new spells to terrorize their enemies. They are listed here, alphabetically.

### ICY REPOSE

**Level** adept 2, sorcerer/wizard 3 (necromancy)

**Casting Time** 1 standard action; **Components** V, S, M/DF (a handful of blood-soaked snow or ice)

**Range** touch; **Target** corpse touched; **Duration** see below

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

*Icy repose* covers a corpse in a thin layer of ice, preserving the body and keeping it from decaying. The duration of the spell is permanent so long as the body is kept in a cold climate. The effects of this spell end if the subject is exposed to fire for a number of rounds equal to the spell's caster level. This spell can be cast on severed body parts.

### TERROR BLADE

**Level** adept 1, sorcerer/wizard 1 (necromancy [fear, mind-affecting])

**Casting Time** 1 standard action; **Components** V, S, M

**Range** weapon; **Target** weapon touched; **Duration** 1 round/level

**Saving Throw** Will partial (harmless, object); **Spell Resistance** yes (harmless, object)

#### ALTERNATE ADEPT SPELL LIST

Adepts of the Frozen Tears have developed their own specialized spell list to assist the bugbears on their hunts.

0—*create water, dancing lights, flare, detect magic, ghost sound, guidance, light, read magic, stabilise, touch of fatigue*

1—*bless, colour spray, cause fear, chill touch, command, cure light wounds, detect evil, detect good, doom, endure elements, faerie fire, inflict light wounds, obscuring mist, protection from evil, protection from good, protection from law*

2—*aid, bear's endurance, bull's strength, cat's grace, cure moderate wounds, darkness, delay poison, flaming sphere, icy repose, inflict moderate wounds, invisibility, resist energy, terror blade, see invisibility*

3—*animate dead, bestow curse, contagion, cure serious wounds, deeper darkness, fear, fireball, inflict serious wounds, neutralize poison, quench, remove curse, sleet storm, remove disease*

4—*crushing despair, cure critical wounds, ice storm, inflict critical wounds, restoration, stoneskin, wall of ice*

5—*break enchantment, commune, dominate person, flame strike, heal, mass inflict light wounds, raise dead, true seeing, wall of stone.*

This spell infuses a weapon with fear-inducing necrotic energy. Any creature hit by the weapon must make a Will save or become frightened for 1d6 rounds. If the creature succeeds on a Will save, it is shaken instead for one round. On a successful strike, the weapon is no longer enchanted by the spell.

### TERROR BLADE, GREATER

**Level** adept 2, sorcerer/wizard 2 (necromancy [fear, mind-affecting])

**Casting Time** 1 standard action; **Components** V, S, M

**Range** weapon; **Target** weapon touched; **Duration** 1 round/level

**Saving Throw** Will partial (harmless, object); **Spell Resistance** yes (harmless, object)

This spell infuses a weapon with fear-inducing necrotic energy. Any creature hit by the weapon must make a Will save or become panicked for 1d6 rounds. If the creature succeeds on a Will save, it is shaken instead for one round. On a successful strike, the weapon is no longer enchanted by the spell.

### VHEN NHAR'S FLAMES

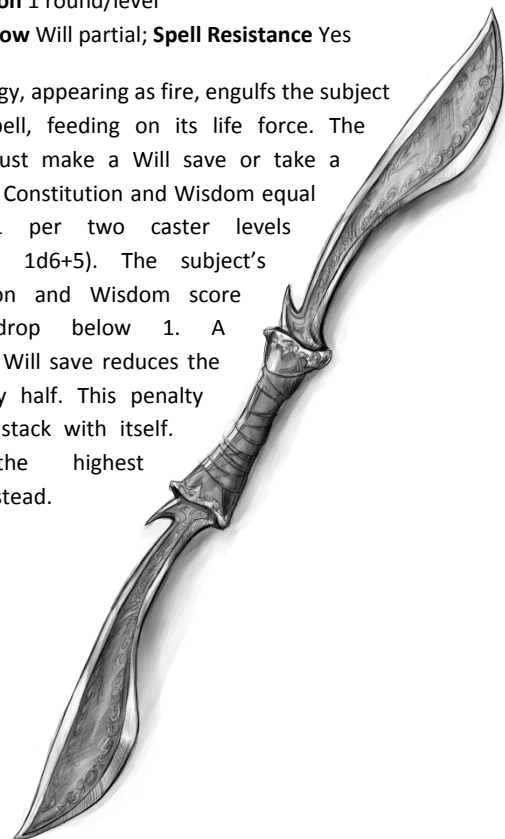
**Level** cleric 3, sorcerer/wizard 3 (necromancy)

**Casting Time** 1 standard action; **Components** V, S

**Range** close (25 ft. + 5 ft./2 levels); **Target** one living creature; **Duration** 1 round/level

**Saving Throw** Will partial; **Spell Resistance** Yes

Black energy, appearing as fire, engulfs the subject of this spell, feeding on its life force. The subject must make a Will save or take a penalty to Constitution and Wisdom equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Constitution and Wisdom score cannot drop below 1. A successful Will save reduces the penalty by half. This penalty does not stack with itself. Apply the highest penalty instead.



## NEW MAGIC ITEMS

The sorcerous members of the Frozen Tears have created a several magical items. While others are gifts from Vhen Nhar himself.

### DOUBLE-BLADED THROWING KUKRI

This double-bladed knife spins through the air like a disc when thrown. You make two attack rolls at a -2 penalty when using this weapon even if you do not have the Two-Weapon Fighting feat. This weapon cannot be used in melee. Because of its small size, the blade is not a double weapon for purposes of enchantment. You must take Exotic Weapon Proficiency (double-bladed throwing kukri) to use this weapon.

**Cost** 25 gp; **Weight** 3 lbs.; **Type** S; **Dmg** (S) 1d3; **Dmg (M)** 1d4; **Critical** 18-20; **Range** 30 ft.

### SHRIEKING HEAD

*This frozen head, staked out by a cave entrance, holds an expression of sheer terror.*

**Aura** faint (necromancy); DC 17 Knowledge [arcana] **Identify** DC 21 Spellcraft

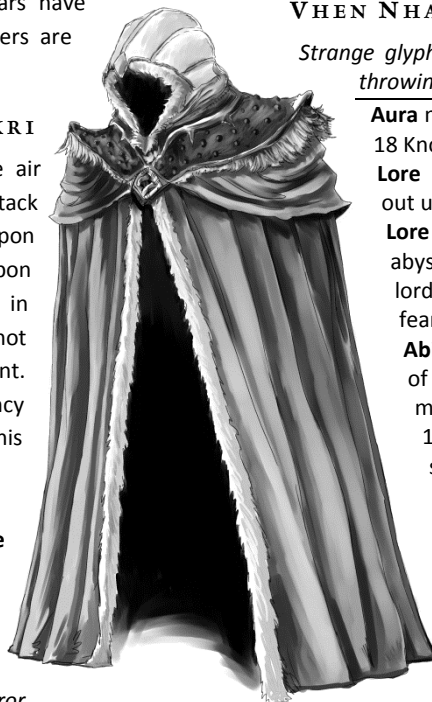
**Lore** (DC 10 Perception) This severed head's frozen eyes seem to glitter as if still alive.

**Lore** (DC 15 Spellcraft) The head is frozen by *icy repose*, a spell created by the Frozen Tears bugbears.

**Abilities** These heads are often staked out by the entrance of caves inhabited by the Frozen Tears. Once per day, if a creature comes within 10 ft. of the head and does not give a password, the head begins a terrified shrieking which can be heard in a 500 ft. radius. In addition, the two creatures with less than 6 HD must make a DC 12 Will save or become frightened for 2 rounds. Creatures who successfully make their Will save are instead shaken for 1 round.

**Activation** command word; **CL** 6th

**Requirements:** Craft Wondrous Item, *alarm*, *icy repose*, *scare*; **Cost** 1,650 gp; **Price** 3,300 gp



### VHEN NHAR'S CLAWS

*Strange glyphs crawl along the edge of this double-bladed throwing kukri.*

**Aura** moderate (evocation [fire] and necromancy); DC 18 Knowledge [arcana] **Identify** DC 25 Spellcraft

**Lore** (DC 15 Knowledge [religion]) The glyphs spell out unholy blasphemies.

**Lore** (DC 25 Knowledge [planes]) The glyphs are abyssal in nature and refer to the entrapped demon lord, Vhen Nhar whose domains include chaos, evil, fear and fire.

**Abilities** This +1 *flaming kukri* is forged from one of Vhen Nhar's claws. On a critical hit, the target must make a DC 14 Will save or be frightened for 1d4 rounds. Creatures that make their save are shaken for 1 round.

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

**Requirements:** Craft Magic Arms and Armour, *cause fear*, *fireball*; **Cost** 6,375 gp; **Price** 12,750 gp

### WINTER CLOAK

*This thick, leathery coat is made from a*

*cured pale white hide of some beast.*

**Aura** faint (evocation [cold] and transmutation); DC 17 Knowledge [arcana] **Identify** DC 20 Spellcraft

**Lore** (DC 10 Perception) The cloak feels cold when first worn.

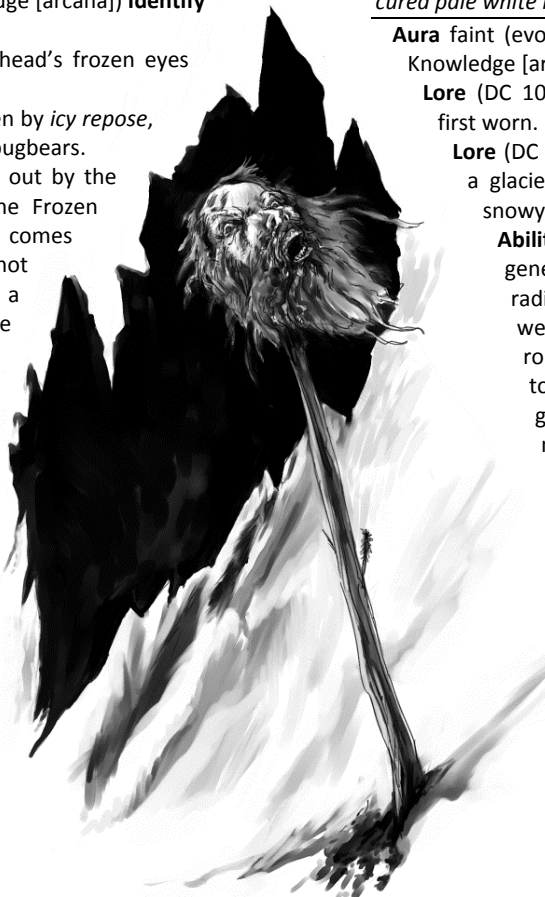
**Lore** (DC 15 Knowledge [nature]) The hide is from a glacier toad (a creature adept at hiding in a snowy environment).

**Abilities** As a standard action, the wearer can generate an aura of extreme cold in a 20 ft. radius, dealing 1d6 cold damage on the wearer's turn. This ability can be used 5 rounds per day and the rounds do not have to be consecutive. At all times, the cloak grants the wearer a +4 bonus when making Stealth checks in the snow.

**Variant** A variant of this cloak grants the wearer resistance cold 5 up to 5 rounds a day. The rounds do not have to be consecutive and this power replaces the cold aura ability.

**Activation** use activated; **CL** 5th

**Requirements:** Craft Wondrous Item, *resist elements*; the cured hide of an ice toad **Cost** 3,600 gp; **Price** 7,200 gp



## MINOR ENCOUNTERS

The Frozen Tears bugbears hunt throughout the domain of the White Cliffs. They travel in small packs, preying on unwary travellers or using magic to lure victims away from larger groups.

**FROZEN TEARS WARRIOR** CR 5 (XP 1,600)  
*This bearlike humanoid has shaggy white fur and fingers a wickedly curved double-bladed knife.*

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Male Frozen Tears bugbear warrior 4  
CE Medium humanoid (goblinoid)  
**Init** +1; **Senses** darkvision 60 ft., scent; Perception +6, Sense Motive +0  
**Speed** 30 ft.; **ACP** 0; Climb +8, Ride +8, Stealth +12, Swim +7

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**AC** 20, touch 12, flat-footed 18; **CMD** 21  
(+3 armour [mwk studded leather], +2 Dex, +5 natural)  
**Resist** cold 10  
**Fort** +6, **Ref** +6, **Will** +2  
**hp** 57 (7 HD)

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**Space** 5 ft.; **Base Atk** +6; **CMB** +9  
**Melee** mwk scimitar +11/+6 (1d6+3/18-20)  
**Ranged** mwk double-bladed throwing kukri (range 30 ft.) +6/+6 (1d4+3/18-20)  
**Atk Options** Frightening Appearance (+9), Herding Blow  
**Combat Gear** double-bladed throwing kukri (3) *potion of cat's grace* (2), *potion of cure moderate wounds* (2)

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**Abilities** Str 16, Dex 14, Con 13, Int 10, Wis 10, Cha 9  
**SQ** stalker  
**Feats** Exotic Weapon Proficiency (double-bladed throwing kukri)  
Frightening Appearance, Herding Blow, Mounted Stealth, Weapon Focus (scimitar)  
**Skills** as above plus Handle Animal +5, Intimidate +9  
**Languages** Common, Goblin  
**Gear** as above and 160 gp

**GLACIER TOAD** CR 6 (XP 2,400)  
*This improbably large toad has pale blue flesh and a body covered with jagged, icy growths.*

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N Large magical beast (cold)  
**Init** +1; **Senses** low-light vision, scent; Perception +11, Sense

### HUNTING PARTY (EL 10; XP 9;600)

**Opponents** Frozen Tears adept (1), Frozen Tears warrior (2), Glacier Toad (2)  
**EL 9 (4,800 XP)** Remove one Glacier Toad; **EL 11 (12,800 XP)** Add one Frozen Tear warrior and one Glacier Toad.  
**Morale** The bugbears fight until half their number are slain. If they escape, they alert their clan and come out in strength the next night.  
**Terrain** mountains; **Encounter Distance** 4d10 x 10 ft.

These bugbears prefer lone prey and use *ghost sound* to lure a member away from a larger group. The adept casts *terror blade* on one of the warriors mounted on a glacier toad. That bugbear attacks first, using stealth and Frightening Appearance to start the battle.

Motive +1  
**Speed** 30 ft.; **ACP** 0; Acrobatics +9 (+13 jumping), Stealth +6 (+8 in the snow), Swim +14

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**AC** 19, touch 10, flat-footed 18; **CMD** 25 (29 vs. trip)  
(+1 Dex, +9 natural, -1 size)  
**Immune** cold; **Weakness** vulnerable to fire  
**Fort** +10, **Ref** +8, **Will** +3  
**hp** 73 (7 HD)

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**Space** 10 ft. (bitter cold 20 ft.); **Base Atk** +7; **CMB** +14 (+18 grapple)  
**Bitter Cold (Su)** All creatures within 20 feet of a glacier toad take 1d6 points of cold damage each round on the toad's turn.  
**Melee** bite (reach 10 ft.; Power Attack [-2/+6]) +13 (2d6+9 plus 1d6 cold and grab)  
**Atk Options** combat trained, grab, swallow whole  
**Grab (Ex)** If it hits a Large or smaller target with its bite, the toad can try to grapple as a free action without provoking attacks of opportunity.  
**Swallow Whole (Ex)** If the giant glacier toad begins its turn with a target grappled in its mouth it can attempt to pin the target. If it succeeds, it swallows its opponent (who takes 2d6+9 plus 1d6 cold damage from its bite). The toad loses the grappled condition, but its opponent does not. Every round, the opponent takes 2d6+9 plus 1d6 cold damage. A swallowed creature can cut its way out with a light slashing or piercing weapon (AC 14, hp 7) or can attempt a grapple check to get back into the toad's mouth (where it can be bitten and swallowed again). If the opponent cuts its way out, the giant glacier toad cannot use swallow whole again until it has healed the damage.  
**Combat Trained (Ex)** The glacier toad knows the attack (2), come, defend, down, guard and heel tricks.

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**Abilities** Str 23, Dex 13, Con 20, Int 5, Wis 12, Cha 6  
**Feats** Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (bite)  
**Languages** Aklo

### SAMPLE WARRIOR: THRAEG

**Appearance:** Thraeg's fur is very soft and white; his kin tease him that he would make a better rug than warrior.

**Mannerisms:** Thraeg twirls and spins his double-bladed kukri as he rides into battle, hoping one day to be able to intimidate his opponents with the display

**Background:** A young Frozen Tears bugbear warrior from a small clan, Thraeg has already earned a reputation for viciousness. He enjoys riding his ice toad into large crowds, using its cold aura to scatter his prey. His recklessness has already earned him numerous heads, yet he is looking for that perfect one to present to Yem and gain her favour. Lately, he has been sneaking out to hunt on his own.

**Personality:** Despite his soft appearance, Thraeg is as cruel as any Frozen Tears bugbear. He does not talk much.



## FROZEN TEARS ADEPT

CR 6 (XP 2,400)

*This bearlike humanoid has shaggy white fur and large, pale eyes.*

Female advanced Frozen Tears bugbear adept (Vhen Nhar) 4  
CE Medium humanoid (goblinoid)

**Init** +3; **Senses** darkvision 60 ft., scent; Perception +9 (+11 if familiar in arm's reach), Sense Motive +2 (+4 if familiar in arm's reach)

**Speed** 30 ft.; **ACP** 0; Ride +7, Stealth +14

**AC** 20, touch 13, flat-footed 16; **CMD** 23; Dodge (+1 deflection [+1 *ring of protection*], +3 Dex, +1 dodge, +5 natural)

**Resist** cold 10

**Fort** +5, **Ref** +7, **Will** +7

**hp** 54 (7 HD)

**Space** 5 ft.; **Base Atk** +4; **CMB** +9

**Melee** mwk shortspear (+10 (1d6+4))

**Ranged** mwk double-bladed throwing kukri (range 30 ft.) +6/+6 (1d4+4/18-20)

**Atk Options** Frightening Appearance (+5)

**Adept Spells Prepared** (CL 4th; concentration +6 [+10 when mounted])

2nd—*icy repose*

1st—*cause fear* (DC 13), *doom* (DC 13), *terror blade* (DC 13)

0—*dancing lights*, *flare* (DC 12), *ghost sound* (DC 12)

**Combat Gear** *elixir of hiding*, *potion of cure moderate wounds*, *scroll of invisibility*

**Abilities** Str 20, Dex 17, Con 17, Int 14, Wis 15, Cha 13

**SQ** stalker

**Feats** Dodge, Exotic Weapon Proficiency (double bladed throwing kukri), Frightening Appearance, Mounted Casting, Mounted Stealth

**Skills** as above plus Handle Animal +8, Heal +9, Intimidate +5, Knowledge (nature) +9, Spellcraft +9, Survival +9

**Languages** Common, Goblin, empathic link

**Gear** as above plus 50 gp

## ALTERNATE SPELL LISTS

Not all Frozen Tears Adepts have the same spell list. Use these alternate lists, when the PCs face more than one adept:

2nd—*icy repose*

1st—*bless*, *chill touch* (DC 13), *terror blade* (DC 13)

0—*create water*, *ghost sound* (2; DC 12)

2nd—*cure moderate wounds*

1st—*cure light wounds* (2), *terror blade* (DC 13)

0—*dancing lights*, *flare* (DC 12), *ghost sound* (DC 12)

2nd—*resist energy*

1st—*doom* (DC 13), *obscuring mist*, *terror blade* (DC 13)

0—*dancing lights*, *ghost sound* (DC 12), *touch of fatigue* (DC 12)

2nd—*icy repose*

1st—*cure light wounds*, *obscuring mist*, *terror blade* (DC 13)

0—*create water*, *ghost sound* (2; DC 12)

## SNOW TOAD FAMILIAR

CR- (XP 0)

N Small animal

**Init** +3; **Senses** low-light vision, scent; Perception +11, Sense Motive +3

**Speed** 5 ft.; **ACP** 0; Stealth +21

**AC** 17, touch 15, flat-footed 16; **CMD** 6 (10 vs. trip) (+1 Dex, +2 natural armour, +4 size)

**Immune** cold **Weaknesses** fire vulnerability

**Fort** +0, **Ref** +3 (improved evasion), **Will** +6

**hp** 28 (3 HD)

**Space** 1 ft.; **Base Atk** +4; **CMB** -5

**Melee** bite (reach 0 ft.) +3 (1d3-5 + 1d3 cold)

**Atk Options** deliver touch spells

**Abilities** Str 6, Dex 12, Con 8, Int 7, Wis 15, Cha 9

**Feats** Skill Focus (Perception)

**Skills** as above plus Handle Animal +2, Heal +6, Knowledge (nature) +2, Spellcraft +2, Survival +9

**Languages** Common, empathic link

## SAMPLE ADEPT: DOETHAS

**Appearance:** Doethas ties pieces of bones from the enemies she's killed into her fur.

**Mannerisms:** Doethas grinds her teeth when upset or angry (which is more often than not).

**Background:** A daughter of a Son of Yem, Doethas can claim Yem as her grandmother. Yet, the magic does not flow that strongly in her blood. This does not suit the ambitious bugbear. She believes that if she can find a way to contact Vhen Nhar like Yem did, she can also make a bargain for more magical power. Doethas seeks to curry Yem's favour by proving herself in the hunt so that she can learn all her mother's secrets.

**Personality:** Believing that being descended from Yem makes her royalty, Doethas acts imperious with others. Impatient, she throws tantrums when her commands are ignored. She sees other humanoids as vermin to be hunted.

## FORAGERS (EL 9; XP 6,400)

**Opponents** Frozen Tears warriors (4)

**EL 8 (4,800 XP)** Remove one Frozen Tears warrior; **EL 10 (9,600 XP)** Add one Frozen Tears warrior.

**Morale** The bugbears fight until half their number are slain.

**Terrain** mountains; **Encounter Distance** 4d10 x 100 ft.

The bugbears are out hunting for food, but welcome a chance to hunt more challenging sport. They use Stealth to encircle their prey before springing their ambush. Their tactics are unobtrusive; they use Herding Blow to push their enemies back and forth across the battlefield. A warrior takes a full-round action to inflict a coup de grace on any fallen foe and a subsequent full-round action to decapitate a slain foe.

## MAJOR ENCOUNTERS

### SON OF YEM

CR 7 (XP 3,200)

*This hulking bearlike humanoid with shaggy white fur radiates malevolence as it hefts its curved sword.*

Male Frozen Tears bugbear fighter 3/ranger 1

CE Medium humanoid (goblinoid)

**Init** +6; **Senses** darkvision 60 ft., scent; Perception +7 (+9 vs. humans), Sense Motive +0 (+2 vs. humans)

**Speed** 30 ft.; **ACP** 0; Climb +10, Ride +9, Stealth +13

**AC** 22, touch 12, flat-footed 20; **CMD** 24

(+5 armour [+1 chain shirt], +2 Dex, +5 natural)

**Resist** cold 10

**Fort** +11, **Ref** +9, **Will** +3 (+4 vs. fear)

**hp** 67 (7 HD)

**Space** 5 ft.; **Base Atk** +6; **CMB** +11

**Melee** +1 scimitar +13/+8 (1d6+6/18-20)

**Ranged** mwk double-bladed throwing kukri +8/+8 (1d4+5/18-20)

**Atk Options** Frightening Appearance (+9), Herding Blow, favoured enemy (humanoids [humans] +2)

**Combat Gear** double-bladed throwing kukri (5), *elixir of hiding* (2), *potion of cure moderate wounds* (3)

**Abilities** Str 20, Dex 15, Con 18, Int 12, Wis 10, Cha 7

**SQ** armour training (1) bravery (+1) stalker, track (+1), wild empathy (-2, -6 vs. magical beasts)

**Feats** Exotic Weapon Proficiency (double-bladed throwing kukri), Frightening Appearance, Herding Blow, Improved Initiative, Mounted Stealth, Weapon Focus<sup>B</sup> (double-bladed throwing kukri), Weapon Focus<sup>B</sup> (scimitar)

**Skills** as above plus Bluff -2 (+0 vs. humans), Handle Animal +5, Intimidate +9, Knowledge (nature) +6 (+8 vs. humans), Survival +7 (+8 tracking, +10 tracking humans)

**Languages** Common, Goblin

**Gear** as above plus *cloak of resistance* +1, 160 gp

### THE HUNT (EL 12; XP 19,200)

**Opponents** Frozen Tears warrior (2), Frozen Tears adept (1), Son of Yem (1), Glacier Toads (4)

**EL 11 (12,800 XP)** Remove one Frozen Tears warrior and one Glacier Toads (2); **EL 13 (25,600 XP)** Add one Daughter of Yem and one Frozen Tear warrior.

**Morale** Lead by a Son of Yem, this hunting party gives no quarter. The Son of Yem fights until slain, however the rest of the bugbears flee if reduced to half their numbers.

**Terrain** mountain; **Encounter Distance** 4d10 x 10 ft.

The Frozen Tear adept casts *ghost sound* while the warriors get into position. She casts *terror blade* on the Son of Yem's scimitar. The Frozen Tears warriors start the attack using their Herding Blow feat to drive their prey towards the Son of Yem.

### GROEGO: SAMPLE SON OF YEM

The male spawn of Yem strive to become the tribe's most dangerous hunters. Often becoming Clan leaders, their pile of foul trophies speaks to the malevolent powers of their mother.

**Appearance:** Groego's armour and weapons always glow with the soft sheen from being well taken care of.

**Mannerisms:** Groego frequently adjusts his equipment and attempts to smooth his fur back into place in an effort to maintain a well groomed appearance as befits his station.

**Background:** Groego was raised to rule, a role he fills with relish. His now legendary hunts quickly thrust him into the role of clan chief of one of the tribe's largest clans. Known as a capable leader, one defeat rankles him the most. He sought to bring his renegade half-brother, Boeg, to heel. Not only did he barely escape with his life, for once in his life, he learned what it was to be truly afraid, a feeling that haunts him still.

Recently, his attentions have been turned to hunting down Mothok, who poses a danger to breaking Yem and her offspring's rule over the Frozen Tears. His trophy pile includes the heads of rivals who sought his place.

**Personality:** Groeg is more military minded than other bugbears. He prefers well-planned, coordinated attacks to maximise the amount of heads collected. However, he has no patience and when his carefully laid plans go awry, he flies into a rage. He nurses murderous grudges against any bugbear that does better in a hunt than him.

### SISLRA: SAMPLE DAUGHTER OF YEM

Yem's pact with Vhen Nhar shows itself most grotesquely in her daughters. Warped by a demonic taint, they wield terrible, unearthly powers.

**Appearance:** Sislra's fur sticks out in knotted, tangled spikes, giving her a feral appearance. Occasionally, she daubs herself with great streaks of blood to increase the terror of her appearance.

**Mannerisms:** Whenever Sislra stands still, she hops from foot to foot in impatience. She cackles loudly when hunting.

**Background:** One of Yem's youngest daughters, Sislra is eager to prove herself and lead her own clan.

Currently, she has her eye on the young Thraeg who shares her reckless nature. So far, her rash nature has allowed her to collect a respectable head collection and her prodigious luck has kept her from dying under her prey's blades.

She looks up to her powerful sister, Zega, and is slowly being drawn into Zega's plot to depose her mother.

**Personality:** Sislra is fond of telling sick, twisted jokes. Young and energetic, she speaks her mind without thinking.

**DAUGHTER OF YEM**

CR 8 (XP 4,800)

*This hulking bearlike humanoid has shaggy white fur with tiny pale eyes brimming with malice.*

Female advanced Frozen Tears bugbear sorcerer (Yem) 6

CE Medium humanoid (goblinoid)

**Init** +9; **Senses** darkvision 60 ft., scent; Perception +9, Sense Motive +2**Speed** 30 ft.; **ACP** 0; Fly +14, Ride +8, Stealth +18**AC** 22, touch 15, flat-footed 17; **CMD** 24(+5 Dex, +1 deflection [*ring of protection* +1], +6 natural [*amulet of natural armour* +1])**Immune** fear **Resist** cold 10**Fort** +8, **Ref** +11, **Will** +9**hp** 70 (9 HD)**Space** 5 ft.; **Base Atk** +5; **CMB** +9**Melee** mwk shortspear +10 (1d6+4)**Ranged** +1 *double-bladed throwing kukri* (range 30 ft.) +10 (1d4+5/18-20)**Atk Options** Frightening Appearance (+23), frightening visage (7/day)**Frightening Visage (Su)** As a free action a Daughter of Yem can distort her face, to gain +2 on Intimidate checks.**Sorcerer Spells Known** (CL 6th; concentration +10 [+14 when mount is moving])3rd (4/day)—*icy repose*2nd (6/day)—*flaming sphere* (DC 16), *greater terror blade* (DC 17), *scare* (DC 17)1st (7/day)—*chill touch* (DC 15), *cause fear* (DC 16), *mage armour*, *obscuring mist*, *terror blade* (DC 16)0—*bleed* (DC 14) *dancing lights*, *daze* (DC 14), *detect magic*, *ghost sound* (DC 14), *read magic*, *touch of fatigue* (DC 14)**Combat Gear** *potion of cure moderate wounds*, *scroll of cat's grace* (2), *scroll of invisibility* (2)**Abilities** Str 18, Dex 21, Con 19, Int 16, Wis 14, Cha 18**SQ** bloodline arcana, darkest fears, stalker**Feats** Eschew Materials<sup>B</sup>, Exotic Weapon Proficiency (double-bladed throwing kukri), Frightening Appearance, Improved Initiative, Intimidating Prowess, Mounted Casting, Mounted Stealth**BUGBEAR GAME (EL 13; XP 25,600)****Opponents** Daughter of Yem (1), Frozen Tears Adept (1), Frozen Tears Warrior (2), Son of Yem (1), Glacier Toads (5)**EL 12 (19,200 XP)** Remove one Frozen Tears Warrior and two Glacier Toads; **EL 14 (38,400 XP)** Add one Frozen Tear Adept, five Frozen Tear Warriors, and three Glacier Toads.**Morale** The Son and Daughter of Yem fight to the death. The other bugbears flee if half their numbers are slain.**Terrain** mountains; **Encounter Distance** 4d10 x 10 ft.

These bugbears have gathered to play a game. The spellcasters use *ghost sound* to distract their prey while the others get into position. The warriors set up at opposite ends of their quarry, two warriors vs. the Son of Yem. The game is to chase their opponents back and forth at each other using Herding Blow. If the quarry gets past the bugbear, the bugbear loses the game.

**Skills** as above plus Bluff +11, Intimidate +21 (+23 to demoralize), Knowledge (arcana) +12, Spellcraft +12, Survival +11, Use Magic Device +13**Languages** Common, Goblin**Gear** as above plus +1 *cloak of resistance*, 25 gp**ADVANCED GIANT GLACIER TOAD**

CR 8 (XP 4,800)

*This improbably large toad has pale blue flesh and a body covered with jagged, icy growths.*

N advanced giant glacier toad

Huge magical beast (cold)

**Init** +3; **Senses** low-light vision, scent; Perception +13, Sense Motive +1**Speed** 40 ft.; **ACP** 0; Acrobatics +10 (+14 jumping), Stealth +7 (+15 in the snow), Swim +15**AC** 24, touch 10, flat-footed 22; **CMD** 28 (32 vs. trip)

(-2 size, +2 Dex, +14 natural)

**Immune** cold; **Weakness** vulnerable to fire**Fort** +14, **Ref** +9, **Will** +5**hp** 101 (7 HD)**Space** 15 ft. (bitter cold 20 ft.); **Base Atk** +7; **CMB** +18 (+22 grapple)**Bitter Cold (Su)** All creatures within 20 feet of a glacier toad take 1d6 points of cold damage each round on the toad's turn.**Melee** bite (reach 15 ft.; Power Attack [-2/+4]) +17 (3d6+15 plus 1d6 cold and grab)**Atk Options** combat trained, grab, swallow whole**Combat Trained (Ex)** The advanced giant glacier toad knows the attack (2), come, defend, down, guard, and heel tricks.**Grab (Ex)** If it hits a Huge or smaller target with its bite, the toad can try to grapple as a free action without provoking attacks of opportunity.

**Swallow Whole (Ex)** If the giant glacier toad begins its turn with a target grappled in its mouth it can attempt to pin the target. If it succeeds, it swallows its opponent (who takes 3d6+15 plus 1d6 cold damage from its bite). The toad loses the grappled condition, but its opponent does not. Every round, the opponent takes 3d6+15 plus 1d6 cold damage. A swallowed creature can cut its way out with a light slashing or piercing weapon (AC 16, hp 9) or can attempt a grapple check to get back into the toad's mouth (where it can be bitten and swallowed again). If the opponent cuts its way out, the giant glacier toad cannot use swallow whole again until it has healed the damage.

**Abilities** Str 31, Dex 15, Con 28, Int 9, Wis 16, Cha 10**Feats** Lightning Reflexes, Skill Focus (Perception), Power Attack, Weapon Focus (bite)**Languages** Aklo

## PERSONA: BOEG

*A giant, mad, bugbear, Boeg stalks the White Cliffs atop an ancient bloated ice toad, his massive sword thirsty for warm blood.*

Born to the witch Yem, Boeg is an unusually large bugbear, feral to the point of being almost a beast. When shrieking winds scream through the passes and the snow falls thick like a white shroud, Boeg hunts, alone, and not even fellow bugbears are safe.

**Background:** If there is one thing that gives the bugbears nightmares, it is Boeg, for in his blood, the taint of Vhen Nhar flows especially strong. Born to Yem, the massive Boeg nearly killed her during birth.

At the age of 3, Boeg fled Yem's cave and disappeared into the wilderness. Only years later did he reappear, riding an exceptionally strong and vicious ice toad named Ztherix (an advanced giant glacier toad [page 21]).

**Personality:** Boeg possesses the uncanny intelligence of a hunting beast. Utterly remorseless, he cannot be reasoned with or swayed once he sets his eyes on his prey.

Yet, for all his utter ruthlessness, he still carries a devoted love for his mother, often leaving choice heads of his victims at the entrance to her lair. When he enters his killing frenzy, Yem is the only creature that can calm him – although she rarely bothers to do so.

**Mannerisms:** Boeg froths at the mouth with a constant stream of drool like that of a rabid animal. In battle he screams and wails, lost in his killing frenzy.

**Distinguishing Features:** Boeg stands a little over 8 ft. in height; his white fur, dingy and matted, is missing in places. Scars cover his body. Shards of weaponry are embedded in his thick, matted hide – trophies of his kills.

**Hooks:** Boeg recently massacred the folk dwelling in a mining camp high up in the White Cliffs. The merchant consortium owning the mines wishes to eliminate the Demon of the White Cliffs before continuing operations.

A sudden blizzard strikes the PCs as they explore the White Cliffs. As they seek shelter, Boeg begins his hunt.

In the murderous politics of the Frozen Tears society, Boeg is seen as an important pawn if he can be tamed. The bugbears have no qualms about kidnapping allies of powerful adventurers in exchange for their service in capturing Boeg. Capturing Boeg without killing him is challenging at best as the huge bugbear never surrenders; he must be beaten into submission.

**Tactics:** Boeg only appears during snowstorms or blizzards. He relishes the fear his sudden appearance causes his foes. He rides in fast on Ztherix, immediately raging and targeting the nearest opponent. Boeg makes no distinctions amongst his

opponents. The only thing that stops his rampage is the death of his enemies, the end of the storm or his own death.

### BOEG

CR 12 (XP 19,200)

*This bugbear looms over eight feet tall, heavily scarred with broken bits of weapons imbedded in his hide.*

Male giant Frozen Tears bugbear barbarian 8

CE Large humanoid (goblinoid)

**Init** +1; **Senses** darkvision 60 ft., scent; Perception +6, Sense Motive +1

**Speed** 30 ft.; base speed 40 ft.; **ACP** -2; Acrobatics +3, Climb +11, Ride +7, Stealth +11, Swim +6

**AC** 23, touch 11, flat-footed 22; **CMD** 29; uncanny dodge, +2 vs. traps

(+6 armour [+2 hide], +1 Dex, +7 natural [amulet of natural armour +2], -1 size)

**Resist** cold 10

**Fort** +12, **Ref** +6 (+8 vs. traps), **Will** +4

**hp** 117 (11 HD); **DR**—/1

**Space** 10 ft.; **Base Atk** +10; **CMB** +19

**Melee** +1 flaming greatsword (reach 10 ft.; Power Attack [-3/+9]) +19/+14 (3d8+13/19-20 plus 1d6 fire)

**Ranged** +1 double-bladed throwing kukri (range 30 ft.) +9/+9 (1d6+8/18-20)

**Atk Options** Frightening Appearance (+18), rage

**Combat Gear** double-bladed throwing kukris (2)

**Abilities** Str 26, Dex 13, Con 21, Int 8, Wis 12, Cha 9

**SQ** fast movement, rage powers (animal fury, intimidating glare, roused anger, terrifying howl), stalker, trap sense (+2)

**Feats** Exotic Weapon Proficiency (double-bladed throwing kukri), Extra Rage, Frightening Appearance, Intimidating Prowess, Mounted Stealth, Power Attack, Weapon Focus (greatsword)

**Skills** as above plus Handle Animal +7, Intimidate +18, Knowledge (nature) +7, Survival +9

**Languages** Goblin

**Gear** as above plus boots of the winterlands

**When raging, Boeg has the following modified statistics:**

**AC** 21, touch 11, flat-footed 21; **CMD** 30

(+6 armour [+2 hide], -2 class, +1 Dex, +7 natural [amulet of natural armour +2], -1 size)

**Fort** +14, **Will** +6

**hp** 139

**CMB** +21

**Melee** +1 flaming greatsword (reach 10 ft.; Power Attack [-3/+9]) +21/+16 (3d8+16/19-20 plus 1d6 fire) and bite +5 (1d6+5)

**Atk Options** Frightening Visage, rage (29 rounds, animal fury, intimidating glare [+20], terrifying howl [DC 19])

**Special Options** roused anger

**Abilities** Str 30, Con 23

## PERSONA: MOTHOK

*A herald of Vhen Nhar, Mothok seeks to bring the lurking terror of Vhen Nhar to an unsuspecting world.*

A short, thin Frozen Tears bugbear, Mothok was driven out of bugbear society because of his weakness. Yet in his darkest hours, he found light, the flame of Vhen Nhar. Armed with religious fervour, Mothok seeks vengeance.

**Background:** Physically weaker than others of his kind, Mothok struggled to inspire fear in his victims. Unable to secure a mate and find standing in the tribe, the other bugbears forced Mothok to leave his clan.

While wandering the White Cliffs alone one night, he found himself caught in a terrible blizzard. A flickering flame appeared, guiding him through the storm. The flame led Mothok to a dark cave that seemed to stretch on forever. Sheltered from the storm, Mothok dreamed of his enemies writhing in flames and turning to ashes before him. When Mothok awoke the next morning, he was surprised to find himself lying outside, a smooth rock wall where the cave entrance once was. Yet a name was now burned into his mind, “Vhen Nhar”. Mothok prayed to this name and a fire burned hot deep in his soul, giving him the necessary strength to cause terror in his enemies.

**Personality:** Insecure and dependent on Vhen Nhar’s favour, Mothok is a bully, using his divine power to intimidate those around him. He secretly fears that Vhen Nhar will abandon him and then he will go back to being a despised weakling.

### MOTHOK

CR 9 (XP 6,400)

*This bear-like humanoid’s red eyes blaze with malicious intent.*

Male Frozen Tears bugbear cleric (Vhen Nhar) 7

CE Medium humanoid (goblinoid)

**Init** +2; **Senses** darkvision 60 ft. scent; Perception +3, Sense Motive +3

**Speed** 30 ft.; **ACP** 0; Ride +4, Stealth +8

**AC** 23, touch 12, flat-footed 21; **CMD** 21;

(+4 armour [+1 studded leather], +2 Dex, +5 natural, +2 shield [+1 light steel])

**Resist** cold 10

**Fort** +8, **Ref** +8, **Will** +10

**hp** 66 (10 HD)

**Space** 5 ft.; **Base Atk** +7; **CMB** +9

**Melee** mwk morningstar +10/5 (1d8+2)

**Ranged** +1 flaming double-bladed throwing kukri (range 30 ft.) +9/+9 (1d4+2/1d4+2 +1d6 fire)

**Atk Options** Frightening Appearance (+20)

**Special Actions** channel negative energy 4/day (DC 14 4d6), touch of chaos (5/day), unnerving gaze (5/day)

**Touch of Chaos (Su)** Mothok can imbue a target with chaos as a melee touch attack. For the next round, anytime the target rolls a d20, it must roll twice and take the worst result.

**Unnerving Gaze (Su)** Mothok can target one creature within 30 ft. that can see him with an Intimidate check (with a +2

**Mannerisms:** Mothok shouts and curses even the simplest phrases and commands as if yelling will make others think he’s more imposing than he really is.

**Distinguishing Features:** Mothok’s eyes are the colour of flame. They glow red when he is angered.

**Hooks:** Mothok wishes to spread the faith of Vhen Nhar amongst the bugbears. He seeks powerful allies to aid him in overthrowing Yem the White Mother and assuming her place as the spiritual leader of the Frozen Tears. Intruders that defeat a Frozen Tear’s hunting pack arouse his interest as possible allies

Mothok leads a small band of disenchanting Frozen Tears bugbears. They regularly raid caravans not for heads, but for supplies and weapons. Mothok has even been known to take hostages to ransom back to rich merchants. The PCs could earn a rich reward rescuing a merchant’s kidnapped son or daughter.

Mothok greatly admires the mighty Boeg, seeing the giant bugbear as an avatar of Vhen Nhar himself. Contact with Boeg has so far ended in violence. Mothok seeks allies strong enough to subdue Boeg so that he can “sway” him to his side.

**Tactics:** Mothok seeks to demoralize his opponents first with Frightening Appearance. If this fails, Mothok quickly retreats to let his minions fight while he protects himself with spells. He prefers to wait for his minions to almost claim victory before wading into battle and stealing the glory for himself.

divine bonus) to demoralize the creature as a free action.

