

Swashbuckling
ADVENTURES™

*Heroes, Villains,
and Monsters*





Heroes, Villains and Monsters

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NOAH: THE NEXT TIME YOU WIN THE BATTLE, REMEMBER TO THANK THE VILLAIN.

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LES: TO MICHAEL PETROVITCH, WHO IS BOTH A TRUE HERO AND A TRUE FRIEND.

ERIK: FOR VALORY, WHO INSPIRES ME TO BE A BIGGER HERO THAN I WAS YESTERDAY, EVERYDAY.

Dedication:

TO HAYDEN CHRISTENSEN, ALEC GUINNESS, MARK HAMILL, SAMUEL L. JACKSON, JAMES EARL JONES, CHRISTOPHER LEE, IAN McDIARMID, EWAN MCGREGOR, LIAM NEESON, FRANK OZ, RAY PARK, DAVID PROWSE, AND SEBASTIAN SHAW. THE DARKNESS AND THE DAY.

To use this companion, a Dungeon Master also needs the *Player's Handbook*,™ the *DUNGEON MASTER's Guide*™ and the *Monster Manual*.™ A player needs only the *Player's Handbook*.™

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Introduction

Reis slid the Setine key into its slot and felt it click into place. The Castillian was right all along, he thought to himself. A pity he didn't want to share...

It had taken some convincing to leave the rest of the crew behind, but in the end, they remained aboard the Roger as he ordered. Riant had given him several suspicious glances, but the bosun wouldn't dare cross him, and even Andre had looked nervous at the notion of entering Cabora's alien landscape. Only the captain had entered the island, and only he would claim the prize.

The machinery beneath him began to hum, and he was suddenly filled with an inexplicable sense of power. He flexed his fingers and smiled with delight. Was that all it took? Javier had said nothing about further steps, only when and where the key must be inserted. Perhaps there was no more to it than that.

"Immortality," he whispered quietly, "All mine."

He suddenly became aware of a presence behind him.

"Bloody" Bonnie McGee stared up at her nemesis as he slid the Syrneath artifact into place. She saw him as if in a waking dream — near and yet distant. The man who had sunk her ship, butchered her crew, slain her captain. The terror of the seven seas, turning to look her in the eye as she approached the conical structure on which he perched. His murderous scythe hung at his belt, but she wasn't afraid. She drew her blades — it felt like the most natural thing in the world — and met his gaze with steely resolve.

"Let's finish this, you and I."

He leapt down from the top of the structure to land a short ways away. His scythe was in his hands almost instantly.

"You have proven quite troublesome, my dear. Had I more time, I would love to question you on your remarkable tenacity."

"Me father always said I dinnae know when te quit."

His lips curled in a sinister smile. "I suspect he lived to regret such tenacity. A pity you won't. Are you ready to conclude our business, little girl?"

"Are you?"

In answer, he raised the scythe and charged.

Every swashbuckling adventure needs a villain at its core. Without villainy, the heroic derring-do on which the genre thrives has no purpose. The bad guys may be larger than life or quiet as a mouse, well-meaning or utterly irredeemable, but their schemes are the fulcrum on which swashbuckling adventures turn. A great villain can turn a decent adventure into a truly memorable one... while a mediocre villain can sink even the strongest gaming session.

The world of Théah is a haven for potent adversaries. Not only does it contain a plethora of sinister men and women who would stop at nothing to achieve their goals, but all manner of monstrous creatures hide within its dark corners. The foes it provides are often human, but might just as easily be some unknown beast, striking fear into the hearts of anyone unfortunate enough to cross its path. And for every unholy abomination — for every monster, both human and otherwise, who threatens the lives of innocent people — there is a hero ready to oppose it, a noble spirit willing to oppose evil in all its myriad forms. Tales of their conflicts have become the stuff of Théan legend.



This book is designed to provide a variety of adversaries, and a few allies, for a swashbuckling campaign. They can serve as nobles plotting in court, bloodthirsty pirates on the high seas, or strange monsters from distant lands unseen by men. They can be as close to the PCs as a whisper, or engineer plans that reverberate from hundreds of miles away. They can be as humble as the girl next door, or as powerful as the mightiest king. But all of them will provide a potent challenge to any party worth its salt.

The first chapter contains a dozen villains from the world of Théah, designed to serve as foils for your PCs. Though they come from the world of 7th Sea, they can easily be integrated into any campaign. Each entry provides tips on how to fit the villain into your world, as well as background information, pertinent stats, and any new skills or abilities which he or she may possess.

The second chapter holds twelve heroic Théan figures, suitable as allies or contacts for your party. Like the villains, they include new skills and ability descriptions in addition to statistics and background, and while they are based in Théah, they can quickly be converted to any high fantasy/restoration-era setting.

The third chapter contains numerous inhuman monsters from Théah's shores. Many lurk in unexplored islands or far out to sea but a few — such as the alien Sidhe or the diabolic Schattenmann — dwell in the heart of Théan civilization. Each entry contains standard d20 stats and the monsters can easily be used in any fantasy-style campaign.

Finally, the Appendix contains a series of templates for the new PC classes described in the *Swashbuckling Adventures* handbook. With them, you will be able to quickly generate statistics for any swashbuckling NPC you see fit.

Character Abbreviations

The statistics for heroic and villainous NPCs (i.e., those found in Chapters One and Two) utilize the following abbreviations:

CR: The character's challenge rating, representing the average level of a group of player characters (assume four characters with full wound points and appropriate equipment) for which the NPC would make a moderately difficult encounter.

SZ: The character's size (usually Medium).

HD: The character's Hit Dice, as determined by his or her class.

hp: The character's current hit points.

Init: The character's modification to initiative rolls.

Spd: The maximum speed the character can cover in a single move (usually 30 ft.)

AC: The character's armor class, including any modifications as noted.

Atks: All of the character's physical attacks, including specific weapon types, and to hit and damage modifications.

SA: Any special attacks which the character might possess, listed in alphabetical order.

SQ: Any other special qualities the character might possess, listed in alphabetical order

Str: The character's Strength rating.

Dex: The character's Dexterity rating.

Con: The character's Constitution rating.

Int: The character's Intelligence rating.

Wis: The character's Wisdom rating.

Cha: The character's Charisma rating.

AL: The character's alignment.

Skills: Any skills the character might possess, along with each skill's score.

Feats: Any feats which the character might possess.