**Cleric Spells Prepared** (CL 7th; concentration +10 [+14 when mount is moving]; chaos, fear)

4th—*divine power*, *nightmare*<sup>D</sup> (DC 17), *unholy smite*

3rd—*animate dead*, *bestow curse* (DC 16), *magic vestment*, *Vhen Nhar’s flames*<sup>D</sup> (DC 16)

2nd—*bull strength*, *enthrall* (DC 15), *hold person* (DC 15), *owl’s wisdom*, *scare*<sup>D</sup> (DC 15)

1st—*bane*<sup>D</sup> (DC 14), *cause fear* (DC 14), *command* (DC 14), *magic weapon*, *obscuring mist*, *protection from good* (DC 14)

0—*bleed* (DC 13), *detect magic*, *read magic*, *resistance*

**Combat Gear** *cloak of resistance* +1, *elixir of fire breath*, *potion of cure moderate wounds* (2)

**Abilities** Str 14, Dex 15, Con 13, Int 12, Wis 16, Cha 13

**SQ** stalker

**Feats** Exotic Weapon Proficiency (double-bladed throwing kukri), Frightening Appearance, Intimidating Prowess, Mounted Combat Casting, Skill Focus (Intimidate), Weapon Focus (double-bladed throwing kukri)

**Skills** as above plus Appraise +7, Diplomacy +7, Heal +9, Intimidate +20, Knowledge (planes) +6, Knowledge (religion) +7, Linguistics +7, Spellcraft +6

**Languages** Common, Goblin

**Gear** as above plus 83 gp

## PERSONA: YEM

*The horror of the White Cliffs, the witch mother, Yem, breeds her own foul army of bugbears to terrorize the frozen heights.*

No one creature truly rules the Frozen Tears bugbears, but Yem, the hideous Witch Mother, acts as their spiritual leader and living goddess. Revered with equal parts love and fear, few bugbears dare to disobey her orders and nearly all seek her blessing. A shapeshifter, the bugbear clans never know if she is watching them under the guise of wolf or bird, listening for any word of rebellion. Considered old when the oldest bugbear now living was young, her loins remain unnaturally fertile. To the male bugbears, Yem's favour not only means an increase in clan standing, but a chance to mate with the Witch Mother. Her male offspring develop martial talents greater than ordinary bugbears and her daughters wield powerful magical energies.

Yet Yem is far from divine. The bugbears suspect where her power comes from but if they knew the truth about the pact she struck with a demon, they would rise up to destroy her. Long ago, she made a bargain with the true lord of the White Cliffs, the imprisoned demon lord, Vhen Nhar. In exchange for a sliver of his power, granting her immortality and fecundity, she promised the demon the souls of her offspring (which he

devours to gain the power to break free from his prison). Yem knows this and waits patiently, building her own strength. When Vhen Nhar frees himself, he will be weakened and vulnerable. She plans to utterly destroy him then and feast on his heart to become a demon lord herself. This Yem desires above all else. The fact that Vhen Nhar can grant a renegade like Mothok divine powers means that the time for their battle nears.

**Background:** Over a hundred years ago, Yem's mother belonged to a small demon-worshipping cult, conceiving her daughter during one of their summoning rituals. This demonic heritage brought her great power. When she matured, she first heard the whispers offering her even greater power. She's always assumed it was her demonic father. Yem accepted the offer of the mysterious whispering voice, becoming the first and only witch among the Frozen Tears. Her new powers brought the ability to transform into animals, allowing her to roam far and wide across the White Cliffs.

One night, she heard a different call. The demon blood in her burned as it sensed kinship with an evil presence nearby. Coming upon a gaping hole in the ground, Yem flew down into the freezing darkness and there found Vhen Nhar' ice-shrouded

**YEM** CR 15 (XP 51,200)  
*This humanoid is covered in shimmering white fur, her long fingers cruelly clawed and her belly distended as if pregnant.*  
Female half-fiend Frozen Tears bugbear witch (transformation)  
13  
CE Medium outsider (native)  
**Init** +3; **Senses** darkvision 60 ft., scent; Perception +13 (+15 if familiar within arm's reach), Sense Motive +1 (+3 if familiar within arm's reach)  
**Speed** 30 ft., fly 60 ft. (good); **ACP** 0; Fly +20, Stealth +33  
**AC** 23, touch 13, flat-footed 20; **CMD** 24  
(+4 armour [bracers of armour +4], +3 Dex, +6 natural)  
**Immune** poison; **Resist** acid 10, cold 10, fire 10  
**Fort** +10, **Ref** +10, **Will** +10; **SR** 26  
**hp** 147 (16 HD); **DR** magic /5  
**Space** 5 ft.; **Base Atk** +8; **CMB** +11  
**Melee** bite +11 (1d6+3) and  
2 claws (amulet of mighty fists +2) +14 (1d4+5)  
**Ranged** Vhen Nhar's Claw (+1 flaming double-bladed throwing kukri) (range 30 ft.) +10 (1d4+4/18-20 plus 1d6 fire)  
**Atk Options** Frightening Appearance (+31), smite good (+11 to attack, +11 damage, +4 AC)  
**Special Actions** hex (agony [DC 22], cackle, charm [DC 22], disguise, evil eye [DC 22], misfortune [DC 22], nightmares [DC 22]), scry on familiar (1/day)  
**Witch Spells Prepared** (CL 13th; concentration +18 [+22 casting defensively or grappling]; Augment Summoning, share spells)  
7th—control weather, summon monster VII  
6th—flesh to stone (DC 21), form of the dragon I, summon

### monster VI

5th—baleful polymorph (DC 20), beast shape II, dominate person (DC 20), summon monster V  
4th—beast shape II, crushing despair (DC 19), dimension door, phantasmal killer (DC 19), summon monster IV  
3rd—beast shape I, bestow curse (DC 18), dispel magic, summon monster III, sleet storm  
2nd—alter self, bear's endurance, scare (DC 17), summon monster II, summon swarm  
1st—burning hands (DC 16), cause fear (DC 16), jump, ray of enfeeblement (DC 16), summon monster I  
0—bleed (DC 15), detect magic, message, read magic, touch of fatigue (DC 15)  
**Spell-like Abilities** (CL 16th, concentration +20 [+24 casting defensively or grappling])  
3/day—darkness  
1/day—desecrate  
**Combat Gear** wand of cure moderate wounds (30 charges)  
**Abilities** Str 16, Dex 17, Con 21, Int 20, Wis 12, Cha 18  
**SQ** stalker  
**Feats** Augment Summoning, Brew Potion, Combat Casting, Exotic Weapon Proficiency<sup>B</sup> (double-bladed throwing kukri), Frightening Appearance, Intimidating Prowess, Skill Focus (Stealth), Spell Focus (conjuration), Weapon Focus (claws),  
**Skills** as above plus Heal +13, Intimidate +31, Knowledge (arcana) +17, Knowledge (history) +17, Knowledge (nature) +17, Knowledge (planes) +17, Spellcraft +25, Use Magic Device +16  
**Languages** Abyssal, Aklo, Common, Goblin  
**Gear** as above plus belt of physical might +2 (Con, Dex)

prison. After sealing her pact with the imprisoned demon lord, Yem returned to her clan, slew her mother, the other cult members and any bugbear with knowledge of the cult and her demonic legacy. She took the strongest male bugbear as a mate and bore him a strong son. She was quickly pregnant again, with another mate, this time giving birth to a daughter. As the other bugbears saw these children grow and the power they displayed,

## YEM'S HEXES

As a witch (*Advanced Player's Guide*) Yem has access to the hex class ability. Yem's hexes have the following abilities:

**Agony (Su):** With a quick incantation, Yem can place this hex on one creature within 60 feet, causing them to suffer intense pain. The target is nauseated for 13 rounds (DC 22 Fortitude save negates). If the saving throw is failed, the target can attempt a new save each round to end the effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

**Cackle (Su):** Yem can cackle madly as a move action. Any creature within 30 feet under the effects of her agony, charm, evil eye, fortune or misfortune hex has the duration of that hex extended by 1 round.

**Charm (Su):** Yem can charm an animal or humanoid creature within 30 feet by beckoning and speaking soothing words. This improves the attitude of an animal or humanoid creature by 2 steps, as if she had successfully used the Diplomacy skill. The effect lasts for 5 rounds. A DC 22 Will save negates this effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day. This is a mind-affecting charm effect.

**Disguise (Su):** Yem can change her appearance for 13 hours a day, as if using *disguise self*. These hours do not need to be consecutive, but they must be spent in 1-hour increments.

**Evil Eye (Su):** Yem can cause doubt to creep into the mind of a visible foe within 30 feet. The target takes a –4 penalty on one of the following (Yem's choice): AC, ability checks, attack rolls, saving throws or skill checks for 8 rounds. A DC 22 Will save reduces this to just 1 round. This is a mind-affecting effect.

**Misfortune (Su):** As a standard action, Yem causes a creature within 30 feet to suffer grave misfortune (DC 22 Will save negates) for 2 rounds. During that time when the target makes an ability check, attack roll, saving throw or skill check, it must roll twice and take the worse result. A creature cannot be targeted by this hex again for 1 day.

**Nightmares (Su):** Calling upon fell powers, Yem can place a hex on a creature within 60 feet that causes its sleep to be tormented by terrible nightmares. This functions as the spell *nightmare* each time the affected creature attempts to rest. A DC 22 Will save negates this effect. If the save is failed, the target must make a new save each night or be unable to rest.

the males vied with each other to reproduce with her. Thus did she consolidate her hold over the Frozen Tears bugbears.

**Personality:** Cruel, ruthless and a little paranoid, Yem loves none of children, with the exception of perhaps the feral Boeg. While she wields incredible personal power, she delights more in the power she holds over others. She transforms into animals to spy on the other clans and uses the knowledge gained to set rivals against each other. She keeps her currently oldest surviving daughter, Zega, close. She knows of Zega's ambition to supplant her but so far Zega has been useful and may prove even more useful in the future should Vhen Nhar free himself. Those who are no longer useful to Yem quickly disappear.

**Mannerisms:** Yem exudes an aura of power and menace. When she speaks, she expects to be obeyed. She uses Intimidate on those who do not quickly jump to her commands.

**Distinguishing Features:** Yem uses magic to appear as a young, beautiful bugbear female. She wears a heavy cloak to hide her wings and her belly is constantly swollen with child. Her true appearance is of a nearly skeletal bugbear with lustreless gray fur, pitch black bat-like wings and blazing red eyes.

**Hooks:** Any adventurer that spends enough time in the White Cliffs interacting with the bugbears inevitably learns about Yem, the Witch Mother of the Frozen Tears. Mothok, Zega and any other ambitious bugbear clan leader would like to see Yem's rule ended, believing her powers would pass to them. Additionally, Yem herself is not above using powerful adventurers for her own ends, either to thwart a rival or more importantly for her, to test Vhen Nhar's defences.

**Tactics:** In combat, Yem relies on her summon spells to deal with opponents while she stays out of melee. When faced with strong resistance, she uses *dimension door* to escape and calls allies to fight for her. If cornered and pressed into melee, Yem utilizes her most powerful transformation spells.

## SNOW TOAD FAMILIAR

CR — (XP 0)

N Small animal

**Init** +1; **Senses** low-light vision, scent; Perception +13, Sense Motive +2

**Speed** 5 ft.; **ACP** 0; **Stealth** +37

**AC** 24, touch 15, flat-footed 23; **CMD** 8 (12 vs. trip) (+1 Dex, +9 natural, +4 size)

**Immune** cold **Weaknesses** fire vulnerability

**Fort** +4, **Ref** +7 (improved evasion) **Will** +10; **SR** 18  
**hp** 73 (16 HD)

**Space** 1 ft.; **Base Atk** +6; **CMB** -3

**Melee** bite (reach 0 ft.) +5 (1d3-5 plus 1d3 cold)

**Atk Options** deliver touch spells

**Abilities** Str 6, Dex 12, Con 8, Int 12, Wis 15, Cha 9

**Feats** Skill Focus (Perception)

**Skills** as above

**Languages** emphatic link, speak with animals of its kind, speak with master

## PERSONA: ZEGA

*A powerful sorceress, Zega desires to rule the Frozen Tears bugbears above all else, even if it means killing her own mother.*

A stunted, twisted bugbear, Zega's appearance belies her inner strength, determination and utter lack of empathy with others. Wily, cunning, and utterly vicious, she is the most feared and reviled bugbear female next to her mother.

**Background:** One of Yem's oldest daughters, Zega was born twisted and deformed. She wishes to conceive children to consolidate her power base but has been unable to do so. She hopes that if she can replace her mother as the leader of the Frozen Tears Vhen Nhar will bless her like he has her mother.

**Personality:** Stuttering and ugly, Zega makes up for these deficiencies with a shrewd intelligence and a knack for inter tribe politics. Confident in her power, Zega resorts to bullying and intimidation to keep the other bugbears in line while she builds alliances to assume control of the tribe once her mother is gone.

**Mannerisms:** Zega speaks with a stutter when dealing with others. However, once her magic flows through her, her malformed frame seems to radiate with power, lending strength to both voice and words.

**Distinguishing Features:** Zega is shorter than most bugbears, her spine crooked, giving her a hunched appearance. She walks on bent legs, her thick fur matted and dirty.

**Hooks:** Zega's ambition is to replace her mother, Yem, who in her mind has lived too long. Not powerful enough to depose of Yem without aid, she seeks expendable allies to accomplish this deed for her.

Hearing of adventurers strong enough to oppose the Frozen Tears, Zega uses her magic to disguise herself as a fair maiden of nature. Relaying a tale of woe and suffering at the hands of the bugbears, Zega gladly details the location and layout of Yem's lair so that the PCs might destroy her.

If the PCs see through her disguise or remain uncooperative to her pleading, Zega resorts to kidnapping a PC or one of their allies in exchange for the adventurers' cooperation. It is a bargain Zega has no intention of keeping, though, if they succeed.

**Tactics:** Zega disdains direct confrontation, using guile or intimidation to get what she wants. If pressed into battle, she casts her most powerful spells first and flees if reduced to less than half her hit points, leaving behind any remaining bugbears to their fate.

If encountered outside her home she is invariably riding her gigantic ice toad steed (page 21). She rarely travels thusly alone, but accompanies groups of warriors to defeat particularly large or obviously accomplished bands of travellers.

### ZEGA

CR 12 (XP 19,200)

*This stunted bugbear's body radiates an aura of power.*

Female advanced Frozen Tears bugbear sorcerer (Yem) 10

CE Medium humanoid (goblinoid)

**Init** +8; **Senses** darkvision 60 ft., scent; Perception +15, Sense Motive +3

**Speed** 30 ft.; **ACP** 0; Fly +15, Ride +13, Stealth +21 (+25 in snow)

**AC** 26, touch 14, flat-footed 22; **CMD** 26

(+4 armour [*mage armour*], +1 deflection [*ring of protection* +1], +4 Dex, +7 natural [*amulet of natural armour* +2])

**Immune** fear **Resist** cold 10

**Fort** +6, **Ref** +10, **Will** +11

**hp** 90 (13 HD)

**Space** 5 ft.; **Base Atk** +7; **CMB** +11

**Melee** mwk shortspear +12/+5 (1d6+4)

**Ranged** *Vhen Nhar's Claw* (+1 flaming double-bladed throwing kukri) (range 30 ft.; Point Blank Shot) +12 (1d4+4/18-20 plus 1d6 fire)

**Atk Options** Frightening Appearance (+27 [+29 with frightening Visage]), terror to behold

**Frightening Visage (Su)** 7 times a day, Zega can distort her face into a frightening visage as a free action, granting a +2 bonus to Intimidate skill checks.

**Terror to Behold (Su)** Twice a day, as a standard action, Zega can target a creature she can see. The creature must make a DC 20 Will check or be frightened for 5 rounds. A creature who makes its save is shaken for 1 round.

**Sorcerer Spells Known** (CL 10th; concentration +15 [+19 when mount is moving]; spell penetration +17)

5th (4/day)—*cloudkill* (DC 20)

4th (6/day)—*fear* (DC 21), *phantasmal killer* (DC 21), *wall of fire*

3rd (7/day)—*fireball* (DC 18), *fly*, *icy repose*, *Vhen Nhar's flames*

2nd (7/day)—*flaming sphere* (DC 17), *greater terror blade* (DC 19), *invisibility*, *scare* (DC 19), *scorching ray*

1st (7/day)—*alarm*, *burning hands* (DC 16), *cause fear* (DC 18), *mage armour*, *ray of enfeeblement* (DC 16), *terror blade* (DC 18)

0—*bleed* (DC 15), *dancing lights*, *detect magic*, *flare* (DC 15), *ghost sounds* (DC 15), *ray of frost*, *read magic*, *resistance*, *touch of fatigue* (DC 15)

**Combat Gear** *potion of cure moderate wounds* (2)

**Abilities** Str 18, Dex 19, Con 16, Int 18, Wis 16, Cha 21

**SQ** darkest fear, stalker

**Feats** Eschew Materials<sup>B</sup>, Exotic Weapon Proficiency (double-bladed throwing kukri), Frightening Appearance, Intimidating Prowess<sup>B</sup>, Improved Initiative, Mounted Casting, Mounted Stealth, Point Blank Shot, Spell Penetration, Weapon Focus (double-bladed throwing kukri)

**Skills** as above plus Bluff +16, Intimidate +25 (+27 to demoralize), Knowledge (arcana) +16, Spellcraft +16, Survival +14, Use Magic Device +17

**Languages** Common, Goblin

**Gear** as above plus *winter's cloak*, 25 gp



## VHEN NHAR

The true demon of the White Cliffs is the abyssal lord, Vhen Nhar. A being mostly forgotten now by all but the most knowledgeable demonologists, he once challenged the gods in his quest for divinity. In punishment, they cast him down to the material plane where he fell into a lush region of majestic cliffs. There, the gods imprisoned the fiery demon in an ice prison, earning the region the name "The White Cliffs."

Over the millennia the gods forgot Vhen Nhar. In that time, he has incessantly plotted escape and revenge. As the spells forming his prison gradually weakens through the power he gains by devouring souls. Vhen Nhar can affect more and more of the outside world. As a demon specializing in fear, he felt an instant connection to the bugbears that gradually populated the area, drawn by his presence. He works through them, to spread the fear and terror that he cannot. To that end, Vhen Nhar granted Yem her magic powers, long life and fecundity in exchange for her soul and the souls of all her offspring. While the Frozen Tears sow terror throughout the region, Vhen Nhar impatiently waits until he is free to show the mortal world true fear. Secretly, he loathes the cold loving bugbears, but for now, they are his unwitting allies.

**Areas of Concern** Fear, Fire; **Domains** Chaos, Evil, Fear (page 14), Fire; **Favoured Weapon** double-bladed throwing kukri

### VHEN NHAR SPAWN

CR 6 (XP 2,400)

*The frozen headless body of a humanoid lumbers forward.*

CE Medium undead

**Init** +1; **Senses** blindsight 60 ft.; Perception +2, Sense Motive +2

**Speed** 30 ft.; **ACP** 0

**AC** 19, touch 11, flat-footed 18; **CMD** 25

(+1 Dex, +8 natural)

**Immune** 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), cold

**Fort** +4, **Ref** +5, **Will** +11

**hp** 72 (9 HD); fire healing

**Fire Healing (Su)** When the Vhen Nhar Spawn is affected by fire, the damage dealt instead heals a like number of hit points.

**Space** 5 ft.; **Base Atk** +6; **CMB** +14

**Melee** 2 slams +14 (1d4+8 plus grab)

**Atk Options** grab, heat drain

**Grab (Ex)** If it hits a Medium or smaller target with its bite, the Vhen Nhar spawn can try to grapple as a free action without provoking attacks of opportunity.

**Heat Drain (Su)** On a successful grapple, the Vhen Nhar Spawn absorbs the warmth of a living creature dealing 1d6 points of Constitution damage.

**Abilities** Str 26, Dex 12, Con —, Int —, Wis 14, Cha 16

**Feats** Weapon Focus<sup>B</sup> (slam)

### VHEN NHAR SPAWN

Vhen Nhar's power occasionally manifests in the headless, slain corpses of the Frozen Tears bugbears victims. These corpses rise as frozen undead, the stumps of their neck charred as if by fire. This effect is caused by Vhen Nhar's unholy energy filling them. Like Vhen Nhar himself, they hunger for warmth.

### ECOLOGY & SOCIETY

Vhen Nhar Spawn are created from the creatures slain by the Frozen Tears bugbears. The bugbears' link to Vhen Nhar occasionally infuses the corpse with the malevolent demonic energy of Vhen Nhar himself. Only 1 in 20 of those killed by the Frozen Tears become Vhen Nhar Spawn. Those that do rise as undead 1d4 days after being slain. Vhen Nhar Spawn do not make lairs. Mindless and tireless, they wander the White Cliffs in a never ending search for warmth.

Vhen Nhar Spawn are always encountered alone. They do not form packs or interact with others of their kind. Even creatures slain next to each other that rise on the same night drift their separate ways. Due to their mindless nature, Vhen Nhar Spawn can be encountered day or night.

Though they appear to be frozen headless corpses, Vhen Nhar Spawn seek nothing but warmth, whether be it from flame or the warm bodies of living creatures. This hunger is a direct manifestation of Vhen Nhar's own hunger for fire as he lies entrapped in his icy prison.

### COMBAT AND TACTICS

When Vhen Nhar Spawn detect living creatures with their blindsight, they immediately move to attack the nearest living creature. Vhen Nhar Spawn attack relentlessly, using their heat drain special ability until their opponent is dead. Vhen Nhar Spawn fight until they are destroyed.

### VHEN NHAR SPAWN LORE

A character making a Knowledge (religion) check may know some information about Vhen Nhar Spawn. A successful check reveals all information gained by a lesser check.

**DC 16:** This is a Vhen Nhar Spawn. It is named by the Frozen Tears bugbears after their demonic patron.

**DC 21:** Vhen Nhar Spawn are created from the corpses of the Frozen Tear's victims. These mindless undead crave warmth.

**DC 26:** Vhen Nhar Spawn grapple their opponents, sucking the warmth from their bodies. Even though they appear to be frozen corpses, fire does not hurt them.

## COMPILED LISTS

### ALTERNATE RACE & CLASS FEATURES

**Frozen Tears:** Bugbear gains tribal abilities and traits.

**New Sorcerer Bloodline:** Yem.

**New Domain:** Fear.

**Alternate Familiar:** Snow toad.

### NEW MONSTER

**Vhen Nhar Spawn:** Medium undead.

### STAT BLOCKS BY CR

CR		PAGE
5	Frozen Tears Warrior CE Frozen Tears bugbear warrior 4	18
6	Frozen Tears Adept CE advanced Frozen Tears bugbear adept 4	19
6	Glacier Toad N magical beast	18
7	Son of Yem CE Frozen Tears bugbear fighter 3/ranger 1	20
8	Advanced Giant Glacier Toad N magical beast	21
8	Daughter of Yem CE advanced Frozen Tears bugbear sorcerer (Yem) 6	21
9	Mothok CE Frozen Tears bugbear cleric 7	23
12	Boeg CE giant Frozen Tears bugbear barbarian 8	22
12	Zega CE advanced Frozen Tears bugbear sorcerer (Yem) 10	26
15	Yem CE female half-fiend Frozen Tears bugbear witch (transformation) 13	24

### NEW MAGIC ITEMS

GP	
3,300	<i>Shrieking Head</i>
3,600	<i>Winter's Cloak</i>
6,375	<i>Vhen Nhar's Claws</i>

### NEW SPELLS

#### 1ST-LEVEL

**Terror Blade:** Infuses a weapon with terror; struck targets are frightened for 1d6 rounds.

#### 2ND-LEVEL

**Greater Terror Blade:** Infuses a weapon with terror; struck targets are panicked for 1d6 rounds.

**Icy Repose:** Preserves a corpse in ice.

#### 3RD-LEVEL

**Icy Repose:** Preserves a corpse in ice.

**Vhen-Nhar's Flames:** Subject wreathed in flames; suffers 1d6+1 per two caster levels penalty to Constitution and Wisdom.

### NEW FEATS

FEAT	PREREQUISITES	BENEFIT
Frightening Appearance	Tribal membership, BAB +1	Demoralize flat-footed opponent as a free action during a surprise round.
Herding Blow	Tribal membership, BAB +6	Attempt a bull rush as a free action with a successful melee attack.
Mounted Casting	Tribal membership, ability to cast spells, Ride 1 rank	Gain a +4 to concentration checks made to cast spells while mount is moving.
Mounted Stealth	Tribal membership, 1 rank ride, 1 rank Stealth	You and your mount gain a +2 bonus to Stealth checks.

## CULTISTS OF HAVRA ZHOUL

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## 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 42]).

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 Zhoul.

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 Zhoul "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 *taxi*). 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 34]), 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**

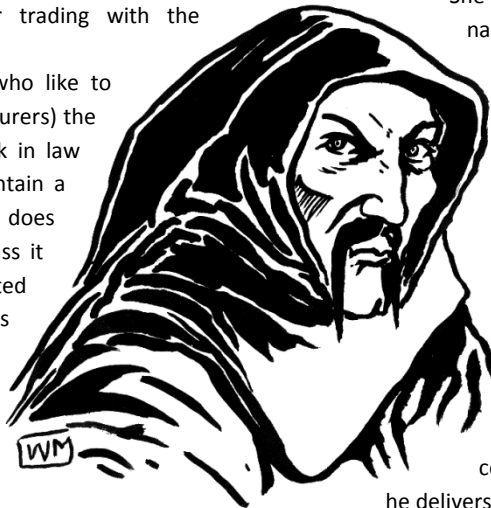
Vederian is the steward of Zhouk Keep, a cold and forbidden fortress. The keep is set at the shore of a large lake, where a mountain range abruptly ends in high cliffs and rocky hills filled with dangerous monsters and treacherous terrain. The keep, and the town that's sprung up around it, is the frontier. 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 Zhou 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 Balvardesse 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.

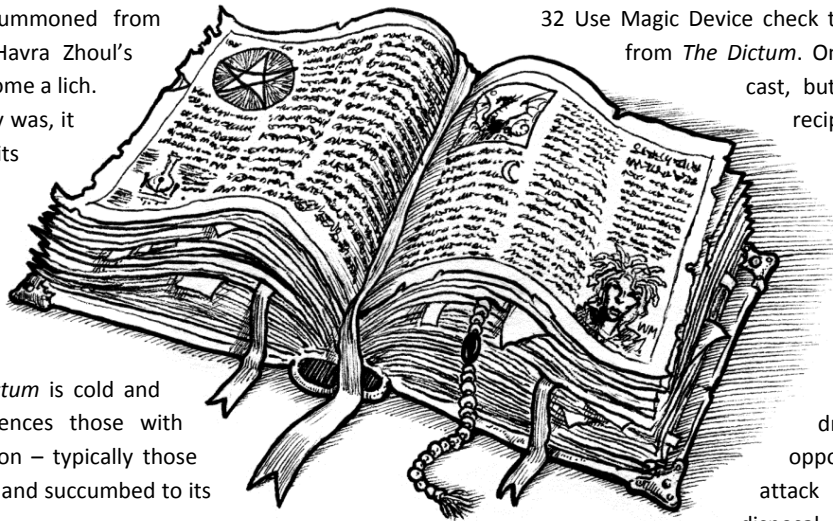
At the end of the casting time, the creature can make a DC 32 Use Magic Device check to control the power surge from *The Dictum*. On a failure, the spell is still cast, but both the caster and the recipient take 1d4 Con damage.

**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 38 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 (conjunction [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 42).

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 (conjunction [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 40). 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 41). 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**

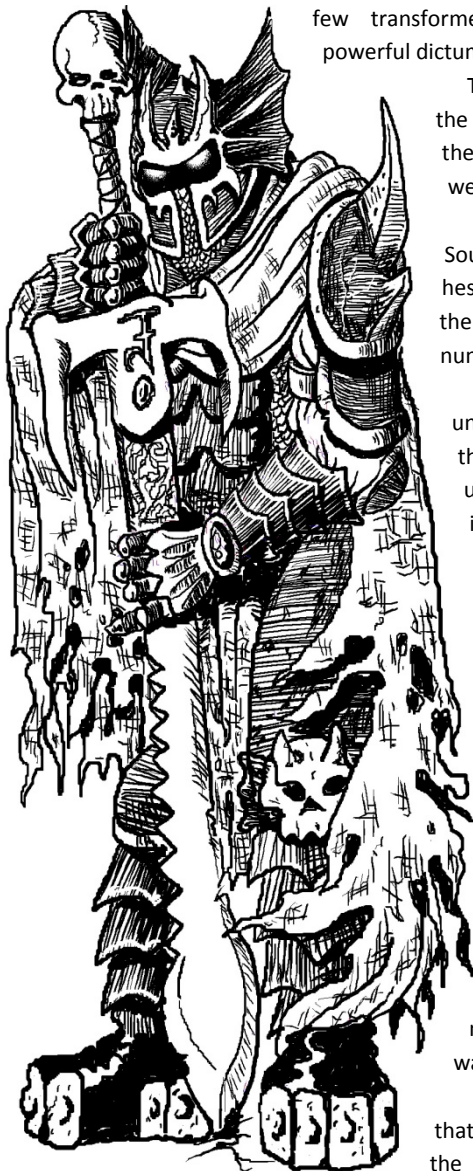
During her crusade, Havra Zhou summoned a legion of devils to strengthen her forces. She used a foul rite, the *binding of the wrathful soldier* (page 39), to summon spirits from the Hells, who then possessed sacrificial victims to enter the world. Most of her victims were unwilling subjects, and so 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 39). 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 be anything used when brewing a potion, such as a mortar and

pestle or a stirring spoon. A chaspah’s spells come through 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.

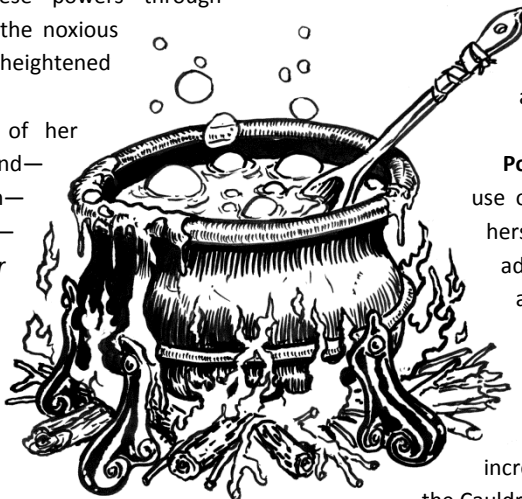
This replaces the witch’s hex at 1st level.

**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

## PERSONA: DEANNE HUYN-VENEER

*"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.



## PERSONA: 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 Zhour 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 birth, 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.



## PERSONA: 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 50). 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.



**HAVRA ZHOUL** CR 11 (XP 12,800)*The ghostly form of a broken woman rises from the book.*

Female human ghost inquisitor 10

LE Medium undead (augmented humanoid, incorporeal)

**Init** +2 (Lookout); **Senses** darkvision 60 ft.; Perception +24, Sense Motive +21 (*discern lies*)**Discern Lies (Sp [immediate; 10 rounds/day])** Havra Zhour can *discern lies*. These rounds do not need to be consecutive.**Lookout (Ex)** 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).**Speed** fly 30 ft. (perfect); **ACP** 0; Fly +20, Stealth +20 (incorporeal)**AC** 13, touch 13, flat-footed 13; **CMD** 20; Duck and Cover (+4 deflection, -1 Dex)**Duck and Cover (Ex)** Havra Zhour gains a +2 shield bonus to AC if adjacent to an ally that has this feat which is wielding a shield.**Immune** 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 *ghost touch* weapons); nonmagical attacks**Fort** +11, **Ref** +4 (Duck and Cover), **Will** +12 (+16 vs. channelling); non-damaging corporeal spells and effects have a 50% chance of affecting Havra Zhour**Duck and Cover (Ex)** 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).**hp** 108 (11 HD); half damage from corporeal spells or weapons**Space** 5 ft.; **Base Atk** +7; **CMB** +7**Melee Touch** corrupting touch +6 (11d6 [DC 19 Fortitude halves]) or**Melee Touch** draining touch +6/+1 (1d4 ability drain [chosen by Havra Zhour] plus Havra Zhour heals 5 hp on a hit)**Atk Options** Vital Strike, bane, judgement, solo tactics, staff of order**Bane (Su [swift; 10 rounds/day])** Havra Zhour imbues a wielded weapon with the *bane* (one creature type) weapon quality; these rounds need not be consecutive.**Judgement (Su [swift; 4/day])** 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.

- **Destruction** Havra Zhour gains a +4 sacred bonus on weapon damage rolls.
- **Healing** Havra Zhour gains fast healing 4.
- **Justice** Havra Zhour gains a +3 sacred bonus on attack rolls and a +6 bonus to confirm critical hits.
- **Piercing** Havra Zhour gains a +4 sacred bonus on concentration and spell penetration checks.

- **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*, *bless*, *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

## COMPILED LISTS

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### STAT BLOCKS BY CR

CR		PAGE
3	Dictum Acolyte LE male human Dictum cultist rogue 4	42
4	Bervos Soulbright CE male human Dictum cultist barbarian 5	46
4	Delcium "The Dark" N male human wizard (diviner) 3/expert 4	35
6	Deanne Huyn-Veneer NE female half-elf Dictum adept witch (chaspah) 6	44
7	Vederian Soulbright LN male human Dictum adept aristocrat 8	48
11	Havra Zhoul LE female human ghost inquisitor 10	51

### NEW WITCH ARCHETYPE

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

### NEW CLERIC SPELLS

#### 6TH-LEVEL

**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 Zhoul.

### NEW TEMPLATES

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

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

## DUERGAR OF THE OBSIDIAN CITADEL

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## DUERGAR OF THE OBSIDIAN CITADEL

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Dwelling deep below a chain of active volcanoes, the Duergar of the Obsidian Citadel perfect the art of crafting instruments of war. These they sell for precious gold, or even better, trade for the innocent lives of others. Sallying forth from their noisome fortress, they use their natural stealth and invisibility to raid the surface world for the things they cannot produce – things of peerless beauty such as fair maidens, epic poetry and talented minstrels.

### ECOLOGY & SOCIETY

The duergar dwelling in the sprawling fortress complex of the Obsidian Citadel live in a strict hierarchal structure. Ruled by a hereditary king, the heads of the clans form a small council to assist in governing. Intrigue and corruption are rife among the ruling class as clans jostle for power and influence. Yet, one thing they agree on is that every duergar must contribute to furthering the Obsidian Citadel's needs – creating the fine weapons, armour and other quality items for which it is famed.

To this end, duergar are apprenticed at an early age, taught to pump billows and bend steel with a hammer. When a duergar reaches adulthood, his training is further refined based on one of three competencies he has shown – strength, intelligence or guile. Separated from his fellows, he is taught either the arts of war, magic or stealth. A duergar who shows no skill at the forge brings great shame to his family and clan. He is either killed in an “accident” or exiled from the citadel. Only those with great strength (or rich parents) can redeem their honour by joining an elite force of duergar fighters, The Destroyers, who practice not the art of creation but destruction.

The duergar take great pride in their work, making them haughty and cruel when dealing with outsiders. Dedicated to their craft, they have lost the ability to create other things of beauty such as song, poetry and other forms of expressive, benign art. Yet their black hearts remember those things, craving them as much as their desire to forge instruments of war. To

fulfil this need, they sneak into the surface world, using their scouts and infiltrators to find beauty (whether objects or people) and steal them away to their lightless halls. Stealth and invisibility are their allies and few people outside the citadel suspect the duergar. What the duergar cannot steal, they trade for; flesh is even more valuable than gold to them.

**Appearance:** Physically, the duergar of the Obsidian Citadel appear much the same as others of their kind. However, a male's beard grows long and wispy and the females sport stringy, dark hair. Their armour is stained black and the stench of volcanic gases clings to them.

**Male Names:** Berg, Fiak, Hvittr, Kiljan, Povi, Ragn, Teis, Vafri.

**Female Names:** Daga, Impi, Malaat, Olu, Saaga, Ylva, Zylla.

**Clan Names:** Darkhelm, Kilaxe, Nightstar, Shattershield.

**Religion:** The folk of the Obsidian Citadel have little love for the gods, believing that the gods drove them deep into the earth because of their jealousy of the duergar's smithing skills. When a duergar finds religion it is usually through a dark power that offers them rewards, riches and dominion over their kin.

### LAIRS

The majority of the duergar live in the vast cavernous halls of the Obsidian Citadel, named from the stone from which it is hewn. Laid out in a grid pattern, the king's palace sits at the centre. Tunnels of hot magma nearby, coupled with the heat from the numerous forges, causes the air to be oppressive and stiflingly hot. Numerous, well-patrolled tunnels lead deeper into the Ebon Realm. Other tunnels run to the surface, ending at cave entrances along the charred peaks of the volcanoes. It is these caves that the duergar use to trade with outsiders. Usually, a small forge sits in the cave so the duergar can work his craft when not dealing with, or stealing from, customers.

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### IN YOUR CAMPAIGN

*Duergar of the Obsidian Citadel's* design enables a GM to easily insert the featured tribe into a home campaign. The duergar can provide a source of magic weapons and armour to intrepid adventurers willing to risk dealing with them.

A group of duergar marauders laden with the latest spoils of their surface raids – objects and folk of great beauty – accidentally could run across a group of PCs.

Alternatively, those who have sold loved ones to the duergars often later have regrets and would willingly pay a group of adventurers to infiltrate the Obsidian Citadel to rescue those they hold most dear.

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### TRIBAL LORE

A character making a Knowledge (local) check may know some information about the tribe. A successful check reveals all information gained by a lesser check.

**DC 12:** The black armour identifies this stocky, gray-skinned humanoid as a Duergar of the Obsidian Citadel.

**DC 17:** The Duergar of the Obsidian Citadel are known for their fabulous weapons, armour and other items. However, some of those objects carry potent curses.

**DC 22:** The Obsidian Citadel secretly sends out raids against the surface world. The duergar hunt for people and objects of peerless beauty to brighten their barren halls.

## COMBAT & TACTICS

The training the duergar receive at the Obsidian Citadel focuses on an individual's natural talents and innate magical abilities. Thus the strong become fighters, the nimble serve as scouts and the shrewd train to be wizards. Coupled with their ability to grow in size and turn invisible, the duergar have developed unique and deadly tactics.

Within the environs of the Obsidian Citadel, duergar warriors led by a captain make regular patrols, sweeping the numerous passageways leading in and out of the fortress. A typical hallway leading into the Obsidian Citadel is 20 ft. wide and 10 ft. high (to allow the duergar to make full use of their *enlarge person* ability). This way, two patrol members can hold the passageway while the others turn invisible to slip behind intruders from a connecting hallway. If given enough room, the enlarged duergar fan out about 5 ft. apart so they can use their reach while their allies shoot crossbows at enemies that get between them.

Additional, duergar bands patrol day and night in a ten-mile radius on the surface, relying on their Survival skill to navigate the harsh landscape. Patrols above ground make extensive use of scouts who range ahead to warn of dangerous monsters and possible intruders. Because of the number of travellers coming to do business, the duergar offer to provide an armed escort through their land (for a hefty price, of course). Troublemakers are dealt with quickly and decisively.

In battle, half the warriors enlarge themselves and hem their enemies together while the scouts and other warriors turn invisible to surround or flank their foe, targeting lightly armoured and spellcasters first. The captain of the patrol typically charges his silver steed into clusters of the enemy.

The duergars' desire to possess objects of beauty drives them to frequently raid the surface world. Such groups consist of mostly scouts with one or two infiltrators, a wizard and a small contingent of warriors lead by a captain. The latter are mostly for protection and the guarding of slaves once they are acquired. The raiding party travels by night, using the duergar affinity for stealth to move through the surface lands undetected. Scouts slip into settlements to select potential targets like art objects, beautiful men or women, skilled artists and so on. Once a target has been selected, a Obsidian Infiltrator sneaks in to steal the item or victim. The infiltrator has 24 hours to make it back to his allies hiding outside the settlement before they give him up as lost and move on. If a duergar is caught in a town or city, it can be assumed a raiding party is nearby. Under no circumstances do raiding parties attempt to rescue captured allies. If discovered and attacked, the warriors, scouts and captain give their lives so that the wizard and infiltrators can escape. The life of an average duergar warrior is cheap compared to the training required to become a wizard or infiltrator.



## THE OBSIDIAN CITADEL

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The Obsidian Citadel lies under an inhospitable range of active volcanoes. Here, frequent lava flows change the surface of the landscape, geysers of noxious gas burst suddenly from the ground and giant flies lust for the blood of unprotected travellers.

Underground, the stifling heat of the duergars' forges clogs lungs and the unending darkness cloaks danger at every step. Offered below are some ideas the GM can use to make adventuring in and around the environs of the Obsidian Citadel more exciting. Additionally, Raging Swan's *Caves and Caverns* provides a host of terrain elements for travelling underground.

The Obsidian Citadel serves the duergar not just as a fortress but additionally as a community. Travel into the city is normally restricted to duergar only, but a few outsiders have been granted access. With the right palms greased, adventurers may gain closely monitored access to the Obsidian Citadel.

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### INTERIOR TERRAIN FEATURES

Within the Obsidian Citadel, intruders will experience several unique features of the duergars' home:

**Echoes:** The sounds of hammer on metal echo through the Obsidian Citadel increasing the DC of Perception checks made to hear by 2 per 10 ft., not 1.

**Illumination:** Darkness cloaks much of the citadel's interior. However, near forges and workshops enough light sources exist to provide dim illumination (20% miss chance).

**Heat Exposure:** Nearby magma and the heat generated from countless forges makes areas of the Obsidian Citadel exceedingly hot. A character in very hot passages (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armour of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description). Characters rendered unconscious begin taking lethal damage (1d4 points per hour).

**Mazelike Corridors:** The passageways leading in and out of the Obsidian Citadel are designed to confuse intruders. The smooth floors and walls are utterly featureless with numerous branching hallways frequently leading to dead ends. Travelling the corridors without a duergar guide requires a DC 15 Survival check per hour to avoid getting lost. A character may realize he is lost with a DC 20 Survival check (-1 per hour of travel). A lost character can regain his bearings with a DC 20 +2 per hours travelled Survival check. However, frequent duergar patrols means that few intruders stay lost for long.

LE small city

**Corruption** +4; **Crime** -2; **Economy** +2; **Law** +5; **Lore** +1; **Society** -1

**Qualities** insular, magically attuned, prosperous, racially intolerant (dwarves)

**Danger** +5

### DEMOGRAPHICS

**Government** overlord; **Population** 7,500 (5,500 duergar; 2,000 other [slaves])

### NOTABLE NPCS

**Princess Vormarra Shattershield** (LE female duergar fighter [dragon] 10)

**Reigal** (CE male duergar rogue 3/sorcerer 4/arcane trickster 7)

**Kavar Teethgrinder** (LE male duergar expert 2/wizard 11)

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### SURFACE TERRAIN FEATURES

The area around the Obsidian Citadel has several unique features:

**Blood Flies:** Swarms of engorged flies the colour of dried blood make this area home. The flies are exceptionally adept at finding vulnerable areas in armour and clothing to bite their victims. Unless suitable precautions are made to cover oneself head to toe, once a day, anyone travelling through this area must make a DC 14 Fortitude save or take 1d2 points of Constitution damage from the blood loss resulting from numerous fly bites.

**Hot Geyser:** The toxic fumes created as a by-product of the duergar smithies filter away through fissures and vents in the rock. Sometimes, pockets of these gases form and explode with sudden ferocity. A common geyser explodes in a 10 ft. radius and reaches a height of 15 ft. Anyone caught in the blast takes 3d6 points of fire damage (DC 15 Reflex halves). Additionally, anyone failing a Reflex save must make a DC 15 Fortitude save or be sickened by the fumes for 1d6 rounds. A typical geyser erupts for 2d4 rounds.

**Lava Flows:** Thick rivers of lava ooze across the blackened landscape. Contact with a lava flow deals 2d6 fire damage while a totally immersed character suffers 20d6 fire damage. Damage continues for 1d3 rounds after exposure to lava but only deals half damage. Lava that has significantly cooled deals 1d6 fire damage on contact and 10d6 fire damage to an immersed character, but does not continue to do damage after exposure.

**Smoke:** Clouds of smoke drift across the landscape providing concealment (20% miss chance) to opponents more than 10 ft. from each other.

## ALTERNATE CLASS FEATURES

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Obsidian Citadel Duergar employ several unique class features.

### FIGHTER: SUNDER SPECIALIST

A few duergar show no aptitude for crafting weapons or armour. Normally, they are cast out from the Obsidian Citadel but those strong of limb are trained in the art of sundering. They learn to smash not only their opponent's defences, but also their weapons while at the same time fortifying their own armour and weapons against attack.

Because the sunder specialist focuses on the sunder combat manoeuvre, taking Power Attack and Improved Sunder as soon as possible greatly improves the effectiveness of this archetype.

**Unbreakable Defense (Ex):** Beginning at 3rd level you learn how to protect the weak points of your gear, granting you a +1 bonus to your CMD against sunder attempts. This bonus increases by +1 at 7th, 11th, and 15th-level. This ability replaces armour training 1, 2, 3 and 4.

**Sundering Strike (Ex):** You forgo the finer intricacies of weapon play to focus on smashing gear. At 5th-level you gain +2 to your CMB and damage rolls when making a sunder attempt. This bonus increases to +4 at 13th-level. This ability replaces weapon training 1 and 3.

**Splintering Strike (Ex):** At 9th-level, your sunder attacks smash objects into multiple tiny, sharp pieces. Whenever you destroy an object using sunder, the object's shards deal 1d6 slashing and piercing damage to the object's wielder. This ability replaces weapon training 2.

**Sundering Followup (Ex):** Starting at 17th-level, whenever you destroy an opponent's armour or weapon, you may make another immediate sunder attempt. If your opponent has no armour or weapon to sunder, make a melee attack at your highest attack bonus instead. This replaces weapon training 4.

**Unbreakable Master (Ex):** At 19th-level, you become so adept at protecting your armour and weapon that they are treated as having an additional 10 points of hardness against sunder attempts. This ability replaces armour mastery.

**Sunder Master (Ex):** At 20th-level, your knowledge of weak points allows you to ignore an object's first 10 points of hardness when attempting a sunder. This ability replaces weapon mastery.

### ROGUE: MINOR TALENTS

Duergar rogues enhance their natural invisibility to deadly effect.

**Pernicious Invisibility:** An invisible rogue remains invisible after taking an attack action until the start of his next turn.

**Invisible Stalker:** When invisible, the rogue gains a +30 bonus to Stealth checks made while moving instead of +20.

**Unseen Strike:** When invisible or using Stealth, the rogue gains a +2 bonus on attack and combat manoeuvre actions

against a creature unaware of his presence. At 10th-level, this bonus increases to +4.

### WIZARD: FOCUSED ARCANESCHOOLS

Duergar wizards predilection for creating magical armour and weapons has birthed two focused schools of arcane might, the armour school and the weapon school.

A wizard must still select two prohibited schools. Once the choice is made to take a focus school, it cannot be changed.

#### ARMOUR SCHOOL

**Associated School:** Abjuration

**Replacement Powers:** These school powers replace the abjuration school's resistance and energy absorption powers.

**Damage Reduction (Sp):** As a standard action, you target one creature within 10 ft. and grant it damage reduction  $-1$  for a number of rounds equal to your Intelligence modifier. The damage reduction increases by 1 for every five wizard levels you possess. You can use this ability a number of times per day equal to 3 plus your Intelligence modifier. This ability does not stack with itself or any other type of damage reduction.

**Magic Shield (Sp):** At 8th-level, once per day as a standard action, you can weave magic to create a protective force of energy in front of you as a *shield* spell. In addition, you may select one of following properties to add to the shield: *arrow catching*, *bashing*, *blinding* or *light fortification*. The effect lasts a number of rounds equal to your wizard level.

#### WEAPON SCHOOL

**Associated School:** Evocation

**Replacement Powers:** These school powers replace the force missile and elemental wall powers of the evocation school.

**Force Weapon (Sp):** As a standard action, you surround a weapon with a nimbus of force energy that extends the weapon's reach by 5 ft. and affects incorporeal targets as a force effect. As part of an attack, the wielder may discharge the effect to deal 1d6 force damage to any creature within the weapon's extended reach. Force weapon lasts a number of rounds equal to half your wizard level. You can use this ability a number of times per day equal to 1 plus your intelligence modifier.

**Energy Burst (Sp):** At 8th-level, once per day as a standard action you infuse a weapon with elemental energy (acid, fire, ice or sonic). The effect lasts a number of rounds equal to your wizard level unless discharged. On a successful attack with the weapon, as a free action, you may discharge the effect to inflict 8d6 damage (of the selected type) to all creatures in a 10 ft. radius ( $DC 10 + 1/2$  your wizard level + your Intelligence modifier Reflex halves).

## NEW FEATS

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*Duergar of the Obsidian Citadel* introduces a number of new feats utilised by the warriors of the Obsidian Citadel. Each feat is presented in the following manner:

**Prerequisites:** This entry is absent if the feat has no prerequisites. Otherwise, it lists the qualifying features a character must have to select the feat.

**Benefit:** This section details what the feat enables the character to do or lists the bonuses it provides.

**Special:** If the feat has additional benefits (or synergistic qualities with another feat), they are listed here.

**Normal:** This listing is absent if not having the feat causes no particular drawback or penalty. Otherwise, it presents the limitations or drawbacks faced by a character without this feat.

### BATTLE FEATS

Battle feats are a new kind of combat-focused feat designed to add flavour to combats featuring warriors of a given tribe. Such feats represent the warriors' battle training and tribal fighting style. Most require a base attack bonus of at least +1. Fighters can use their bonus feats to choose Battle feats.

You may only apply the effects of one battle feat to a successful attack.

#### BLINDING BLOW [BATTLE]

*Your blow destroys your opponent's armour in a spray of shards and fragments that leaves him momentarily blind.*

**Prerequisites:** Tribal membership (Obsidian Citadel), Improved Sunder, Power Attack, base attack bonus +6.

**Benefit:** If you deal enough damage to destroy an opponent's armour with a sunder manoeuvre, the target is blinded for 1d4 rounds.

#### CREATE CURSE [ITEM CREATION]

*You purposefully instil a potent curse in a magic item.*

**Prerequisites:** Tribal membership (Obsidian Citadel), caster level 5th.

**Benefit:** When crafting a magic item using an item creation feat, you weave a curse into the item's enchantment. The curse can be taken from the drawback table in the *Pathfinder Core Rulebook* or from one of the drawbacks on page 63.

The curse is latent and does not go into effect until you speak the command word. Once activated you choose when the curse affects the target: either one day, one week, one month, or one year. Alternatively, you can delay the curse's effect until after the death of the item's current owner. Once the choice is made it cannot be changed. Only one curse may be placed in an item using this feat. Using this feat does not increase the skill check to create the magic item.

#### CRUSHING BLOW [BATTLE]

*Your attack leaves your opponent's armour in tatters, hindering his actions.*

**Prerequisites:** Tribal membership (Obsidian Citadel), Improved Sunder, Power Attack, base attack bonus +3.

**Benefit:** If you deal enough damage to destroy an opponent's armour with a sunder manoeuvre, the target is staggered for 1d4 rounds.

#### EXTENDED ENLARGE

*You have a natural ability to remain enlarged longer than other members of your race.*

**Prerequisites:** Tribal membership (Obsidian Citadel).

**Benefit:** The caster level of your *enlarge* spell-like ability increase by 3. At 10th-level, this bonus increases to six.

#### EXTENDED INVISIBILITY

*You have an uncanny ability to remain invisible longer than other members of your race.*

**Prerequisites:** Tribal membership (Obsidian Citadel).

**Benefit:** The caster level of your *invisibility* spell-like ability increases by 3. At 10th-level, this bonus increases to six.

#### HAND CRUSHER [BATTLE]

*Your strike shatters your opponent's weapon and hand.*

**Prerequisites:** Tribal membership (Obsidian Citadel), Greater Sunder, Improved Sunder, Power Attack, base attack bonus +8.

**Benefit:** When making a sunder attempt, if you deal enough damage to destroy a creature's weapon (or other object held by the creature), the creature is no longer able to use that hand unless the target receives at least one point of magic healing or is administered treatment with a DC 15 Heal skill check.

#### TWO-HANDED WEAPON DEFENCE [BATTLE]

*Gripping the blade or haft of your weapon, you use it block your opponent's attack.*

**Prerequisites:** Tribal membership (Obsidian Citadel), proficiency with selected two-handed weapon, Weapon Focus with selected two-handed weapon, Weapon Specialization with selected weapon, base attack bonus +6.

**Benefit:** When using the selected two-handed weapon, at the start of your turn, you can use the weapon to aid in your defence, granting you a +2 shield bonus. When using the weapon in this way, you only add your Strength bonus (not 1-1/2 your Strength bonus) to damage rolls.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.



## NEW WIZARD SPELLS

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The wizards of the Obsidian Citadel have developed six new spells to deal with unwanted intruders.

### ARMOUR ENERVATION

**Level** wizard 3 (abjuration)

**Casting Time** 1 standard action; **Components** V, S, M (a small bar of rusted metal)

**Range** medium (100 ft. + 10 ft./level); **Target** one piece of armour; **Duration** 1 round per level

**Saving Throw** see below; **Spell Resistance** no

A beam of brilliant energy shoots from your finger, striking one piece of armour on the target creature. On a successful ranged touch attack, the spell causes the armour to appear insubstantial, reducing its defensive bonus and hardness by 2d4 points (to a minimum of 0). Nonmagical armour does not get a save. Magical armour can make a Fortitude save to negate this effect.

### GEYSER

**Level** wizard 2 (conjunction [creation])

**Casting Time** 1 standard action; **Components** V, S, M (a vial of water)

**Range** medium (100 ft. + 10 ft./level); **Target** one 5 ft. square; **Duration** 1 round + 1 round per two levels

**Saving Throw** see below; **Spell Resistance** no

You target a 5 ft. square on the ground. A geyser of steaming hot gas erupts from the ground and deals 2d6 fire damage to any creatures in that square. A Reflex save halves the damage. Any creature that fails its Reflex save must immediately make a Fortitude save or be sickened for 1d4 rounds from the gas fumes. The geyser continuously erupts, for the duration of the spell. It cannot be moved.

### GREED

**Level** wizard 5 (necromancy)

**Casting Time** 1 standard action; **Components** V, S

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

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

The subject of this spell sees all gems and art objects over 100 gp as worthless. The affected creature treats any coins more valuable than silver as if they were battered copper coins. Additionally, the target covets gems and art objects under 100 gp as valuable and coins of lesser value than silver as if they were gold.

This spell cannot be dispelled, but it can be removed with *break enchantment* or *remove curse* (by a caster of at least 10th-level), *limited wish*, *miracle* or *wish*.

### LAVA BOLT

**Level** wizard 2 (evocation [fire])

**Casting Time** 1 standard action; **Components** V, S, M (a chunk of obsidian)

**Range** medium (100 ft. + 10 ft./level); **Target** one creature;

**Duration** 3 rounds + 1 round per three levels

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

A fiery glob of lava springs from your finger, streaking towards your target, dealing 2d6 fire damage. On the second round it deals an additional 1d6 fire damage. On the third round, it cools and hardens over the creature for one round. The creature, as a full-round action, can make a DC 15 Strength check to break free of the encasing rock. For every three caster levels you possess, the creature remains encased an additional round unless it breaks free (to a maximum of 6 additional rounds at 18th level). Alternately, attacking an encased creature can free it (hardness 8, hp 30).

### OBSIDIAN SHARDS

**Level** wizard 3 (conjunction [creation])

**Casting Time** 1 standard action; **Components** V, S, M (a handful of obsidian shards)

**Range** 30 ft.; **Area** cone-shaped burst; **Duration** instantaneous

**Saving Throw** Reflex halves; **Spell Resistance** yes

A cone of razor sharp obsidian shards flies from your hand, dealing 1d6 points of slashing and piercing damage per caster level (maximum 10d6).

### WEAPON BREAKER

**Level** wizard 4 (abjuration)

**Casting Time** 1 standard action; **Components** V, S, M (sharp shards of metal)

**Range** touch; **Target** armour; **Duration** 4 rounds +1 round per level

**Saving Throw** see below; **Spell Resistance** no

When this spell is cast on the target's armour, the armour suddenly erupts with wickedly sharp ridges of metal. Any weapon striking the armour takes 3d6 damage plus 1d6 points of damage for every 2 caster levels you possess (to a maximum of 10d6). Nonmagical weapons do not get a save. Magical weapons make a Reflex save for half damage. Any creature grappling the target of the spell takes 1d6 slashing and piercing damage each round the grapple is maintained.

## NEW MAGIC ITEMS

The Duergar of the Obsidian Citadel have created many magical items to assist them in their nefarious raids on the surface world.

### CIRCLET OF SORCERY

*A bright, red gem gleams in this thick, golden circlet.*

**Aura** moderate (transmutation; DC 17 Knowledge [arcana])

**Identify** DC 18 Spellcraft

**Lore** (DC 10 Appraise) The gem (a jasper) in the circlet is worth 50 gp.

**Lore** (DC 15 Perception) Faint runes are carved along the entire inside length of the circlet.

**Abilities** This circlet grants the wearer an enhancement bonus to Charisma of +2, +4 or +6 but only in determining number of sorcerer spells per day, bonus Sorcerer spells, and the DCs of spells cast. It does not affect any other abilities related to Charisma. Treat this as a temporary ability bonus for the first 24 hours the circlet is worn.

**Variant** Two variants exist, a *circlet of wizardry* (with a blue azurite) and a *circlet of divinity* (with a green peridot).

Each functions as noted above except the *circlet of wizardry* provides an enhancement to Intelligence while the *circlet of divinity* works provides an enhancement bonus to Wisdom.

**Activation** use activated; CL 7th

**Requirements:** Craft Wondrous Item, *eagle's splendour*, creator must have a level in sorcerer; **Cost** 1,500 gp (+2), 6,000 gp (+4), 14,000 gp (+6); **Price** 3,000 gp (+2), 12,000 gp (+4), 28,000 gp (+6)

### DARK GOGGLES

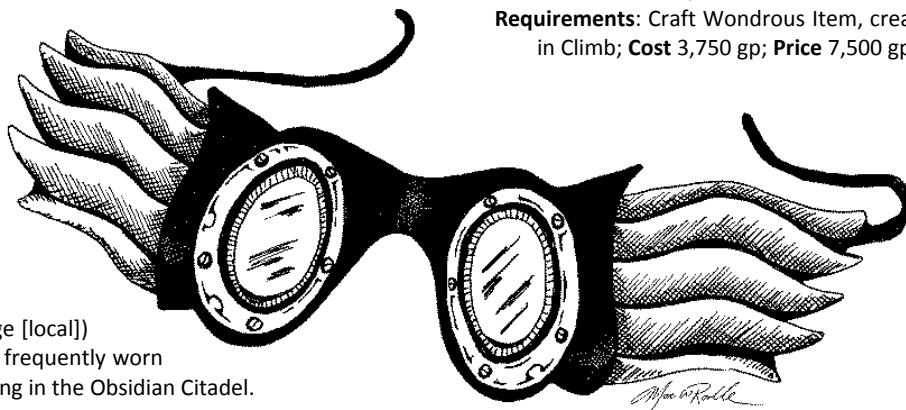
*A pair of dark, circular lenses are inset into a metal frame.*

**Aura** faint (transmutation; DC 17 Knowledge [arcana])

**Identify** DC 18 Spellcraft

**Lore** (DC 10 Craft [glass]) The lenses are of high quality but their deep tint cannot be accomplished with anything but magic.

**Lore** (DC 20 Knowledge [local]) These goggles are frequently worn by the duergar living in the Obsidian Citadel.



**Abilities** Favoured by the duergar when working at their forges or out on a surface raid, the lenses of these goggles are coated with a dark liquid that prevents a wearer with light sensitivity from being dazzled in bright light. These goggles do not protect the wearer from magical sources of light such as the *daylight* spell.

**Activation** use activated; CL 3th

**Requirements:** Craft Wondrous Item, *darkness*; **Cost** 1,000 gp; **Price** 2,000 gp

### GRAPPLING VEST

*Four loose straps dangle from this ordinary-looking leather vest.*

**Aura** faint (transmutation; DC 15 Knowledge [arcana]) **Identify** DC 20 Spellcraft

**Lore** (DC 10 Craft [leather]) The material of the vest is unusually strong for simple leather.

**Lore** (DC 15 Knowledge [engineering]) The four straps on the vest are well broken-in and very supple.

**Abilities** As a standard action, the wearer can activate the vest to grant a +5 competence bonus when making a Climb check as the straps grip whatever surface the wearer is climbing. Additionally, as a standard action, the wearer can command the straps to lash out and grapple an opponent 10 ft. away. This

attack has a +5 CMB and does not provoke attacks of opportunity. Attempts to break the grapple use the wearer's CMD. If used to grapple an adjacent opponent, the vest grants the wearer a +2 bonus. If used in the latter fashion, the grapple provokes an attack of opportunity as normal. The straps have a hardness of 4 and 12 hp.

**Variant** A variant of this vest has sharp hooks at the ends of the straps, allowing the wearer to make a ranged attack (range 10 ft.) 3 times per day. This attack has a +5 bonus to hit and deals 1d6 points of slashing and piercing damage.

**Activation** standard; CL 5th

**Requirements:** Craft Wondrous Item, creator must have 5 ranks in Climb; **Cost** 3,750 gp; **Price** 7,500 gp

## HELM OF DARKNESS

*The black lenses fitted into this steel helmet appear to suck in the surrounding light.*

**Aura** moderate (evocation [darkness]; DC 17 Knowledge [arcana]) **Identify** DC 22 Spellcraft

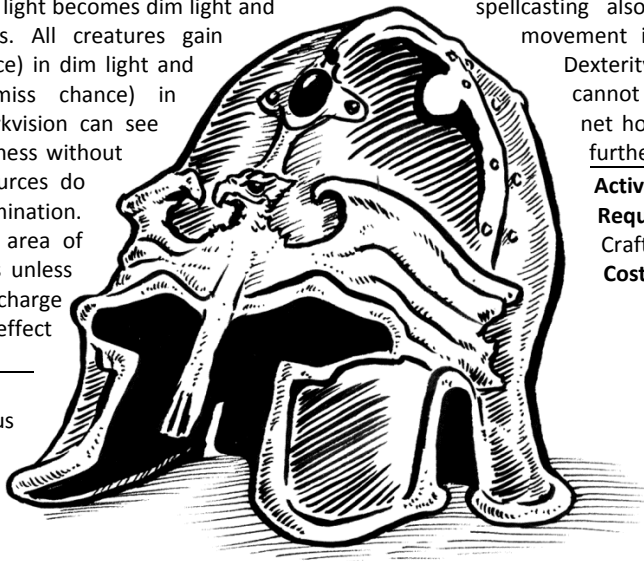
**Lore** (DC 15 Craft [armour]) An inky darkness appears to be worked into the actual metal of the helmet.

**Lore** (DC 20 Knowledge [arcane]) These helms are created by the Duergar of the Obsidian Citadel to nullify light sources.

**Abilities** A more powerful version of the *dark goggles*, this helm provides the same benefits. In addition, up to 3 times per day as a standard action, whenever the wearer is in the area effect of a magic light source, the wearer can attempt to partially dim that light source by making a Will save versus the DC of the spell. If successful, any light within a 20 ft. radius of the wearer is sucked into the lenses in the helmet and flows out as darkness in a 20 ft. radius. Bright light becomes normal light, normal light becomes dim light and dim light becomes darkness. All creatures gain concealment (20% miss chance) in dim light and total concealment (50% miss chance) in darkness. Creatures with darkvision can see normally in dim light or darkness without penalty. Nonmagical light sources do not increase the level of illumination. If the wearer enters a new area of magical light, the effect ends unless the wearer expends another charge to make a new save. This effect lasts for 7 minutes.

**Activation** command word; CL 7th

**Requirements:** Craft Wondrous Item, *darkness*; **Cost** 6,250 gp; **Price** 12,500 gp



## NET OF CONSTRICTION

*This delicate looking net appears as fragile as silk yet upon touch is hard as steel.*

**Aura** moderate (transmutation; DC 16 Knowledge [arcana]) **Identify** DC 24 Spellcraft

**Lore** (DC 15 Perception) The net is made of finely woven metal wire.

**Lore** (DC 20 Perception) The net shudders slightly when touched.

**Abilities** This magical net bestows the normal entangled penalties on the first round it is cast over a creature (-2 to attacks, -4 Dex, creature moves at half speed and cannot run or charge and casting a spell requires a Concentration check of DC 15 plus the spell's level) and requires a DC 20 Escape Artist check or a DC 25 Strength check to escape. Each round the creature remains ensnared, the net constricts tighter, dealing 1d6 nonlethal damage and increasing the DC to escape by 1. The penalties to attack rolls, Dexterity and spellcasting also increase by 1 each round and movement is again halved. A creature whose Dexterity is reduced to 0 is immobilized and cannot take any actions. At this point, the net holds the target secure, but inflicts no further damage.

**Activation;** CL 9th

**Requirements:** Craft Arms and Armour, Craft Wondrous Items, *animate rope*; **Cost** 4,000 gp; **Price** 8,000 gp

## NEW MONSTER TEMPLATES

Duergar wizards have mastered the art of crafting lifelike animals from base silver and gold. These extraordinary creations use the statistics of the base creature with the following modifications:

### SILVER CREATURE TEMPLATE (CR + 1)

**Rebuild Rules:** **Type** changes to construct; **AC** natural armour increases by +4; **Immunities** gains construct traits; **Resist** gains cold 5; **HD** changes to 1d10; **Abilities** +4 to Strength, no Constitution and Intelligence score; **SQ** freezing burst

**Freezing Burst (Ex):** When a creature with the silver creature template is reduced to 0 hit points, its body shatters unleashing a burst of intense cold in a 10 ft. radius. This inflicts 4d6 cold damage (DC 10 +1/2 creatures Hit Dice + Constitution modifier

Reflex save halves). The cold persists for 1d3 rounds, dealing 2d6 points of cold damage to any creature in the area of affect.

### GOLD CREATURE TEMPLATE (CR + 2)

**Rebuild Rules:** **Type** changes to construct; **AC** natural armour increases by +8; **Immunities** gains construct traits; **Resist** gains fire 5; **HD** changes to 1d10; **Abilities** +8 to Strength, no Constitution and Intelligence score; **SQ** flaming burst

**Flaming Burst (Ex):** When a creature with the gold creature template is reduced to 0 hit points, its body erupts in a gout of flame and heat in a 10 ft. radius. This inflicts 6d6 fire damage (DC 10 +1/2 creatures Hit Dice + Constitution modifier Reflex save halves). The heat persists for 1d3 rounds, dealing 3d6 fire damage to any creature entering the area of affect.

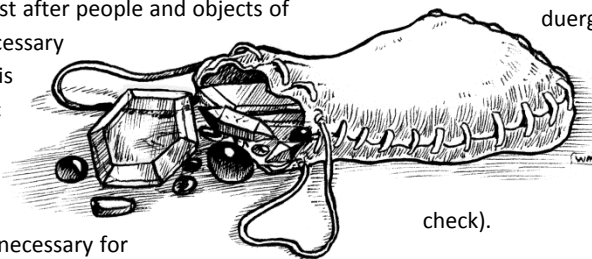
## DEALING WITH THE DUERGAR

Dealing with the avaricious and prideful Duergar of the Obsidian Citadel is a tricky and dangerous business. Their desire for the beautiful things possessed by the surface races wars with their resentment of “lesser” creatures. While the duergar are more than willing to craft custom-made items, dealing with them is more difficult than walking into the local magic store. Listed below are ideas for the GM to help create the feel of the sinister and sneaky duergar.

### BUYING MAGIC ITEMS

While gold has its uses, the duergar heart craves more than glittering rocks. Their black souls lust after people and objects of beauty and these things are necessary currency to part a duergar with his most prized sword, shield or magic ring. The following, at the GM’s discretion, is the “cost” for various levels of enchanted items. GMs should adjust these as necessary for their campaign and decide what the duergar will and will not accept as payment.

- **Masterwork:** Masterwork items can be bought easily enough with the proper gold.
- **+1 enhancement or up to a 2,000 gp item:** These items can be paid for with gold or silver.
- **+2 enhancement or up to an 8,000 gp item:** A duergar only accepts half the payment in gold. The other half must be paid in valuable art objects or gems worth at least 100 gp per item. A humanoid with at least an 18 Charisma can be sold for the entire cost of the item.
- **+3 enhancement or up to an 18,000 gp item:** These items cannot be bought with gold or silver. Art objects or gems worth at least 250 gp each can be used in payment. Additionally, selling a humanoid with at least an 18 Charisma is equivalent to half the cost of the item. Finally, a humanoid with at least a 20 Charisma is worth the entire cost of the item.
- **+4 enhancement or up to a 32,000 gp item:** As above, except the art objects and gems must be worth at least 500 gp each and a humanoid with at least a 20 Charisma is only worth half the cost of an item. A creature with at least a 26 Charisma is sufficient to purchase the item on its own.
- **+5 enhancement or up to a 50,000 gp item and above:** Wondrous items of this value can only be crafted by the most expert of duergar craftsmen, but none possess the ability to forge weapons or armour of this power. At this level, the GM should decide what object or person of rare and incredible beauty or talent the duergar would accept in payment.



### DEALING WITH THE DUERGAR

All magic weapons, armour and items the duergar produce carry a potent curse as described in the Craft Curse feat (page 58). All transactions for magic items are carried out by a duergar wizard. Often, the curse is triggered unbeknownst to the buyer at the time of purchase, depending on how well the buyer strokes the duergar’s enlarged ego.

A typical duergar wizard starts out as indifferent toward a buyer. However, the more powerful the item, the more the buyer has to show his appreciation for the duergar’s craft with a Bluff or Diplomacy check. A successful Intimidate check cows the

duergar but does not stop him from activating the curse. Use the following guidelines to adjust the difficulty of the skill check (In the case of an opposed Bluff check the duergar adds the difficulty modifier to his Sense Motive skill

check).

- **+1 enhancement or up to a 2,000 gp item:** +5
- **+2 enhancement or up to an 8,000 gp item:** +10
- **+3 enhancement or up to an 18,000 gp item:** +15
- **+4 enhancement or up to a 32,000 gp item:** +20
- **+5 enhancement or up to a 50,000 gp item:** +25

After the skill check is made, determine how much time passes before the item’s curse kicks in (see the Create Curse feat).

- **Success:** The duergar is placated but still does not relish the idea of the item being used by an inferior being. The curse activates after the death of the item’s new owner (the buyer).
- **Failure by 5 or less:** The duergar is slightly irritated and commands the item’s curse to activate in one year’s time.
- **Failure between 6-10:** A complete lack of respect or appreciation for his art by the buyer causes the duergar to command the item’s curse to activate in one month.
- **Failure between 10-15:** The duergar is horribly affronted by the buyer’s barbaric manners and seemingly lack of intelligence to recognize his genius. The item’s curse activates in one week.
- **Failure by 16 or more:** The duergar is nearly apoplectic with rage over the buyer’s insufferable manners and ingratitude. He quickly concludes business with the buyer and commands the item’s curse to activate within one day. If the buyer remains in the vicinity of the Obsidian Citadel for longer than a day, the duergar wizard leads an attack to recover the item from the buyer who he feels does not deserve to possess it.

## CURSED ITEMS

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Curses lurking in magic items are hard to identify; unless the check made to identify the item exceeds the DC by 10, the curse is not detected. If the item is known to be cursed, the curse can be identified using the standard DC to identify the item.

**Removing Cursed Items:** While some cursed items can be simply discarded, others force a compulsion upon the user to keep the item while other items reappear if discarded. These items can only be discarded after the character or item is targeted by a *remove curse* or similar magic. The DC of the caster level check to undo the curse equals 10 + the item's caster level. If successful, the item can be discarded on the following round, but the curse reasserts itself if the item is used again.

### NEW CURSES

The following are additional cursed qualities that the GM can use in addition to those found in the *Pathfinder Core Rulebook*. The more powerful the item, the more severe the curse.

#### DEPENDENT CURSES

The item only functions in certain situation:

- Only functions when the wielder is at full hit points.
- Only functions during one specific hour of the day.
- Only functions if the character is alone.
- Only functions at night.
- Only functions when the character is asleep.
- Only functions within 10 ft. of a corpse.
- Only functions when the character is loudly singing.
- Only functions in complete darkness.

#### REQUIREMENT CURSES

The item has a requirement that must be met for it to be used:

- Character cannot bathe.
- Character must perform an hour-long ritual each day.
- Character cannot wear or possess any other golden items.
- Character must commit at least one evil act every day.
- Character cannot accept any kind of reward.
- Item must be bathed in the wielder's fresh blood each day (at least 10 hit points worth).
- The item must be placed in the hands of a corpse once a day.

#### WEAPON DRAWBACK CURSES

Some weapons are as dangerous to the wielder as his enemies.

- The weapon cuts the wielder for 1 hit point when drawn.
- The weapon's enhancement bonus becomes a penalty against creatures of the wielder's opposite alignment.
- All enemy creatures within 10 ft. that can see the weapon desire it and attack the wielder to the exclusion of all others.

- Any weapon property that deals damage, such as *flaming*, deals that damage to the wielder on a natural attack roll of 1.
- The weapon has a -4 penalty to confirm a critical hit.
- The weapon's range is halved.

#### ARMOUR DRAWBACK CURSES

Some armour is not as protective as the owner would hope.

- The armour attaches itself to the wielder's flesh, inflicting 5 damage, and cannot be removed for 12 hours once donned.
- The armour glows in darkness, conferring -15 penalty to Stealth checks.
- All threats on the wearer are automatically confirmed.
- The armour inflicts a -2 penalty on all saving throws.
- There is a 5% that when the wearer is struck, the armour seizes up, rendering the wearer immobile for 1d4 rounds.
- Buckles and straps on the armour constantly come undone, reducing its armour penalty by -2; it takes double the amount of time to don this armour.

#### ITEM DRAWBACK CURSES

Items that are activated by a spell trigger or command word may have one of these drawbacks.

- The item causes the wielder to become sickened for 2d4 rounds each time it is activated.
- The item deals 1 Charisma damage when activated.
- The item's command word is overly complex, requiring 2 rounds and a DC 15 Charisma check to complete.
- The item teleports to an unknown dimension for 1d4 hours when activated, reappearing later on the owner's person.
- If the item's power is used for more than one round, there is a 5% cumulative chance each round that the power fails.

#### WORN ITEM DRAWBACK CURSES

These drawbacks lurk in worn items whose powers constantly function (such as a *cloak of resistance +1*).

- When the wearer is attacking another creature, the item becomes unbearably hot or cold, dealing 1d6 damage each round. It returns to normal at the end of combat.
- Each day, the item has a 50% chance of manifesting the opposite effect; *example:* a +2 *belt of strength* confers a -2 penalty to Strength.
- There is a 25% chance each day that the item either reduces or enlarges the wearer by one size category for 24 hours.
- The item is mentally taxing on the wearer, imposing a -2 penalty to Intelligence, Wisdom and Charisma.
- The item makes the wearer clumsy, imposing a -6 penalty to Dexterity.

## MINOR ENCOUNTERS

Duergar warriors form the backbone of the forces of the Obsidian Citadel. The warriors start out their training like most of the duergar, practising the craft of forging weapons and armour. The strongest duergar youth are further trained in the martial arts. The warriors patrol the Ebon Realm passages leading to the citadel or assist with raids on the surface world.

Obsidian Citadel scouts typically range far ahead of duergar patrols or warbands out raiding on surface. Their ranks are formed of duergar quicker and more nimble than others of their kind. When on the surface world, the scouts use their stealth and natural *invisibility* ability to gather intelligence on potential targets that the duergar wish to kidnap or steal.

**Patrols:** Duergar captains lead patrols of duergar warriors and scouts. They are grizzled veterans of many battles who have risen through the ranks. They typically ride a silver steed.

**Obsidian Warrior** CR 4 (XP 1,200)  
*This humanoid is clad head to toe in armour, a wispy black beard protrudes from under his helmet.*

Male duergar expert 2/warrior 4

LE Medium humanoid (dwarf)

**Init** -1; **Senses** darkvision 120 ft.; Perception +5 (+7 vs. stonework), Sense Motive +5

**Speed** 20 ft.; **ACP** -5; **Acrobatics** -6 (-10 jumping), **Climb** +1, **Ride** +0, **Stealth** +2

**AC** 17, touch 9, flat-footed 18; **CMD** 14 (18 vs. bull rush or trip) (+6 armour [mwk chainmail], -1 Dex, +2 shield [mwk heavy steel shield])

**Immune** paralysis, phantasms, poison; **Weakness** light sensitivity

**Light Sensitivity (Ex)** In bright sunlight (or within a *daylight* spell), duergar are dazzled.

**Fort** +7, **Ref** +0, **Will** +4; +2 vs. spells and spell-like abilities

**hp** 58 (6 HD)

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

**Melee** mwk warhammer (Power Attack [-2/+4]) +7 (1d8+1/x3)

**UNDERGROUND PATROL** (EL 10; XP 9,600)

**Opponents** Obsidian Captain (1), Obsidian Warrior (6)

**EL 9 (6,400 XP)** Remove Obsidian Captain; **EL 11 (12,800 XP)** Add Obsidian Infiltrator.

**Morale** The patrol fights until half their numbers are gone or their captain is killed and then retreats.

**Terrain** caverns; **Encounter Distance** 4d6 x 10 ft.

This patrol guards one of the many passageways leading in and out of the Obsidian Citadel. They immediately attack any nonduergar or anyone not accompanied by a duergar. Half the warriors immediately turn invisible and try to flank around the intruders while the remaining duergar use *enlarge person* to block escape.

**Ranged** mwk light crossbow (range 80 ft.) +4 (1d8/19-20)

**Spell-Like Abilities** (CL 6; concentration +3; Extended Enlarge) 1/day—*enlarge person*, *invisibility*

**Combat Gear** bolts (20), *potion of cure moderate wounds* (2)

**Abilities** Str 12, Dex 9, Con 16, Int 10, Wis 13, Cha 4

**Feats** Extended Enlarge, Power Attack, Weapon Focus (warhammer)

**Skills** as above plus Appraise +4, Craft (armour) +5, Craft (weapons) +5, Disable Device -2, Intimidate +3, Knowledge (engineering) +4, Survival +5

**Languages** Common, Dwarven, Undercommon

**Gear** as above plus *dark goggles*

**Enlarged, Obsidian Warriors have altered statistics:**

LE Large humanoid (dwarf)

**Init** -2

**Acrobatics** -7 (-11 jumping), **Climb** +2, **Ride** -1, **Stealth** +1

**AC** 15, touch 7, flat-footed 17; **CMD** 15 (19 vs. bull rush or trip) (+6 armour [mwk chainmail], -2 Dex, +2 shield [mwk heavy steel shield], -1 size)

**Ref** -1

**Space** 10 ft.; **Base Atk** +4; **CMB** +7

**Melee** mwk warhammer (reach 10 ft.; Power Attack [-2/+4]) +7 (2d6+2/x3)

**Ranged** mwk light crossbow (range 80 ft.) +2 (2d6/19-20)

**Abilities** Str 14, Dex 7

**Skills** Disable Device -3

**ABOVE GROUND PATROL** (EL 10; XP 9,600)

**Opponents** Obsidian Captain (1), Obsidian Scout (3), Obsidian Warrior (4), Silver Steed (1)

**EL 9 (6,400 XP)** Remove two Obsidian Scouts, remove two Obsidian Warriors; **EL 11 (12,800 XP)** Add Obsidian Infiltrator.

**Morale** The patrol retreat when half their numbers are slain or their captain is killed.

**Terrain** mountains; **Encounter Distance** 4d10 x 10 ft.

This patrol guards the surface above the Obsidian Citadel. Their main job is to escort travellers with legitimate business to one of the many grottos lining the volcanoes. If provoked, the scouts turn invisible to get behind the enemy and target spellcasters while the warriors enlarge themselves before wading into battle.

**Obsidian Scout**

CR 2 (XP 600)

*This bald humanoid has pale eyes and wears a shirt of black chainmail.*

Male duergar expert 4

LE Medium humanoid (dwarf)

**Init** +2; **Senses** darkvision 120 ft.; Perception +8 (+10 vs. stonework), Sense Motive +6

**Speed** 20 ft.; **ACP** -1; Acrobatics +1 (-3 jumping), Stealth +15

**AC** 16, touch 12, flat-footed 14; **CMD** 12 (16 vs. bull rush or trip) (+4 armour [mwk chain shirt], +2 Dex)

**Immune** paralysis, phantasms, poison; **Weakness** light sensitivity

**Light Sensitivity (Ex)** In bright sunlight (or within a *daylight* spell), duergar are dazzled.

**Fort** +3, **Ref** +3, **Will** +5; +2 vs. spells and spell-like abilities

**hp** 28 (4 HD)

**Space** 5 ft.; **Base Atk** +1; **CMB** +0

**Melee** mwk warhammer +1 (1d8-1/x3)

**Ranged** mwk light crossbow (range 80 ft.) +4 (1d8/19-20)

**Spell-Like Abilities** (CL 4; concentration +1; Extended Invisibility) 1/day—*enlarge person*, *invisibility*

**Combat Gear** bolts (20), *potion of cure light wounds*

**Abilities** Str 9, Dex 14, Con 14, Int 10, Wis 13, Cha 8

**Feats** Extend Invisibility, Skill Focus (Stealth)

**Skills** as above plus Appraise +5, Craft (armour) +6, Craft (weapons) +6, Disable Device +8, Knowledge (engineering) +5, Survival +6

**Languages** Common, Dwarven, Undercommon

**Gear** as above plus *dark goggles*

**Enlarged, Obsidian Scouts have altered statistics:**

LE Large humanoid (dwarf)

**Init** +1

Acrobatics +0 (-4 jumping), Stealth +14

**AC** 14, touch 10, flat-footed 13; **CMD** 13 (17 vs. bull rush or trip) (+1 Dex, +4 armour [mwk chain shirt], -1 size)

**Ref** +2

**Space** 10 ft.; **Base Atk** +1; **CMB** +2

**Melee** mwk warhammer (reach 10 ft.) +1 (2d6/x3)

**Ranged** mwk light crossbow (range 80 ft.) +2 (2d6/19-20)

**Abilities** Str 11, Dex 12

**Skills** Disable Device +7

**Obsidian Captain**

CR 6 (XP 2,400)

*This humanoid is clad head to toe in ebony armour, a wispy black beard protrudes from under his helmet.*

Male duergar expert 2/warrior 6

LE Medium humanoid (dwarf)

**Init** +0; **Senses** darkvision 120 ft.; Perception +5 (+7 vs. stonework), Sense Motive +6

**Speed** 20 ft.; **ACP** -5; Acrobatics -5 (-9 jumping), Climb +1, Escape Artist -5, Ride +4, Stealth +3

**AC** 20, touch 10, flat-footed 20; **CMD** 18 (+22 vs. bull rush or trip)

(+7 armour [+1 chainmail], +3 shield [+1 heavy steel shield])

**Immune** paralysis, phantasms, poison; **Weakness** light sensitivity

**Light Sensitivity (Ex)** In bright sunlight (or within a *daylight* spell), duergar are dazzled.

**Fort** +8, **Ref** +2, **Will** +6; +2 vs. spells and spell-like abilities

**hp** 69 (8 HD)

**Space** 5 ft.; **Base Atk** +7; **CMB** +8

**Melee** +1 warhammer (Power Attack [-2/+4]) +10/+5 (1d8+2/x3)

**Ranged** mwk light crossbow (range 80 ft.) +8 (1d8/19-20)

**Spell-Like Abilities** (CL 8; concentration +5; Extended Enlarge)

1/day—*enlarge person*, *invisibility*

**Combat Gear** bolts (20), *potion of cure moderate wounds* (2)

**Abilities** Str 12, Dex 10, Con 16, Int 10, Wis 13, Cha 4

**Feats** Extended Enlarge, Mounted Combat, Power Attack, Weapon Focus (warhammer)

**Skills** as above plus Appraise +4, Craft (armour) +5, Craft (weapons) +5, Disable Device -1, Intimidate +5, Knowledge (engineering) +4, Survival +6

**Languages** Common, Dwarven, Undercommon

**Gear** as above plus *dark goggles*

**Enlarged, Obsidian Captains have altered statistics:**

LE Large humanoid (dwarf)

**Init** -1

Acrobatics -6 (-10 jumping), Climb +2, Ride +3, Stealth +2

**AC** 18, touch 8, flat-footed 19; **CMD** 19 (+23 vs. bull rush or trip) (-1 Dex, +7 armour [+1 chainmail], +3 shield [+1 heavy steel shield], -1 size)

**Ref** +1

**Space** 10 ft.; **Base Atk** +7; **CMB** +10

**Melee** +1 warhammer (reach 10 ft.; Power Attack [-2/+4]) +10/+5 (2d6+3/x3)

**Ranged** mwk light crossbow (range 80 ft.) +6 (2d6/19-20)

**Abilities** Str 14, Dex 8

**Skills** Disable Device -2

**Silver Horse**

CR 2 (XP 600)

*This shimmering silver steed moves with lifelike grace.*

N Large construct

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +1, Sense Motive +1

**Speed** 50 ft.; **ACP** 0; Acrobatics +2 (+10 jumping)

**AC** 15, touch 11, flat-footed 13; **CMD** 19 (21 vs. trip)

(+2 Dex, +4 natural, -1 size)

**Immune** construct traits; **Resist** cold 5

**Fort** +3, **Ref** +3, **Will** +1

**hp** 45 (2 HD); freezing burst

**Freezing Burst (Ex)** When the silver horse is reduced to 0 hit points, its body shatters unleashing a burst of intense cold in a 10 ft. radius. This inflicts 4d6 cold damage (DC 10 +1/2 creatures Hit Dice + Constitution modifier Reflex save halves). The cold persists for 1d3 rounds, dealing 2d6 points of cold damage to any creature in the area of affect.