Monster Abbreviations

Monster statistics (i.e., those found in Chapter Three) utilize most of the same entries as the NPCs stats, above. Those that don't are listed below:

Size/Type: The creature's size and type, as described in the *Dungeons and Dragons Monster Manual*.

Face/Reach: The amount of space the creature needs to fight effectively (in terms of square feet), followed by the creature's natural reach (i.e., how close an opponent needs to be for the creature to attack it with its natural weaponry)

Climate/Terrain: The locales where the creature most commonly frequents. Some entries denote specifics Théan regions in addition to a more general climate type.

Organization: The kinds of groups the creature might form, including the numbers in which it is most frequently encountered.

Treasure: How much wealth (in whatever form) the creature may possess.

Advancement: The entries describe only the most common or typical specimen of the creature in question. This entry show how powerful the creature can become in terms of additional Hit Dice.

Template Abbreviations

The templates in the Appendix utilize the following abbreviations:

Lvl: Class level.

Init: The modification to initiative rolls, as above.

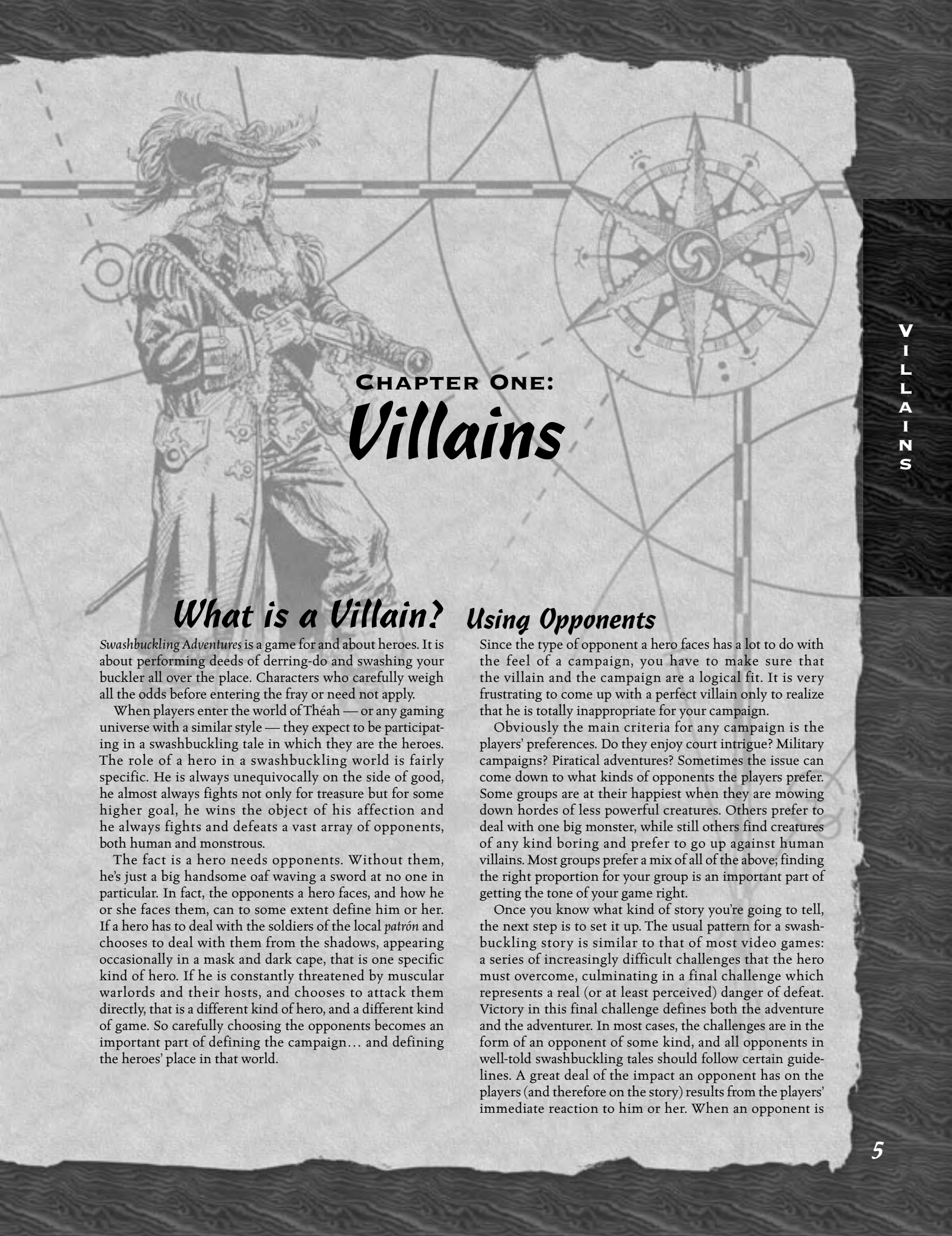
Spd: Speed, as above

Wpn 1 and Wpn 2: Bonuses to the character's primary, and secondary weapon (as listed in the appropriate entry)

F/R/W: The character's bonuses to Fortitude, Reflex, and Willpower saves.

Skills: The rankings for the character's three most pertinent skills, as listed. Skill abbreviations are Alch (Alchemy), Diplo (Diplomacy), Disg (Disguise), Intim (Intimidate), Knowl (Knowledge), MoveSil (Move Silently), Prof (Profession), SenseM (Sense Motive), SpellC (Spellcraft), and WildL (Wilderness Lore).





CHAPTER ONE: *Villains*

What is a Villain? *Using Opponents*

Swashbuckling Adventures is a game for and about heroes. It is about performing deeds of derring-do and swashing your buckler all over the place. Characters who carefully weigh all the odds before entering the fray or need not apply.

When players enter the world of Théah — or any gaming universe with a similar style — they expect to be participating in a swashbuckling tale in which they are the heroes. The role of a hero in a swashbuckling world is fairly specific. He is always unequivocally on the side of good, he almost always fights not only for treasure but for some higher goal, he wins the object of his affection and he always fights and defeats a vast array of opponents, both human and monstrous.

The fact is a hero needs opponents. Without them, he's just a big handsome oaf waving a sword at no one in particular. In fact, the opponents a hero faces, and how he or she faces them, can to some extent define him or her. If a hero has to deal with the soldiers of the local *patrón* and chooses to deal with them from the shadows, appearing occasionally in a mask and dark cape, that is one specific kind of hero. If he is constantly threatened by muscular warlords and their hosts, and chooses to attack them directly, that is a different kind of hero, and a different kind of game. So carefully choosing the opponents becomes an important part of defining the campaign... and defining the heroes' place in that world.