**Space** 10 ft.; **Base Atk** +1; **CMB** +5

**Melee** 2 hooves +0 (1d4+2)

**Abilities** Str 20, Dex 14, Con —, Int —, Wis 11, Cha 7

## MAJOR ENCOUNTERS

These duergar are the elite defenders of the Obsidian Citadel. They deal with serious incursions into their realm, protect important personages and so on.

**OBSIDIAN DESTROYER** CR 8 (XP 4,800)  
*This brutish looking dwarf, clad in black half-plate, hefts a large, two-handed hammer.*

Male duergar fighter (sunder specialist) 9  
LE Medium humanoid (dwarf)  
**Init** +1; **Senses** darkvision 120 ft.; Perception +1 (+3 vs. stonework), Sense Motive +1  
**Speed** 20 ft.; **ACP** -6; Acrobatics -5 (-9 jumping), Stealth -1  
**AC** 20, touch 11, flat-footed 19; **CMD** 23 (25 vs. sunder, 27 vs. bull rush or trip); Two-Weapon Defence (+2 AC, +3 damage) (+9 armour [+1 half-plate], +1 deflection [ring of protection +1])  
**Immune** paralysis, phantasms, poison; **Weakness** light sensitivity  
**Light Sensitivity (Ex)** In bright sunlight (or within a daylight spell), duergar are dazzled.  
**Fort** +9, **Ref** +4, **Will** +4; +2 vs. spells and spell-like abilities  
**hp** 90 (9 HD)  
**Space** 5 ft.; **Base Atk** +9; **CMB** +12 (+18 to Sunder)  
**Melee** +1 *lucerne hammer* (reach 10 ft.; Power Attack [-3/+6]) +14/9 (1d12+7)  
**Atk Options** Blinding Blow, Crushing Blow, Greater Sunder, Hand Crusher  
**Spell-Like Abilities** (CL 9; concentration +6)  
1/day—*enlarge person, invisibility*  
**Abilities** Str 17, Dex 13, Con 16, Int 8, Wis 12, Cha 5  
**SQ** bravery (+22), shattering strike, unbreakable defence (+2)  
**Feats** Blinding Blow, Crushing Blow, Greater Sunder, Hand Crusher, Improved Sunder, Power Attack, Two-Handed Weapon Defence (maul), Weapon Focus (maul), Weapon Specialization (maul)  
**Skills** as above plus Intimidate +4, Survival +8  
**Languages** Common, Dwarven, Undercommon  
**Gear** as above plus *dark goggles*

Enlarged, Obsidian Destroyers have altered statistics:

LE Large humanoid (dwarf)  
**Init** +0  
Acrobatics -6 (-10 jumping), Stealth -2  
**AC** 19, touch 10, flat-footed 19; **CMD** 24 (26 vs. sunder, 28 vs. bull rush or trip); Two-Weapon Defence (+2 AC, +4 damage) (+9 armour [+1 half-plate], +1 deflection [ring of protection +1], -1 size)  
**Ref** +3  
**Space** 10 ft.; **Base Atk** +9; **CMB** +14 (+20 to sunder)  
**Melee** +1 *lucerne hammer* (reach 10 ft.) +14/9 (3d6+8)  
**Atk Options** Two-Weapon Defence (+2 AC, only +6 to damage)  
**Abilities** Str 19, Dex 11

**OBSIDIAN WIZARD** CR 8 (XP 4,800)  
*This grey skinned dwarf has a black wispy beard that spills down over a dark robe embroidered with mystic runes.*

Male duergar expert 2/wizard (evoker [armour]) 7  
LE Medium humanoid (dwarf)  
**Init** +1; **Senses** darkvision 120 ft.; Perception +7 (9 vs. stonework), Sense Motive +6  
**Speed** 20 ft.; **ACP** 0; Acrobatics +1 (-3 jumping), Fly +5, Stealth +10  
**AC** 14, touch 13, flat-footed 13; **CMD** 15 (19 vs. bull rush or trip) (+1 armour [bracers of armour +1], +1 deflection [ring of protection +1], +1 Dex, +1 dodge [Dodge])  
**Immune** paralysis, phantasms, poison; **Weakness** light sensitivity  
**Light Sensitivity (Ex)** In bright sunlight (or within a daylight spell), duergar are dazzled.  
**Fort** +6, **Ref** +4, **Will** +11; +2 vs. spells and spell-like abilities  
**hp** 59 (9 HD)  
**Space** 5 ft.; **Base Atk** +3; **CMB** +3  
**Melee** mwk dagger +4 (1d4/19-20)  
**Ranged** mwk light crossbow (range 80 ft.) +5 (1d8/19-20)  
**Special Actions** damage reduction  
**Damage Reduction (Sp [standard; 6/day])** An Obsidian Wizard grants a creature within 10 ft. DR —/2 for 3 rounds.  
**Spell-Like Abilities** (CL 9; concentration +6)  
1/day—*enlarge person, invisibility*  
**Wizard Spells Prepared** (CL 7th; concentration +10 [+14 casting defensively or grappling]; spell penetration +10, arcane bond [ring])  
4th—*stoneskin, weapon breaker* (DC 17)  
3rd—*armour enervation* (DC 16), *dispel magic, obsidian shards* (DC 16)  
2nd—*darkness, geyser* (DC 15), *lava bolt* (DC 15), *mirror image*  
1st—*colour spray* (DC 14), *disguise self, mage armour, magic weapon, shield*  
0—*detect magic, read magic*  
**Combat Gear** *pearl of power* (1st level), *potion of cure moderate wounds* (2), *wand of lava bolts* (35 charges)  
**Abilities** Str 10, Dex 13, Con 16, Int 17, Wis 14, Cha 4

### RAIDING PARTY (EL 13; XP 25,600)

**Opponents** Obsidian Captain (1), Obsidian Destroyer (1), Obsidian Scout (2), Obsidian Warrior (4), Obsidian Wizard (1), Silver Steeds (2)  
**EL 12 (19,200 XP)** Remove Obsidian Captain, Obsidian Destroyer, Obsidian Scout (1), Obsidian Warrior (1), Silver Steed (1); add Obsidian Infiltrator (1); **EL 14 (38,400 XP)** Add Obsidian Destroyer (1), Obsidian Infiltrator (1) and Obsidian Wizard (1).  
**Morale** They fight until three quarters of their numbers are defeated and then flee in different directions.  
**Terrain** varies; **Encounter Distance** 4d10 x 10 ft.

This raiding party can be encountered anywhere searching for captives. One carries a *net of constricting*.



**Feats** Combat Casting, Craft Magic Arms and Armour<sup>B</sup>, Craft Wondrous Item, Create Curse, Dodge, Forge Ring, Scribe Scroll<sup>B</sup>

**Skills** as above plus Appraise +10, Craft (alchemy) +8, Craft (armour) +12, Craft (jewellery) +8, Craft (weapons) +10, Disable Device +6, Knowledge (arcana) +13, Knowledge (dungeoneering) +8, Knowledge (engineering) +9, Knowledge (planes) +9, Linguistics +8, Spellcraft +13, Survival +8

**Languages** Aklo, Common, Dwarven, Undercommon

**Gear** as above plus *cloak of resistance +1*, *dark goggles*

**Spellbook** (divination, enchantment) as above plus 0—all; 1st—*alarm*, *animate rope*, *burning hands*, *endure elements*, *floating disc*, *hold portal*, *magic aura*, *magic missile*, *protection from chaos*, *protection from good*, *shocking grasp*, *unseen servant*; 2nd—*alter self*, *arcane lock*, *make whole*, *obscure object*, *protection from arrows*, *resist energy*; 3rd—*invisibility sphere*, *nonetection*, *protection from energy*

**Enlarged, Obsidian Wizards have altered statistics:**

LE Large humanoid (dwarf)

**Init** +0

Acrobatics +0 (-4 jumping), Fly +4, Stealth +9

**AC** 12, touch 11, flat-footed 11; **CMD** 16 (20 vs. bull rush or trip) (+1 armour [*bracers of armour +1*], +1 deflection [*ring of protection +1*], +1 dodge [Dodge], -1 size)

**Ref** +3

**Space** 10 ft.; **Base Atk** +3; **CMB** +5

**Melee** mwk dagger (reach 10 ft.) +4 (1d6+1/19-20)

**Ranged** mwk light crossbow (range 80 ft.) +3 (2d6/19-20)

**Abilities** Str 12, Dex 11

**Skills** Disable Device +5

**OBSIDIAN INFILTRATOR** CR 7 (XP 3,200)

*This bald dwarf's leather armour is as black as his soulless eyes.*

Male duergar expert 2/rogue (burglar) 6

LE Medium humanoid (dwarf)

**Init** +7; **Senses** darkvision 120 ft.; Perception +12 (+14 vs. stonework, +15 vs. traps, +17 vs. stonework traps), Sense Motive +9

**Speed** 20 ft.; **ACP** 0; Acrobatics +12 (+8 jumping), Climb +10, Escape Artist +12, Stealth +18 (fast stealth)

**AC** 18, touch 14, flat-footed 14; **CMD** 19 (23 vs. bull rush and trip); +2 vs. traps (+4 armour [*+1 studded leather*], +3 Dex, +1 dodge [Dodge])

**Immune** paralysis, phantasms, poison; **Weakness** light sensitivity

**Light Sensitivity (Ex)** In bright sunlight (or within a *daylight* spell), duergar are dazzled.

**Fort** +4, **Ref** +8 (+10 vs. traps; evasion), **Will** +6; +2 vs. spells and spell-like abilities

**hp** 55 (8 HD)

**Space** 5 ft.; **Base Atk** +4; **CMB** +7

**Melee** +1 *short sword* +6 (1d6+2/19-20)

**Ranged** mwk hand crossbow (range 30 ft.) +8 (1d4/19-20)

**Atk Options** sneak attack (+3d6)

**Spell-Like Abilities** (CL 8; concentration +5; Extended Invisibility) 1/day—*enlarge person*, *invisibility*

**Combat Gear** *grappling vest*, *wand of sleep* (CL 1, 5 charges)

**Abilities** Str 12, Dex 16, Con 15, Int 14, Wis 12, Cha 4

**SQ** careful disarm, rogue talent (fast stealth, pernicious invisibility, unseen strike), trapfinding (+3), trap sense (+2)

**Careful Disarm (Ex)** Whenever an Obsidian Infiltrator attempts to disarm a trap using Disable Device, he does not spring the trap unless he fails by 10 or more. If he does set off a trap he was disarming, he adds double his trap sense bonus to avoid the trap. This ability replaces uncanny dodge.

**Feats** Agile Manoeuvres, Dodge, Extended Invisibility, Improved Initiative

**Skills** as above plus Appraise +7, Bluff +3, Craft (armour) +7, Craft (weapon) +7, Disable Device +17, Disguise +3, Knowledge (dungeoneering) +6, Knowledge (engineering) +6, Knowledge (local) +8, Sleight of Hand +12, Survival +6, Use Magic Device +6

**Languages** Common, Dwarven, Undercommon

**Gear** as above plus *dark goggles*, masterwork thieves' tools

**Enlarged, Obsidian Infiltrators have the altered statistics:**

LE Large humanoid (dwarf)

**Init** +6

Acrobatics +11 (+7 jumping), Climb +11, Escape Artist +11, Stealth +17 (fast stealth)

**AC** 16, touch 12, flat-footed 13; **CMD** 20 (24 vs. bull rush and trip); +2 vs. traps (+4 armour [*+1 studded leather*], +2 Dex, +1 dodge [Dodge], -1 size)

**Ref** +7 (+9 vs. traps; evasion)

**Space** 10 ft.; **Base Atk** +4; **CMB** +7

**Melee** +1 *short sword* +6 (1d8+3/19-20)

**Ranged** mwk hand crossbow (range 30 ft.) +6 (1d6/19-20)

**Abilities** Str 14, Dex 14

**Skills** Disable Device +16, Sleight of Hand +11

**GOLD DIRE BOAR** CR 6 (XP 2,400)

*This shining golden boar snorts and paws at the ground.*

N Large construct

**Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception +1, Sense Motive +1

**Speed** 40 ft.; **ACP** 0; Acrobatics +0 (+4 jumping)

**AC** 23, touch 9, flat-footed 23; **CMD** 24 (+14 natural, -1 size)

**Immune** construct traits; **Resist** fire 5

**Fort** +4, **Ref** +4, **Will** +2

**hp** 62 (5 HD); flaming burst

**Flaming Burst (Ex)** When the gold dire boar is reduced to 0 hit points, its body erupts in a gout of flame and heat in a 10 ft. radius. This inflicts 6d6 fire damage (DC 10 +1/2 creatures Hit Dice + Constitution modifier Reflex save halves). The heat persists for 1d3 rounds, dealing 3d6 fire damage to any creature entering the area of affect.

**Space** 10 ft.; **Base Atk** +3; **CMB** +14

**Melee** gore +12 (2d6+15)

**Abilities** Str 31, Dex 10, Con —, Int —, Wis 13, Cha 8

## PERSONA: REIGAL

*A wild and unpredictable trickster, Reigal comes and goes as he pleases from the Obsidian Citadel, often leaving mischief in his wake.*

Some scholars point to a distant link between the wild fey and the dwarves. Most scoff at this notion, especially the Duergar of the Obsidian Citadel. Unfortunately for them, the trickster duergar known as Reigal may prove the stories true. With the blood of the fey running through his veins, Reigal is always looking for trouble and frequently causing it.

**Background:** An uncle of the current king, Reigal is considered a member of royalty and accorded the grudging respect that position holds. When other duergar children were learning the trade of the forge, Reigal was off on an adventure, either running wild through the barren wastelands of the surface or off exploring the dark passages leading away from the Obsidian Citadel. Always restless, his blood spoke of a past union with the fey folk, the mere notion which horrifies the dour, practical duergar. This both pleases and angers Reigal at the same time. While one part of him enjoys shocking his uptight brethren, another part yearns for

acceptance. However, his very nature never allows him to get too comfortable in any one place. A wise duergar looks over his shoulder when Reigal is in residence and breathes a sigh of relief when he departs on one of his adventures.

**Personality:** Reigal is cordial and charming when he wants to be. He enjoys the open road and good company as much as any adventurer. However, his mood is fickle and quickly turns dark when he feels someone is “impinging” on his freedom. Lawful types immediately rub him up the wrong way. His pranks are done out of malicious and capriciousness and are usually deadly.

**Mannerisms:** Unlike his duergar kin, Reigal is quick to laugh and always has an inappropriate joke or snide comment to make. Often when dealing with people he dislikes, or is about to pay a

trick on, he can stop sniggering about their impending misfortune.

### Distinguishing

**Features:** Reigal's thick, black beard always seems to be moving as if blown by a gentle wind.

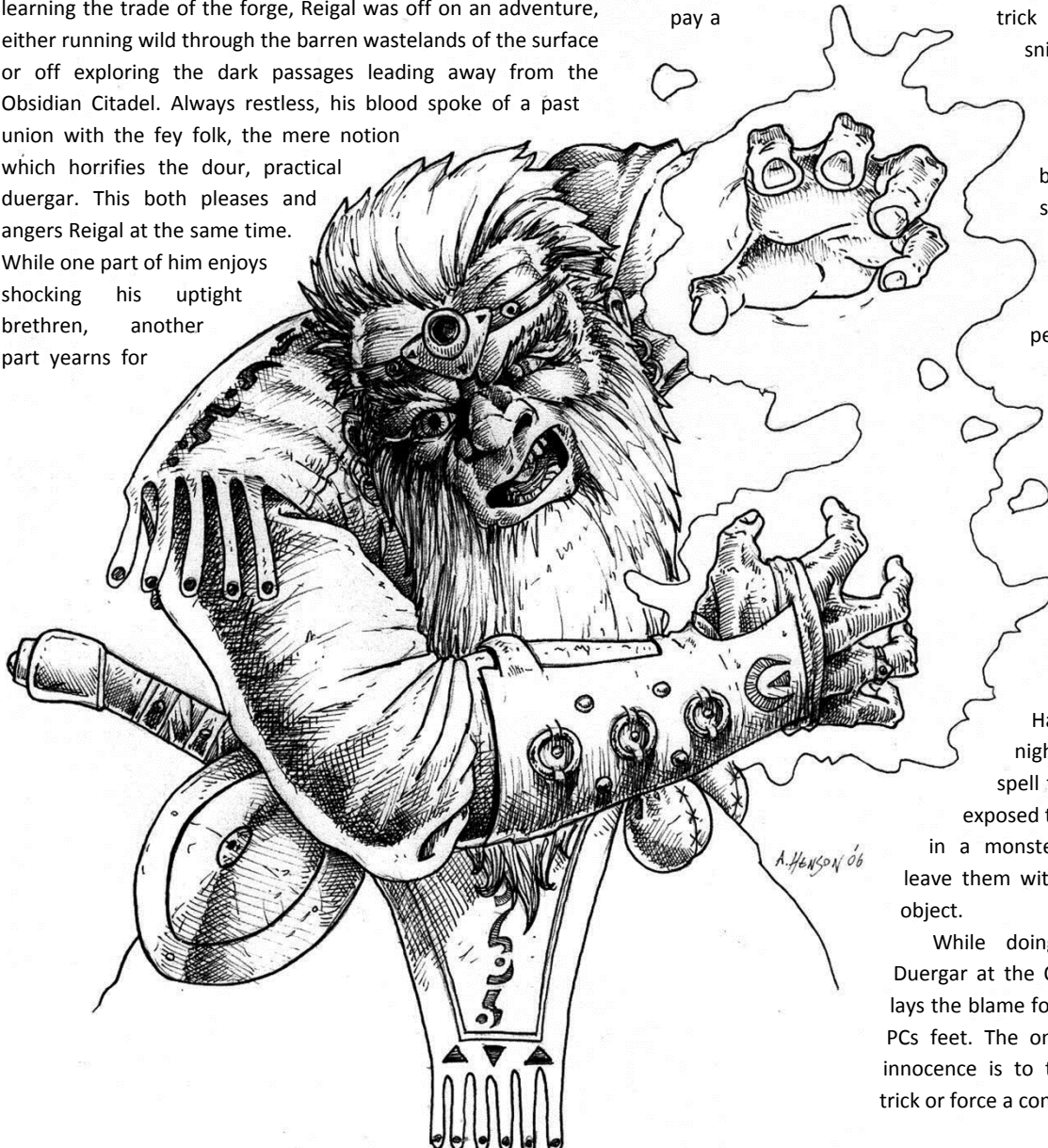
Reigal also has a perpetual squint.

### HOOKS

Reigal enjoys casting *secure shelter* on lonely roads during stormy nights and using his magic to disguise himself as a harmless old hermit to lure travellers inside.

Halfway through the night, Reigal may dispel the spell to leave them suddenly exposed to the environments, let in a monster to attack them, or leave them with a dangerous magical object.

While doing business with the Duergar at the Obsidian Citadel, Reigal lays the blame for his latest prank at the PCs feet. The only way to prove their innocence is to track down Reigal and trick or force a confession out of him.



Acting through proxies, Kavar Teethgrinder wants to teach Reigal a lesson. He has identified the circlet Reigal wears as a *circlet of sorcery*. Stealing the circlet would greatly reduce Reigal's magical power. Kavar decides that the perfect pawns for his game are the PCs – after all no duergar would take their word over his and the likelihood of them surviving the ensuing hunt is slim.

## TACTICS

Reigal first uses his enchantment spells to gain more allies. He keeps his distance and uses Improved Feint to open up opponents to sneak attacks. If any opponents are still alive at this time, he unleashes his most powerful evocation spells. If engaged in melee, Reigal uses Acrobatics to escape.

### REIGAL

CR 13 (XP 25,600)

*This grey skinned humanoid's thick black beard moves as if stirred by a gentle wind.*

Male duergar rogue 3/sorcerer (fey) 4/arcane trickster 7  
CE Medium humanoid (dwarf)

**Init** +2; **Senses** darkvision 120 ft.; Perception +10 (+11 vs. traps, +12 vs. stonework), Sense Motive +5

**Speed** 20 ft.; **ACP** 0; Acrobatics +12 (+8 jumping), Escape Artist +11, Stealth +18 (fast stealth)

**AC** 20, touch 13, flat-footed 17; **CMD** 19 (+1 vs. traps); Mobility (+6 armour [+2 mithral chain shirt], +2 Dex, +1 dodge [Dodge], +1 natural [amulet of natural armour +1])

**Immune** paralysis, phantasms, poison; **Weakness** light sensitivity

**Light Sensitivity (Ex)** In bright sunlight (or within a *daylight* spell), duergar are dazzled.

**Fort** +6, **Ref** +11 (+12 vs. traps; evasion), **Will** +10 (+2 vs. spells and spell-like abilities)

**hp** 70 (14 HD)

**Space** 5 ft.; **Base Atk** +7; **CMB** +6

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

**Ranged** +1 seeking light crossbow (range 80 ft.; Rapid Reload) +10/+5 (1d8+1/19-20)

**Atk Options** Improved Feint, impromptu sneak, sneak attack (+5d6)

**Impromptu Sneak Attack (Ex [standard; 1/day])** Reigal can declare a melee or ranged attack to be a sneak attack on any opponent within 30 ft.

**Special Actions** laughing touch

**Laughing Touch (Sp [standard; 7/day])** Reigal can make a creature burst out laughing for 1 round. The creature can only make a move action but defends itself normally. A creature affected by laughing touch is immune to its effects for 24 hrs.

**Spell-Like Abilities** (CL 14; concentration +18)

1/day—*enlarge person*, *invisibility*

**Sorcerer Spells Known** (CL 11th; concentration +15 [+19 casting defensively or grappling]; Bloodline Arcana [fey, +2 compulsion], Spell Focus [+1 enchantment]; tricky spells)

5th—*cone of cold* (DC 19), *dominate person* (DC 22)

4th—*crushing despair* (DC 21), *secure shelter*, *shadow conjuration* (DC 18)

3rd—*beast shape I*, *deep slumber* (DC 20), *dispel magic*, *hold person* (DC 20)

2nd—*acid arrow* (DC 16), *alter self*, *cat's grace*, *hideous*

*laughter* (DC 19), *touch of idiocy* (DC 19)

1st—*charm person* (DC 18), *disguise self* (DC 15), *entangle* (DC 15), *jump*, *magic missile*, *sleep* (DC 18)

0—*dancing lights*, *daze* (DC 17), *detect magic*, *detect poison*, *ghost sound* (DC 14), *mage hand*, *prestidigitation*, *read magic*, *resistance*

**Tricky Spells (Su [standard; 4/day])** Reigal can cast a spell without somatic or verbal components as if using Still Spell or Silent Spell. The spell level or casting time does not increase.

**Combat Gear** *potion of cure moderate wounds* (2)

**Abilities** Str 9, Dex 14, Con 12, Int 13, Wis 10, Cha 14

**SQ** ranged legerdemain, rogue talent (fast stealth), trap finding (+1)

**Ranged Legerdemain (Su [standard])** Reigal can use Disable Device and Sleight of Hand at a range of 30 ft. The DC of the skill check is increased by 5 and Reigal cannot take 10. The object must weigh 5 lbs. or less.

**Feats** Combat Casting, Dodge, Eschew Materials<sup>B</sup>, Improved Feint, Mobility, Rapid Reload (light crossbow), Spell Focus (enchantment), Stealthy

**Skills** as above plus Appraise +6, Bluff +8, Disable Device +13, Intimidate +8, Knowledge (arcana) +10, Knowledge (dungeoneering) +7, Knowledge (geography) +7, Knowledge (local) +9, Knowledge (nature) +7, Sleight of Hand +7, Spellcraft +11, Use Magic Device +8

**Languages** Common, Dwarven, Elven, Undercommon

**Gear** as above plus *circlet of sorcery* +2, *cloak of resistance* +1, *robe of blending*

### Enlarged, Reigal has altered statistics:

CE Large humanoid (dwarf)

**Init** +1

Acrobatics +11 (+7 jumping), Escape Artist +10, Stealth +17 (fast stealth)

**AC** 19, touch 12, flat-footed 16; **CMD** 20 (+1 vs. traps)

(+6 armour [+2 mithral chain shirt], +1 Dex, +1 dodge, +1 natural [amulet of natural armour +1], -1 size)

**Space** 10 ft.; **Base Atk** +7; **CMB** +8

**Melee** +1 short sword (reach 10 ft.) +7/+2 (1d6+1/19-20)

**Ranged** +1 seeking light crossbow (range 80 ft.) +8/+3 (1d8+1/19-20)

**Abilities** Str 11, Dex 12

**Skills** Disable Device +12

## PERSONA: KAVAR TEETHGRINDER

*The Obsidian Citadel's most accomplished weaponsmith, Kavar Teethgrinder is notorious for inlaying his weapons with the teeth of his victims.*

Those who seek the finest weapons the Duergar of the Obsidian Citadel have to find the wizard, Kavar Teethgrinder. However, those wishing to deal with the ancient duergar must exercise caution. Extremely prideful, Kavar Teethgrinder is easily affronted and possesses a murderous temper. In particular, he harbours a deep-seated hatred towards humans.

The teeth of those that offend him wind up inlaying the hilts of the weapons he creates.

**Background:** As a young duergar, Kavar desired to see the outside world. Prompted by Reigal, he joined the trickster on one of his adventures. In an act of capriciousness, Reigal let the duergar fall into the hands of bandits. Sold into slavery, Kavar found himself using his burgeoning arcane talents to create fantastic jewellery for a human lord.

One day, after many years of gruelling captivity, he managed

to befriend his captor's two sons and convinced them to help him escape. Kavar fled and repaid his captor's kindness and that of sons by slaying them, leaving behind two magical rings inlaid with their teeth. From that day on, Kavar turned his skills to the art of weapons, ones that would be beautiful and powerful enough to drive humans to madness to possess them.

In his heart, he still nurses a festering hatred for Reigal and only waits to make his move against him.

**Personality:** Kavar's time spent in captivity has made him paranoid. Humans dealing with Kavar suffer a -4 penalty to Diplomacy checks. Kavar prefers to bury himself in his work and only speaks when necessary and then usually only to scold his apprentices.

**Mannerisms:** Kavar mutters plans of vengeance and murder against humans and Reigal when he is crafting items and weapons.

**Distinguishing Features:** Kavar's fingers appear to be unnaturally bent and twisted as if broken repeatedly and then healed, however, they are surprisingly nimble.



## HOOKS

While he is a violent curmudgeon, Kavar's knowledge of weaponry is vast. Adventurers sometimes seek him out to secure his help in repairing ancient weapons beyond the ability of most smiths to repair. Getting his help, though, is the difficult part – particularly if you are a human.

A rich warlord attempted to purchase a magic sword from Kavar who refused his offer. Barely escaping with his life, the warlord is asking for adventurers to steal the sword from the treacherous duergar. He will pay extra if they promise to teach Kavar a lesson.

### KAVAR TEETHGRINDER

CR 12 (XP 19,200)

*This wizened humanoid with dull gray skin wears a simple robe with what appears to be teeth sown into its back.*

Male duergar expert 2/wizard (evoker [weapon]) 11

LE Medium humanoid (dwarf)

**Init** +2; **Senses** darkvision 120 ft.; Perception +6, Sense Motive +6

**Speed** 20 ft.; **ACP** 0; Acrobatics +2 (-2 jumping), Fly +9, Stealth +11

**AC** 20, touch 15, flat-footed 17; **CMD** 22

(+4 armour [*mage armour*], +2 deflection [*ring of protection* +2], +2 Dex, +1 natural [*amulet of natural armour* +1], +1 dodge [Dodge])

**Immune** paralysis, phantasms, poison; **Weakness** light sensitivity

**Light Sensitivity (Ex)** In bright sunlight (or within a *daylight* spell), duergar are dazzled.

**Fort** +5, **Ref** +5, **Will** +11, +2 vs. spells and spell-like effects

**hp** 73 (13 HD)

**Space** 5 ft.; **Base Atk** +6; **CMB** +7

**Melee** mwk dagger +8/+3 (1d4+1/19-20)

**Ranged** *wand of scorching ray* (range 130 ft; 30 charges.) +8 (4d6 fire)

**Atk Options** energy burst, force weapon (5/day)

**Energy Burst (Sp [standard & free; 1/day])** Kavar can infuse a weapon with elemental energy (acid, fire, ice or sonic) for 11 rounds (or until discharged). With a successful attack he can discharge the effect to deal 8d6 energy damage (DC 19 Reflex halves).

**Force Weapon (Sp [standard; 5/day])** Kavar surrounds its weapon with force energy, extending its reach by 5 ft. for 5 rounds. The weapon deals damage normally, but he may discharge the effect to deal 1d6 force damage as part of an attack.

**Spell-Like Abilities** (CL 13; concentration +10)

1/day—*enlarge person*, *invisibility*

**Wizard Spells Prepared** (CL 11th; concentration +15 [+19 casting defensively or grappling]; spell penetration +13; arcane bond [ring], intense spells [+5 damage])

6th—*chain lightning* (DC 20), *globe of invulnerability*

5th—*cloudkill* (DC 19), *cone of cold* (DC 19), *greed* (DC 19)

## TACTICS

Due to his paranoid nature, Kavar always has a number of offensive spells memorized.

If in danger, he casts *stoneskin*, followed by *globe of invulnerability*, and then unleashes his most potent evocation spells. Kavar slings spells indiscriminately with little thought for collateral damage.

If outmatched, he turns invisible, casts *expeditious retreat* and then *fly* to escape. However, he will return at an opportune moment to wreak his revenge.

4th—*black tentacles* (DC 18), *stone skin*, *wall of fire*, *weapon breaker* (DC 18)

3rd—*armour enervation* (DC 17), *dispel magic*, *fireball* (DC 17), *fly*, *obsidian shards* (DC 17)

2nd—*blur*, *geyser* (DC 16), *lava bolt* (DC 16), *make whole*, *scorching ray*

1st—*burning hands* (DC 15), *expeditious retreat*, *mage armour*, *magic missile*, *shocking grasp*

0—*acid splash*, *detect magic*, *mending*, *ray of frost*, *read magic*

**Combat Gear** *potion of cure serious wounds* (2), *ring of counterspells* (contains *fireball*), *wand of fireball* (27 charges, DC 13)

**Abilities** Str 13, Dex 14, Con 14, Int 18, Wis 12, Cha 4

**Feats** Brew Potion<sup>B</sup>, Combat Casting, Craft Magic Arms and Armour<sup>B</sup>, Craft Wand, Craft Wondrous Item, Create Curse, Dodge, Forge Ring, Scribe Scroll<sup>B</sup>, Spell Penetration

**Skills** as above plus Appraise +14, Bluff +2, Craft (armour) +7, Craft (jewellery) +16, Craft (weapons) +20, Disable Device +7, Knowledge (arcana) +18, Knowledge (dungeoneering) +12, Knowledge (engineering) +13, Linguistics +10, Profession (jeweller) +7, Spellcraft +18, Survival +6

**Languages** Common, Dwarven, Gnome, Goblin, Ignan, Terran, Undercommon,

**Gear** as above plus *dark goggles*

**Spellbook** (divination and enchantment) as above plus as determined by the GM

### Enlarged, Kavar Teethgrinder has altered statistics:

LE Large humanoid (dwarf)

**Init** +1

**Acrobatics** +1 (-3 jumping), **Fly** +8, **Stealth** +10

**AC** 19, touch 14, flat-footed 16; **CMD** 23

(+4 armour [*mage armour*], +2 deflection [*ring of protection* +2], +1 Dex, +1 natural [*amulet of natural armour* +1], +1 dodge, -1 size)

**Space** 10 ft.; **Base Atk** +6; **CMB** +9

**Melee** mwk dagger (reach 10 ft.) +8/+3 (1d4+2/19-20)

**Ranged** *wand of scorching ray* (range 130 ft; 30 charges.) +6 (4d6 fire)

**Abilities** Str 15, Dex 12

**Skills** Disable Device +6

## PERSONA: VORMMARA SHATTERSHIELD

*A spoiled princess and a fierce warrior, Vormmara has a predilection for fine elven wine and men.*

One of the biggest and boldest personalities of the Obsidian Citadel, Vormmara Shattershield is one of their most renowned warriors. Utilizing unorthodox fighting techniques from the surface world, Vormmara enters combat on a golden dire boar, ruthlessly riding down her enemies. Her skill at battle is rivalled only by her hedonistic lifestyle.

**Background:** The youngest daughter of King Nargor, Vormmara has been pampered all her life. As such, she never underwent the harsh training in crafting that most young duergar endure. Instead, she was instructed in a unique fighting style utilizing cavalry charges by a slave who was a former knight. On the day she was acknowledged as a woman, her father gifted her a boar spun from golden strands. She celebrated by having an exhibition and riding down her instructor. Schooled in the arts by an elven sage, Vormmara developed a desire for elvish wine and men. She considers elves to be the only cultured creatures on an equal level with her and as such, only keeps male elves as slaves.

### VORMMARA SHATTERSHIELD CR 10 (XP 9,600)

*This female duergar's fearsome glittering black plate armour stands in stark contrast to her badly dyed hair and overdone make-up.*

Female duergar fighter (dragoon) 11  
LE Medium humanoid (dwarf)

**Init** +2; **Senses** darkvision 120 ft.; Perception +0 (+2 vs. stonework), Sense Motive +0

**Speed** 20 ft.; **ACP** -6; Climb +1, Ride +12, Stealth +0

**AC** 26, touch 12, flat-footed 24; **CMD** 25  
(+10 armour [+1 full plate], +2 Dex, +1 natural [amulet of natural armour +1], +3 shield [+1 heavy steel])

**Immune** paralysis, phantasms, poison; **Weakness** light sensitivity

**Light Sensitivity (Ex)** In bright sunlight (or within a daylight spell), duergar are dazzled.

**Fort** +11, **Ref** +5, **Will** +3; +2 vs. spells and spell-like abilities  
**hp** 120 (11 HD)

**Space** 5 ft.; **Base Atk** +11; **CMB** +12

**Melee** +1 *thundering lance* (reach 10 ft.; Power Attack [-3/+6])  
+17/+12/+7 (1d8+9/19-20/x3)

**Atk Options** Bleeding Critical, Improved Bull Rush, Ride-By Attack, Spirited Charge, Trample, Unseat, spinning lance

**Spinning Lance (Ex)** Vormmara may alternate attacks with the piercing head of her lance with reach, or with the butt end (treat as a club) against adjacent targets. Unlike a double weapon, the masterwork quality and magical special abilities apply to both ends of the lance, except for those weapon special abilities that apply only to edged weapons.

**Special Actions** banner

**Personality:** A hedonist, Vormmara believes in three things: fighting, drinking and fornicating, all of which she does equally well. Quick tempered with a propensity for violence, Vormmara is impatient when she does not immediately get what she wants or things do not go her way. She also quickly becomes bored with her elven slaves, and constantly seeks new lovers.

**Mannerisms:** A drunk, Vormmara often slurs her words.

**Distinguishing Features:** Vormmara wears garish make-up and dyes her hair blonde in order to impress her elvish "suitors."

**Hooks:** Any male elf PC with a Charisma of 12 or higher adventuring near or within the Obsidian Citadel attracts Vormmara's unwanted attention. She sends a squad of Obsidian Infiltrators to kidnap the PC. If that fails, she personally leads the next attack against the PCs.

The PCs are hired to sneak into the Obsidian Citadel and free a famed elven bard before Vormmara tires of her new toy.

The PCs arrive at a small elvish outpost only to find it under attack by Obsidian Citadel duergar with Vormmara leading the charge upon her golden boar.

**Tactics:** Vormmara makes extensive use of her mounted combat feats. If forced to dismount, she turns invisible and flees.

**Banner (Ex)** As long as Vormmara's banner is clearly visible, all allies within 60 feet receive a +2 morale bonus on saving throws against fear and a +1 morale bonus on attack rolls made as part of a charge.

**Spell-Like Abilities** (CL 11; concentration +8)  
1/day—*enlarge person*, *invisibility*

**Combat Gear** *potion of cure moderate wounds*

**Abilities** Str 14, Dex 14, Con 18, Int 10, Wis 10, Cha 5

**SQ** armour training (1), bravery (+3), spear training (+2 attack, +4 damage)

**Feats** Bleeding Critical, Improved Bull Rush, Improved Critical (lance)<sup>B</sup>, Mounted Combat<sup>B</sup>, Power Attack<sup>B</sup>, Ride-By Attack<sup>B</sup>, Skill Focus (Ride)<sup>B</sup>, Spirited Charge, Trample, Unseat<sup>B</sup>, Weapon Focus (lance), Weapon Specialization (lance)<sup>B</sup>

**Skills** as above

**Languages** Common, Dwarven, Undercommon

**Gear** as above plus *dark goggles*

### Enlarged, Vormmara has altered statistics:

LE Large humanoid (dwarf)

**Init** +1

Climb +2, Ride +11, Stealth -1

**AC** 25, touch 11, flat-footed 23; **CMD** 26

(+10 armour [+1 full plate], +2 Dex, +1 natural [amulet of natural armour +1], +3 shield [+1 heavy steel], -1 size)

**Space** 10 ft.; **CMB** +14

**Melee** +1 *thundering lance* (reach 15 ft.) +17/+12/+7  
(1d8+10/19-20/x3)

**Abilities** Str 16, Dex 12

## SAMPLE DUERGAR

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Use these NPCs to portray duergar the PCs meet.

### SCOUT: BALSI EBONHAMMER

**Appearance:** Like most of his family, Balsi has thick, downward curving eyebrows that form a “V”.

**Mannerisms:** Balsi chuckles frequently, usually after he makes an inappropriate joke.

**Background:** Ebonhammers are a crafty bunch and many serve as scouts. Having fallen in love with a beautiful human female slave he saw at an auction, Balsi has striven to increase his lot in life. He frequently volunteers for long, dangerous patrols on the surface and has participated in a number of raids. He hopes his skills get him promoted to be an infiltrator. Such a promotion will enable him to buy the human slave girl he desires.

**Personality:** Balsi comes off as a bit of a pervert due to his lustful nature. Secretly, the opposite sex makes him incredibly nervous and his jokes are his attempt to hide his insecurities.

### CAPTAIN: DAG SPLINTERSTRIKE

**Appearance:** Dag appears dishevelled in his well-worn armour. His face is haggard and his skin is paler than most duergar.

**Mannerisms:** Dag often stares gormless straight ahead.

**Background:** Dag’s family is an offshoot of the ruling Shatterstrike clan and consequently Dag’s father was able to broker a prominent marriage for his only son, a hard worker who was rising quickly through the ranks. Dag regrets his father’s decision. His wife came from a wealthy family and she is used to fine things, frequently spending all his money. Dag spends sleepless nights figuring out how to increase his fortunes. He now regularly demands protection money from travellers and has even occasionally underpaid his men’s wages (to their growing discontent).

**Personality:** Dag is afraid of bringing dishonour to his family if his wife leaves him (which she tells him she will do on a daily basis). This causes him to come across as absent minded as his nervously tries to think of ways to make her happy.

### WARRIOR: CORD SHIELDSPIKE

**Appearance:** Patches of wiry hair –futile efforts at growing a beard – cover Cord’s cheeks and chins.

**Mannerisms:** Not yet a seasoned warrior, Cord’s hands tremble slightly when holding his weapon.

**Background:** Still a young duergar, Cord is a neophyte, untested warrior. His patrol has been assigned to watch the passageways leading into the Ebon Realm. He has personally accompanied his captain on a few secret rendezvous to meet with a company of mysterious drow. The drow pay his

captain to enter the city undetected. Cord does not know what the purpose is, but his captain pays him a cut of the bribe to keep his mouth shut.

**Personality:** Obedient to a fault, Cord is eager to prove his worth. He sometimes speaks without thinking.

### DESTROYER: GORM SPELLSMASHER

**Appearance:** Many scars twist across Gorm’s body.

**Mannerisms:** Gorm cracks his knuckles before a fight.

**Background:** Clumsy and stupid, Gorm enjoyed bashing the other apprentices with a hammer instead of learning to forge weapons and armour. Gorm’s father mercilessly beat him for his failures. When Gorm grew bigger than his father, he repaid him with a hammer blow between the eyes. Facing dishonour and the death penalty for the murder, he joined the destroyers. He takes his job very seriously.

**Personality:** Gorm relishes the sound of splintering metal and bone. Cruel and stupid, Gorm does what he’s told.

### WIZARD: BERG DARKAXE

**Appearance:** A long, thin nose dominates Berg’s face.

**Mannerisms:** Berg scratches his nose, especially when thinking.

**Background:** Coming up through the family ranks, Berg bribed, cajoled and threatened his way into his current position as the head wizard of the Darkaxe family. He currently runs a lucrative shop from a well hidden and guarded cave on the lower slope of one of the volcanoes located directly above the Obsidian Citadel. He specializes in crafting exceptionally strong chain shirts and chainmail, many of which have been gifted to potential rivals (with disastrous results for them).

**Personality:** A typically dour and gruff duergar, Berg’s pride is easily affronted if customers do not praise his handiwork.

### INFILTRATOR: LEIFF BLACKSPEAR

**Appearance:** Leiff braids his long, thin beard with blue silk ribbons.

**Mannerisms:** Leiff’s eyes constantly dart about.

**Background:** An inquisitive duergar, always eager to learn, Leiff jumped at the chance to join the infiltrator’s elite ranks. He cares little about the kidnapping aspect of his job. Instead, he enjoys moving about a house or castle undetected and examining all the different items and objects within. Leiff has become particularly fascinated with birds, especially ones with bright plumages. A part of him yearns to join them in the blue sky someday.

**Personality:** Leiff is so used to having to move quietly about, that he rarely talks. However, the topic of birds quickly draws him into a long, rambling conversation.

## COMPILED LISTS

### ALTERNATE CLASS FEATURES

**Fighter:** Sunder Specialist

**Rogue Talents (Minor):** Pernicious Invisibility, Invisible Stalker, Unseen Strike

**Wizard Focused Arcane Schools:** Abjuration (Armour), Evocation (Weapon)

### STAT BLOCKS BY CR

CR	PAGE
2 Obsidian Scout LE male duergar expert 4	65
2 Silver Horse N construct	65
4 Obsidian Warrior LE male duergar expert 2/warrior 4	64
6 Obsidian Captain LE male duergar expert 2/warrior 6	65
6 Gold Dire Boar N construct	67
7 Obsidian Infiltrator LE male duergar expert 2/rogue (burglar) 6	67
8 Obsidian Destroyer LE male duergar fighter (sunder specialist) 9	66
8 Obsidian Wizard LE male duergar expert 2/wizard (abjurer [armour]) 7	66
10 Vormmara Shattershield LE female duergar fighter (dragoon) 11	72
12 Kavar Teethgrinder LE male duergar expert 2/wizard (evoker [weapon]) 11	71
13 Reigal CE male duergar rogue 3/sorcerer (fey) 4/arcane trickster 7	69

### NEW MAGIC ITEMS

GP	
3,000 gp +	<i>Circlet of Sorcery</i>
2,000 gp	<i>Dark Goggles</i>
7,500 gp	<i>Grappling Vest</i>
8,000 gp	<i>Net of Constriction</i>
12,500 gp	<i>Helm of Darkness</i>

### NEW SPELLS

#### 2ND-LEVEL

**Geyser (wizard 2):** Create an erupting geyser that deals damage.

**Lava Bolt (wizard 2):** Shoot fiery bolts of lava at enemies.

#### 3RD-LEVEL

**Armour Enervation (wizard 3):** Reduce the effectiveness of the target's armour.

**Obsidian Shards (wizard 3):** A cone of obsidian shards flies from your hands.

#### 4TH-LEVEL

**Weapon Breaker (wizard 4):** Armour damages weapons that strike it.

#### 5TH-LEVEL

**Greed (wizard 5):** Subject sees expensive objects as worthless.

### NEW TEMPLATES

**Silver Creature:** construct

**Gold Creature:** construct

### NEW FEATS

FEAT	PREREQUISITES	BENEFIT
Blinding Blow	Improved Sunder, Power Attack, BAB +6	Blind an opponent temporarily if you destroy his armour.
Create Curse	Caster level 5	Add a curse to a crafted magic item.
Crushing Blow*	Improved Sunder, Power Attack, BAB +3	Stagger a target when you destroy his armour.
Extended Enlarge*		Add three to your caster level when using your <i>enlarge person</i> spell-like ability.
Extended Invisibility*		Add three to your caster level when using your <i>invisibility</i> spell-like ability.
Hand Crusher*	Improved Sunder, Power Attack, BAB +6	When destroying a weapon also damage the hand holding it.
Two-Handed Weapon Defence*	Proficiency with two-handed weapon, Weapon Focus with two-handed weapon, Weapon Specialisation with two-handed weapon, BAB +6	Gain a +2 bonus to AC, but only add your Strength bonus to damage dealt.

\*Battle feat



## FROST GIANT PIRATES OF THE ICY HEART

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## FROST GIANT PIRATES OF THE ICY HEART

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Commanded by Jarl Jarok Icehammer and crewed by frost giants, the *Icy Heart* is an iceberg that serves as a pirate ship and mobile lair for the dragon Flashfreeze, her brood and her pet, Lozondur a half-dragon remorhaz. The jarl and the dragon work with Lady Antonia Krath, the human whose warped imagination birthed this frigid monstrosity.

### ORIGINS

Lady Krath, nee Lady Antonia Reiz, was born in tropical climes to wealthy noble parents. When Antonia was wed to Ysrich Krath, the son of a wealthy merchant from a frozen land, Antonia felt that her parents had abandoned her, auctioning her for a handful of gold and leaving her scarcely better off than a rich commoner. She became obsessed with every success and failure of her new father-in-law's merchant house. In the icy waters that her father-in-law's ships sailed, icebergs were an ever-present danger and when a competitor lost several ships to frost giant raids, an idea began to germinate in her mind.

Through secret messengers, Lady Krath contacted the white dragon Flashfreeze, offering considerable bribes for her to just hear her idea. At the same time, she employed trackers to locate a powerful frost giant leader, eventually making contact with Jarl Icehammer. Through her persuasion, both the jarl and the dragon agreed to join her enterprise: to carve a vessel from an iceberg and use it to raid merchant ships and the like.

To Jarl Icehammer, the *Icy Heart* is an opportunity to spread suffering farther than any other jarl ever has before. A devout antipaladin, the jarl pleases his masters with slaughter and misery, and when the *Icy Heart* raids, the jarl creates both. The jarl is a tyrant; the frost giants obey him because they fear the lethal consequences of disobedience.

When the *Icy Heart* first put to sea, Icehammer had a crew of thirty handpicked frost giant sailors and ten champions. His brutal leadership has reduced this to twenty-one sailors and seven champions, all of whom serve him fanatically, fearing they will be the next sacrifice to Icehammer's demented patron.

The *Icy Heart* is also the lair of Flashfreeze the dragon; the safety it affords eases the dragon's constant fear of dragonslayers and the like. She craves constant food, a steady and near effortless influx of wealth and security for herself and her offspring; the *Icy Heart* provides her with all these things.

Flashfreeze dwells with her brood of four young adult white dragons. Her's is not a happy lair, however. Her brood are fractious and competitive and Flashfreeze should cast them out, but she loves them (in her own warped and twisted way). For their part they don't want to leave the safety of the *Icy Heart*, nor do they feel able to yet challenge her. Flashfreeze also dwells with her "pet," Lozondur, a half-dragon remorhaz instrumental in both creating and maintaining the *Icy Heart*.

Lady Antonia Krath uses the *Icy Heart* as a means to increase her wealth and her husband's political power, seizing vessels from rival trading houses. The *Icy Heart* is a delicate balance of emotions and personalities, straining her ability to soothe egos and encourage co-operation between such self-centred parties; while it was certainly not her purpose in creating the *Icy Heart*, she finds this constant struggle invigorating.

Lady Antonia is accompanied by her husband, Ysrich Krath. He abhors the *Icy Heart* and its crew, but is committed to his bride's safety.

Lady Antonia's determination is at the core of the *Icy Heart* as without her, Icehammer would have lost interest or slaughtered his way through the rest of his men; Flashfreeze would have returned to a conventional lair, or turned upon the jarl and his men in a fit of pique. Instead, Lady Krath keeps both villains motivated, and placated, so she might peruse her ambitious and murderous goals.

### DAILY LIFE

In addition to their role as thugs and enforcers, the frost giants on the *Icy Heart* serve as cooks, fishermen and sailors. Each is a competent seaman. Given the number of giants aboard the *Icy Heart*, fishing trips are a daily requirement. Often, two ships go out. (This is a good way for PCs to first encounter the pirates).

Similarly, the dragons also search of food, often at dawn or dusk; such times are one of the rare opportunities to encounter Flashfreeze and her brood separate from each other.

The *Icy Heart* requires less maintenance than other vessels. The giants maintain the common areas of the *Icy Heart*, removing rubbish and waste from the passageways, main bay, mess hall and bunks. Maintaining the vessel is left to Flashfreeze who often delegates actual repairs to one of her brood, or Lozondur. Lozondur can burrow easily through the ice, melting smooth tunnels, while the dragons easily repairs most damage by using their breath weapon to repair damaged areas.

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### IN YOUR CAMPAIGN

*Frost Giant Pirates of the Icy Heart's* design enables a GM to easily insert the *Icy Heart* and her crew into a home campaign. Characters could encounter the giants' longships raiding a village, attacking a ship or even as they're out fishing; worse, the player's own ship could find (or be attacked by) the *Icy Heart* or Flashfreeze. Characters could be employed by nobles or merchant houses to destroy the *Icy Heart* or to rescue important persons (or materials) the pirates have captured.

## RAIDING AND PIRACY

The giants aboard the *Icy Heart* carry out three types of raid.

The least frequent type of raid is the storming of a seaside village. The risks in bringing the *Icy Heart* close to shore where ocean currents may run it aground makes such raids infrequent; such villages also typically lack sufficient valuables to make the raid worthwhile. However, when the giants are desperate for a fight or the jarl's god demands sacrifice they attack. Involving only one or two longships, the rapid nature of these strikes maximizes the advantage of surprise and minimizes the defenders' ability to defend themselves. Once on land, the giants slaughter the villagers, steal their treasures and carry off all the livestock they can get their hands on.

More frequent than land raids, the giants attack other vessels. A group of giants on a fishing trip that spot a suitable vessel immediately attempt to overtake their target; alternatively, Flashfreeze might notice another craft while hunting and investigate. This type of raid fails as often as it succeeds; the giants' ships aren't very fast, opposing vessels may present enough resistance at range to defeat the attack, or Flashfreeze may lose interest after just a few attack runs.

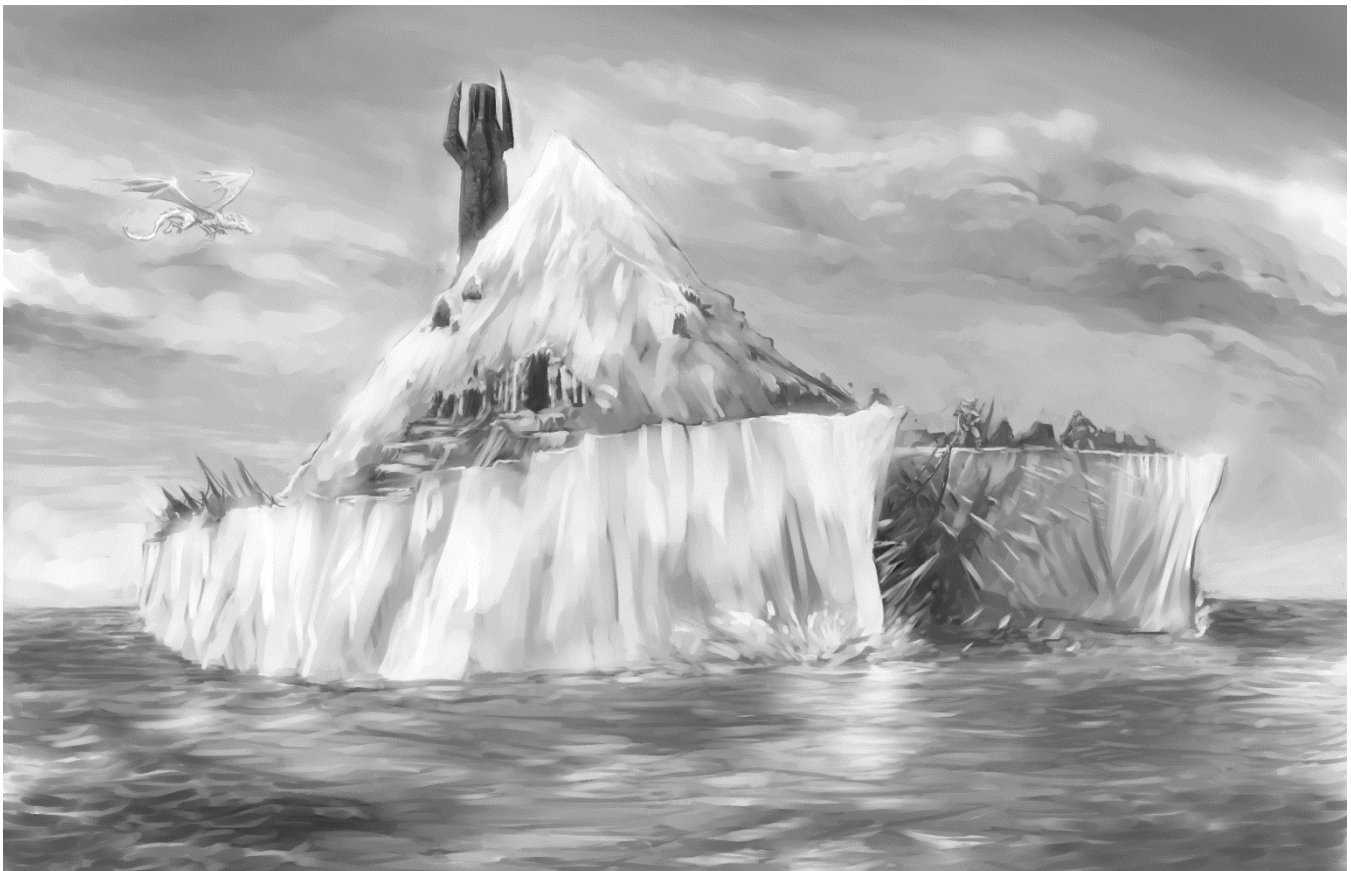
The most effective raid conducted by the *Icy Heart* is a co-ordinated effort to destroy another vessel. Such attacks begin when a ship is sighted from one of the watch posts, by one of

the dragons while out hunting or by a group of giants on a sortie. Flashfreeze flies to the other vessel and cripples their sail, mast, hull or oars with Flyby Attack and her breath weapon. Once the vessel is crippled, the *Icy Heart*, (slowly) closes in.

Flashfreeze provides propulsion for the *Icy Heart*, leveraging her considerable size and strength, as well as her swim speed, to move the ship. Working alone, Flashfreeze can manage a speed of only 15 ft., scarcely fast enough to capture even crippled vessels. If the ship must move faster, such as when caught by a current or pursuing a faster ship, the frost giants lash their longships to the *Icy Heart* and row while Flashfreeze's brood helps their mother; this improves the ship's speed to 30 ft. The *Icy Heart's* low speed serves to spread fear among the opposing crew, who often must watch for hours as the massive iceberg closes inexorably with their crippled vessel.

As the *Icy Heart* is immense in size, it simply rams the other ship which runs it aground on the iceberg. Crew who survive the impact are slain quickly by the giants or kept as sacrifices for Icehammer's dark gods.

This last technique has been largely successful; few ships have the ability to withstand Flashfreeze's crippling assaults or the prowess of the *Icy Heart's* crew. The only drawback to this type of raid is the extended co-ordination required for success; Flashfreeze and the giants have to cooperate for several hours leading up to the actual assault. This is not as easy as it seems.



## THE ICY HEART

The relatively vertical sides of the *Icy Heart* rise nearly 40 ft. above the waves before blending almost imperceptibly into the roughly central steep-sided peak of frozen ice in which the crew dwell. The vessel itself is roughly circular and has a radius of approximately 120 ft. A peak of ice dominates the centre of the *Icy Heart*, rising ominously to a height of about a hundred feet. The Lady's Tower – a stone tower rising 30 ft. above the *Icy Heart's* – stands near the edge of the iceberg.

The front fifth of the *Icy Heart's* is seemingly absent, but in reality has been carved down to 5 ft below sea level by Flashfreeze and filled with dangerous icy ridges and spikes beneath the water, making it into a massive ram and a deadly place for another vessel to become stuck. The crew of the *Icy Heart* refer to this as "the Dragon's Maw," and consider it the bow of the ship.

Appropriately enough, the open-air parts of the deck are sized for Large creatures.

## THE UPPER DECK

The upper deck comprises the following areas of interest:

**Observation Deck:** Around the Lady's Tower is a wooded observation deck. A heavy oak door leads to the Lady's Tower.

**Dragon's Maw:** The crew use the shallow water of the Dragon's Maw to capture other vessels. Ships drawn into this area run aground on the ice beneath the waves before being surrounded by wading frost giants.

**Foredeck:** Arranged around the Dragon's Maw is a narrow, flattened area. As the foredeck is constantly awash with water, the ice is always slippery (see "Icy Terrain").

**Dragon Runs:** Two tunnels emerge from the central spire of the *Icy Heart*, piercing its side about halfway up its flanks; one is sized for Huge creatures, and the other for Gargantuan. The dragons use these steeply sloped tunnels to reach their lair. The

tunnels are slick even in cooler climates so they're difficult to scale (DC 25 Climb checks).

**Watch Posts:** Three watch posts stud the central peak of the *Icy Heart*. Two of these are nothing more than a flattened 20 x 20 ft. area, surrounded by five-foot high walls; scaling these low ice walls requires a DC 10 Climb check.

The third watch post is 30 x 30 ft. and sits atop the *Icy Heart*; the dragons occasionally use this watch as a sun deck. The posts are supposed to be manned at all times, but the giants are lazy and the jarl inattentive, so they are often deserted.

The main section of the *Icy Heart* is built for large-sized creatures, although the Lady's Tower is sized for Medium creatures. Much of the main section is constructed from ice, (hardness 0, hp 3 per inch; the Lady's Tower is stone (hardness 8, hp 15 per inch).

## COLD HAZARDS

Exposure to cold deals nonlethal damage, and victims cannot recover from the damage until they get out of the cold and warm up. A character that has taken damage from exposure is beset by frostbite or hypothermia (treat as fatigued), and once a character has taken nonlethal damage equal to her total hit points, any further damage from exposure is lethal damage. The fatigue ends when the character recovers the damage they took from the exposure. A character with the Survival skill may receive a bonus on saving throws against cold and might be able to apply this bonus to other characters as well; see the skill description. Characters that are immersed in water, or were immersed and haven't dried, make checks against exposure as if the temperature was one level more severe.

**Below 40° F:** An unprotected character must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 nonlethal damage.

**Below 0° F:** Inside the *Icy Heart*, an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 nonlethal damage on each failed save. Characters wearing a cold weather outfit only makes checks once per hour for cold and exposure damage.

**Below -20° F:** Extreme cold, such as that suffered by a character getting wet inside the *Icy Heart*, inflicts 1d6 lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or suffer 1d4 nonlethal damage.

*Endure elements* prevents all these effects. Creatures with immunity to cold (including the frost giants, the dragons and Lozondur) are similarly unaffected.

## LORE

A character making a Knowledge (Local) or Diplomacy check to gather information may know some information about the *Icy Heart*. A successful check reveals all information gained by a lesser check. The DC of the check could be as much as +5 if the *Icy Heart* has entered the area only recently.

**DC 15:** You've heard of an iceberg that operates like a pirate ship, manned by frost giants, named the *Icy Heart*.

**DC 20:** While the majority of the crew is frost giants, there's also a dragon that escorts the iceberg, flying ahead and crippling ships so that the iceberg can catch up.

**DC 25:** The scattered few survivors that have escaped the giant's clutches say that an antipaladin commands the *Icy Heart*, and that he sails for blood as much or more than treasure.

## MAIN DECK

The main deck comprises the following areas of interest:

**Main Bay:** The main bay, in the centre of the iceberg, is a hemispherical room about 40 ft. in radius. The centre of the room is a pit of icy water, surrounded by a 15 ft. wide walkway. Exits from the main bay lead off toward the bunks, the mess hall, the shrine and the holding areas, as well as an underwater tunnel to Flashfreeze's lair. The frost giants moor their longship and rowboats here.

**Bunks:** Here the crew sleep and stow their personal belongings and loot.

**Mess Hall:** As the third largest chamber on the *Icy Heart*, the mess hall doubles as recreational space.

**Shrine:** This large room features a dark altar dedicated to Jarl Icehammer's sadistic gods. The icy altar has obviously been thawed and refrozen time and again, and has the blood of scores of sacrificial victims frozen into it. An *unhallow* protects the area; chaotic evil creatures within 40 ft. of the altar benefit from a *protection from energy (fire)* (CL 9). Behind the shrine, a frozen curtain protects Icehammer's sleeping quarters.

**Jarl's Quarters:** Behind the shrine lies Icehammer's personal quarters; they are comparatively small so they remain within the area of the altar's *unhallow* effect. The jarl's personal effects are quite limited, although the whole room seems to have been soaked in blood and then refrozen a dozen times or more.

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### ICY TERRAIN

Treat all surfaces of The *Icy Heart* as icy terrain (unless otherwise noted).

**Ice:** Ice is difficult terrain; it costs 2 squares of movement to enter an icy square. The DC for Acrobatics checks in icy squares is increased by 5.

**Slippery Ice:** If the *Icy Heart* is in any environment with a temperature above freezing, exterior surfaces become slick, as does any part of the ship that becomes wet.

In addition to the effects of normal ice, a creature traversing slick ice at more than half speed must make a DC 15 Acrobatic check; failure indicates the character doesn't move. Failure by 5 or more indicates the creature falls prone at the start of its movement. Running or charging increases the DC by 5. A creature that makes this check by 5 or more can increase its move across the ice by 10 feet, but is considered flat-footed until the start of its next turn; creatures that can't be caught flat-footed are immune to this effect.

**Slippery Ice (Upper Deck):** Characters falling on the upper deck when the ice is slippery slide 10 ft. downhill, towards the nearest side; characters within 10 ft. of the side when they fall must make a DC 20 Reflex save or plunge into the sea, taking 4d6 damage and being subject to the below 0° F temperature of the sea around the *Icy Heart* (see "Cold hazards").

**Lady's Tower (Lower):** The Lady Krath and her husband live in a small stone tower standing opposite the Dragon's Maw (at what is effectively the ship's stern). The Lady's Tower is approximately 30 ft. in radius and 30 ft. high; it has two floors. She uses the first floor to store the looted goods the giants have little or no use for such as furs, oils, books or other equipment sized for Medium creatures.

The first floor features a chilly lounge.

**Lady's Tower (Upper):** The second floor contains the couple's bedchamber, kitchen and larder.

**Holding Areas:** Occasionally, the giants take prisoners and such are kept here. Occasionally, a frost giant is sentenced to death and the jarl imprisons him here until ready to sacrifice the unfortunate in some dark ritual.

The floor is a thin sheet of translucent ice, with six holes leading to cone-shaped cells that can each hold one Large or four Medium prisoners. Because the holding chamber is at sea level, the bottom portion of the cells occasionally floods with frigid seawater. The giants don't concern themselves with the welfare of their prisoners, who aren't given food or potable water; prisoners normally only languish here for a few days until Icehammer requires a sacrifice. If a prisoner outlives his needs, or freezes to death, he instead serves as remorhaz fodder.

## LOWER DECK

The lower deck comprises the following areas of interest:

**Flashfreeze's Lair:** The dragon lives in a massive chamber deep inside the *Icy Heart*. The chamber is mostly underwater; several large, chunks of ice float within. A tunnel exits into the open ocean well beneath the vessel's water line.

**Broods' Chamber:** Flashfreeze's brood sleep in a separate chamber. The Gargantuan-sized tunnel leads out above the *Icy Heart* from this chamber.

**Lozondur's Den:** Lozondur's room is barely large enough to contain him.

**Antechamber:** This room, or the upper watch post, is where Flashfreeze meets with the Jarl or Lady Krath.

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### TOO MANY GIANTS?

With a good grasp of tactics, the *Icy Heart's* denizens could easily overwhelm even a powerful group of adventurers. However, frost giants are both chaotic and lazy; while they may be spoiling for a good fight, it's rare they'd meet any other ships that provide that opportunity. Similarly, the giants are not very attentive to things like sentry duty, sounding alarms and keeping watch.

Even so, the *Icy Heart* can provide an adventuring party with a quick lesson in the advantages of stealth, recognisance and, possibly, the value of humility.

## ENCOUNTERS WITH THE ICY HEART

Characters might encounter the *Icy Heart* in a number of ways. Some typical encounters (intended for characters from 9th- to 14th-level appear below.

### DRAGON'S LAIR (EL 16; XP 76,800)

**Opponents** Flashfreeze and her brood.

**Tactics** Flashfreeze's brood retreats to their mother's den aboard the *Icy Heart*, forcing would-be dragon slayers to engage five dragons at once. The young dragons prevent opponents from concentrating their attacks on Flashfreeze, knocking foes into the frigid water with Flyby Attack and bull rush attacks. Flashfreeze engages and kills one target after another, starting with spellcasters using fire spells.

**Morale** In their home, the dragons are reluctant to withdraw; only if the entire family is still alive and below half hp do they retreat. If any of the dragons die, the rest fight to the death, inflicting as much pain and suffering as possible on the murderer.

**Adjustments** If Lozondur hears combat, he rushes to assist (EL 17). Alternatively, you could substitute Lozondur for the brood (which doesn't change the EL), or have the party encounter Lozondur and the brood without their mother (EL 15). Also, if Flashfreeze is presented with a show of force (or a generous offering) and a credible threat to her children, (requiring successful Diplomacy or Intimidate checks), she may abandon the *Icy Heart* with her children, though not without as much of her treasure as she can carry.

**Terrain** the dragon's den; **Encounter Distance** n/a

### KRATH FAMILY (EL 16; XP 76,800)

**Opponents** Lord and Lady Krath

**Tactics** When combat begins, Lady Krath grasps her husband firmly and uses *dimesion door* to escape; if pursued, she uses *teleport* to leave the *Icy Heart*. If her husband is too far away, the Lady flees without him if her life is in jeopardy; when it comes to mortal peril, her cowardice knows few limits. Given the opportunity, Lord Krath challenges physically imposing male characters to single combat, fighting defensively and strikes to inflict non-lethal damage. Unless pressed, he doesn't strike ladies, the unarmed or unarmoured. The Lord announces his intention to avoid killing before attacking.

**Morale** While his lady flees the moment combat is joined, Lord

Krath would rather die than fail to defend his wife or his house; he continues to plead that this is all some kind of misunderstanding even while fighting for his life. Even if Krath abandons him, he continues to protest her innocence.

**Adjustments** If Lady Krath fights alongside Flashfreeze (EL 16), she has more faith in the dragon's skills than her husband's, and remains until attacked or foes melee her.

**Terrain** the *Icy Heart*; **Encounter Distance** n/a

### THE ICE TYRANT (EL 16; XP 76,800)

**Opponents** Jarl Icehammer

**Tactics** If Icehammer is encountered alone, use the tactics given with his statistics (page 88). If he has crewmen with them, he orders them to focus on eliminating spellcasters.

**Morale** The jarl fights as long as there is breath in his body (and after, if possible). Any of his crew would rather die than risk his displeasure; the moment he is dead, however, they run as far and as fast as they can.

**Adjustments** While Icehammer is a fearsome foe, he becomes much more deadly with aid. Adding a deckhand and a buccaneer makes this an EL 17 fight. Pairing Icehammer with Flashfreeze is also an EL 17 encounter.

**Terrain** the *Icy Heart*; **Encounter Distance** n/a

### RAIDING PARTY (EL 13; XP 25,600)

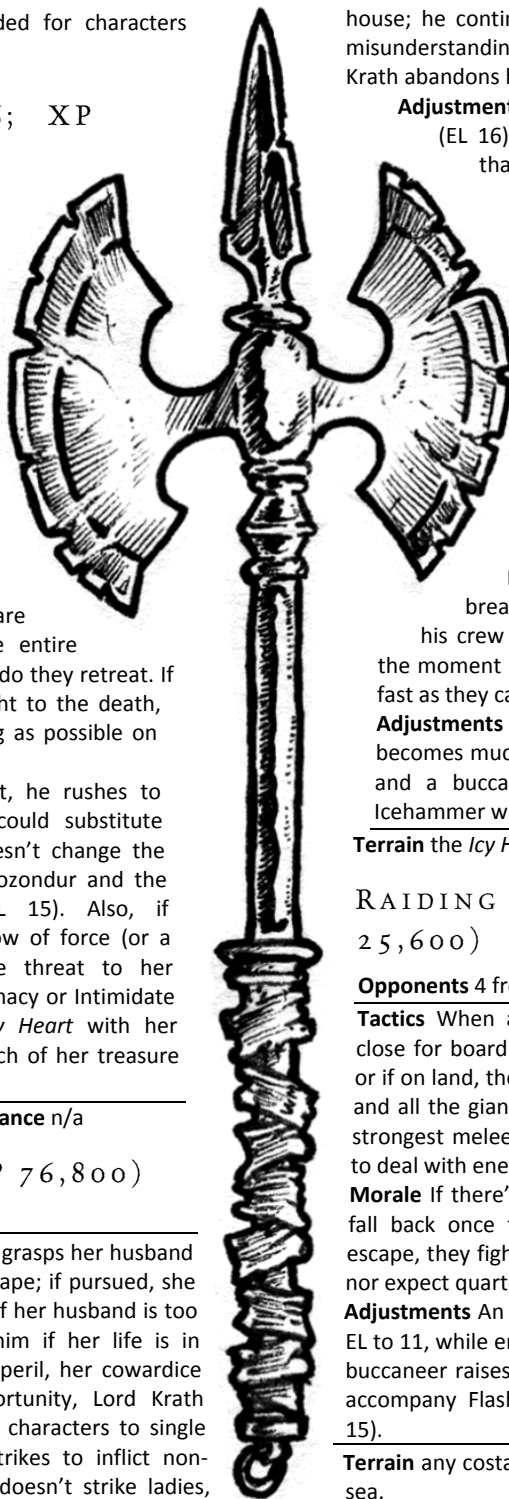
**Opponents** 4 frost giant deckhands

**Tactics** When at sea, the giants have few options; they close for boarding while hurling boulders. When boarding, or if on land, the buccaneer orders the deckhands to attack, and all the giants close to melee. The buccaneer fights the strongest melee opponent while instructing the deckhands to deal with enemy spellcasters.

**Morale** If there's somewhere to retreat to, the deck hands fall back once they're at half hp. If they're not able to escape, they fight to the death. The buccaneers neither give nor expect quarter.

**Adjustments** An encounter with two deckhands reduces the EL to 11, while encountering five deckhands and a frost giant buccaneer raises the EL to 15. At sea, a raiding party might accompany Flashfreeze (EL 15) or Flashfreeze's brood (EL 15).

**Terrain** any coastal; **Encounter Distance** varies; 3d6 x 10 ft. at sea.



## NEW FEATS

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### ELEMENTAL ARMAMENT

*You can channel part of your elemental nature into your attacks.*

**Prerequisites:** Elemental subtype, weapon or natural attack that deals matching elemental damage

**Benefit:** Whenever one of your attacks with a weapon (natural or manufactured) deals elemental damage of a type that matches your subtype, you deal an extra 1d6 damage of that type.

**Special:** If you have multiple attacks that deal elemental damage, this feat applies to only the first of those attacks.

### EXTRA SMITING

*You can smite more often.*

**Prerequisites:** Smite ability with a daily use limit

**Benefit:** You can use your smite ability one additional time each day and gain one additional use for every four times you could normally use the smite ability. For example, a 7th-level paladin can smite evil 3/day. This feat gives that paladin one additional use of the ability.

**Special:** If your number of uses of the smite ability per day changes, the number of additional uses per day granted by this feat may also change.

### FAVOURER POWER ATTACK

*With a battle cry, you call upon your channelling ability.*

**Prerequisites:** Favoured Enemy, Power Attack

**Benefit:** When you use Power Attack against one of your favoured enemies, increases the damage bonus granted by Power Attack by 50%.

## NEW SPELLS

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### DIVINE BLAST

**Level** antipaladin 1, cleric/oracle 1, paladin 1; **School** evocation [good and fire or evil and cold]

**Casting Time** 1 swift action; **Components** V, S, DF

**Range** weapon held; **Duration** 1 round

**Saving Throw** Fort negates; **Spell Resistance** No

You call upon your deity to channel energy into your next attack. For good-aligned casters, *divine blast* deals fire damage and gains both the good and fire subtypes; for evil-aligned casters, *divine blast* deals cold damage, and has the evil and cold subtypes (neutral casters can use either version of the spell). If your next melee attack hits, the attack deals 1d4 additional

damage per three caster levels (maximum 5d4; Fortitude halves). If your next attack misses, or is not a melee attack, the spell is wasted.

### DIVINE BLAST, GREATER

**Level** antipaladin 3, cleric/oracle 4, paladin 3; **School** evocation [good and fire or evil and cold]

**Casting Time** 1 swift action; **Components** V, S, DF

**Range** weapon held; **Duration** 1 round

**Saving Throw** Fort negates (see below); **Spell Resistance** No

As *divine blast*, but the damage applies to every attack you make. Those struck make a separate Fortitude save for each attack, to negate the damage.

## NEW EQUIPMENT

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### CRAMPONS

Sometimes called “ice cleats,” crampons are traction devices useful for a character walking on ice. They comprise jagged metal teeth attached to a wooden frame, worn under boots. A

#### FLAMING & FROSTING, GOOD & EVIL

If it works better for your campaign, you can switch the damage types of the *divine blast* spell as the association between evil and cold (or good and fire). Alternatively, some deities could bestow different damage types (a storm god could bestow electrical damage, for example).

character wearing crampons in normal terrain suffers a -2 penalty to Acrobatics checks, and must spend an additional square of movement to enter any square; the metal teeth are also likely to damage floors with a hardness of 5 or less.

A character wearing crampons treats ice and slippery ice as difficult terrain, but eliminates the chance of falling. These benefits may apply in other slippery terrains, if the surface’s hardness is 5 or less.

A climber’s kit includes crampons. Masterwork crampons, with a better fit and superior quality of metal, cost 50 gp.

**Price** 1 gp; **Weight** 1 lb.

## JARL ICEHAMMER'S CREW

The giant crew of the *Icy Heart* are skilled sailors, having spent many years raiding nearby settlements in more normal vessels. There are twenty-one frost giants and seven champions aboard the *Icy Heart*; all are male.

**Personality:** Frost giants value physical ability over mental acuity, resolving their disputes through brawling. Their lust for violence and cruelty are almost boundless. They are fearless, respect strength above all other things and are absolutely loyal to Icehammer.

**Distinguishing Features:** The giants have incorporated pirate themes into their attire and mannerisms, from hats and tattoos to their inventive (and often fatal) punishments for captured prisoners. The giants have never met (peacefully) actual pirates, and instead base their interpretation on second-hand bard's tales; mercifully, the frigid environment of the *Icy Heart* discourages parrots.

They all wear the furs and pelts of wolves and polar bears they have slain. Most also wear gold and silver armbands; the more armband a giant wears the greater his battle skills.

**Tactics:** The giants close as quickly as possible to melee. They use Power Attack unless their foes prove difficult to hit.

If engaged in a naval battle or forced to fight at range, they hurl rocks at their enemies' masts and hull hoping to damage the enemy vessel so it cannot flee.

### FROST GIANT DECK HAND CR 9 (XP 6,400)

*This giant wears a chain shirt and look like a muscular human, but with frost-white skin and smelling of brine.*

CE Large humanoid (cold, giant)

**Init** -1; **Senses** low-light vision; Perception +10, Sense Motive +2

**Speed** 40 ft., base speed 40 ft.; wears crampons; **ACP** -2; Acrobatics -5, Stealth +0 (+4 in snow), Swim +10

**AC** 21, touch 8, flat-footed 21; **CMD** 29

(+4 armour [chain shirt], -1 Dex, +9 natural, -1 size)

**Immune** cold; **Weakness** vulnerable to fire

**Fort** +14, **Ref** +3, **Will** +6

**hp** 147 (14 HD)

**Space** 10 ft.; **Base Atk** +10; **CMB** +20 (+22 overrun)

**Melee** greataxe (reach 10 ft.; Power Attack [-3/+9]) +18/+13 (3d6+13/x3)

**Ranged** rock (range 120 ft.) +9 (1d8+13)

**Atk Options** Cleave, Improved Overrun, Vital Strike

**Combat Gear** boulders (3)

**Abilities** Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11

**Feats** Cleave, Improved Overrun, Martial Weapon Proficiency (greataxe), Power Attack, Skill Focus (Profession [sailor]), Toughness, Vital Strike

**Skills** as above plus Craft (any one) +10, Intimidate +5, Profession (sailor) +15

**Languages** Common, Giant

**Gear** as above

## CRAFTY GIANTS

Some of the giants have carpentry, masonry (which covers carving the ice) or shipwright as their Craft skill. Over half have Skill Focus (Profession [sailor]).

### FROST GIANT BUCCANEER CR 12 (XP 19,200)

*This giant wears a thick breastplate and a menacing scowl; its frost-white skin bears deep blue runes.*

Male Frost giant barbarian 1/fighter 2

CE Large humanoid (cold, giant)

**Init** +0; **Senses** low-light vision; Perception +15, Sense Motive +1

**Speed** 30 ft., base speed 50 ft.; wears crampons; **ACP** -3; Stealth +0 (+4 in snow), Swim +20

**AC** 26, touch 9, flat-footed 26; **CMD** 36

(+8 armour [+1 breastplate], +9 natural, -1 size)

**Immune** cold; **Weakness** vulnerable to fire

**Fort** +23, **Ref** +6, **Will** +7

**hp** 224 (17 HD)

**Space** 10 ft.; **Base Atk** +13; **CMB** +26 (+30 overrun)

**Melee** +1 greataxe (reach 10 ft.; Power Attack [-4/+12]) +26/+21/+16 (3d6+19/x3)

**Ranged** rock (range 120 ft.) +12 (1d8+18)

**Atk Options** Awesome Blow (1d6+12 damage), Cleave, Greater Overrun, Improved Vital Strike, rage (17 rounds)

**Combat Gear** boulders (3), *potion of blur*, *potions of cure serious wounds* (2)

**Abilities** Str 35, Dex 11, Con 24, Int 12, Wis 12, Cha 10

**Feats** Awesome Blow, Cleave, Extra Rage, Greater Overrun, Improved Overrun, Improved Vital Strike, Power Attack, Skill Focus (Profession [sailor]), Toughness, Vital Strike, Weapon Focus (greataxe)

**Skills** as above plus Diplomacy +5, Craft (any one) +15, Intimidate +10, Profession (sailor) +20, Survival +6

**Languages** Common, Draconic, Giant

**Gear** as above plus *belt of giant strength*, *cloak of resistance* +2, *ring of swimming*, 200 gp

While raging, frost giant buccaneers use the following modified statistics:

**ACP** -3; Swim +22

**AC** 24, touch 7, flat-footed 24; **CMD** 38

(+8 armour [breastplate +1], 2 class, +9 natural, --1 size)

**Fort** +25, **Will** +9

**hp** 258 (17 HD)

**Base Atk** +13; **CMB** +28 +32 overrun)

**Melee** +1 greataxe (reach 10 ft.; Power Attack [-4/+12]) +28/+23/+18 (3d6+22/x3)

**Ranged** rock (range 120 ft.) +12 (1d8+21)

**Atk Options** Awesome Blow (1d6+14 damage)

**Abilities** Str 39, Con 28



## FLASHFREEZE'S BROOD

*The adolescent get of Flashfreeze dwell inside the Icy Heart.*

Flashfreeze once had a mate. While he met his grim fate at the hands of adventurers nearly a century ago, the dragon's love for him lives on in their four children.

Flashfreeze dotes on her young. If a member of her brood is

### FLASHFREEZE'S BROOD (4)

CR 9 (XP 6,400)

*Rolling like serpents or the front edge of a blizzard, four bright-white dragons fly towards you, snapping at the air.*

Young adult white dragon

CE Large dragon (cold)

**Init** +5; **Senses** blindsense 120 ft., darkvision 120 ft., snow vision; Perception +15, Sense Motive +5

**Snow Vision (Ex)** Flashfreeze's Brood see perfectly in snowy conditions, and do not suffer any penalties to Perception checks while in snow.

**Speed** 60 ft. icewalking, burrow 30 ft., fly 200 ft. (poor; Flyby Attack); **ACP** 0; Fly +5, Stealth +10, Swim +20

**Icwalking (Ex)** Flashfreeze's Brood move across icy surfaces without penalty and do not need to make Acrobatics checks to run or charge on ice. This ability works like the *spider climb* spell but only on icy surfaces.

**AC** 24, touch 10, flat-footed 23; **CMD** 29

(+1 Dex, +14 natural, -1 size)

**Immune** cold, paralysis, sleep; **Weakness** fire

**Fort** +11, **Ref** +8, **Will** +8; **SR** 20

**hp** 126 (11 HD); **DR** magic/5

**Space** 10 ft. (frightful presence 150 ft.); **Base Atk** +11; **CMB** +18

**Frightful Presence (Ex)** Creatures within 150 ft. of Flashfreeze's Brood with fewer than 11 HD must make a DC 15 Will save or become shaken (or panicked if it has 4 HD or fewer) for 5d6 rounds if they see her charge or attack. A creature making a successful saving throw is immune to this frightful presence for 24 hours. This is a mind-affecting fear effect.