Since the type of opponent a hero faces has a lot to do with the feel of a campaign, you have to make sure that the villain and the campaign are a logical fit. It is very frustrating to come up with a perfect villain only to realize that he is totally inappropriate for your campaign.

Obviously the main criteria for any campaign is the players' preferences. Do they enjoy court intrigue? Military campaigns? Piratical adventures? Sometimes the issue can come down to what kinds of opponents the players prefer. Some groups are at their happiest when they are mowing down hordes of less powerful creatures. Others prefer to deal with one big monster, while still others find creatures of any kind boring and prefer to go up against human villains. Most groups prefer a mix of all of the above; finding the right proportion for your group is an important part of getting the tone of your game right.

Once you know what kind of story you're going to tell, the next step is to set it up. The usual pattern for a swashbuckling story is similar to that of most video games: a series of increasingly difficult challenges that the hero must overcome, culminating in a final challenge which represents a real (or at least perceived) danger of defeat. Victory in this final challenge defines both the adventure and the adventurer. In most cases, the challenges are in the form of an opponent of some kind, and all opponents in well-told swashbuckling tales should follow certain guidelines. A great deal of the impact an opponent has on the players (and therefore on the story) results from the players' immediate reaction to him or her. When an opponent is

presented to the group and they gasp, look at each other and say “Uh oh,” you know that you’ve had the right impact. If they chortle and say “Oh, it’s just one of *those*,” you’ve done something wrong.

The reaction can often have as much to do with the way in which an opponent is presented as it does with the opponent itself. Give some thought to the effect you’re trying to achieve. In some cases the type of opponent you have will dictate the setting, i.e., “*This is the point at which the heroes will be going up against Doña Urraca, so I’ll set the scene at court, where she can use her influence against the them.*” In other cases the setting will dictate the opponent, i.e., “*After three days of hiking through the mountains they’ll be ready for an encounter. What’s an appropriate encounter for the mountains? Probably a pack of wolves.*”

Once you know what kind of opponent you’re going to use and the general setting in mind, consider how you’re going to present the opponent. While it can sometimes be fun to surprise the Heroes (“*You’re walking across the open meadow. The sun is shining, the birds are chirping, and suddenly the Beast leaps down from a tree and disembowels Ludovic!*”), it usually makes a much bigger impression on them if the presentation is appropriate to the opponent (“*As you head slowly across the mist-shrouded plateau you can hear the baying of a distant wolf. Suddenly there is the sound of branches rustling in the tree overhead. Ludovic screams...*”) This doesn’t necessarily mean that the connection between the opponent and the setting in which it is found is always immediately obvious. Why IS that hideous were-creature suddenly standing in the middle of the Duke’s midsummer ball with Ludovic’s head in its claws? And why was the Duke seen coming out of the lowest dive in Offal Lane with a body-sized package slung over his shoulder? What it does mean is that the opponent should ideally be presented in a way that adds to the overall impression — and suspense — you are trying to make.

It can sometimes be interesting to contrast the build-up and setting for an opponent with the initial appearance of the opponent herself. If after months of being warned about the Blood Countess and finally making their way up to her dark castle, the heroes burst into her throne room to discover a small, rosy, apple-cheeked young maiden, they are going to be initially taken aback. Of course they’re going to be even more taken aback when the apple-cheeked young maiden suddenly flies across the chamber and sinks her teeth into poor Ludovic’s neck.

Two warnings about this approach. The first is that if you use this trick too often it will stop working or even backfire on you, and the Heroes will start attacking everyone they meet on the theory that they can’t tell who might be an enemy. The second is that eventually you will have to the strong temptation to play this for laughs. Well-told swashbuckling tales are meant to evoke a number of emotional reactions, but laughter isn’t one of them — at least not unless it’s mixed with a very healthy dose of danger. Once the Heroes come across their deadliest opponent sitting in the jakes with his pants around his ankles, they will never again be able to face him without at least a smirk, thereby ruining any hope you may have had of creating a dramatic encounter.

When it finally comes time for the Heroes to face the opponent, give them some warning that they’re going to be going up against something really dangerous. “*For God’s sake, don’t go into those caves! The last four men who went in there never came out!*” or “*A friendly warning, sir. The baron is a ferocious and cunning opponent, and I shouldn’t care to cross him myself, not for a*

castle in Castille.” Visual and verbal cues can go a long way here. For example, when they enter the villain’s lair, lower the lights in the room. Lower your voice and speak slowly. Look very concerned and even apologetic about what’s about to happen to these poor do-gooders. And above all, when the combat begins, cheat. Take a lesson from the final duels in all good swashbuckling movies — don’t let the hero win too easily. The ideal combat should at least appear to be a tossup until the very end, with the hero so wounded that she can barely accomplish the final coup de grace. To this end feel free to shade the combat and damage rolls. Remember, drama is always more important than slavish devotion to dice.

Choosing Opponents

As mentioned earlier, player characters are defined by the opponents they defeat, so it’s up to you to give them opponents that make heroes out of them. Opponents come in three broad types: non-human (animals and monsters), human (villains) and situational (environmental or action-based obstacles rather than living creatures.) A mountain that must be crossed to reach the besieged castle where the King is being held for ransom or a flood that threatens a small town are both examples of situational opponents. While they are an important part of the DM’s repertoire, they are also outside the scope of this book, and therefore we will not concern ourselves with them.

By far the most common opponents in Théah (and swashbuckling campaigns in general) are human... or at least humanoid. Théah’s inhabitants have been fairly successful in driving the truly monstrous foes into the bits of wilderness or into the cracks and crannies of the cities that have sprung up across the continent. The result has been that Théans everywhere have been forced to fill in as opponents for each other and on the whole they’ve done a fabulous job. Animals and monsters most commonly appear in either wilderness or exploration adventures (i.e., crypt ghouls, ruin monsters, sea serpents, etc.) or as occult creatures that haunt the darkness (i.e. mirror ghosts, Nights, succubi, etc.)

When creating an opponent the first question has to be what is its function in the story? Is it a fairly innocuous threat set at the beginning of the adventure to warn the heroes about danger ahead (i.e., a band of cutthroats or a pack of wolves)? Is it a more difficult threat set in the middle of the adventure against which the heroes will have to martial their resources (i.e., a pirate crew or a pack of ghouls)? Or is it the Big Final Threat of the game, the defeat of which will bring the heroes victory?

There is, however, a far more important consideration when choosing an opponent for your Heroes, and that is based on a deep, dark secret known only to Game Masters and those who watch swashbuckling movies: the heroes always win. They may lose an occasional battle and have to run for it. They may even get their white shirts dirty. But eventually the heroes will kill the monster, defeat the mad count, rescue the prince/princess, defeat/save the king, and/or meet whatever other objectives they have set for themselves. This is inherent to the swashbuckling genre and the reason why heroes have all those ballads written about them. No one writes ballads about the first four guys who went into the cave and never came out again.

This means that one of the primary responsibilities of the DM is designing encounters that excite, challenge and maybe

even set the Heroes back without killing them. A dead hero almost always means an unhappy, dissatisfied player, which means that you, the DM, have failed in your primary duty to show the player a good time. Of course the players must never know that their heroes are invincible. They must continue to believe that every encounter could be their last, and that if they survive it will be entirely due to their brains, willpower and skill at arms. And certainly, if they behave too arrogantly, they might be knocked back a bit — but ultimately, perhaps after many trials and tribulations, they will persevere.

When planning an encounter, consider the abilities of the player characters very carefully. The ideal opponent should make the heroes at least a bit uneasy, be able to harm them in some non-terminal way and make them feel that they've accomplished something important when it is defeated.

Designing Opponents

The more important an opponent is to your story, the more care you need to take with its design. If an opponent is only going to appear long enough to die, all that matters are its statistics and a general sense of its personality. If the heroes are going to have several encounters with it (i.e., a captain of the guard or a particularly wily old tiger) the DM must have a much better sense of how smart/perceptive it is, how familiar it is with its environment, and most of all what motivates it. A successful DM makes a general plan for the adventure, but also allows for the player characters to do something unexpected, so it's vital to know how the opponent would logically react under any circumstances. A DM should know what motivates the villain to act in the way it does, what it wants and what it's prepared to do to get it.

This ability to see the world through the opponent's eyes becomes even more important when designing the major villain of the adventure. Since in many cases the abilities and intent of this opponent generated the adventure in the first place, creating a worthy foe is a major part of creating the adventure. The actions the villain takes should logically follow from its strengths, weaknesses, abilities, interests, etc. For example, the story might require the heroes to defend a church from a band of thugs who are intent on breaking in and stealing the holy relic within. The heroes have the right to assume that whoever they are going up against does not practice *Porté* (teleportation) magic, or at least doesn't practice it very well since that would be a much easier and more direct way of entering the church than attacking it from the outside.

Opponents are more than just groups of ambulatory statistics, however. A villain who feels like a real threat has to be believable, whether it's a swarm of boca or the ruler of a nation. The heroes have to feel that they are facing a real creature with believable (if not always fully understood) motivations. What makes villains so interesting is the fact that their motivations are usually perfectly normal, understandable desires. Villains (at least the human ones) usually start out just like the rest of us. What makes them villains is what they are prepared to do to satisfy their desires. Understanding what drives your villain makes it possible for you to "put yourself in his boots."

Creating powerful, memorable opponents and presenting them in a dramatically appropriate manner is a vital part of the DM's job. If you get it right, you'll create an adventure that your players will talk about for years to come.



The Villains

The following is a list of the deadliest, most notorious villains from the world of Théah. Though originating in that world, they are certainly not limited to it, and can appear in any swashbuckling game you wish. Evil knows no boundaries...

The Betrayer

Aleksi Pavtlow Markov v'Novgorov, Ussuran Pyeryem Shapeshifter 15:

CR 15; SZ M (humanoid);
HD 15d10 +15; hp 111;
Init +3 (+3 Dex); Spd 30 ft;
AC 13 (+3 Dex); Atks: rapier
+13/+8/+3 melee (1d6+2), pistol
+14/+9/+4 ranged (1d10), natural
weapons as appropriate; SA: Forms (8),
Shape of the Beast, Soul of the Beast,
Speak With Animals, Transformation
5/day; SV: Fort +12, Ref +12, Will +7;
Str 14 Dex 16 Con 14 Int 16 Wis 16
Cha 15; AL CE; Skills: Animal
Empathy +3, Balance +2, Bluff +7,
Climb +5, Gather Information
+8, Handle Animal +5, Hide +4,
Intimidate +5, Jump +2,
Knowledge (Matushka) +6,
Listen +4, Move Silently +8,
Ride +4, Search +2, Sense Motive +4, Speak
Language (Ussuran, Teodroan, Théan [alternately, any
three languages from your campaign]); Swim +5, Tumble +3,
Wilderness Lore +5; Feats: Deceitful, Expertise, Parry,
Scoundrel, Weapon Focus (rapier).

Combat

Aleksi is a master of the art of Pyeryem, enabling him to take the forms of different animals. The special abilities derived from Pyeryem are as follows:

Shape of the Beast: The shapeshifter as the ability to transform into an animal. While transformed he or she uses all of the stats for the animal as they are listed with the excep-

tion of hit points, Will save, Int, Wis, Cha and any skills that the shapeshifter may have unless the animal the shapeshifter is becoming has a higher rank in the skill. If the animal has a skill that the shapeshifter does not have, he or she may use the animal's skill. If reduced to below 1 hit point while in their animal form, the shapeshifter reverts to his or her natural human form, but the hit point status does not change. A Pyeryem Shapeshifter can speak with other animals (and gifted Ussurans) while transformed, but cannot speak with humans who do not know the art of Pyeryem. Depending on the shapeshifter's location, the DM may require the shapeshifter to make an Int check (DC based on relative location to Ussura) to speak with an animal outside of Ussura's borders.

Aleksi can take the shape of six specific types of animals: a fish, a great bear, a red fox, a serpent, a snow leopard... and a great Dire Wolf, the spirit skin of his ancestors. Stats for these creatures can be found in the *Dungeons and Dragons Monster Manual*.

Transformation: The shapeshifter may transform into one of his or her chosen forms a number of times per day based on his or her level. When in an animal form the shapeshifter may transform back to their natural human form at will. Returning to human form does not count against the number of times per day that this ability may be used. It takes a standard action to transform. Because of Aleksi's advanced level, he may use this ability five times per day.