**Melee** bite (reach 10 ft.) +16 (3d6+9),

2 claws +16 (1d8+6),

2 wings +16 (1d6+3) and

tail slap +11 (1d8+9) or

**Melee** bite (Improved Vital Strike) +16 (9d6+9)

**Special Actions** breath weapon, ice shape

**Breath Weapon (Su [standard; every 1d4 rounds])** 40 ft. cone, 10d4 cold damage (DC 23 Reflex halves).

**Ice Shape (Su [Standard])** Each member of the brood can shape ice and snow at will. This ability functions as *stone shape*, but targets only ice and snow.

**Spell-Like Abilities** (CL 11th; concentration +11)

At will—*fog cloud*, *gust of wind*

**Abilities** Str 23, Dex 12, Con 19, Int 10, Wis 13, Cha 10

**Feats** Ability Focus (breath weapon), Flyby Attack, Improved Initiative, Improved Natural Attack (bite), Improved Vital Strike, Vital Strike

**Skills** as above plus Bluff +10, Diplomacy +10, Intimidate +10, Linguistics +5, Survival +10, Use Magic Device +10

**Languages** Common, Draconic

harmd while their mother lives, she becomes enraged and seeks retribution; if the attackers are too powerful or somehow escape, the wyrm stops at nothing to mete out her terrible revenge.

**Background:** Flashfreeze is a doting mother, fawning over her brood and making sure they are well fed and sheltered. She's kept them in the nest past the age when juvenile dragons normally strike out on their own by filling their heads with horrible tales of lands rife with dragon slayers, eager for the hides of younger dragons. The brood's attitude towards her is not unlike human teenagers; they claim it's difficult to tolerate their mother's protectiveness and intrusiveness, but privately, they value and rely on her aid.

**Personality:** Each of the brood has their own personality:

- **Dendrite** is inattentive and unfocused, perpetually living in the moment. He enjoys eating, swimming and flying; he doesn't dislike combat, but prefers not to start fights.
- **Graupel** is calm and analytical, weighing his options carefully before making decisions. He's not adverse to combat, but tends to shy away from battle more than his siblings.
- **Needle** is passionate and angry; she easily flies into a rage if provoked. She often, later, regrets her actions.
- **Rime** is practical and focused; she is disciplined in her studies, learning what she can about combat and the magical prowess she will eventually manifest.

**Distinguishing Features:** Each of the brood has a different pattern of speckles on their underbellies and along their necks. They all share their mother's distinctively flexible frill.

**Tactics:** Flashfreeze's brood make extensive use of Flyby Attack. If their breath weapons are available, one or two of the brood use them instead of physical attacks. Around water, the brood uses bull rush attacks, knocking opponents into the icy water to drown. If they meet serious opposition they flee to their mother; if she's alongside them, they fight ferociously until she retreats.

## CUSTOMIZING THE BROOD

The members of Flashfreeze's brood have been raised together; their statistics reflect this common upbringing (and are kept the same for your convenience). If you don't mind a bit of extra tracking, you can use the modifiers below, which modify a few of each dragon's skills.

**Dendrite:** +2 to Fly checks and -2 to Stealth checks.

**Graupel:** +2 to Diplomacy checks and -2 to Bluff checks.

**Needle:** +2 to Intimidate checks and -2 to Fly checks.

**Rime:** +6 to Spellcraft checks and -2 to Swim checks.

## PERSONA: LADY ANTONIA KRATH

*Antonia Krath is the Icy Heart's manipulative mastermind.*

If one person must be blamed for the *Icy Heart's* depredations, that person is Lady Antonia Krath, *nee* Antonia Reiz; it was she who first conceived the idea of the *Icy Heart*, and it is she who maintains Jarl Icehammer's and Flashfreeze's fragile alliance.

While she created the *Icy Heart* to fuel her need for wealth, she has since come to find a place aboard it. Between Flashfreeze's caution and rapaciousness, and Icehammer's tyrannical, bloodthirsty nature, she has become accustomed to assuaging egos and keeping powerful and confrontational individuals working toward common and mutually beneficial goals. In another life she may have found a rewarding role as a diplomat or ambassador; here, diplomacy is simply another means to acquire the things she desires.

### LADY ANTONIA KRATH

CR 15 (XP 51,200)

*This startlingly beautiful woman has glittering emerald eyes and chalky white skin. Her mouth curls up at each corner in an impish smile, hinting at mischievousness.*

Female human aristocrat 2/cleric 3/wizard (enchanter) 3/mystic theurge 7

LE Medium humanoid (human)

**Init** +4; **Senses** Perception +20, Sense Motive +20

**Speed** 30 ft.; **ACP** 0; Swim +5

**AC** 16, touch 10, flat-footed 16; **CMD** 16

(+4 armour [*mage armour*], +2 natural [*amulet of natural armour* +2])

**Immune** environmental cold

**Fort** +8, **Ref** +5, **Will** +16

**hp** 91 (15 HD)

**Space** 5 ft.; **Base Atk** +7; **CMB** +6

**Melee** dagger +6/+1 (1d4-1/19-20) or

**Melee Touch** dazing touch (6/day) +6 (dazed [3 HD or under] or dazed; 1 round) or

**Melee Touch** touch of evil (6/day) +6 (sickened [1 round])

**Ranged** light crossbow (range 80 ft.) +7 (1d8/19-20) or

**Ranged** hand of the acolyte (range 30 ft.; 6/day) +10 (1d4-1/19-20)

**Special Actions** channel negative energy (2d6; DC 13)

**Cleric Spells Prepared** (CL 10th; concentration +15; domains: evil, magic; combined spells)

5th—*greater command* (DC 20), *flame strike* (DC 18), *spell resistance*

4th—*cure critical wounds*, *freedom of movement*, *spell immunity* *unholy blight* (DC 17)

3rd—*invisibility* *purge*, *magic vestment* (2), *protection from energy*, *dispel magic*

2nd—*lesser restoration*, *silence*, *hold person* (2; DC 17), *magic mouth*

1st—*command* (DC 16), *endure elements*, *sanctuary*, *shield of faith* (2), *protection from good*

0—*detect magic*, *mending*, *read magic*, *stabilize*

**Background:** Born into a life of splendour, Antonia Reiz was one of the daughters of wealthy landowners in the warm southlands. Her youth was spent with her every whim, no matter how slight, fulfilled with the casual sense of entitlement of the exorbitantly wealthy. Her parents lavished praise and rewards on their precocious young lady, and if she grew petulant at nannies, teachers or tutors, they were replaced with those more pleasing to the young mistress. As she aged, she came to simply expect that the things she wanted would be provided to her, a lesson that her focus on enchantment magic served to re-enforce.

As a teenager, if it became obvious that despite her considerable resources she was not going to get what she wanted, the Lady was capable of fits of petulance that would embarrass a toddler; stamping her feet, screaming and throwing

**Wizard Spells Prepared** (CL 10th; concentration +15; arcane bond [ring]; combined spells)

5th—*dominate person* (DC 20), *hold monster* (DC 20), *teleport*

4th—*black tentacles*, *charm monster* (DC 19), *fireball* (focused), *stilled hold person* (DC 19)

3rd—*dispel magic*, *fireball*, *hold person* (DC 18), *suggestion* (2; DC 18)

2nd—*scorching ray*, *glitterdust* (2; DC 15), *hideous laughter* (2; DC 17), *spectral hand*

1st—*disguise self*, *charm person* (DC 16), *mage armour* (2), *shield*

0—*dancing lights*, *daze*, *mage hand*, *message*

**Combined Spells (Su)** Antonia can prepare spells from one of her classes using the available slots from her other class.

**Combat Gear** *ring of counterspells* (*dispel magic*), *elixir of swimming*, *scroll of teleport*, *wand of cure serious wounds* (10 chgs.), *wand of dimension door* (5 chgs.), *wand of focused fireball* (CL 10; 10 chgs.)

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

**SQ** aura of evil, enchanting smile, spontaneous casting (*inflict*)

**Feats** Combat Casting, Deceitful, Focused Spell, Greater Spell Focus (enchantment), Improved Initiative, Scribe Scroll<sup>B</sup>, Spell Focus (enchantment), Still Spell, Toughness, Uncanny Concentration

**Skills** as above plus Bluff +25, Diplomacy +25, Disguise +15, Intimidate +15, Knowledge (arcana) +12, Knowledge (nobility) +10, Knowledge (religion) +12, Perform (dance) +10, Perform (song) +10, Spellcraft +15

**Languages** Common, Draconic, Elven, Giant

**Gear** as above plus *circlet of persuasion*, *cloak of resistance* +1, 1,000 gp

**Spellbook** (opposition schools divination and illusion) 5th—*dominate person*, *hold monster*, *teleport*; 4th—*black tentacles*, *charm monster*; 3rd—*dispel magic*, *fireball*, *hold person*, *suggestion*; 2nd—*scorching ray*, *glitterdust*, *hideous laughter*; 1st—*charm person*, *disguise self*, *hypnotism*, *mage armour*, *magic missile*, *shield*, *sleep*; 0—all except illusions or divinations

things about her room. Her mother called these temper tantrums her “fits,” and she hasn’t had one for years, since she more fully developed her magical prowess.

Her parents’ announcement of her upcoming wedding was like a shock of cold water to the young woman. She became terrified that the ostentatious lifestyle she was so accustomed to was about to be ripped away from her; the news that her husband to be was the son of a northern merchant, and that she would be moving to lands she considered little more than a frozen waste filled her with horror. Immediately, she cast about for a plan to increase her husband’s fortune, so that he might maintain her opulent lifestyle. This misplaced desperation was the seed that spawned the *Icy Heart*.

**Personality:** Antonia Reiz has no generosity in her heart; she gives nothing without the expectation that it will be repaid with interest. At the same time, she was raised in an entitled, privileged environment, and expects that the things she wants will simply be provided for her.

She distains anyone who has ever had to work for anything in their life, but this disdain rarely reaches her face or lips in an obvious way. Despite her strong beliefs, she’s capable of feigning just about any emotion or reaction, if it helps her get what she wants.



**Mannerisms:** The Lady Krath looks people directly in the eye and speaks as though everyone in the world owes her a favour. She’s accustomed to being listened to, and obeyed. If it suits her purposes, though, she can don a convincing façade of charm and humility; other nobles who have encountered her socially would describe her in glowing terms as a wonderful hostess or guest.

**Distinguishing Features:** When not disguising herself, Lady Krath is a tall woman with light caramel skin, emerald green eyes and dark black hair that flows in ringlets.

In her current guise, she has white-blue skin (from chalk and creams); while cloaked with *disguise self*, her black hair tumbles to her shoulders. She dresses in furs and leather like a frostbitten barbarian from a ribald bard’s story to impress Icehammer and Flashfreeze, as well as her husband and his people; if she had her choice, though, she would wear only the finest silks and most elegant gowns.

## HOOKS

The PCs might have met the Reiz family before. They may even be hired by the Reiz family to rescue their daughter; if word that she’s on a pirate ship reaches them, they’ll presume she was captured.

It’s possible the PCs have encountered Antonia herself before, although she would have been quite young at the time.

## ANTONIA’S MAGIC

Antonia has *mage armour* and *endure elements* (cold) running at all times, and casts *disguise self* if she’s meeting with anyone.

At the first sign of danger she casts on herself (in order) *spell resistance*, *shield*, *shield of faith*, *magic vestment*, *protection from energy* (fire), *spell immunity* (for *fireball* and *scorching ray*) and *freedom of movement*.

If she’s not alone, she casts *spectral hand*, and if time allows, *shield of faith* and *magic vestments* on one of the individuals who are with her (specifically her husband, if he’s present).

When combat seems imminent, if the above preparations have been completed, she casts *sanctuary*.

These preparations give her the following altered statistics:

**AC** 25, touch 13, flat-footed 22; **CMD** 19

(+4 armour [*mage armour*], +2 armour enhancement [*magic vestments*], +4 shield [*shield*], +3 deflection [*shield of faith*], +2 natural)

**Immune** *fireball*, *scorching ray*; environmental cold; *freedom of movement*; **Resist** environmental cold, fire 20 (120 points)

**SR** 22

## TACTICS

If present for actual combat, Antonia casts two of *dominate person*, *hold monster* or *black tentacles*. Unless her side then holds overwhelming advantage, she flees via her *wand of dimension door*.

If combat is pressed again, she *teleports* away, to flee as far as possible as fast as possible. If her side appears to have the advantage, she mercilessly presses the attack with her own spells or her wand(s) as required.

## PERSONA: FLASHFREEZE

*Flashfreeze is the frozen centre of the Icy Heart.*

Flashfreeze once dwelled deep in the icy wastes of the Northlands, far from any large settlements. She was chased out of her nest as a wyrmling, and the feral dragon was the scourge of the nomadic tribes, until she awoke with a start one morning to find an older male white dragon hovering over her roost.

That male, known as Frostbite, had heard stories of Flashfreeze's ferocity and sought her as his mate. Frostbite went out of his way to appeal to Flashfreeze, bringing her frozen food and plundered goods, and wooing her at length. In time, he persuaded the young Flashfreeze to return with him to his lair, close to human lands, as it would make a better place to raise their family.

A few years later, with the eggs laid and their plans in place,

### FLASHFREEZE

CR 13 (XP 25,600)

*This immense, white, serpentine creature unfurls, revealing rows of razor-sharp teeth and powerful claws. As it hisses, the frill on its' neck stands on end, and it sounds like a vengeful ice storm, meaning to suffocate the warmth from the world.*

CE Huge old white dragon

**Init** +4; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, snow vision; **Perception** +23, **Sense Motive** +23

**Snow Vision (Ex)** Flashfreeze sees perfectly in snowy conditions, and does not suffer any penalties to Perception checks while in snow.

**Speed** 60 ft., burrow 30 ft., fly 200 ft. (poor; Flyby Attack, Hover), swim 60 ft.; icewalking; **ACP** 0; **Swim** +25, **Fly** +10

**Icewalking (Ex)** This ability works like the *spider climb* spell but only on icy surfaces. Flashfreeze moves across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

**AC** 35, touch 8, flat-footed 35; **CMD** 38 (42 vs. trip) (+4 armour [*mage armour*], +23 natural, -2 size)

**Immune** cold, paralysis, sleep; **Weakness** vulnerable to fire

**Fort** +16, **Ref** +10, **Will** +13; **SR** 24

**hp** 212 (17 HD); **DR** magic/10

**Space** 15 ft. (cold aura 10 ft., frightful presence 240 ft.); **Base Atk** +17; **CMB** +28

**Cold Aura (Su)** All creatures within 10 ft. of Flashfreeze suffer 2d6 cold damage.

**Frightful Presence (Ex)** Creatures within 150 ft. of Flashfreeze with fewer than 17 HD must make a DC 22 Will save or become shaken (or panicked if it has 4 HD or fewer) for 5d6 rounds if they see her charge or attack. A creature making a successful saving throw is immune to this frightful presence for 24 hours. This is a mind-affecting fear effect.

**Melee** bite (reach 15 ft.; Power Attack [-5/+15]) +24 (2d8+13), 2 claws (reach 10 ft. Power Attack [-5/+10]) +22 (2d6+9), 2 wings (reach 10 ft. Power Attack [-5/+5]) +22 (1d8+4) and tail slap (reach 10 ft. Power Attack [-5/+15]) +22 (2d6+13)

**Atk Options** Arcane Strike, Vital Strike, crush

**Crush (Ex [Standard])** Flashfreeze can use her whole body to

Flashfreeze prepared to relax into the role of mother...until the dragon slayers came.

The killers came swiftly and without warning. The dragon slayers had sealed off most of the exits from the glacial caverns that the dragons had made their home. Frostbite insisted that Flashfreeze flee with the eggs, as he stayed to fight off the attackers. Believing her mate could overcome his attackers, Flashfreeze fled, clutching the eggs, and never saw her beloved again.

Since that night, Flashfreeze has been cautious, flying hours each night to ensure that she and her brood hunt and play far from their home. When the Lady Krath's first ambassador left a cart full of fresh horseflesh dangerously close to Flashfreeze's lair, the dragon was furious, terrified and intrigued. As the emissaries continued to come, always respectful and generous,

crush Small or smaller opponents, affecting as many creatures as fit into her space. Creatures in the affected area must make a DC 24 Reflex save or be pinned, taking bludgeoning damage during the next round unless she moves off them. If Flashfreeze chooses to maintain the pin, she must succeed at a combat manoeuvre check as normal; pinned foes take damage from the crush each round if they don't escape.

**Special Actions** breath weapon, freezing fog, ice shape

**Breath Weapon (Su [Standard; every 1d4 rounds])** 50 ft. cone, 16d4 cold (DC 24 Reflex)

**Freezing Fog (Sp [Standard; 3/day])** This ability is similar to an *acid fog* spell that deals cold damage instead of acid damage and forms a rime of ice on any surface the fog touches, creating the effect of a *grease* spell. Flashfreeze is immune to the *grease* effect because of her icewalking ability. This ability is the equivalent of a 6th-level spell.

**Ice Shape (Su [Standard])** Flashfreeze can shape ice and snow at will. This ability functions as *stone shape*, but targeting ice and snow.

**Spell-like Abilities** (CL 17th; concentration +19)

3/day—quicken *fog cloud*, quicken *gust of wind*

At will—*fog cloud*, *gust of wind*

**Spells Known** (CL 5; concentration +7)

2nd (5/day)—*bull's strength*, *resist energy*

1st (7/day; 6 remaining)—*mage armour*, *protection from [alignment]*, *shield*

0 (at will)—*dancing lights*, *detect magic*, *mage hand*, *mending*, *message*, *prestidigitation*

**Abilities** Str 29, Dex 10, Con 23, Int 14, Wis 17, Cha 18

**Feats** Arcane Strike, Flyby Attack, Hover, Improved Initiative, Multiattack, Power Attack, Quicken Spell-Like Ability (*gust of wind*), Quicken Spell-Like Ability (*fog cloud*), Vital Strike

**Skills** as above plus Bluff +20, Diplomacy +20, Intimidate +20, Knowledge (engineering) +15, Knowledge (geography) +15, Linguistics +10, Survival +10, Use Magic Device +20

**Languages** Aklo, Aquan, Common, Draconic, Dwarven, Elven, Giant, Goblin, Ignan

the dragon's interest outweighed her hesitation, and she agreed to meet with her benefactor.

**Personality:** As a dragon, Flashfreeze is aggressive and rapacious. She is cautious around humanoids, making her more reserved than most white dragons. She has a fondness for Lady Krath, based on her shrewdness and silver tongue, but her limited interactions with the jarl have ensured that when she tires of the *Icy Heart*, she'll do her best to leave him and his crew adrift in some tropical climate. All others are potential dangers

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### FIGHTING FLASHFREEZE

In her lair, Flashfreeze is well protected. The centre of her chamber is filled with frigid water covered by a thin sheet of ice, making it difficult for foes to close to melee.

She uses bull rush and her *gust of wind* spell-like ability to force armoured opponents into the water, constantly moving to force her opponents to deal with the terrain, and uses her *freezing fog* and *fog cloud* spell-like abilities to hamper or prevent ranged attacks. When Flashfreeze strikes, Arcane Strike, Power Attack and Vital Strike help maximize the damage from a bite, while Flyby Attack enables her to move out of range for a counterattack.

If encountered outside her lair, and her opponents seem at all capable of harming her, Flashfreeze simply leaves. If unable to flee, she uses much the same tactics as before, trying to trap opponents in or around her *freezing fog* while maximizing the advantage of Flyby Attack.

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### FLASHFREEZE'S TREASURE

While Flashfreeze doesn't have gear as such, she does have a considerable hoard of treasure. Frozen into the largest platform within her lair are 30 moonstones (DC 20 Appraise; 50 gp each), a exquisite golden-inlay silver circlet with the name "Analise" engraved in it (DC 20 Appraise; 1,500 gp), three full suits of masterwork plate mail (DC 20 Appraise; 1,650 gp each), a sculpture in jade of a man sitting on a throne (DC 20 Appraise; 650 gp; success by 5 or more reveals it to be from a distant land, and worth three times as much to collectors), a *druid's vestment* and 116 pp, 1,141 gp, 3,750 sp and 44,321 cp.

Frozen into the same block of ice is a life-size bronze horse. Removing the statue from the *Icy Heart* may prove difficult, as it weighs about 3,400 lbs. A DC 20 Appraise check reveals it is worth 300 gp for the metal alone, or twice that to a buyer who wants a horse statue. A successful DC 30 Knowledge (history) check reveals it is actually a statue of Parthenon, the horse of a famous general from centuries ago and sire to a famous line of race and warhorses; to a wealthy collector, the statue is worth 5,000 gp. In addition to its other qualities (and not included in the prices given above), the statue's horseshoes are damaged *horseshoes of speed*.

to her children; if her suspicions grow too strong, she acts quickly to crush potential threats.

Flashfreeze was a young mother, as dragons go, and remains overprotective of her brood, her last connection to her mate. Her wyrmlings are past the age at which most white dragons strike out on their own, but Flashfreeze has impressed upon her children that the world is a deadly, dangerous place and has, thus far, kept her children close.

**Mannerisms:** Flashfreeze is greedy, physically imposing and intelligent. She doesn't shy away from fighting or negotiating, and does whichever seems more likely to get her what she wants. The dragon has not learned how to gracefully back down from a bluff, challenge or threat, but the death of her older, more powerful mate has gifted her caution.

**Distinguishing Features:** Flashfreeze's scales continue to glitter like fresh-fallen snow, long after they should have dulled. The frill around her head is more prominent than it is on most white dragons, and flexes to suit her moods, not unlike a cat's tail demonstrates its emotions. Since she learned to speak later in life, she often combines whistling, snarling or hissing noises in her speech. Her aura of cold means she's often surrounded by swirling, glistening snowflakes.

**Hooks:** PCs originally from arctic regions may have a history (or family history) with either Flashfreeze or Frostbite. Alternatively, PCs hailing from an appropriate locale can learn the basics of her history with a DC 20 Knowledge (arcana or history) check.

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### FLASHFREEZE'S MAGIC

Flashfreeze casts *mage armour* on herself daily. If she's given time to prepare for a fight, she casts *shield*, *bull's strength* and *resist energy* (fire) on herself; if she's planning to fight alongside her brood, she casts *mage armour* on each of them (giving each a +4 armour bonus to AC), and, if time permits, *resist energy* (fire) on as many as possible.

These preparations give her the following altered statistics:

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**ACP** 0; Swim +27

**AC** 39, touch 8, flat-footed 35; **CMD** 38 (42 vs. trip)  
(+4 armour [*mage armour*], +4 shield (*shield*), +23 natural, -2 size)

**Immune** cold, paralysis, sleep; **Resist** fire 10 (50 points);  
**Weakness** vulnerable to fire

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**CMB** +30

**Melee** bite (reach 15 ft.) +26 (2d8+16),  
2 claws (reach 10 ft.) +24 (2d6+11),  
2 wings (reach 10 ft.) +24 (1d8+5) and  
tail slap (reach 10 ft.) +24 (2d6+16)

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**Abilities** Str 33

## PERSONA: JARL JAROK ICEHAMMER

*Jarl Icehammer is a powerful, evil and utterly depraved servant to his dark gods.*

Life for frost giant children is harsh. The first food goes to the jarl and his warriors, then others according to their status (which is synonymous with physical might, in frost giant society), and finally to the children and winter wolves, who fight over the scraps. Jarok won.

The first sound Icehammer remembers is the sound of his dark gods crying for blood; the first texture is some other child's eyes being crushed under his thumbs. The jarl has felt the

presence of dark powers every moment of his life.

When Icehammer is nowhere nearby, the other giants discuss in hushed tones that despite having taken hundreds of mates, the jarl has produced no children...

**Background:** Jarok's childhood was a succession of escalating violent events: by age seven, he'd killed a score of winter wolves and three children in assorted disputes; at age eleven, he challenged one of the tribe's warriors to combat, and crushed his rival's head between his hands.

His jarl recognized the child's prowess, heralding him as a new champion of his people; five years later, Jarok had the

**JARL JAROK ICEHAMMER** CR 16 (XP 76,800)  
*This is a massive frost giant, clad in full plate and bearing an immense greataxe. His eyes are frenzied and furious, and he howls with bloodlust and rage!*

Male frost giant antipaladin 4/barbarian 2/fighter 1  
CE Large humanoid (cold, giant)  
**Init** +0; **Senses** low-light vision; Perception +25, Sense Motive +5;  
**Speed** 25 ft., base speed 40 ft.; masterwork crampons; **ACP** -5; Stealth -1 (+3 in snow), Swim +10

**AC** 32, touch 9, flat-footed 32; **CMD** 39; uncanny dodge (+11 armour [+2 *dastard full plate*], +11 natural [*amulet of natural armour* +2], -1 size)

**Immune** cold, disease (plague bringer); **Weakness** vulnerable to fire

**Plague Bringer (Ex)** Icehammer does not take any damage or take any penalty from diseases. He can still contract diseases and spread them to others, but he is otherwise immune to their effects.

**Fort** +31, **Ref** +10, **Will** +14  
**hp** 302 (21 HD)

**Space** 10 ft. (aura of cowardice 10 ft.); **Base Atk** +17; **CMB** +29

**Aura of Cowardice (Su)** While Icehammer is conscious, enemies within 10 feet take a -4 penalty on saving throws against fear effects; creatures normally immune to fear lose that immunity.

**Melee** +1 *furious frost greataxe* (reach 10 ft.; Furious Focus, Power Attack [-5/+15]) +29/+24/+19/+14 (3d6+17/x3 plus 2d6 cold) or

**Melee Touch** touch of corruption (6/day) +27 (2d6 negative energy plus sickened [DC 16 Fortitude negates; 4 rounds])

**Ranged** rock (range 120 ft.) +17 (1d8+16)

**Atk Options** Channel Smite, Shatter Defences, Stunning Assault (DC 27 Fortitude negates) rage (14 rounds), smite good (2/day; +4 attack, +4 damage, +4 AC [deflection], +2 AC [profane])

**Channel Smite (Su [swift])** Adds 2d6 negative energy (DC 16 Will halves) to melee attack. Using this ability consumes two uses of Jarl's *Touch of Corruption* ability.

**Special Actions** Dazzling Display, channel negative energy, *detect good*

**Channel Negative Energy (Su [standard; special])** 2d6 negative energy (DC 16 Will halves). Using this ability consumes two uses of Icehammer's *Touch of Corruption* ability.

**Detect Good (Sp [standard; at will])** Icehammer can use *detect good* and can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is good, learning the strength of its aura as if having studied it for 3 rounds.

**Antipaladin Spells Prepared** (CL 1st; concentration +5)  
1st—*divine blast*

**Combat Gear** *pearl of power* (1st-level), *potions of lesser restoration* (2)

**Abilities** Str 33, Dex 10, Con 26, Int 12, Wis 12, Cha 18

**SQ** aura of evil (moderate); rage powers (no escape), unholy resilience

**Feats** Channel Smite, Dazzling Display, Elemental Armament, Extra Smiting, Furious Focus, Intimidating Prowess, Power Attack, Shatter Defences, Skill Focus (Intimidate), Stunning Assault Toughness, Weapon Focus (greataxe)

**Skills** as above plus Bluff +10, Diplomacy +10, Intimidate +45, Knowledge (religion) +10, Survival +5

**Languages** Common, Giant

**Gear** as above plus *amulet of natural armour* +2, *belt of physical might* (Con, Str) +2, *cloak of resistance* +1, *headband of mental prowess* (Int [Perception], Cha) +2

When Icehammer rages, he has the following altered statistics:

Swim +12

**AC** 30, touch 7, flat-footed 30 (uncanny dodge); **CMD** 41 (+11 armour [+2 *dastard full plate*], -2 class, +11 natural [*amulet of natural armour* +2], -1 size)

**Fort** +33, **Will** +16

**hp** 344 (21 HD)

**CMB** +29

**Melee** +3 *furious frost greataxe* (reach 10 ft.) +33/+28/+23/+18 (3d6+22/x3 plus 2d6 cold)

**Ranged** rock (range 120 ft.) +17 (1d8+19)

**Atk Options** no escape

**Abilities** Str 33, Dex 10, Con 26, Int 12, Wis 12, Cha 18

**Skills** as above plus Intimidate +47

former jarl's skull hollowed out to use as a goblet as a sign of his victory over his slain rival.

Over the next eight years, the new jarl and a dedicated cadre of fanatical warriors hunted down other frost giant tribes, with a simple command: submit or die. Scores of frost giants resisted, providing the Jarl with ample opportunities to slake his bloodlust and offer sacrifices to his gods. In the end, there were no giants within ten leagues who did not serve him.

When a group of humans approached his tribe, bearing tribute and speaking of a powerful spellcaster who wished to be his ally, Jarok was initially suspicious; indeed, the first two groups that made overtures on Lady Krath's behalf were cooked and eaten.

In time, the Lady's persistence intrigued the Jarl; he had her third group sent back to her with a message branded into their flesh: he was willing to receive her. The Lady was suitably cowed by the jarl's munificence in allowing her to address him; she spoke eloquently and persuasively, advising Icehammer that with her aid, he might spread his rule to lands no other frost giant had ever laid eyes on, spreading terror wherever his name was heard. The jarl's gods whispered their excitement at the prospect, and the bargain was struck; seven months later, the jarl and Lady Krath launched the *Icy Heart*.

**Personality:** At times, Icehammer can be insightful and ingenious, but he has a terrible temper, is recklessly impulsive, and prone to fits of violence. He tolerates neither failure nor disrespect from his tribesmen, holding frequent public executions to maintain their fear and loyalty.

Lady Krath has carefully insinuated her way into his councils becoming his most trusted advisor; he often defers to her in such boring matters as foresight or planning.

He sees Flashfreeze as something of a kindred spirit, another fierce warrior capable of ruling as a tyrant in her own right.

When the *Icy Heart* no longer catches the jarl's interest, he looks forward to crafting a cloak and helmet from Flashfreeze's corpse; lofty praise, in the jarl's mind.

**Mannerisms:** Jarok has a piercing gaze that very few can withstand for more than a moment. On every cold wind he hears the voices of his dark gods, constantly howling for blood, and the jarl gladly obeys.

Jarok becomes bored of anything other than eating, mating or fighting after a few moments, and his attention visibly drifts. Jarok would come across as a frantic madman to those who encounter him, if they lived long enough to form an opinion.

Icehammer is always hearing voices, and listens fervently to them (a practice that's worked well so far). He drinks blood from the hollowed-out skull of the former Jarl; if he becomes too bored, he'll kill someone to pass the time.

**Distinguishing Features:** Jarok's dull white skin is a patchwork of dark blue scars, including runic patterns he's deliberately carved into his face. His red beard and hair are matted and poorly maintained, most of his clothes are permanently bloodstained, and a wild, almost feral, look lurks in his cocoa-coloured eyes.

## HOOKS

Jarok's campaign to command all the frost giants caused significant damage and loss of life to the people of the north, and PCs from that area could have heard of the jarl because of it.

It's also possible the deities of paladins or good clerics might forewarn their followers in dreams (or nightmares) of Icehammer's approach and the danger he represents.

Alternatively, the PCs could be hired at very short notice to recover a person or items of great value held on the *Icy Heart*. As time would be of the essence (particularly when seeking to rescue a captive, such groups should possess magical means of transportation and methods of divining the ship's location).

## TACTICS

Jarok begins nearly all combats with Dazzling Display; his impressive Intimidate bonus usually causes his opponents to be shaken for several rounds. On the second round, he closes (if his opponents haven't) and attacks using his smite ability. As combat progresses, he uses his smite ability for defence against strong melee opponents and Stunning Assault to keep opponents from acting.

He never retreats from battle – his pride and deluded self-belief in his own abilities conspire to keep him fighting when sane opponents would retreat or sue for peace.

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### DARK GODS

The identity of Icehammer's dark patron has been left deliberately obscure so that the GM can customise this to suit the dark powers already extant in his campaign. Obviously, chaotic evil patrons would be preferable, but the jarl is happy to serve any power that revels in slaughter, suffering and violence.

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### ICEHAMMER'S EQUIPMENT

**Dastard (Armour Property)** When the Jarl uses smite good, he gains a +2 profane bonus to AC against attacks from the target. This is the equivalent of a +1 modifier for his armour.

**Furious (Weapon Property)** The Enhancement bonus of a furious weapon improves by +2 when it's wielder is in rage. This is the equivalent of a +1 modifier for the weapon.

## PERSONA: LOZONDUR

*Flashfreeze's pet, Lozondur is the spawn of an insane experiment.*

Lozondur is the spawned of twisted, frozen nightmares.

Flashfreeze found Lozondur when he was feebly crawling away from a burning tower, young and injured. Nursing the creature back to health, Flashfreeze has never questioned Lozondur about his origins, and simply counted herself fortunate at having such a useful pet.

Lozondur was instrumental in the construction and maintenance of the *Icy Heart*. With a breath weapon, immunity to cold, burrowing and the ability to generate incredible heat, the creature has been able to carve the iceberg into the desired shape and form many of the tunnels and passages within.

**Background:** Lozondur doesn't remember a time before Flashfreeze, and considers her to be its mother. The creature is aware it's not a dragon, exactly, but has never wondered further. If Lozondur ever encountered another remorhaz, blood would be shed.

**Personality:** Lozondur is aggressive to everything that isn't Flashfreeze or her brood. He has the attitude and intellect of a belligerent seven-year-old. Lozondur defers in all things to Flashfreeze, and the creature has not realized how easily it could overcome the dragon. Lozondur's driving motivation is hunger; whenever he is presented with food, he eats. Anyone interested in negotiating with the creature had best start by offering a generous amount of fresh or frozen meat.

**Distinguishing Features:** Lozondur is nothing but distinctive; a forty-two foot centipede with scalding-hot white scales on its back, a set of arm-like limbs with dragon-like clawed hands, wide leathery patagia-like wings and an insectoid maw of cilia tucked into a dragon-like snout is instantly recognisable.

**Tactics:** Combat is straightforward to Lozondur: bite the tastiest-looking target, swallow it and move onto the next. The beast's impressive hp total and natural defences against weapons, fire and cold make him a tenacious foe.

Lozondur has never fought an opponent that had any chance of actually winning, and thus lacks a firm knowledge of his limits; he hasn't yet mastered the tactical benefits of flying, and uses it purely as a means of transportation.

**Hooks:** It's possible a PC interested in arcane experimentation has heard of Lozondur's origins. It's possible (and the stuff of nightmares) that the other 10-12 eggs laid alongside Lozondur's by the mad archmage Callifir the Insane also hatched and his progeny now stalk the frozen Northlands.

### LOZONDUR

CR 13 (XP 25,600)

*A horrific thing covered in scales and chitinous plates surges toward you, its' maw immense and heat roiling off its back.*

Male half-dragon remorhaz

N Gargantuan dragon

**Init** +1; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +20, Sense Motive +1

**Speed** 30 ft., burrow 20 ft., fly 60 ft. (average); **ACP** 0; Acrobatics +10, Climb +20, Fly +9, Swim +20

**AC** 31, touch 7, flat-footed 30; **CMD** 44

(+1 Dex, +24 natural, -4 size)

**Immune** paralysis, sleep, fire, cold

**Fort** +19, **Ref** +10, **Will** +6

**hp** 232 (15 HD)

**Heat (Su)** Anything touching Lozondur, including creatures striking with natural attacks or unarmed strikes, suffer 8d6 fire damage. The heat can melt or burn weapons; weapons or creatures that strike Lozondur must make a DC 21 Fortitude save to avoid taking damage. The save DC is Constitution-based.

**Space** 20 ft.; **Base Atk** +15; **CMB** +27

**Melee** bite (reach 20 ft.; Power Attack [-4/+12]) +25 (4d6+21 plus grab) and

2 claws (reach 20 ft.; Power Attack [-4/+8]) +23 (2d8+14) or

**Melee** bite (reach 20 ft.) +25 (8d6+21 plus grab)

**Atk Options** Awesome Blow (1d8+14 damage), Cleave, Improved Bull Rush, Vital Strike, grab, swallow whole

**Grab (Ex)** If it hits a Huge or smaller target with its bite, Lozondur can try to grapple as a free action without provoking attacks of opportunity.

**Swallow Whole (Ex)** If Lozondur begins his turn with a Huge or smaller opponent grappled in its mouth (see Grab), he can attempt a new combat manoeuvre check (as though attempting to pin the opponent); if this succeeds, Lozondur swallows his prey, and the opponent takes bite damage. Being swallowed causes a creature to take 4d6+21 damage, plus 8d6 fire damage, each round. A swallowed creature keeps the grappled condition, while Lozondur does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (AC 22; hp 33), or it can just try to escape the grapple. If a swallowed creature cuts its way out, Lozondur cannot use swallow whole again until the damage is healed; if the swallowed creature escapes the grapple, it returns to Lozondur's mouth, where it may be bitten or swallowed again.

**Special Actions** breath weapon

**Breath Weapon (Su [standard; 1/day])** 30 ft. cone of cold; 15d6 cold (DC 27 Reflex halves)

**Abilities** Str 39, Dex 13, Con 31, Int 7, Wis 12, Cha 12

**Feats** Awesome Blow, Cleave, Improved Bull Rush, Multiattack, Power Attack, Skill Focus (Perception), Vital Strike

**Skills** as above, plus Craft (iceworks) +0, Survival +10

**Languages** Dragon, Giant (cannot speak)



## PERSONA: LORD YSRICH KRATH

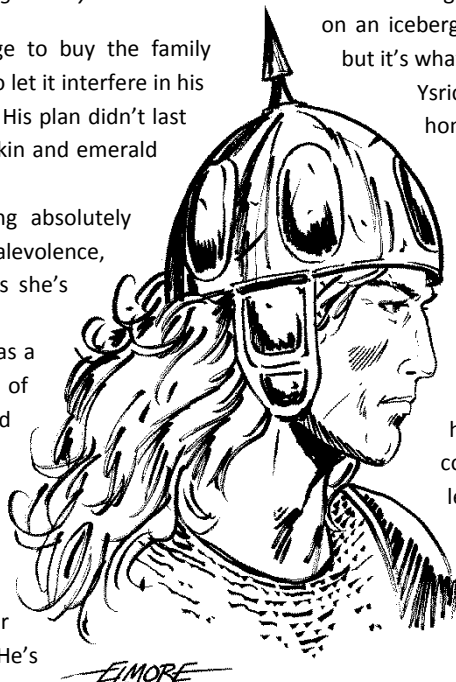
*Lord Krath stands at the convergence of gullibility and honour.*

When his father arranged his marriage to buy the family legitimacy, Ysrich was determined not to let it interfere in his comfortable life of leisure and hunting. His plan didn't last past him setting his eyes on the olive skin and emerald eyes of Lady Antonia Reiz.

Ysrich has the misfortune of being absolutely smitten with Antonia. Blind to her malevolence, she's convinced him that all the things she's done have been to insure their future.

**Background:** Ysrich lived a rich life as a big-game hunter, becoming something of a famed outdoorsman. He avoided involvement with his father's business, rightly believing he lacks a silver tongue (another trait he admires in his wife); he uses words sparingly.

**Personality:** Ysrich hangs on his wife's every word, eager to please her and quick to apologize for her actions. He's



used to facing opponents one-on-one in a fair fight; sailing about on an iceberg sinking ships is unsporting and needlessly cruel, but it's what his wife wants, so he supports her.

Ysrich is down to earth, and has a strong sense of honour.

**Distinguishing Features:** While Ysrich is a young man, his face has already aged past his years by the elements; even without that, while he's well-built, only his mother and his wife have ever called Ysrich handsome.

**Tactics:** Ysrich requests (and offers) personal combat as a way to resolve differences. He fights defensively and strikes to subdue against humanoids other than giants. Frost giants are a continual bane on his homeland, and Ysrich relishes lethal combat against them.

**Hooks:** As the only good-aligned person aboard the *Icy Heart*, Ysrich may very well be willing to aid the PCs in overpowering the giants in exchange for his wife's safety.