Speak with Animals: The shapeshifter may speak with animals while in human form. To do so he or she must make a Cha check against a DC of 10. If successful the shapeshifter may communicate with the animal in simple terms. He need not make the Charisma check if communicating with an animal whose form he possesses; his roll is considered a natural 20.

Heart of the Beast: At 9th level the shapeshifter has become familiar with the process of changing and has learned to better control the effects by performing a partial transformation. The shapeshifter may select one Boon (Size, Hit Dice, Speed, Attacks (individual), individual Special Attacks, individual Special Qualities, Fort save, Ref save, Str, Dex, Con, individual Skills, individual Feats, and individual Racial Bonuses) and "partially transform," changing only the body part involved with the Boon. If an animal has more than one speed listed under the Speed category (fly, swim, burrow, etc.) the shapeshifter may choose one of these speeds (and the ability that goes with it, i.e. fly, swim, burrow). This is a physical transformation, and it is obvious to anyone nearby. The shapeshifter cannot use two Boons at once if they would obviously interfere with one another (Boons with contradictory effects as well as Boons that both affect the same area of the body, etc.). Lastly, the shapeshifter cannot activate more than one Boon at a time from the same animal type; he could use the owl's racial bonus to Spot checks from their owl form and the ability to fly from their goshawk form, but not both at once. When the shapeshifter takes on a Boon of an animal that has an effect on other stats (such as Dex) those stats are affected as well (for instance Dex affects Initiative, AC, etc.).

Soul of the Beast: The shapeshifter may use the Boons granted by their animal forms without actually physically transforming themselves. This is done through a process called Spirit Conjunction. He may activate as few or as many Boons from a single form as he desires, all with one standard action (Size, Hit Dice, Speed, Attacks (individual), individual

Special Attacks, individual Special Qualities, Fort save, Ref save, Str, Dex, Con, individual Skills, individual Feats, and individual Racial Bonuses). If an animal has more than one speed listed under the Speed category (fly, swim, burrow, etc.) the shapeshifter may choose one of these speeds (and the ability that goes with it, i.e. fly, swim, burrow). However, he may not conjure up Boons from more than one form at a time using this ability. There is no need to transform back to their man form, as no physical transformation has taken place. The effects of the Conjunction always wear off at the next dawn, unless canceled beforehand. When the shapeshifter takes on a Boon of an animal that has an effect on other stats (such as Dex) the other stats are affected as well (for instance Dex affects Initiative, AC, etc.).

More on Pyeryem will appear in the upcoming *Magic of Théah* sourcebook.

Background

What would you do if you had seen your father fed to his own dogs? What affect would that have on your spirit? Your heart? Your entire reason for living?

Aleksi Pavtlov Markov v'Novgorov was born into Ussuran nobility, the son of Markov v'Novgorov. A loyal son of Matushka, his suffering for his people is evident despite his hatred of the ruling Gaius. Aleksi presides over the people of Rurik, safe for now from retribution because Gaius Ilya is not beloved in that part of Ussura. It is a credit to Aleksi's love of his country that he has not killed the man who ordered Markov fed to his dogs in full view of his horrified wife and son. (Supporters of the Gaius are quick to counter with stories of Ilya's imprisonment and torture at Markov's hands, but there are few if any witnesses to corroborate such stories.)

Despite such a gruesome legacy, he has every quality befitting a patriotic Ussuran nobleman. He can play the loyal countryman to the hilt, publicly supporting policy's that benefit the Gaius and his people. Ilya seems to tolerate him and his popular image suggests nothing more than a high-born son, willing to do anything for his homeland. A few of the more canny observers suspect that darker ambitions lurk beneath his façade. They are more right than they could possibly believe. They would say that he wants the Gaius dead, and indeed, they would be right. The removal of Ilya would doubtless make him the *de facto* ruler of the nation... as well as avenge the death of Aleksi's father. Such a victory would be more than enough for any man, but Aleksi Pavtlov is not any man. He doesn't want to be Ussura's ruler. He wants to be its god.

The Markov line is an ancient one, going back even before Matushka's emergence from her cave. Their progenitor was the first Wolf, a being of great strength and power who served as one of Matushka's guardians in the earliest days. But Wolf was not well-disposed towards Ussura's Little Grandmother; he hated and despised all her kind — as race called the Razhdost, of whom she was the last. Though he lacked the power to kill her, he resolved to stay close, so that when the time came, he could finish her in one blow.

With Matushka's blessing, Wolf's spirit skin passed from father to son, down along the centuries and through the noble line of the Markov family. Now, it is Aleksi's turn to wear the spirit skin, and he embodies it as few others before him. Behind the scenes, he quietly maneuvers against the Gaius, planning to destroy Matushka's favored son when the

moment is right. But he also roams the length and breadth of Ussura, searching for hidden clues to Matushka's weakness. He doesn't intend to let some distant progeny finish off the Little Grandmother. He intends to do it himself. He will feast upon her ancient bones and claim her power as the Wolf was always meant to do. And then all of Ussura — indeed all the world — will tremble at his name.

Using Aleksi Pavtlow

Aleks is a multi-layered villain — and depending on your point of view, he's not really a villain at all. He can be presented as a deeply wronged man or as a true blackheart, betrayer of his country for his own selfish purposes.

With his potent spirit skin, he can move about Théah without detection by Matushka or her creatures. He can even shield his thoughts from her most cunning spies. The Wolf has survived in his designated heirs for more than 1,000 centuries in this manner, planning and waiting and watching for opportunity. There are undoubtedly Ussurans who would join his cause if they knew about it, for Matushka is a harsh queen and not beloved by all. One wonders how many of those would support Aleks, however, if they knew that his true goal was to claim her power for himself.

Aleks lends himself very well to any fantasy campaign, especially one that includes animal magic and shape-shifting. He can target nearly any god or god-like being, serving as a loyal supporter until the moment comes to strike. Though his Pyeryem powers are astounding, he can use other means to achieve his ends if necessary. He's a surprisingly canny courtier, and his political schemes rival some Vodacce princes in their complexity. The DM can present a villain that many player characters will find charismatic and appealing, possibly to such a degree that they will not realize they have been trapped in his lair until it is too late.

The Bureaucrat

Arnaud Maximillian Du Charouse, Montaigne Spy 3/Courtier 6:

CR 9; SZ M (humanoid); HD 9d6; hp 40; Init +0; Spd 30 ft; AC 10; Atks: Rapier +5 melee (1d8), pistol +5 ranged (1d10); SA Sneak Attack +2d6, Alias, Contacts, Brilliant Getaway, Talent, Gossip, Twist the Heart, Versatile; SV Fort+3, Ref+5, Will+10; Str 10, Dex 10, Con 10, Int 16, Wis 18, Cha 16; AL LE; Skills: Bluff +9, Decipher Script +8, Diplomacy +15, Disguise +3, Gather Information +15, Hide +4, Innuendo +8, Intimidate +8, Knowledge (bureaucracy) +15, Knowledge (charouse) +8, Knowledge (history) +7, Knowledge (law) +7, Knowledge (philosophy) +7, Listen +5, Move Silently +4, Perform (oratory, writing) +19, Profession (lawyer) +15, Read Lips +7, Search +8, Sense Motive +15, Speak Languages (Montaigne, Vendel, Vodacce, Théah [alternately, any four languages from your campaign]); Spot +7; Feats: Hot-Headed, University, Iron Will, Indomitable Will, Skill Focus (oratory), Skill Focus (lawyer), Member Rilasciare, Debater.

Note: Arnaud du Charouse is a ruling member of the Montaigne Parlement. As such he is always accompanied by at least 8 Level 6 bodyguards.

Background

Only two years ago, Arnaud du Charouse was a quiet lawyer taking minutes at meetings of Jacob's Political Society and concerned about the social injustice he saw around him. Although he was soft spoken, his written words held great power to stir the mind and quicken the spirit. When he turned his attention to drafting the "Commoner's Cause," a treatise on the rights of Montaigne's citizens, he poured his naive belief in the benevolence of the nobility, the need to spare the peasants from crushing taxation and the desire to establish an elected legislative body. When presented in a showy public display, the document was greeted with fanfare from liberal scholars and peasants alike. L'Empereur Léon's disdainful refusal to even look at was one of the key factors that drove the Montaigne people into open revolt.

In the chaos and confusion that followed, Arnaud rose to the highest level of the newly-formed national government. While the other delegates debated points of order, policy details, and whether or not food should be supplied to the peasants, he quietly delved into the bureaucracy, insinuating himself into every detail. While others gave speeches, he learned who held the real power within the maze of officials and how to control them. When the leaders of the Parlement were assassinated in an attempted counterrevolution (see *Swashbuckling Adventures*, page 215), he stepped into the power vacuum because only he understood the exact workings of the government.

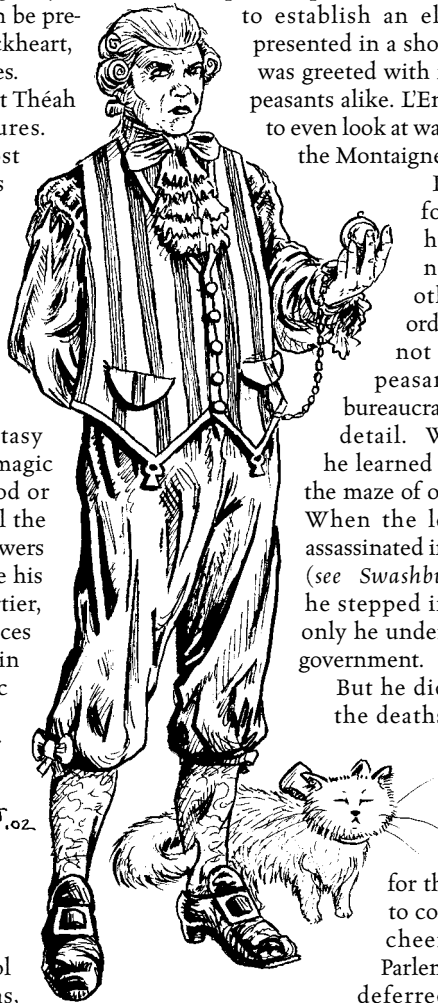
But he did not do so quietly. Enraged by the deaths of his colleagues, he publicly condemned the aristocratic killers in an impassioned speech that sent bloodthirsty mobs hunting for those responsible. When he called for the creation of a new organization to continue the witch-hunt, the mobs cheered and some members of Parlement began to fear. Soon everyone deferred to him out of fear of the

"Committee of National Welfare" that policed even the highest levels of government and arranged for the execution of anyone Arnaud considered traitorous.

Currently, Arnaud rules Montaigne from behind the facade of the Parlement. While others question and debate problems, he uses the flow of information from the bureaucracy, augmented by his control of city officials, to crush any opposition to his plans. His impassioned speeches keep the mobs in line and channel their fury towards those who oppose him, while his Committee for National Welfare diligently searches out enemies of the state and himself. The quiet lawyer has put voice to his written words and seized control of the nation.

Beneath it all, Arnaud du Charouse is a man absolutely convinced of the righteousness of his goals and willing to use any means to achieve them. He knows that men are basically good, but they've been twisted by society into something

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quite different. He wants the Montaigne people to benefit from the downfall of the monarchy, and knows that that can only happen by setting them free of oppression. The main obstacle is the nobility — now mostly in exile — which holds the rest of Montaigne in bondage. These villains have consumed the wealth of the nation while allowing those who labored for it to starve to death, and they possess sorcerous powers passed down from one generation to another which no commoner can withstand. Charouse means to kill them all. He knows that will mean killing women and children who have done nothing wrong except to be born, but sadly it is the only way to ensure that the aristocracy can never again perpetrate the monstrous crimes under which his nation has suffered. Innocents die all the time. In this case, at least, they shall die for a good cause.

Using Arnaud

In a political or intrigue game, Arnaud du Charouse is the perfect adversary. He has grown suave and sophisticated, eloquent in a manner that he certainly never believed possible. His position ensures he will always have bodyguards around him to prevent violence, while his control of taxation, city guards, the secret police and the government inspectors guarantees

that he can find a way to inconvenience or threaten the heroes at every turn. Direct confrontation will inevitably lead to incarceration and “questioning” at the very least, unless the heroes are extremely careful.

While Arnaud occasionally allows his temper to get the better of him, he is an extremely gracious opponent. As long as they are not nobles, he allows opponents to interfere with his plans and derail his projects. Up to a point.