### LORD YSRICH KRATH

CR 13 (XP 25,600)

*An unappealing brute of a man approaches, axe at the ready.*

Male human aristocrat 2/fighter 2/barbarian 4/ranger 5  
NG Medium humanoid (human)

**Init** +6; **Senses** Perception +15 (+17 in cold terrain or vs. animal, +19 vs. animals in cold terrain or giants, +21 vs. giants in cold terrain), Sense Motive +10 (+12 vs. animals, +14 vs. giants)

**Speed** 25 ft.; base speed 30 ft.; **ACP** -1; Acrobatics +5, Climb +7, Stealth +10 (+12 in cold terrain), Swim +10

**AC** 18, touch 10, flat-footed 18; **CMD** 26; +1 vs. traps, uncanny dodge  
(+7 armour [+1 mithral breastplate], +1 natural [amulet of natural armour +1])

**Immune** environmental cold

**Fort** +13, **Ref** +6 (+7 vs. traps), **Will** +6 (+7 vs. fear)

**hp** 116 (13 HD)

**Space** 5 ft.; **Base Atk** +12; **CMB** +16

**Melee** +1 bane greataxe (Favoured Power Attack [-4/+12 {+16 vs. favoured enemies}, Furious Focus) +18/+13/+8 (1d12+7/19-20 x3)

**Ranged** composite longbow (range 110 ft.) +13 (1d8+4/x3)

**Atk Options** Dazing Assault (DC 22), favoured enemy (animals +2, giants +4), rage (12 rounds)

**Ranger Spells Prepared** (CL 2nd; concentration +3)

1st—~~endure elements~~, resist energy

**Combat Gear** potions of lesser restoration (2); wand of hunter's howl (CL 5; 10 charges)

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

**SQ** bravery (+1), combat style (two-handed weapons), fast

movement, favoured terrain (cold), rage powers (energy resistance [cold], reckless abandon), trap sense (+1), wild empathy (+5, +1 vs. magical beasts)

**Feats** Dazing Assault, Endurance, Favoured Power Attack, Furious Focus, Improved Critical (greataxe), Improved Initiative, Lightning Reflexes, Power Attack, Quick Draw, Toughness, Weapon Focus (greataxe)

**Skills** as above plus Bluff +0 (+2 vs. animals, +4 vs. giants), Diplomacy +10, Handle Animal +5, Intimidate +10, Knowledge (geography) +1 (+3 in cold terrain), Knowledge (local) +5 (+9 vs. giants), Knowledge (nature) +10 (+12 vs. animals), Knowledge (nobility) +10, Linguistics +3 Survival +15 (+17 in cold terrain, +19 tracking, +21 tracking animals, +23 tracking giants)

**Languages** Common, Draconic, Giant, Goblin

**Gear** as above plus ample outdoors gear (most masterwork, worth 500 gp in total)

When raging, Lord Krath uses the following modified statistics:

**ACP** -1; Climb +9, Swim +12

**AC** 14, touch 10, flat-footed 14 (uncanny dodge); **CMD** 26; +1 vs. traps  
(+7 armour [+1 mithral breastplate], -2 class, +1 natural [amulet of natural armour +1], -2 reckless abandon)

**Resist** cold 2

**Fort** +15, **Will** +8 (+9 vs. fear)

**hp** 142 (13 HD)

**CMB** +18

**Melee** +1 bane greataxe +20/+15/+10 (1d12+12/19-20 x3)

**Abilities** Str 22, Dex 10, Con 18, Int 12, Wis 13, Cha 10

## COMPILED LISTS

### STAT BLOCKS BY CR

CR		PAGE
9	Flashfreeze's Brood CE young adult white dragon	83
9	Frost Giant Deck Hand CE male frost giant	82
12	Frost Giant Buccaneer CE male frost giant barbarian 1/fighter 2	82
13	Flashfreeze CE old white dragon	86
13	Lord Ysrich Krath NG male human aristocrat 2/fighter 2/barbarian 4/ranger 5	91
13	Lozondur N male half-dragon remorhaz	90
15	Lady Antonia Krath LE female human aristocrat 2/cleric 3/wizard (enchanter) 3/mystic theurge 7	84
16	Jarl Jarok Icehammer CE male frost giant antipaladin 4/barbarian 2/fighter 1	87

### NEW SPELLS

#### 1ST-LEVEL SPELLS

**Divine Blast (antipaladin 1, cleric 1, paladin 1):** Channel energy into your next attack.

#### 3RD-LEVEL SPELLS

**Divine Blast (antipaladin 3, paladin 3):** As divine blast, but channel energy into every attack you make.

#### 4TG-LEVEL SPELLS

**Divine Blast (cleric 4):** As divine blast, but channel energy into every attack you make.

### NEW FEATS

FEAT	PREREQUISITES	BENEFIT
Elemental Armament	Elemental subtype, weapon or natural attack that deals matching elemental damage	Deal extra energy damage with attacks that match your subtype
Extra Smiting	Smite ability with a daily use limit	Gain extra smite attacks
Favoured Power Attack	Power Attack, favoured enemy class feature	Increase the damage dealt with Power Attack against favoured enemies

## ORCS OF THE ETERNAL ZENITH

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## ORCS OF THE ETERNAL ZENITH

As with most orcish tribes, the group now named as the Orcs of the Eternal Zenith are a conglomerate of the destitute remnants of broken tribes, feral offspring, wandering foreign pariahs and wretched females abducted or bought, in exchange for other trifling chattels, from other clans.

The clan has taken many names, steered by the whim of the most physically powerful orcish despot, such as the Engulfers, Daemon-Tearers, Dusk's Teeth, and the Spinecrunchers. Each transient king warred, fought, fell and was forgotten as a new tyrant replaced the last.

A year ago, an idealistic priest of the Sun God Darlen, Ecclesiarch Trobeir Kinsmead, noted these endemic, futile cycles of death within the orc tribes, and vowed to bring these primitive peoples into the light of civilisation. Gathering relics of the faith, including the *suggestion*-laced *Tome of the Eternal Zenith*, and a group of zealous missionaries, Trobeir marched into the mountains eager to convert the orcish infidel.

Their missionary zeal was matched by the orcs' snarling ferocity, and the members of the doomed group fell or surrendered within a week. Trobeir survived the slaughter, only to fester in the darkest of the orcs' monstrous prison pits.

The orcs pillaged the missionaries' relics, including the *Tome of the Eternal Zenith*, which fell into the hands of Granalak, one of the few literate orcs in the tribe. He dutifully scoured the golden-bound book for treachery or hints of treasure and soon the *suggestions* within overwhelmed King Harantok's trusted lieutenant, transforming him to a misguided worship of Darlen. Granalak demanded access to Trobeir for insights into his new fiery patron – insights which he extracted with burning torture. Filled with magically influenced faith, Granalak cultivated a secret cult of followers and eventually overthrew King Harantok. Claiming rulership of the tribe, he demanded unwavering obeisance to himself and Darlen.

### ECOLOGY & SOCIETY

The orcs of the Eternal Zenith live to serve Granalak's apocalyptic vision; dissent is met with torture utilising the sun's burning rays, earning the prophet the epithet "Searshriek."

The orcs rank members of the tribe by their perceived piety, a subjective measure controlled by Granalak's cruel whim. Outward displays of religious fervour are commonplace, with warriors daubing crude yellow circles on their armour and their grunted speech is filled with praise of the sun.

The tribe is united in a single purpose under Granalak, the construction of a massive cold iron and gemstone edifice named the Zenith Engine. The device captures concentrated sunlight through an array of gemstone lenses and draws power from four

wretched lurkers in light imprisoned within the dark recesses of the metal behemoth. Granalak's salamander ally Ankator designed the vast machine to breach the walls between the Prime Material Plane and the Elemental Plane of Fire.

**Nomenclature:** The orcs' names are short and guttural, and many are those of mighty historical warriors or ancestors. Examples include Ardda, Cror, Derger, Grank, Lerh, Mragh, Streg, Triz, Vernnick and Zrack.

### RELIGION

Granalak's massive ego, when confronted with a magical compulsion to worship Darlen, immediately rationalised that the benevolent orthodox tenants of the deity's worship were false. The oracle corrupted the scripture into his own image, exalting his own bestial, violent desires as the pinnacle of righteousness.

While the orcs in their trembling exaltations cry out to Darlen, he ignores their heretical beliefs, granting no spells to their clerics or other divine casters. The powers Granalak and his inquisitors receive originate directly from the incandescent core of the sun itself. Religious rites, completely fabricated by Granalak, involve live sacrifices, torture through burning, or whatever debased inspirations flit through his head. Granalak keeps Trobeir alive in a subterranean torture chamber, and continually extracts sacred knowledge to conduct his rites, torturing the missionary if he refuses, or provides answers that displease the orc oracle.

Granalak has ordered the infiltration of Darlen's churches within human lands, a move designed to spread his insidious philosophy. The false prophets, disguised as humans, have convinced some of Darlen's faithful to establish secret cabals within the church hierarchy devoted to the worship of the burning, cruel aspect of the sun. Granalak hopes to convert enough of these priests to overthrow the existing order and remake the church of Darlen in his own image.

### IN YOUR CAMPAIGN

*Orcs of the Eternal Zenith* design enables a GM to easily insert the orcs into a home campaign. A GM can slot Marred Peak into any one of the existing mountain ranges with a campaign world, with the orcs emerging undetected and beginning their work on the Zenith Engine.

While Granalak's obsession focuses on the sun god, the orcs could alternately worship any demon lord or other evil power with a fiery aspect. Alternatively the focus of the cult could be a dangerously powerful creature such as a red dragon or efreet who use the orcs as loyal minions.

## LAIRS

The orcs, now fervent disciples of the sun, eschew the dark holes and warrens they previously kept. They spill out onto the rocky slopes of Marred Peak dwelling in a ramshackle muddle of tents and dilapidated hovels of heaped stones. The residual heat from the Zenith Engine keeps the cold nights at bay sufficiently to ensure their comfort. Beneath Marred Peak stretch the old warrens and pits, now mostly abandoned except for the prison pits where the mad and terrified Trobeir languishes.

**Marred Peak and The Zenith Engine:** A near-vertical 300 ft. cliff protects Marred Peak's summit where the Zenith Engine stands. The orcs have hammered in a series of iron poles linked with a stout chain to help with the climb (DC 10 Climb check).

The Zenith Engine occupies a 150-ft. radius hemisphere at the summit, a painfully angled splay of thick metal arms resembling a dying clockwork spider. Four of the arms hold cold iron pods containing the enslaved lurkers in light. During the operation of the Zenith Engine, rivulets of molten rock flows from the caldera and pools at the base of the machine.

**Cave Entrances:** At the eastern edges of the lower and upper settlements are cave entrances leading into the bowels of Marred Peak and the old warrens.

**Upper Settlement:** The upper settlement houses most of the tribe, including Granalak, his inquisitors and the work teams slaving over the construction of the Zenith Engine. At all times, there are at least 30 orcs active in the upper settlement.

**Lower Settlement:** The lower settlement is the barracks for the tribe's warriors and sub-chieftains. An ancient watchtower, built by a forgotten, fallen empire, looms above, and is constantly manned by two groups of Orc Raiders (page 102).

**Old Warrens:** The warrens beneath Marred Peak are all but abandoned, but for a few unfortunates banished from Granalak's sight who are forced to subsist in the fetid darkness.

**Prisons:** Deeper even than the orcs' warrens are the prison

pits in which the orcs keep their wretched prisoners. A group of guards (use the Orc Raiders encounter [page 102]) watches over Granalak's prize captive, Ecclesiarch Trobeir Kinsmead.

**Armoury:** This smoke-filled chamber is one of the few underground areas still in use, here orc smiths roughly hammer out an arsenal of chakrams and flails.

**King's Lair:** Granalak refuses to lair underground, and has gifted this large cave to Ankator's use. The salamander has filled the cavern with his tools and mechanical experiments in sprawling heaps. A lava tube, bored by molten rock from the Zenith Engine passes near this chamber, making it the warmest underground location – a luxury Ankator enjoys.

## COMBAT & TACTICS

The warriors of the Eternal Zenith are ferocious and yearn for combat. Typically, the orcs are ill-disciplined, and fight as a pack of wild individuals, caring nothing for their allies. The only exception is any band trained by the pariah Gnawfoul, whose imposing presence imposes a veneer of tactics. The orcs have a predilection for using burning chakrams and flails in combat, showing their piety by using weapons shaped like the shining circle of the sun. Roving bands of the rank-and-file berserkers of the tribe work themselves into a chanting frenzy before throwing their chakrams and charging directly into close combat.

Victorious orc warriors gouge the eyes from their slain opponents and impale them on sharpened sticks facing east to capture the sun's first light. Even the most bloodthirsty orc blanches at the thought of depriving an enemy the sight of the glorious sun.

The ironwrights slaving over the construction of the Zenith Engine defend their work with a barrage of volatile chemicals used in the metallurgical process. These artisans fight to the death to defend their gigantic iron child.

Stalking amongst the tribes members are Searshriek's

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## TRIBAL LORE

A character making a Knowledge (local) check may know some information about the tribe. A successful check reveals all information gained by a lesser check.

**DC 11:** This orc belongs to the Eternal Zenith tribe, hailing from the slopes of Marred Peak. The tribe worships a pitiless aspect of Darlen, the Sun God.

**DC 16:** The lands around Marred Peak are experiencing the hottest summer in decades, with crop blight and drought now commonplace. The weather changes relate to an unearthly glow emanating from the mountain's apex.

**DC 21:** The Eternal Zenith follow an orc oracle named Granalak, who prophesises an apocalyptic conflagration to bring the sun directly into this world. Rumours persist of a secret society within Darlen's church, sympathetic to these tenants.

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## DARLEN

LG god of Law, Order, Justice and the Sun

**Epithets:** The Justicar, the Shining Light, the Noble One;

**Symbol:** The rising sun; **Domains:** Good, Law, Protection and Sun; **Favoured Weapon:** Longsword; **Raiment:** Voluminous, white cowed habits.

**Teachings:** The strong must protect the weak, for this is the natural order. Those with great abilities or aptitudes must use their gifts for the betterment of their fellows. The faithful must be ever vigilant for evil's rise, but must show mercy in dealing with its tools.

**Holy Texts:** Darlen's teachings are set down in the *Scripture of Law* – a vast tome containing teaching, stories and lessons by some of his early, prominent followers. *Divine Order* and *On Darkness' Rise* are important early commentaries.

handpicked lieutenants, orcs chosen for their cruelty and loyalty. These inquisitors ensure the tribe's piety, applying brutal punishments to blasphemers. In combat, the inquisitors demoralise their opponents before attacking. They use their judgement ability to enhance their hit chance, and expend their bane ability on unbelievers at the first opportunity.

Infiltrating orc heretics, disguised as humans, only attack if their work is exposed or if a particular individual is targeting for assassination. When attacking, the false prophets use their *wands of resist energy* before igniting their oil-soaked faces and biting their enemies. The sight of the waxen disguises melting from their self-immolated faces is terrifying to behold.

## NOTABLE INDIVIDUALS

**Granik the Steelspeaker:** This enormous, obese orc is the first of Ankator's apprentices. Granik (CE male orc expert 6) is an unconventional master of metallurgy and mechanical construction, driven by his love of the feel of rusting steel. Granik is a harsh taskmaster, and his indifference to his lackeys means the Zenith Engine's foundations double as a mass grave.

**Rarge:** An extremely dim-witted orc, Rarge (CE male orc barbarian 6) is unsurpassed in his physical prowess. He is yet to understand the change in the tribe's power structure, and does not understand the need to worship Darlen. Rarge rots in the dungeons beneath Marred Peak for his blasphemy, suffering through the inquisition's inventive tortures.

**Gope:** Gope (CE male orc rogue 4) is Granalak's favourite enforcer, calling on those in the tribe requiring "motivation". Gope, dressed in his battered, bright red coat, likes it best when called on to murder an orc's family while the chosen orc dines sumptuously in Granalak's tent.

**Raarch:** A blue-flamed fire elemental called by the Zenith Engine soon after its construction, Raarch (N advanced Large fire elemental) is kept as an honoured guest by Granalak. Raarch enjoys bathing in the heat of the Zenith Engine while it operates.

**Ecclesiarch Trobeir Kinsmead:** Trobeir (NG human cleric of [Darlen] 7) hangs from iron shackles in the depths of Marred Peak. His legs are charred stumps, burnt away during Granalak's unrelenting tortures. Trobeir is barely lucid and reacts in terror to any intrusion into his dark hole, anticipating further interrogation from his orcish captor.



## ENCOUNTERING THE ETERNAL ZENITH

For every day or night the PCs spend on Marred Peak, or its foothills, they have a 15% chance of encountering some of the mountain's denizens. (This chance rises to 25% at night, if the PCs build a campfire in an exposed locale). If an encounter is indicated, use the table opposite to determine what creatures the PCs meet. Alternatively, use the Hill/Mountain encounter tables presented in the *Pathfinder Roleplaying Game Bestiary*.

The Eternal Zenith also travels widely in warbands, raiding caravans and other travellers for religious documents and Darlen's holy men to sate Granalak's appetites and gemstones with which to construct the Zenith engine. These raiders loot their victims specifically for these items, often leaving other valuables in the ruins. The Orc Raiders encounter (page 102) replaces the 01-05 result on the Plains and Forests encounter tables in the *Pathfinder Roleplaying Game Bestiary*.

In urban settings, the PCs may encounter secret cabals of cultists of the Eternal Zenith, either purchasing religious relics, infiltrating the sun god's conclaves to influence others into the heresy or kidnapping and murdering influential orthodox priests of Darlen. The Infiltrators encounter (page 105) replaces the 01-05 result on the standard Urban encounter table.

D20	EL	ENCOUNTER	PAGE
1-10	Var.	Use the standard Hill/Mountain encounter table.	<i>Bestiary</i>
11-15	5	<b>Orc Raiders</b> This band are searching the hills for travellers to waylay and loot.	102
16	5	<b>Inquisition</b> Searching for a few heretical orcs who have recently fled Marred Peak, these orcs stumble upon the PCs.	102
17-18	6	<b>Rampaging Elementals</b> Four Small fire elementals led by a Medium fire elemental rampage through the hills setting fire to everything flammable they come across.	<i>Bestiary</i>
18-19	8	<b>Infiltrators</b> Either setting out or returning from a mission against a nearby church of Darlen, these infiltrators pose as lost pilgrims.	105
20	9	<b>Gnawfoul's Hunt</b> Bored, Gnawfoul has led a few orcs into the hills in search of loot. Two inquisitors have attached themselves to the group to make sure no heretical activity occurs.	105

### TERRAIN FEATURES

Consider adding some of these terrain features to encounters on Marred Peak to reward tactical play.

**Stealth and Detection:** The normal distance at which a Perception check can be made to detect the presence of nearby creatures is 4d10 x 10 feet. Certain peaks and ridgelines, of course, offer better vantage points.

**Cave (Small):** Many small caves pockmark Marred Peak. The entrance to such caves is 1d2 x 5 ft. wide and 2d4 x 5 ft. deep. The rear of these caves may lead to tunnels that intersect with the orc holdings beneath the mountain.

**Cliff:** A character requires a DC 15 Climb check to scale a cliff.

**Lava Tube:** The heat of the Zenith Engine has liquefied the rock beneath the mountain, causing rivulets of molten rock to pour from the slope. The resultant cylindrical lava tubes are 1d4 x 5 ft. wide and 2d10 x 50 ft. deep. While the Zenith Engine is in operation, these tubes are filled with magma, which deals 20d6 fire damage per round to any creatures within the tube.

**Loose Rocks:** The rocks underfoot are slippery and unsafe. A character running or charging across the rocks must make a DC 12 Acrobatics check. Success indicates the character crosses the

area without incident. A character failing the check stops in the first square he enters. A character failing the check by 5 or more falls prone.

**Rock Wall:** This vertical plane of rock requires a DC 25 Climb check to scale. A typical rock wall is 2d8 x 10 feet high.

**Rubble (Light):** Small rocks are strewn across the ground, increasing the DC of Acrobatic checks by 2.

**Rubble (Dense):** Rocks of all sizes cover the ground. It costs 2 squares of movement, to enter a square containing dense rubble. The DC of Acrobatics checks increases by 5 in such areas and the DC of Stealth checks increases by 2.

**Slope (Gradual):** This slope does not impede movement, but it grants the benefit of higher ground (+1 on melee attacks) against opponents below them.

**Slope (Steep):** Characters moving up a steep slope must spend 2 squares of movement to enter a steep slope square. Characters running or charging downhill must make a DC 10 Acrobatics check. A character failing this check stumbles and ends its movement 1d2 squares later. A character failing this check by 5 or more falls prone in the square in which it finishes this movement. A steep slope increases the DC of Acrobatics checks by 2. Characters on a slope gain the benefit of higher ground (+1 on melee attacks) against opponents below them.

## ALTERNATIVE RACE & CLASS FEATURES

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### ALTERNATIVE RACIAL TRAITS

The following racial traits replace standard orc racial traits:

**Lackey:** Some orcs have a predisposition for fawning servitude toward more powerful personalities. Orcs with this racial trait suffer -1 to saving throws against enchantment effects. Bluff, Diplomacy and Intimidate checks receive a +1 bonus against the orc. This racial trait replaces the light sensitivity racial trait.

**Darkblind:** Orcs living on the surface can acclimatise themselves to the bright sunlight at the cost of their darkvision. Orcs with this racial trait lose their darkvision. This racial trait replaces the light sensitivity racial trait.

### ALTERNATIVE CLASS FEATURES

The cult leaders of the Orcs of the Eternal Zenith have developed unique oracle class features:

**Oracle Curse (Cackling Megalomania; Ex):** You have an insatiable desire to explain your obvious inherent superiority to your enemies. Every 1d4 rounds, you must attempt to demoralise any unshaken enemies with an Intelligence score of 6 or greater within 30 feet. You may make this Intimidate check as a move action. At 5th level any creature you demoralise remains shaken for an additional 1d4 rounds. At 10th-level you receive the *metamagic adept* power as an arcane bloodline sorcerer equal to your oracle level. At 15th-level you may move up to your speed as part of an Intimidate check to demoralise.

**Oracle Mystery:** Incandescence.

**Class Skills:** An oracle with the incandescence mystery adds Disguise, Fly, Intimidate and Perception to her list of class skills.

**Bonus Spells:** *endure elements* (2nd), *blister* (4th [page 99]), *daylight* (6th), *phototheurgy* (8th [page 99]), *flame strike* (10th), *true seeing* (12th), *sunbeam* (14th), *sunburst* (16th), *prismatic sphere* (18th).

**Revelations:** An oracle with the incandescence mystery can choose from any of the following revelations.

**Blinding Light (Su):** Once per day you radiate a 60-foot-radius aura of blinding light as a standard action. Creatures within the affected area must make a Fortitude save or be permanently blinded. You must be at least 13th-level to select this revelation.

**Brilliant Aura (Su):** You are constantly surrounded by a *light* spell. If this effect is dispelled, it resumes automatically on your next turn. At 7th-level the *light* radius is doubled. At 17th-level the *light* radius equals 400 feet plus 40 feet per level.

**Channel (Su):** You can channel energy like a cleric except that you can choose to channel positive energy to harm undead (but not cure living creatures) or channel negative energy to harm living creatures (but not cure undead). You use your oracle level

as your effective cleric level when determining the amount of damage inflicted and the DC needed to halve the damage. You cannot use your channel energy ability to cure creatures. You can use this ability a number of times per day equal to 1 + your Charisma modifier.

**Focussed Gaze (Su):** As a standard action, you project an incandescent beam of light from your eyes as a ranged touch attack (range 120 feet) that deals 1d6 of fire damage +1 point for every two oracle levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**Light Jump (Su):** As a standard action, you assume the form of a brilliant arc of light, teleporting yourself to another location, as *dimension door*. Both the start and end locations must be in bright light. You can use this ability a number of times per day equal to 3 + your Charisma modifier. You must be at least 9th-level to select this revelation.

**Light Of Truth (Su):** Any spell with the light descriptor you cast also pierces illusions within its radius, as *true seeing*. You must have the revealing radiance revelation and be at least 17th-level to select this revelation.

**Power of the Zenith (Su):** During the hours before and after noon when you can see the sun, you cast one spell as if it were modified by Empower Spell, Extend Spell, Silent Spell or Still Spell without increasing the spell's casting time or level.

**Radiant Armour (Su):** The light that surrounds you grants a deflection bonus to your AC equal to your Charisma modifier. In areas of dim light the bonus is halved. In natural darkness or within the area of a 3rd-level or higher spell with the darkness descriptor, the bonus is negated. You must be at least 7th-level to select this revelation.

**Revealing Radiance (Su):** Any spell with the light descriptor you cast also negates all forms of invisibility, as *invisibility purge*, within the radius of normal light generated by the spell.

**Sunshield (Ex):** You take half damage from fire effects and spells such as *searing light*, *sunburst* or the light rays of a lantern archon. This resistance increases to 10 at 5th-level and 20 at 11th-level. At 17th-level, you become immune to fire damage.

**Wrathful Corona (Su):** Three times per day you gain an arc-spitting golden halo which harms creatures which attack you in melee. Any creature striking you with a natural or melee weapon (without reach) takes 1d6 fire damage + 1 point per oracle level.

**Final Revelation:** At 20th-level, you become a creature of pure light, with the ability to become incorporeal. You still interact normally with the corporeal world, but become immune to all nonmagical attack forms and take half damage from magic weapons, spells, spell-like effects and supernatural effects. You take full damage from other incorporeal creatures and effects, as well as force effects.



## NEW FEATS

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*Orcs of the Eternal Zenith* introduces two new feats. Each feat is presented in the following manner:

**Prerequisites:** This entry is absent if the feat has no prerequisites. Otherwise, it lists the qualifying features a character must have to select the feat.

**Benefit:** This section details what the feat enables the character to do or lists the bonuses it provides.

**Special:** If the feat has additional benefits (or synergistic qualities with another feat), they are listed here.

**Normal:** This listing is absent if not having the feat causes no particular drawback or penalty. Otherwise, it presents the limitations or drawbacks faced by a character without this feat.

### IGNITE WEAPON [COMBAT]

*You have learned to fight effectively with a burning weapon.*

**Prerequisites:** Tribal membership (Eternal Zenith), base attack bonus +1.

**Benefit:** As a full-round action you may apply oil to a melee or thrown weapon, or five units of ammunition. You can ignite an oil-covered weapon or five units of ammunition as a subsequent standard action, using a flint and steel, tindertwig or other flame, at any point in the next 24 hours. A burning weapon

deals an additional 1d4 fire damage on a successful hit. The oil-covered weapon burns for five rounds.

**Special:** If you have 5 or more ranks in Craft (alchemy) increase the damage inflicted by your weapon to 1d6.

**Normal:** A character without Ignite Weapon, you only inflict 1 fire damage with a burning weapon and have a 20% chance per attack of suffering 1 fire damage.

### IMPROVED IGNITE WEAPONS [COMBAT]

*You are skilled at inflicting searing death on your foes*

**Prerequisites:** Tribal membership (Eternal Zenith), base attack bonus +6, Ignite Weapon

**Benefit:** The damage you deal with a burning weapon increases to 1d6. When you inflict a critical hit with the burning weapon, the target must succeed on a Reflex saving throw or catch fire (DC 10 + your BAB), taking 1d6 points of damage for an additional 1d4 rounds at the start of its turn.

**Special:** If you have 5 or more ranks in Craft (alchemy) you deal 1d8 fire damage with your weapon. This damage increase applies to the damage a target takes if it catches fire.

**Normal:** Without Improved Ignite Weapon, you only inflict 1 fire damage with a burning weapon and have a 20% chance per attack of suffering 1 fire damage.

## NEW SPELLS

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The Orcs of the Eternal Zenith use several unique spells.

### BLISTER

**Level** cleric 2/oracle 2 (evocation)

**Casting Time** 1 standard action; **Components** V, S, DF

**Range** close (25 ft. + 5 ft./2 levels); **Target** one living creature;

**Duration** 24 hours

**Saving Throw** Fortitude negates; **Spell Resistance** Yes

You call on the sun's radiant powers to blister an enemy's skin. The target suffers terrible pain from the burns, suffering a -2 penalty on attack rolls, skill checks and ability checks.

### LESION

**Level** cleric 4/oracle 4 (evocation)

**Casting Time** 1 standard action; **Components** V, S, DF

**Range** medium (100 ft. + 10ft./level); **Effect** ray; **Duration** instantaneous

**Saving Throw** Fortitude negates; **Spell Resistance** Yes

You cast forth a barely perceptible ray of ultra-violet light to form malignant growths on the target's skin. Cancerous lesions, immediately afflict the target.

- **Cancerous Lesions:** **Type** disease; **Save** Fortitude DC 17; **Onset** 1 week; **Frequency** 1/week; **Effect** 1d4 Con; **Cure** cancerous lesions cannot be naturally cured, and require a *remove disease* or *heal* to remove.

### PHOTOTHEURGY

**Level** cleric 4/oracle 4 (transmutation)

**Casting Time** 1 standard action; **Components** V, S, DF

**Range** personal; **Target** you; **Duration** see below

This spell enables you to use the sun's burning light to recall spells of 3rd-level or lower cast in subsequent rounds. The spell's duration depends on the strength of the natural light in the area at the time of casting:

- **Bright Light:** 3 rounds.
- **Normal Light:** 2 rounds.
- **Dim Light:** 1 round.
- **Darkness:** No effect.

You must be outside to gain the benefit of this spell.

## NEW MAGIC ITEMS

The Orcs of the Eternal Zenith have created several magical items (including the mighty *Zenith Engine*) since their conversion to the worship of the burning, uncaring sun.

In addition, the orcs have scavenged the equipment of slain followers of Darlen, including the shield *Dawn Chorus* (now wielded by the ferocious female warrior Gnawfoul [page 104]), *Rays of the Sun's Wrath* (now Granalak Searshriek's [page 107] personal weapon) and the *Tome of the Eternal Zenith*.

### DAWN CHORUS

*This round, golden shield is decorated as a gothic sun. The body of the shield is covered with a stern man's face, and two lines of razor sharp sunrays project from the shield's edge.*

**Aura** moderate (transmutation; DC 19 Knowledge [arcana]) **Identify** DC 23 Spellcraft

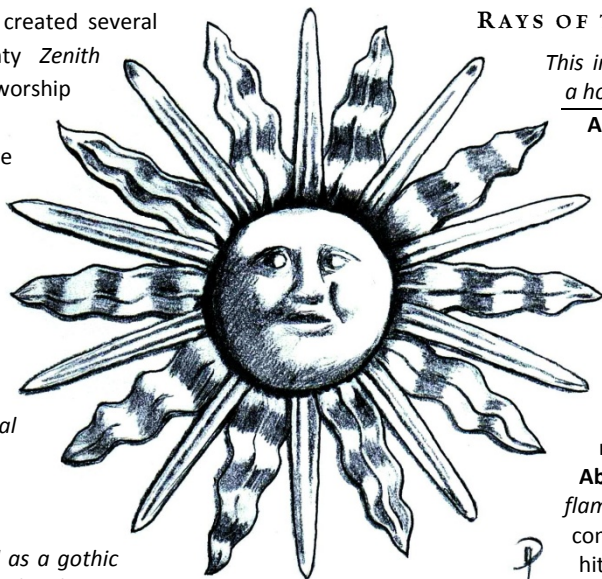
**Lore** (DC 15 Knowledge [nature], Craft [armour] or Profession [armourer]) The shield is crafted from forged sunlight.

**Lore** (DC 20 Knowledge [religion]) The musical, metallic whine of the sunrays beginning their movement match the first two bars of the hymn "Wakening of the Sun Lord". Similarly, the halting of the sunray blades plays "Dusk for an Instant".

**Abilities** This +2 heavy bashing shield is equipped with +2 shield spikes. When used to attack, the two rows of sunrays which gird the shield spin in opposite directions, creating a deadly scissoring effect. As a melee weapon, the shield deals 2d6 slashing damage which ignores hardness as adamantine. The virtually weightless shield is treated as a light weapon. In addition, the wearer is immune to *suggestion*.

**Activation** use activated; CL 8th

**Requirements:** Craft Magic Arms and Armour, *bull's strength*, *spell immunity*; **Cost** 14,015 gp; **Price** 28,030 gp



### RAYS OF THE SUN'S WRATH

*This incandescent circle of light resembles a hollow sunburst.*

**Aura** moderate (evocation; DC 20 Knowledge [arcana]) **Identify** DC 26 Spellcraft

**Lore** (DC 5 Perception) The chakram feels uncomfortably hot to the touch, but does not burn the flesh.

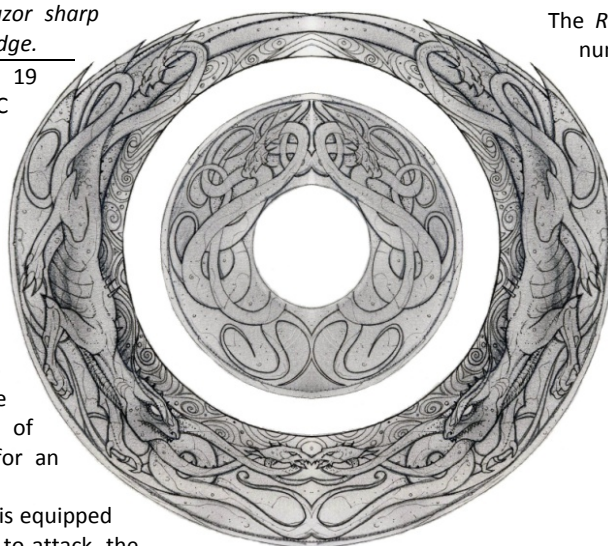
**Lore** (DC 15 Knowledge [religion]) The markings on the chakram, while obviously dedicated to some religious purpose, do not match those of any known deity.

**Abilities** Three times per day, this +1 flaming returning chakram can be commanded to explode on a successful hit, projecting burning rays of light onto enemies within 30 feet of the target.

The *Rays of the Sun's Wrath* produces a number of rays of light equal to the thrower's base attack bonus. These rays each deal half the chakram's damage to the secondary targets as divine damage similar to *flame strike* (DC 17 Reflex halves). A creature may only be targeted with a single ray.

**Activation** use activated; CL 11th

**Requirements:** Craft Magic Arms and Armour, *chain lightning*, *flame strike*; **Cost** 16,150 gp; **Price** 32,301 gp



### CHAKRAM

**Price** 1 gp; **Weight** 1 lb.; **Type** S

**DMG (S)** 1d6; **DMG (M)** 1d8; **Critical** x2; **Range** 30 ft.

This simple, elegant and highly portable thrown weapon has a flat, open-centred metal disc with a sharpened edge. You can wield the chakram as a light melee weapon, but it is not designed for such use; you take a –1 penalty on attack rolls and must make a DC 15 Reflex save or cut yourself on the blade (half damage, no Strength modifier). You do not need to make this save, if wearing heavy armour.

Eternal Zenith berserkers set fire to their chakrams before throwing them at their enemies.

## THE ZENITH ENGINE (MINOR ARTEFACT)

*This gigantic edifice of dull cold iron and brilliantly cut gemstones turns glacially, tracking the burning arc of the sun. Claw-like arrays of lenses focus the sunlight into a sphere of roiling incandescent fire.*

**Aura** strong (conjunction and evocation; DC 24 Knowledge [arcana]) **Identify** DC 25 Spellcraft

**Lore** (DC 20 Knowledge [arcana]) This is the Zenith Engine.

**Lore** (DC 25 Knowledge [planes]) The Zenith Engine has four cold iron pods containing imprisoned fey – lurkers in light – who have a ritual power to open a *gate* to the elemental planes.

**Lore** (DC 30 Knowledge [planes]) The machine is incomplete; when finished, it will open a *gate* to the incandescent lands beyond reality where the ineffable, monstrous shining children dwell.

**Abilities** During daylight hours (4/day), the Zenith Engine can open a *gate* to the Elemental Plane of Fire. The gate allows creatures to travel from the elemental Plane of Fire to the Prime Material; such creatures are uncontrolled. An open *gate* inflicts 8d6 fire damage per round to creatures within 100 ft. This damage reduces by half for every additional 100 ft. Each time the *gate* opens, there is a 50% chance the temperature within 100 miles increases by 1°F

### CONFINED LURKERS IN LIGHT CR 5 (XP 1,600)

*This anaemic-looking, barely conscious winged fey grows fainter by the moment, seemingly fading out of sight.*

Male lurker in light rogue 1

NE Small fey (extraplanar)

**Init** +7; **Senses** low-light vision; Perception +16 (trapfinding), Sense Motive +13

**Speed** 15 ft., base speed 30 ft., fly 15 ft. (average); Flyby Attack; **ACP** 0; Acrobatics +15 (+11 jumping), Escape Artist +15, Fly +17, Stealth +19 (blend with light)

**Blend with Light (Su)** In areas of bright light, lurkers are invisible (as *greater invisibility*). In shadowy light, they have concealment (50%) unless the viewer has darkvision. Flying, their wings partially negate this effect (20% miss chance).

**AC** 17, touch 14, flat-footed 14; **CMD** 16; **Miss Chance** blend with light

(+3 Dex, +3 natural, +1 size)

**Immune** blindness

**Fort** +4, **Ref** +11, **Will** +18

**hp** 20 (9 HD); **DR** cold iron/5

**Space** 5 ft.; **Base Atk** +4; **CMB** +2

**Melee** 2 claws +9 (1d3-1)

**Atk Options** poison use, sneak attack (+4d6)

**Special Actions** daylight door

**Daylight Door (Sp [1/day])** A lurker can *dimension door* itself and up to 50 pounds of material. The start and end points of the teleport must be in bright light; if the destination lacks sufficient light, the teleport fails but does not expend the ability for the day.

**Spell-like Abilities** (CL 8th; concentration +11)

At will—*dancing lights*, *flare* (DC 13), *ghost sound* (DC 13), *light*, *mage hand*

**Activation** use-activated; **CL** 20th

**Destruction** The Zenith Engine is destroyed if it suffers 600 hp damage. The embedded gems are worth 12,000 gp.

### TOME OF THE ETERNAL ZENITH [CURSED]

*This solid volume is bound in polished bronze. Its pages bear elaborately illustrated capitals and elegant script.*

**Aura** moderate (enchantment; DC 18 Knowledge [arcana]) **Identify** DC 27 Spellcraft

**Lore** (DC 15 Knowledge [religion]) This is a holy book of Darlen.

**Lore** (DC 25 Sense Motive) The wording of this scripture is extremely manipulative, if not magically so.

**Abilities** The holy text of the *Tome of the Eternal Zenith* is enchanted with a *comprehend languages* spell, allowing any creature to understand the writing. A creature reading the tome in full (a process that takes 2 hours) is affected by four heightened extended *suggestions* (DC 16), requesting the reader worship Darlen and read the book every 12 hours.

**Activation** use-activated; **CL** 12th

**Destruction** hardness 4, hp 20

### 3/day—daylight, blindness/deafness (DC 15)

**Abilities** Str 9, Dex 16, Con 15, Int 18, Wis 14, Cha 17

**SQ** ritual gate

**Ritual Gate (Su)** By sacrificing one or more humanoids, a lurker or group of lurkers open a *gate* to the Material Plane, one of the Elemental Planes or the fey realm, either to return home or to conjure allies. Creating a *gate* for travel requires the sacrifice of five victims—the gate created remains open for 1 minute. Creating a gate to call allies to the Material Plane requires one sacrifice for every HD of the creature to pass through the gate. The sacrifices do not need to be simultaneous; but must occur during the hour-long ritual.

**Feats** Alertness, Flyby Attack, Improved Initiative, Weapon Finesse, Weapon Focus (claws)

**Skills** as above plus Intimidate +15, Knowledge (arcana) +16, Knowledge (planes) +16, Sleight of Hand +15, Use Magic Device +9

**Languages** Aklo, Common, Goblin, Orc, Sylvan

Freed and rested, lurkers in light have the following statistics:

### FREED LURKERS IN LIGHT CR 6 (XP 2,400)

**Init** +10

**Speed** 30 ft., fly 30 ft. (average); Acrobatics +18, Escape Artist +18, Fly +20, Stealth +22

**AC** 20, touch 17, flat-footed 14; **CMD** 22  
(+1 size, +6 Dex, +3 natural)

**Ref** +14

**hp** 50; **DR** cold iron/5

**CMB** +5

**Melee** 2 claws +12 (1d3+2)

**Abilities** Str 15, Dex 22

**Skills** as above plus Sleight of Hand +18

## MINOR ENCOUNTERS

### ORC SUN-THROWER

CR 1 (XP 400)

*This hulking orc's skin is decorated with a series of crescent-shaped, angry burns. In his fist, he holds a chakram sheathed in crackling fire.*

Male orc barbarian (hurler) 2

CE Medium humanoid (orc)

**Init** +2; **Senses** darkblind; Perception +5, Sense Motive +0

**Speed** 20 ft., base speed 30 ft.; **ACP** -4; Acrobatics -2 (-6 jumping), Climb +5

**AC** 19, touch 12, flat-footed 17; **CMD** 18; uncanny dodge (+5 armour [scale mail], +2 Dex, +2 shield [heavy steel])

**Fort** +4, **Ref** +2, **Will** +0

**hp** 22 (2 HD); ferocity

**Ferocity (Ex)** An orc remains conscious and can continue fighting even when its hp total is below 0. The orc is still staggered and loses 1 hp each round.

**Space** 5 ft.; **Base Atk** +2; **CMB** +6

**Melee** mwk chakram +6 (1d8+4 plus 1d4 fire)

**Ranged** mwk chakram (range 40 ft.) +6 (1d8+4 plus 1d4 fire) or

**Ranged Touch** alchemist's fire (range 20 ft.) +4 (1d6)

**Atk Options** Ignite Weapon, rage (5 rounds)

**Combat Gear** mwk chakrams (3), alchemist's fire (2), oil (3)

**Abilities** Str 19, Dex 14, Con 13, Int 6, Wis 10, Cha 8

**SQ** rage power (surprise accuracy), skilled thrower (+10 ft.)

**Feats** Ignite Weapon

**Skills** as above

**Languages** Common, Orc

**Gear** as above plus flint and steel, 10 tindertwigs, 2d6 gp

**While raging, an orc sun-thrower has the following statistics:**

Climb +7

**AC** 17, touch 10, flat-footed 15

(+5 armour [scale mail], -2 class, +2 Dex, +2 shield [heavy steel])

**Fort** +6, **Will** +2

**hp** 26 (2 HD)

**CMB** +8

**Melee** mwk chakram +8 (1d8+6 plus 1d4 fire)

**Ranged** chakram (range 40 ft.) +6 (1d8+6 plus 1d4 fire)

**Atk Options** rage (5 rounds; surprise accuracy [+1])

**Abilities** Str 23, Con 17

### INQUISITION (EL 5; XP 1,600)

**Opponents** Orc Inquisitor (1), Orc Adept (4)

**EL 4 (1,200 XP)** Remove four Orc Adepts; **EL 7 (3,200 XP)** Add one Orc Inquisitor.

**Morale** The orcs fight to the death.

**Terrain** mountain/hills; **Encounter Distance** 4d10 x 10 ft.

This cabal is tasked with rooting out those who do not swear loyalty to Granalak. In combat, the inquisitor favours casting *heat metal*, *flames of the faithful* and *divine favour*.

### ORC IRONWRIGHT

CR 1 (XP 400)

*This weary-looking orc is covered in filthy grease and mud. He wears a heavy leather apron backed with chain links and carries a selection of crude, heavy tools.*

Male orc expert 3

CE Medium humanoid (orc)

**Init** +1; **Senses** darkvision 60 ft.; Perception -1, Sense Motive -1

**Speed** 30 ft.; **ACP** -2

**AC** 15, touch 11, flat-footed 14; **CMD** 14 (+4 armour [chain shirt], +1 Dex)

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

**Fort** +1, **Ref** +2, **Will** +2 (+1 vs. enchantments)

**hp** 16 (3 HD) ferocity

**Ferocity (Ex)** An orc remains conscious and can continue fighting even when its hp total is below 0. The orc is still staggered and loses 1 hp each round.