If they interfere too much, he will find a way to deal with them. He has an extensive network of spies and agents, and the power to ensure that any secrets become known to the most inopportune people. He can have the PCs framed for crimes they didn't commit and have them executed or arrange promotions and rewards to buy their allegiance. He has all of the power of the Montaigne government at his disposal, and the political skill to ensure that he gets what he wants. His weakness is that he doesn't have enough time. He fervently believes that a counterrevolution is coming and it terrifies him. He will do whatever he can to prevent it, for his sake and the sake of the reforms he has made.

If you are not running a campaign in Théah, Arnaud can serve as the head of any sophisticated nation-state — especially one which has recently overthrown its ruler in favor of something “better.”



The Fallen Hero

Judith, Eisen Fighter 10/Mortis Assassin 4:

CR 14; SZ M (humanoid); HD 14d10; hp 70; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 21 (+3 Dex, +8 shadow armor); Atks: dark blade +14/+10 melee (1d8+6), nightblade +15/+10 melee (1d4 +4); SA Aim for the Vitals, Ambush Attack +4; SQ Master Night, Shadow Armor (see “Nights,” page 54), Summon Dark Blade, Undead Immunities; SV Fort +8, Ref +7, Will +7; Str 14, Dex 17, Con –, Int 15, Wis 11, Cha 18; AL CE; Skills: Bluff +4, Climb +13, Disguise +4, Escape Artist +4, Jump +13, Listen +4, Ride +13, Sense Motive +4, Spot +4, Swim +13; Feats: Alertness, Combat Reflexes, Dodge, Expertise, Improved Disarm, Improved Initiative, Mobility, Quick Draw, Run, Spring Attack, Weapon Focus (stiletto), Weapon Specialization (stiletto).

Combat

Judith possesses a dark blade identical to that described on page 177–178 of the *Swashbuckling Adventures* sourcebook.

In addition to her formidable Night qualities, Judith has the following abilities unique to her:

Master Night (Su): Any character who becomes a Night in Judith's presence is automatically either of the paranoid (4–5) or vengeful (6–8) varieties, and acknowledges Judith as his or her master.

Summon Nightblades (Su): Though she prefers her more powerful dark blade, Judith can create two nightblades (see *Swashbuckling Adventures*, page 138 for details), one in each hand, as a partial-move action.

Background

There are many brave and beautiful women in the lands of Théah. For some, beauty is their ticket to a better life. For others it is a deterrent. And for one young woman in particular, it meant absolutely

nothing at all. Young Judith Losch was a Knight of the Black Cross, burdened with an impossible task — get the remaining members of her order safely away while her brethren were wiped out to a man. Charged by her superiors with the very survival of the Order, she and her fellow Knights fled from the massacre of their fellows disguised as a mercenary warband, and arrived safely in Castille to seek asylum with the Hierophant of the Vaticine Church — the one place which might shelter them from their enemies.

Only Judith was granted an audience and only she knows what transpired behind those doors.

Although the Hierophant could not save the Order itself, he bequeathed Judith and the Knights a monastery where they could take refuge and wait. They were outraged at being asked to sit idly by while the remaining Knights were destroyed but only one of them refused to heed Judith's wise advice. He was captured by their enemies and died on the rack, but bravely, without revealing the secrets of Order.

Two years passed during which the Knights remained in seclusion, repairing and reinforcing their monastery. Then one day, during their excavations, they discovered an amazing underground city. When sunlight struck any of the crystalline structures, they melted. Once the light was blocked, they began exploring only to discover strange cauldrons of shadows, one of which produced a black ring and a book. As the leader, Judith put the ring on her finger, but it caused such pain that she quickly removed it; however, a strange black band remained on her finger.

Several days later she discovered a horrible secret — she could pass through solid walls and walk in a land of shadows called the Dark Paths. Her discovery led her back to the Hierophant where she revealed a hideous secret that brought new life to her Order. Theirs would be the heaviest burden of all: to protect the Hierophant from all enemies, human and inhuman alike.

Judith was the first one to gain the magical powers of what would become Nacht sorcery, as well as the one who gave the Order its mission against the forces of evil. One night while patrolling the Dark Paths, she lost her life in a fierce battle with an unknown foe — or so her fellow Knights would have you believe.

Using Judith

When a Knight dies in the Dark Paths he returns as an emaciated undead monster called a Night. The leader of the Nights is a cunning and villainous creature who claims to be none other than Judith Losch herself. The living members of the Kreuzritter are not certain if she really is Judith, but it's painfully clear that she has dedicated non-existence to the

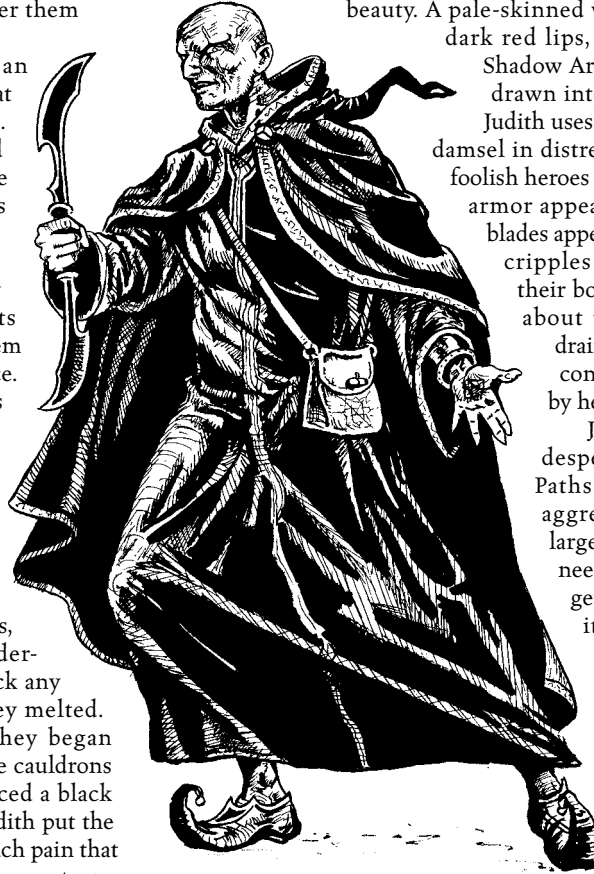
elimination of all life. Of the 16 other known Nights, Judith commands 14. The Order has no idea why she persists in growing her deadly army, but she is regarded as one of their most dangerous foes. In fact, Judith and her Nights are considered so dangerous that members of the Order are under strict orders to avoid confronting or combating them unless it is absolutely unavoidable.