**Space** 5 ft.; **Base Atk** +2; **CMB** +3

**Melee** improvised weapon (tools) -1 (1d6+1)

**Ranged** improvised weapon (tools) +3 (1d6+1) or alchemists fire +4 touch (1d6 fire)

**Combat Gear** alchemist's fire (2)

**Abilities** Str 12, Dex 13, Con 11, Int 10, Wis 8, Cha 7

**SQ** lackey

**Feats** Skill Focus [Craft (metalworking)], Throw Anything

**Skills** as above plus Appraise +6, Craft (alchemy) +6, Craft (metalworking) +11, Disable Device +5, Knowledge (engineering) +6, Use Magic Device +4

**Languages** Common, Orc

**Gear** as above plus alchemist's lab, masterwork artisan's tools (metalworking), 3d6 cp

### ORC RAIDERS (EL 5; XP 1,600)

**Opponents** Orc War Leader, Orc Sun-thrower (2), Orc Berserker (4)

**EL 4 (1,200 XP)** Remove Orc War Leader; **EL 6 (2,400 XP)** Add two orc sun-throwers and two orc berserkers

**Morale** Filled with fury, the orcs fight to the death.

**Terrain** mountain / hills, plains, forest; **Encounter Distance** 4d10 x 10 ft., 6d6 x 40 ft., or 2d8 x 10 ft.

This group is intent on pillage, specifically to obtain gems for the Zenith Engine, religious writings explaining Darlen philosophy, or priests of Darlen for capture and interrogation by Granalak. In battle they are direct, the berserkers rumbling into the fray, while the sun-throwers and warleader barrage the enemy with flaming chakrams. The orcs rarely fight co-operatively, facing their enemies in single combat where possible to steal glory for themselves.

**ORC BERSERKER**

CR 1/2 (XP 200)

*This fierce-looking orc bears horrific, crescent-shaped burns across its face.*

Male orc barbarian 1

CE Medium humanoid (orc)

**Init** +1; **Senses** darkblind; Perception +4, Sense Motive +0**Speed** 20 ft., base speed 40 ft.; **ACP** -4; Acrobatics -3 (-7 jumping), Climb +4**AC** 16, touch 11, flat-footed 15; **CMD** 16  
(+5 armour [scale mail], +1 Dex)**Fort** +4, **Ref** +1, **Will** +0**hp** 15 (1 HD) ferocity**Ferocity (Ex)** An orc remains conscious and can continue fighting even when its hp total is below 0. The orc is still staggered and loses 1 hp each round.**Space** 5 ft.; **Base Atk** +1; **CMB** +5**Melee** heavy flail +5 (1d10+6/19-20 plus 1d4 fire)**Ranged Touch** alchemist's fire (range 20 ft.) +2 (1d6 plus 1 splash)**Atk Options** Ignite Weapon, rage (6 rounds)**Combat Gear** alchemist's fire (2), oil (3)**Abilities** Str 19, Dex 13, Con 14, Int 6, Wis 10, Cha 8**SQ** fast movement**Feats** Ignite Weapon**Skills** as above**Languages** Common, Orc**Gear** as above plus flint and steel, 10 tindertwigs, 1d6 sp

While raging, an orc berserker has the following statistics:

**ACP** -4; Climb +6,**AC** 14, touch 9, flat-footed 13

(+5 armour [scale mail], -2 class, +1 Dex)

**Fort** +6, **Will** +2**hp** 17 (1 HD)**CMB** +7**Melee** heavy flail +7 (1d10+9 plus 1d4 fire/19-20)**Abilities** Str 23, Con 18**ORC ADEPT**

CR 1/2 (XP 200)

*This burnt, near-naked orc is daubed with vibrant ochre-red paint.*

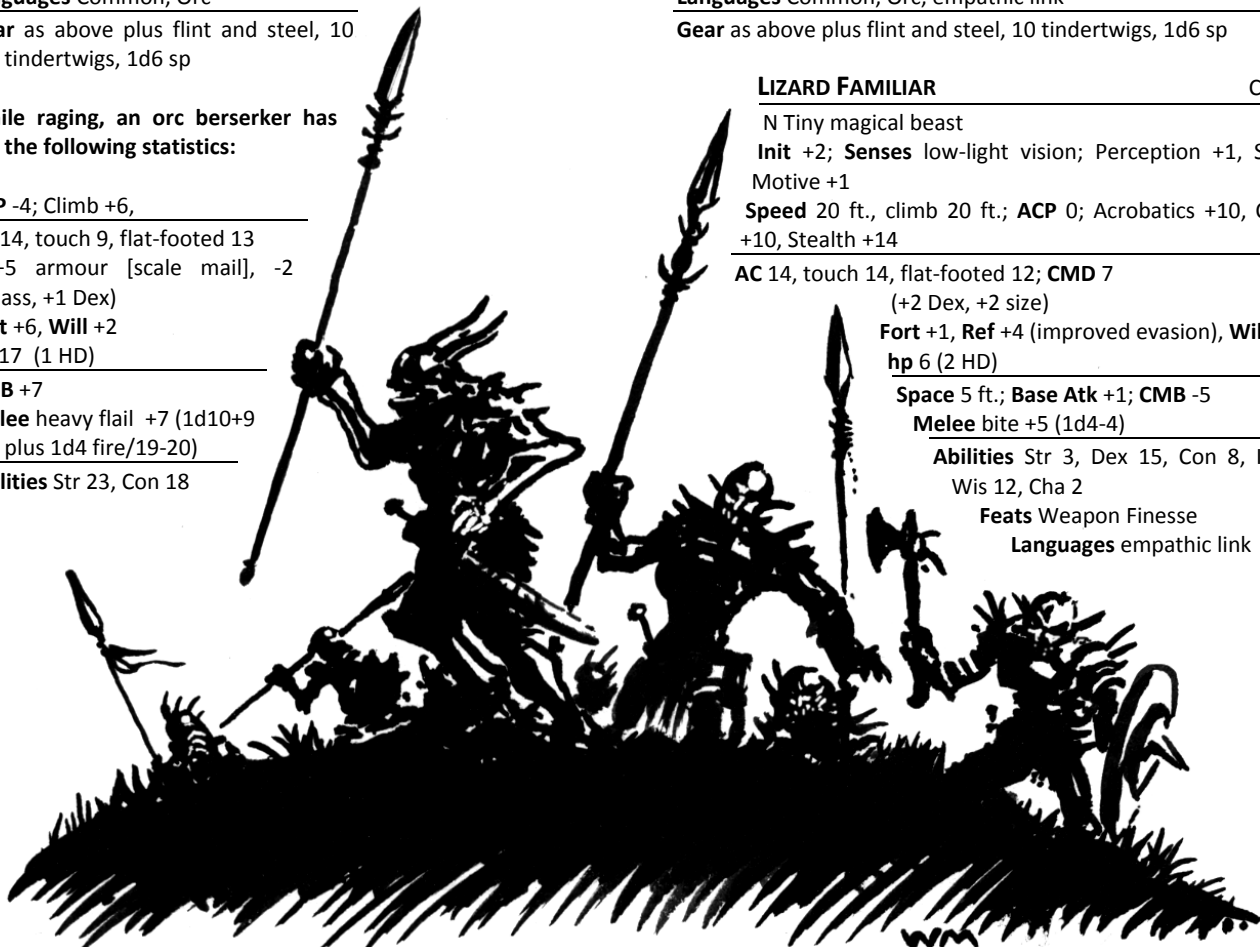
Male orc adept 2

CE Medium humanoid (orc)

**Init** +2; **Senses** darkblind; Perception +3, Sense Motive +3**Speed** 30 ft.; **ACP** 0; Climb +5**AC** 12, touch 12, flat-footed 10; **CMD** 15  
(+2 Dex)**Weakness** lackey**Fort** +1, **Ref** +2, **Will** +4 (+3 vs. enchantments)**hp** 12 (2 HD) ferocity**Ferocity (Ex)** An orc remains conscious and can continue fighting even when its hp total is below 0. The orc is still staggered and loses 1 hp each round.**Space** 5 ft.; **Base Atk** +1; **CMB** +3**Melee** dagger +3 (1d4+2/19-20)**Adept Spells Prepared** (CL 2nd; concentration +7 [+11 casting defensively or grappling]; share spells)1st—*bless*, *endure elements*0—*create water*, *light*, *touch of fatigue* (DC 11)**Abilities** Str 14, Dex 14, Con 13, Int 10, Wis 13, Cha 6**SQ** lackey, summon familiar**Feats** Alertness<sup>B</sup>, Combat Casting**Skills** as above plus Knowledge (nature) +5, Survival +6**Languages** Common, Orc, empathic link**Gear** as above plus flint and steel, 10 tindertwigs, 1d6 sp**LIZARD FAMILIAR**

CR -

N Tiny magical beast

**Init** +2; **Senses** low-light vision; Perception +1, Sense Motive +1**Speed** 20 ft., climb 20 ft.; **ACP** 0; Acrobatics +10, Climb +10, Stealth +14**AC** 14, touch 14, flat-footed 12; **CMD** 7  
(+2 Dex, +2 size)**Fort** +1, **Ref** +4 (improved evasion), **Will** +4  
**hp** 6 (2 HD)**Space** 5 ft.; **Base Atk** +1; **CMB** -5**Melee** bite +5 (1d4-4)**Abilities** Str 3, Dex 15, Con 8, Int 6, Wis 12, Cha 2**Feats** Weapon Finesse**Languages** empathic link

## MAJOR ENCOUNTERS

### FALSE PROPHETS

CR 4 (XP 1,200)

*The hooded priest of Darlen gives you a cruel smile, rivulets of oily sweat dripping from his face.*

Male orc rogue 5 (rake)

CE Medium humanoid (orc)

**Init** +1; **Senses** darkblind; Perception +4, Sense Motive +3

**Speed** 30 ft.; **ACP** 0; Escape Artist +9, Stealth +9

**AC** 15, touch 11, flat-footed 14; **CMD** 18

(+4 armour [*mage armour*], +1 Dex)

**Fort** +1, **Ref** +5 (evasion), **Will** -1

**hp** 25 (5 HD) ferocity

**Ferocity (Ex)** An orc remains conscious and can continue fighting even when its hp total is below 0. The orc is still staggered and loses 1 hp each round.

**Space** 5 ft.; **Base Atk** +3; **CMB** +7

**Melee** bite +7 (1d4+4 plus 1d4 fire) or

**Melee** mwk dagger +8 (1d4+4) and bite +2 (1d4+2 plus 1d4 fire)

**Atk Options** Ignite Weapon, bravado's blade, surprise attack

**Bravado's Blade (Ex)** When a false prophet deals sneak attack damage, he can forgo 1d6 damage to make a free Intimidate (demoralize) check. For every additional 1d6 damage he forgoes, he gains a +5 circumstance bonus on this check.

**Special Actions** honeyed words (re-roll Diplomacy 1/day)

**Combat Gear** *wand of cure light wounds* (7 charges), *wand of disguise self* (16 charges), *wand of mage armour* (21 charges), *wand of resist energy* (12 charges)

**Abilities** Str 18, Dex 12, Con 10, Int 11, Wis 6, Cha 14

**SQ** rogue talents (honeyed words, surprise attack), rake's smile (+1)

**Feats** Deceitful, Ignite Weapon, Razortusk

**Skills** as above plus Bluff +13, Diplomacy +11, Disguise +12, Intimidate +10, Knowledge (religion) +5, Use Magic Device +10

**Languages** Common, Orc

**Gear** as above plus holy symbol, 25 gp, 75 sp

### GNAWFOUL

CR 7 (XP 2,400)

*This armoured orc bears a shining shield forged in the shape of a gothic sun. She moves with unnervingly, powerful grace.*

Female advanced orc fighter 7

NE Medium humanoid (orc)

**Init** +8; **Senses** darkvision 60 ft.; Perception +10, Sense Motive +3

**Speed** 30 ft.; Step Up; **ACP** -3; Climb +13

**AC** 29, touch 14, flat-footed 26; **CMD** 27

(+9 armour [mwk full plate], +1 deflection [*ring of protection* +1], +3 Dex, +2 natural +4 shield [*Dawn Chorus* {+2 heavy bashing shield}])

**Immune suggestion**; **Weakness** light sensitivity

**Light Sensitivity (Ex)** Gnahmoul is dazzled in areas of bright light or within a *daylight* spell.

**Fort** +8, **Ref** +6, **Will** +7 (+9 vs. fear)

**hp** 71 (7 HD); ferocity

**Ferocity (Ex)** Gnahmoul remains conscious and can continue fighting even when her hp total is below 0. She is still staggered and loses 1 hp each round.

**Space** 5 ft.; **Base Atk** +7/+2; **CMB** +13

**Melee** *Dawn Chorus* [+2 heavy bashing shield] (Improved Shield Bash, Shield Slam) +18/+13 (2d6+9) or

**Melee** *Dawn Chorus* [+2 heavy bashing shield] (Improved Shield Bash, Shield Slam)+16/+11 (2d6+9) and +1 battle axe +14/+9 (1d8+7)

**Ranged** mwk throwing axe (range 10 ft.) +12 (1d6+6)

**Combat Gear** mwk throwing axe (2)

**Abilities** Str 22, Dex 18, Con 16, Int 12, Wis 17, Cha 10

**SQ** armour training (2), weapon training (shields [1])

**Feats** Double Slice, Improved Initiative, Improved Shield Bash, Improved Two-Weapon Fighting, Iron Will, Shield Slam, Step Up, Two-Weapon Fighting

**Skills** as above plus Survival +13

**Languages** Common, Giant, Orc

**Gear** as above plus 34 sp

### GNAWFOUL

Gnahmoul is the tribe's premier warrior, gifted with considerable natural advantages thanks to centuries of selective orc breeding. Her *womanly* status, and the tribe's rampant misogyny, prevents her rising to any kind of leadership position. This excludes her from the tribe's affairs, a state of affairs which Gnahmoul is untroubled by after two decades of near exile.

**Background:** Gnahmoul is the last surviving descendant of eighteen generations of orc kings. The tribe's witches and warlords anticipated the birth as a change in their miserable fortunes, a newly born leader to bring victory.

Gnahmoul then had the temerity to be born a girl – a robust and clever girl – but nevertheless ineligible for leadership of the tribe. Gnahmoul was all but exiled from her family after the

disappointment, and taken as a wife on her ninth year by one of the hold's slavemasters. This arrangement lasted precisely twenty-seven minutes before the sweating slavemaster perished beneath Gnahmoul's vicious, stabbing blade.

**Personality:** Gnahmoul is phlegmatic about her fate, instead taking out her many frustrations on the tribe's enemies. She couldn't care less about Granalak's bizarre beliefs.

**Mannerisms:** Gnahmoul has a long-suffering, wry smile that she adopts often when trying to explain things to other orcs.

**Distinguishing Features:** Gnahmoul keeps herself and her belongings clean and well-groomed. Her long, green hair is pulled back into an elaborate braid.

**Hooks:** The PCs can encounter Gnahmoul alone in one of the caves littering Marred Peak. She can be persuaded with a DC 35 Diplomacy check to lead a revolt against Granalak.

**ORC INQUISITOR** CR 4 (XP 1,200)

*This orc is dressed in a battered red tunic of human make. Its eyes blaze with zealous fury.*

Male orc inquisitor 5

CE Medium humanoid (orc)

**Init** +2 (Lookout); **Senses** darkblind; Perception +10, Sense Motive +12

**Speed** 20 ft., base speed 30 ft.; **ACP** -3; Acrobatics -3 (-7 jumping), Stealth +5

**AC** 17, touch 10, flat-footed 17; **CMD** 17 (+7 armour [+1 breastplate])

**Fort** +5, **Ref** +1, **Will** +6

**hp** 36 (5 HD) ferocity

**Ferocity (Ex)** An orc remains conscious and can continue fighting even when its hp total is below 0. The orc is still staggered and loses 1 hp each round.

**Space** 5 ft.; **Base Atk** +3; **CMB** +7

**Melee** +1 *falchion* (Power Attack [-1/+3] +8 (2d4+7/18-20 plus 1d4 fire)

**Ranged** mwk composite longbow (range 110 ft.) +4 (1d8+4/x3 plus 1d4 fire)

**Atk Options** Ignite Weapon, bane (5 rounds), judgement (2/day)

**Inquisitor Spell-Like Abilities** (CL 5th; concentration +7)

At will—*detect alignment*

5 rounds/day—*discern lies*

**Inquisitor Spells Prepared** (CL 5th; concentration +7; Sun)

2nd—*castigate* (DC 14), *flames of the faithful*, *heat metal*<sup>P</sup> (DC 14), *undetectable alignment*

1st—*disguise self* (2), *divine favour*, *endure elements*<sup>D</sup>, *shield of faith*

0—*bleed* (DC 12), *brand*, *detect magic*, *light*, *read magic*, *resistance*

**Combat Gear** *potion of cure light wounds* (2), oil (3)

**Abilities** Str 18, Dex 10, Con 13, Int 6, Wis 14, Cha 10

**SQ** cunning initiative, solo tactics, stern gaze, track (+2)

**Feats** Ignite Weapon, Intimidating Prowess, Lookout, Power Attack

**Skills** as above plus Disguise +8, Intimidate +14, Knowledge (religion) +6 (+8 identifying undead), Survival +2 (+4 tracking)

**Languages** Common, Orc

**Gear** as above plus 10 tindertwigs, 85 gp, 126 sp

**ORC WAR LEADER** CR 3 (XP 800)

*This mighty orc warrior stands nearly seven feet tall, bristling with cruel weapons.*

Male orc barbarian 2/fighter 2

CE Medium humanoid (orc)

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

**Speed** 30 ft., base speed 40 ft.; **ACP** -6; Climb +7

**AC** 20, touch 11, flat-footed 20; **CMD** 20; uncanny dodge (+8 armour [mwk half plate], +1 Dex, +1 natural)

**Fort** +8, **Ref** +1, **Will** +0

**hp** 39 (4 HD) ferocity

**Ferocity (Ex)** An orc remains conscious and can continue fighting even when its hp total is below 0. The orc is still staggered and loses 1 hp each round.

**Space** 5 ft.; **Base Atk** +4; **CMB** +9

**Melee** mwk heavy flail (Power Attack (-2/+6; no attack penalty on first attack) +11 (1d10+7/19-20 plus 1d4 fire)

**Ranged** mwk chakram (range 30 ft.) +6 (1d8+5 plus 1d4 fire)

**Atk Options** Ignite Weapon, rage (6 rounds)

**Combat Gear** *potion of cure light wounds* (2), oil (3)

**Abilities** Str 20, Dex 12, Con 14, Int 6, Wis 11, Cha 11

**SQ** rage power (surprise accuracy [+1])

**Feats** Furious Focus, Ignite Weapon, Power Attack, Weapon Focus (heavy flail)

**Skills** as above plus Intimidate +5

**Languages** Common, Orc

**Gear** as above plus *amulet of natural armour* +1, 19 gp, 36 sp

**While raging, the orc war leader has the following statistics:**

**ACP** -6; Climb +9

**AC** 18, touch 9, flat-footed 17; **CMD** 20 (+8 armour [mwk half plate], -2 class, +1 Dex, +1 natural)

**Fort** +10, **Will** +2

**hp** 47 (4 HD)

**CMB** +11

**Melee** mwk heavy flail (Power Attack (-2/+6; no attack penalty on first attack) +13 (1d10+10/19-20 plus 1d4 fire)

**Ranged** mwk chakram (range 30 ft.) +6 (1d8+7 plus 1d4 fire)

**Atk Options** rage (6 rounds; surprise accuracy [+1])

**Abilities** Str 24, Con 18

**INFILTRATORS** (EL 8; XP 4,800)

**Opponents** False Prophets (4)

**EL 6 (2,400 XP)** Remove two False Prophets; **EL 9 (6,400 XP)** Add two Orc Inquisitors.

**Morale** The group fights to the death.

**Terrain** urban; **Encounter Distance** 2d8 x 10 ft.

These orcs are infiltrating a church of Darlen to corrupt the congregation into worshiping the sun's violent, merciless aspect. In a prolonged fight, they use *wands of resist energy* before igniting their oil-drenched faces and viciously biting their enemies, as their waxen disguises horrifically melt.

**GNAWFOUL'S HUNT** (EL 9; XP 6,400)

**Opponents** Gnawfoul (1), Orc Warleaders (2), Inquisitors (2)

**EL 8 (4,800 XP)** Remove both Orc War Leaders; **EL 10 (9,600 XP)** Add four Orc War Leaders.

**Morale** The group fights to the death.

**Terrain** mountain/hills; **Encounter Distance** 4d10 x 10 ft.

Gnawfoul leads a small hunting party of elite orcs through the hills. Her instinct is to slay any she encounters, but the inquisitors try to capture obvious followers of Darlen. The Orc War Leaders charge into battle, but defer to the inquisitors.



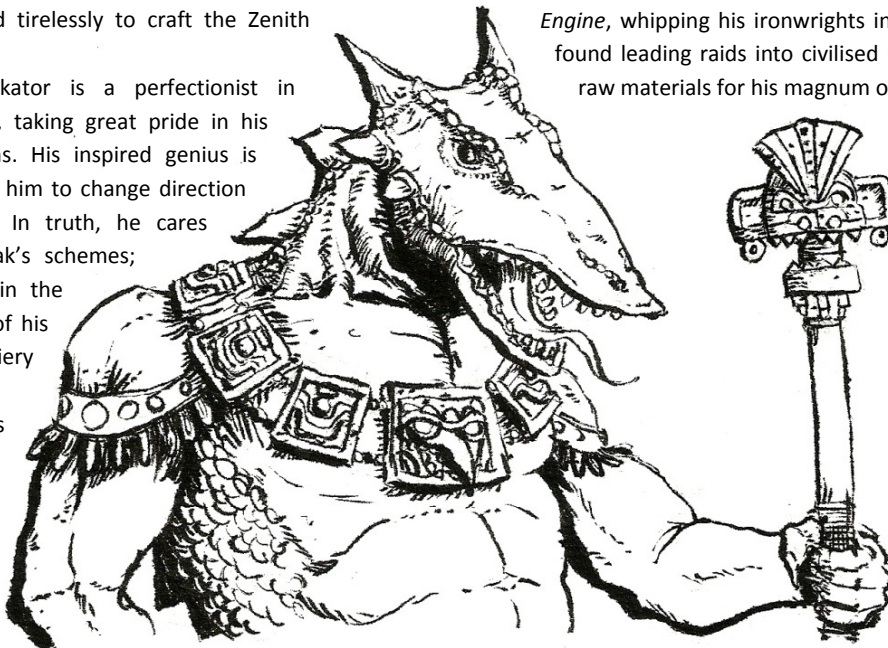
## PERSONA: ANKATOR

Ankator is the salamander engineering mastermind behind the design of the Zenith Engine.

**Background:** Ankator was the first elemental fire creature called from the lurker-in-lights' *gate*, leaping into the Prime Material Plane to escape his efreeth overlord. At first dismayed to be surrounded by orcs, he quickly appreciated the gullibility lurking within Granalak and offered to construct a mighty machine to call forth the burning radiance of the sun. Since then, Ankator has worked tirelessly to craft the Zenith Engine.

**Personality:** Ankator is a perfectionist in everything he does, taking great pride in his mechanical creations. His inspired genius is fickle, often causing him to change direction within his designs. In truth, he cares nothing for Granalak's schemes; rather he delights in the slow siphoning off of his once-overlord's fiery servants.

He loves watching the effects of his beloved fire on those he stakes out near the Zenith Engine



**Mannerisms:** Ankator's corona of flames changes colour based on his mood. Ankator fidgets with his jewellery, when he is deep in thought.

**Distinguishing Features:** The salamander wears a prince's ransom in gold and silver jewellery. He carries a sceptre of gold studded with scores of tiny, translucent gemstones that creates a dazzling display of lights when exposed to light.

**Hooks:** Ankator is primarily encountered around the *Zenith Engine*, whipping his ironwrights into shape. He can also be found leading raids into civilised lands to procure the vital raw materials for his magnum opus.

**Tactics:** Ankator seems, at first, to be a mild-mannered creature. If the salamander is threatened, he casts *bull's strength* before tearing his enemies apart in a vivid sanguine orgy. If seriously threatened, Ankator casts *pyrotechnics* on himself to create a cloud of smoke and flees.

### ANKATOR

CR 8 (XP 3,600)

*This scarlet serpentine creature is bedecked with shining jewellery and is caressed with a steady yellow flame.*

Male salamander wizard (transmuter) 4

CE Medium outsider (extraplanar, fire)

**Init** +4; **Senses** darkvision 60 ft.; Perception +23, Sense Motive +18

**Speed** 20 ft.; **ACP** -1; **Acrobatics** +12 (+8 jumping), **Stealth** +12

**AC** 26, touch 15, flat-footed 22; **CMD** 29 (cannot be tripped) (+4 armour [*mage armour*], +1 deflection, +4 Dex, +7 natural)

**Immune** fire; **Weakness** vulnerability to cold

**Fort** +11, **Ref** +11, **Will** +11

**hp** 106 (12 HD); **DR** magic/10

**Space** 5 ft.; **Base Atk** +11; **CMB** +14 (+18 grapple)

**Melee** mwk longspear (reach 10 ft.) +15/+10 (1d8+6 /x3 plus 1d6 fire) and tail slap +12 (2d6+2 plus 1d6 fire plus grab)

**Ranged** telekinetic fist (8/day; range 30 ft.) +14 touch (1d4+2)

**Atk Options** constrict (2d6+6), grab, heat

**Constrict (Ex)** Ankator can crush an opponent, dealing bludgeoning damage with a successful grapple check (+18).

**Grab (Ex)** If Ankator hits a Medium or smaller target with his tail, he can try to grapple as a free action without provoking attacks of opportunity.

**Wizard Spells Prepared** (CL 4th; concentration +9)

2nd—*bull's strength*, *pyrotechnics* (DC 19)

1st—*alarm*, *mage armour*, *magic weapon*, *reduce person* (DC 18)

**Combat Gear** *potions of invisibility* (3)

**Abilities** Str 18, Dex 18, Con 18, Int 20, Wis 17, Cha 11

**SQ** physical enhancement (+1)

**Feats** Craft Wondrous Item, Greater Spell Focus (transmutation), Iron Will, Scribe Scroll<sup>B</sup>, Skill Focus (Craft [gemcutting]), Skill Focus (Craft [metalworking]), Spell Focus (transmutation)

**Skills** as above plus Appraise +20, Craft (alchemy) +20, Craft (gemcutting) +26, Craft (metalworking) +26, Knowledge (arcana) +20, Knowledge (engineering) +20, Knowledge (planes) +20

**Languages** Abyssal, Common, Draconic, Ignan, Infernal, Orc

**Gear** as above plus *headband of vast intelligence* +2, *eyes of the eagle*, gems and jewellery to the value of 3,000 gp



## PERSONA: GRANALAK SEARSHRIEK

Blurred, confused visions of Darlen and a fiery all-consuming conflagration fill Granalak's dreams, brought on by the onslaught of magical suggestion from the *Tome of the Eternal Zenith*.

**Background:** Granalak belonged to a decimated tribe, which amalgamated three years ago into the clan which became the Eternal Zenith. A veteran warrior of many bloody raids, Granalak became one of King Harantok's most reliable lieutenants before his magically-induced conversion.

**Personality:** Granalak recently added megalomania to his rampant ego, violent bursts of anger and arrogant cruelty. Granalak constantly pontificates to his minions, obsessed with his divine mandate to rule and apocalyptic visions wrought by the clash of compulsion magic and deep-set orcish psychology.

**Mannerisms:** When pontificating, Granalak slavers uncontrollably, unleashing effervescent, grey foam from his toothy maw.

**Distinguishing Features:** On his conversion to Darlen, Granalak dipped his magically protected face in molten gold, creating a permanent shining mask. He wears a gaudy mishmash of holy vestments and accoutrements looted from unfortunate

priests of Darlen.

**Hooks:** Exploring a new village, the PCs encounter a mob of starving, weary farmers. The everlasting heat emanating from Marred Peak is blighting crops and drying up wells. Alternatively, the PCs hear of a massive ruby, the Crimson Heart, stolen by the orcs of Marred Peak. Granalak intends on using the Crimson Heart as the heart of the Zenith Engine.

Granalak can also be encountered within human society, influencing Darlen's faithful (even attending the god's grand conclave to gain more likeminded human followers).

**Tactics:** Granalak typically has circles of lackeys to warn of impending danger, granting him time to cast *bleed*, *divine favour*, *eagle's splendour* and *protection from energy*. During combat the orc, influenced by his cackling megalomania, uses move actions to demoralise foes and *Rays of the Sun's Wrath* (with Vital Strike) or casts offensive spells. (Granalak loves *searing light*). If infiltrating human society, Granalak enjoys casting *lesion* on unsuspecting rivals and fleeing the scene. He offers no mercy to his foes, and expects none in return, fighting to the death to defend the Zenith Engine.

### GRANALAK SEARSHRIEK

CR 8 (XP 3,200)

*This snarling orc is wide-eyed with a burning, insane zeal. His face is covered with shimmering gold, which shines with a brilliant radiance.*

Male orc barbarian 1/oracle (incandescence) 8

CE Medium humanoid (orc)

**Init** +1; **Senses** darkblind; Perception +9, Sense Motive -2

**Speed** 30 ft., base speed 40 ft.; **ACP** -3

**AC** 25, touch 14, flat-footed 24; **CMD** 25; wrathful corona (3/day; 1d6+8 fire)

(+7 armour [+1 *breastplate*], +3 deflection, +1 Dex, +1 natural [*amulet of natural armour* +1], +3 shield [+1 *heavy steel*])

**Fort** +6, **Ref** +4, **Will** +5

**hp** 57 (9 HD) ferocity

**Ferocity (Ex)** Granalak remains conscious and can continue fighting even when his hp total is below 0. he is still staggered and loses 1 hp each round.

**Space** 5 ft.; **Base Atk** +7/+2; **CMB** +11

**Melee** *Rays of the Sun's Wrath* (+1 *flaming returning chakram*; Power Attack [-2/+4]; Vital Strike) +12/+7 (1d8+5 plus 1d6 fire)

**Ranged** *Rays of the Sun's Wrath* (+1 *flaming returning chakram*; range 30 ft.) +9 (1d8+5 plus 1d6 fire)

**Ranged Touch** focussed gaze (6/day, range 120 ft.) +8 (1d6+4)

**Atk Options** rage (5 rounds)

**Oracle Spells Known** (CL 8th; concentration +11; revealing radiance)

4th—*lesion* (DC 17), *phototheurgy*<sup>M</sup>

3rd—*daylight*<sup>M</sup>, *protection from energy*, *searing light*

2nd—*blister*<sup>M</sup> (DC 15), *death knell* (DC 15), *eagle's splendour*, *enthral* (DC 15)

1st—*bleed*, *cure light wounds* (3), *divine favour*, *endure*

*elements*<sup>M</sup>

0—*bleed* (DC 13), *detect magic*, *detect water*, *light*, *read magic*, *resistance*, *stabilise*, *virtue*

**Abilities** Str 18, Dex 12, Con 12, Int 11, Wis 6, Cha 16

**SQ** fast movement, oracle's curse (cackling megalomania), revelations (radiant armour, revealing radiance, wrathful corona)

**Feats** Extra Revelation, Intimidating Prowess, Power Attack, Vital Strike

**Skills** as above plus Bluff +12, Disguise +15, Intimidate +19, Knowledge (religion) +12

**Languages** Common, Orc

**Gear** as above plus, *cloak of resistance* +1, *headband of alluring charisma* +2, 600 gp worth of gems, 325 gp

**While raging, Granalak has the following statistics:**

**AC** 23, touch 12, flat-footed 22; **CMD** 25

(+7 armour [+1 *breastplate*], -2 class, +3 deflection, +1 Dex, +1 natural [*amulet of natural armour* +1], +3 shield [+1 *heavy steel*])

**Fort** +8, **Will** +7

**hp** 78 (9 HD)

**CMB** +13

**Melee** *Rays of the Sun's Wrath* (+1 *flaming returning chakram*; Power Attack [-2/+4]; Vital Strike) +14/+9 (1d8+7 plus 1d6 fire)

**Ranged** *Rays of the Sun's Wrath* (+1 *flaming returning chakram*; range 30 ft.) +9 (1d8+7 plus 1d6 fire)

**Abilities** Str 22, Con 16

**Skills** Intimidate +21

## PERSONA: SHAMILIK

Shamilik the wizened runt is the last, and oldest of the tribe's traditional orcish shamans, to survive Granalak's bloody pogrom. Shamilik lurks in the dark places of Marred Peak, providing respite to other heretics and succour from Granalak's unrelenting inquisition.

**Background:** The elders of the tribe selected Shamilik at a young age as having the aptitude and disposition to serve with the tribe's shamans. After years of mistreatment as the tribe's runt (reflected in his statistics as the young template) he gained sufficient power to start quietly murdering all those who wronged him. At the time of Granalak's rise, Shamilik fled rather than acquiesce to the ruination of the tribe's culture and is now the only surviving shaman of the old ways. Since then, he has lurked in the dark places of the orc pits plotting his attack on Granalak new order.

**Personality:** Shamilik is bitter and resentful at his exile, plotting constantly to cause Granalak's downfall. Otherwise, the shaman is quiet and withdrawn, and often falls into depressive brooding finding solace only in the lonely darkness. He loves his only friend – Pincher, his familiar – and often talks to it when he believes his is unobserved.

**Mannerisms:** Shamilik walks in a permanent hunch, and squints severely in the presence of any light sources. He cowers from any attack.

**Distinguishing Features:** The ancient shaman walks with a pronounced limp, thanks to a never-healed fracture in his leg. Half of the old orc's teeth are missing, which renders his lisping speech nigh-on unintelligible.

**Hooks:** Filled with the thirst for revenge, Shamilik can approach the PCs with an offer to overthrow Granalak in exchange for the route beneath Marred Peak or even some of

the precious metal and stones used to create the blasphemous *Zenith Engine*.

Alternatively, Shamilik ambushes the PCs in the dark beneath Marred Peak as they attempt to rescue a prisoner of the Eternal Zenith tribe.

**Tactics:** Shamilik uses his extended darkvision range to his advantage when fighting underground, casting spells from beyond the sight range of his enemies. Typically he casts *black tentacles* to begin combat, targeting grappled creatures with *ray of exhaustion* to reduce their chances to escape the grapple. The shaman targets creatures which escape the grapple with a combination of *ill omen* and *shadow conjuration (glitterdust)*.

Shamilik did not live this long because of his courage, and flees if damaged in combat.

### SHAMILIK

CR 6 (XP 1,800)

*This ancient, spidery orc moves around gingerly on his spindly legs. His wretched frame is bent beneath the scant protection of mouldering rags.*

Male runt (young) old orc witch (shadow) 8

CE Small humanoid (orc)

**Init** +2; **Senses** darkvision 120 ft.; Perception +12, Sense Motive +12

**Speed** 30 ft.; **ACP** 0; **Stealth** +15 (Go Unnoticed)

**AC** 15, touch 11, flat-footed 15; **CMD** 10

(+4 armour [*mage armour*], +1 size)

**Light Sensitivity (Ex)** Shamilik is dazzled in areas of bright light or within a *daylight* spell.

**Fort** +0, **Ref** +2, **Will** +8

**hp** 22 (35 with *false life*) (8 HD); ferocity

**Ferocity (Ex)** Shamilik remains conscious and can continue fighting even when his hp total is below 0. He is still staggered and loses 1 hp each round.

**Space** 5 ft.; **Base Atk** +4; **CMB** +0

**Melee** dagger +2 (1d4-3)

**Special Actions** blight hex (DC 17), charm hex (DC 17), disguise hex (DC 17), evil eye hex (DC 17), flight hex (*fly*; 8 mins./day)

**Witch Spells Prepared** (CL 8th; concentration +11; share spells)

4th—*black tentacles*, *shadow conjuration* (DC 17)

3rd—*deeper darkness*, *ray of exhaustion* (DC 16), *vampiric touch*  
2nd—*false life*, *summon swarm*, *touch of idiocy* (DC 15), *web* (DC 15)

1st—*chill touch* (DC 14), *identify*, *ill omen*, *mage armour*, *silent image* (DC 14)

0—*bleed* (DC 12), *detect magic*, *detect poison*, *message*

**Combat Gear** *potion of fox's cunning* (2)

**Abilities** Str 5, Dex 11, Con 7, Int 16, Wis 14, Cha 10

**Feats** Alertness<sup>B</sup>, Deepsight, Great Fortitude, Go Unnoticed

**Skills** as above plus Knowledge (nature) +14, Spellcraft +14

**Languages** Common, Draconic, Giant, Goblin, Orc, empathic link, speak with familiar

**Gear** as above plus 42 cp

### PINCHER (CENTIPEDE FAMILIAR)

N Tiny magical beast

**Init** +2; **Senses** darkvision 60 ft.; Perception +12, Sense Motive +8

**Speed** 40 ft., climb 40 ft.; **ACP** 0; **Acrobatics** +4 (+8 jumping), **Climb** +12, **Stealth** +31

**AC** 18, touch 16, flat-footed 14; **CMD** 11 (can't be tripped)  
(+4 Dex, +2 natural, +2 size)

**Fort** +2, **Ref** +6 (improved evasion), **Will** +6

**hp** 11 (8 HD)

**Space** 2 1/2 ft.; **Base Atk** +4; **CMB** -3

**Melee** bite +10 (1d3-5 plus poison [Fort DC 12 {1 save}; *freq.* 1/round for 6 rounds; *effect* 1d3 Dex damage])

**Atk Options** deliver touch spells

**Abilities** Str 1, Dex 19, Con 10, Int 9, Wis 10, Cha 2

**Feats** Weapon Finesse

**Languages** empathic link, speak with animals of its kind, speak with master

## COMPILED LISTS

### STAT BLOCKS BY CR

CR		PAGE
1/2	Orc Adept CE orc adept 2	103
1/2	Orc Berserker CE orc barbarian 1	103
1	Orc Ironwright CE orc expert 3	102
1	Orc Sun-Thrower CE orc barbarian (hurler) 2	102
3	Orc War Leader CE orc barbarian 2/fighter 2	105
4	False Prophets CE orc rogue (rake) 5	104
4	Orc Inquisitor CE orc inquisitor 5	105
5	Confined Lurkers in Light NE male lurker in light rogue 1	101
6	Shamilik CE male young orc witch (shadow) 8	108
7	Gnawfoul NE female advanced orc fighter 7	104
8	Ankator CE male salamander wizard (transmuter) 4	106
8	Granalak Searshriek CE male orc barbarian 1/oracle (incandescence) 8	107

### NEW MAGIC ITEMS BY COST

GP	
28,030	<i>Dawn Chorus</i>
32,301	<i>Rays of the Sun's Wrath</i>
—	<i>Tome of the Eternal Zenith</i> (cursed)
—	<i>Zenith Engine, the</i> (minor artefact)

## NEW SPELLS

### 2ND-LEVEL SPELLS

**Blister (cleric 2):** Target incurs a -2 penalty on attacks, skills and checks.

### 4TH-LEVEL SPELLS

**Lesion (cleric 4):** Ray inflicts cancerous lesions on target

**Phototheurgy (cleric 4):** Retains cast spells in illuminated areas

## NEW FEATS

FEAT	PREREQUISITES	BENEFIT
Ignite Weapon	Tribal membership (Eternal Zenith), BAB +1	Weapon deals 1d4 fire damage.
Ignite Weapon, Improved	Tribal membership (Eternal Zenith), BAB +6, Ignite Weapon	Weapon deals 1d6 fire damage. Subjects catches on fire on critical hit.

## READING STAT BLOCKS

*TRIBES: Anthology III* 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.

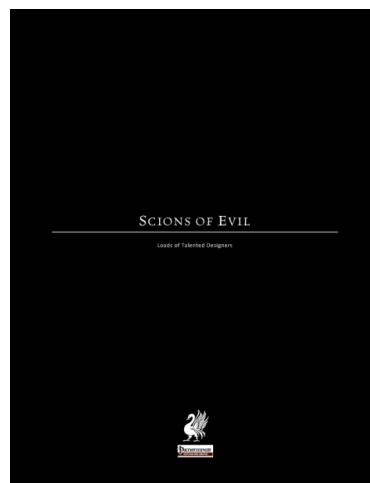
### SPECIAL ABILITIES

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.

Every hero needs an antihero, every defender of the light must have darkness to keep at bay and every pure-hearted paladin needs a vile, shadow-cloaked assassin to cut down. *Scions of Evil* presents over 100 foes (CR 1/4 - 23) to bedevil your PCs and five sinister bands of black-hearted individuals.

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**Pathfinder Roleplaying Game.** ©2008, 2009, Paizo Publishing, LLC; Author: Jason Bulmahn.

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**The Book of Experimental Might.** ©2008, Malhavoc Press; Author: Monte Cook.

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- **Bugbears of the Frozen Tears:** Lurking in the White Cliffs, the Bugbears of the Frozen Tears revel in terrifying their foes to death.
- **Cultists of Havra Zhoul:** Law-obsessed cultists who follow the teachings of the ghostly once-paladin, Havra Zhoul.
- **Duergar of the Obsidian Citadel:** Debased and cruel crafters of cursed magic items.
- **Frost Giant Pirates of the Icy Heart:** Frost giant pirates and the white dragon Flashfreeze sail their enchanted iceberg-ship in search of plunder!
- **Orcs of the Eternal Zenith:** Worshipers of the violent, burning aspect of the sun, these orcs spread their beliefs with brutal, missionary zeal.

Each tribe uses unique feats, spells and magic items to wage war upon their enemies. Each tribal writeup benefits from many stat blocks as well as extensive notes on their background and culture so that a busy GM can hurl these ferocious foes at his PCs with little preparation.

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