Death (or un-life) has only enhanced Judith's startling beauty. A pale-skinned woman with wild dark hair and dark red lips, she is able to generate smoky

Shadow Armor and once a mortal has been drawn into her power, there is no escape.

Judith uses her performing talents, playing a damsel in distress or a panicked enemy, to lure foolish heroes into her clutches. Smoky magical armor appears around her body and night-blades appear in each of her hands. After she cripples her victims, she slowly drains their bodies of blood. Just as a Knight is about to perish, she kisses him and drains away the last flickers of his life, converting him into a Night, bound by her control.

Judith hates all living things, and desperately wants to leave the Dark Paths so that she can take out her aggression on the world at a much larger scale. However, to do this, she needs a Cloak of Shadows. If she ever gets her hands on one, she will use it to raid the real world, killing some, kidnapping others and dragging them back to the Dark Paths to make Nights for her army. If the player characters encounter her, it is safe to assume that she may have found a way out — and they are in deadly peril.



The Fanatic

Ebedi Yilan Al'Kadeem, Monstrous Humanoid (Syrneth): CR 19; SZ M (humanoid); HD 18d8+2; hp 117; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft; AC 18 (+4 Dex, +4 natural); Atks: 2 daggers +22 melee (1d4+6); bite +20 melee (1d8+2); SA A'fa Sorcery, Qor'qunq Knife School Techniques, Venom; SQ A'fa sorcery, Sidhe nemesis, serpent empathy; SV Fort +8, Ref +17, Will +19; Str 12, Dex 18, Con 14, Int 20, Wis 22, Cha 20; AL LE; Skills: Alchemy +6, Balance +6, Bluff +10, Climb +16, Concentration +8, Diplomacy +8, Escape Artist +20, Heal +5, Hide +8, Intimidate +9, Jump +8, Knowledge (many) +10, Move Silently +8, Sense Motive +8; Feats: Ambidexterity, Combat Reflexes, Improved Two Weapon Fighting, Iron Will, Leadership, Lightning Reflexes, Two Weapon Fighting, Weapon Finesse (daggers), Weapon Focus (daggers), Weapon Specialization (daggers).

Note: Yilan almost always appears accompanied by 4d10 initiate fighters of 1d8 levels and 1d4 lieutenant fighters of 2d6 levels.

Combat

Due to the extreme isolation Yilan lives under, his abilities are almost wholly unheard of, and the A'fa sorceries and Qor'qunq Knife techniques are unique to him and his followers. Yilan has a +10 racial bonus to Escape Artist checks, and a +8 racial bonus to each of Hide and Move Silently checks. Those bitten by his bite attack must make a poison save (DC 21) or suffer from severe hallucinations for 2d8 hours, during which time they are always considered flat-footed. Finally, Yilan's race was infamous for its ties to snakes, and all snakes within 1 mile act as though they were his familiars (as though he were an 18th level sorcerer; Yilan suffers no penalties for snakes who die while he uses them as his familiars).

Qor'qunq school techniques involve rapid, deadly strikes from paired daggers. He has +4d6 sneak attack, no off-hand penalty when using a dagger, and may draw and throw a dagger as a single attack action. His initiate fighters have +1d6 sneak attack and no off-hand penalty for daggers, while his lieutenant fighters have +2d6 sneak attack and no off-hand penalty.

The A'fa sorcery grants Yilan a +10 enhancement bonus to Escape Artist and Hide checks (for a total of +20 and +18, respectively), halves the amount of damage he receives from falls, adds the damage he would receive from any poison to a single roll of his choice in the next 24 hours (Yilan is immune to non-magical poisons), his grapple damage is lethal, and attempts to scry or use divination spells or spell-like abilities on Yilan are only successful if his opponents are of higher level (18 for Yilan). Half of his lieutenants have limited A'fa sorcery, and have a +10 enhancement bonus to Animal Empathy checks (snakes only), are immune to non-magical poisons, and cannot be scryed or subjected to divination spells by opponents of equal or lower level.

Background

Deep in the Empire of the Crescent Moon is a cult of fanatical assassins known as the Qatihl'i. From a fiercely guarded and secluded stronghold on Mount Ozayrat, their agents venture silently into the outside world to perform "commissions" and gain favor in the eyes of the only authority figure they recognize: Ebedi Yilan al'Kadeem. He is their leader, he is their priest, he is their deity.

At first glance, the Qatihl'i god-leader does not appear to be very powerful. He looks like a small, odd-looking man, always wearing a hooded robe decorated with a snake motif. He never leaves Mount Ozayrat, and indeed, it is a rare and special thing for any member of the Qatihl'i to actually see him. He always appears on the sect's holy days when he leads them in a great ritual in which every member of the cult present drinks a sacred drink prepared privately by al'Kadeem himself. Under the influence of this strange liquid, the Qatihl'i reach a state of otherworldly bliss, convinced they are receiving a glimpse of the paradise that awaits all those who follow him faithfully.

Almost everything that the world at large knows about Ebedi is based on rumor and legend. It has been centuries since anyone outside of the cult has actually seen him, but no one doubts his existence. Each year, he sends the Sultán of the Crescent Empire a great deal of money, accompanied by a letter expressing wishes for a peaceful year, discussing recent political events, and ever so courteously reminding the ruler

to leave Mount Ozayrat alone. Every letter ever received from Ebedi Yilan al'Kadeem is still in the Empire's records — all of them are in the same handwriting.

Ebedi Yilan al'Kadeem is an assumed name because no human being is capable of pronouncing his actual name. He is the last of the Ssassiss, a race of ancient beings that never had significant numbers, but did have a special rapport with snakes. There are stories of a fierce combat between the Ssassiss and the Sidhe, who loathe snakes, but precious little documentation on which to base a theory of what actually happened. As long as anyone — or written record — can remember Ebedi has lived inside Mount Ozayrat, hidden from the Sidhe by the mountain's very high cold iron content. So long as he remains on the mountain, the Sidhe cannot find him.

Over a thousand years ago, a few families of nomads from the Yilan Bazlik tribe came to Ozayrat and met this strange little. Ebedi quickly used their superstitious reverence for serpents for his own ends. He announced to these nomads that he was a snake god, that they were his chosen people, and that any who followed him would become feared and powerful and live in paradise, while those who were disloyal would be slain. These became the Qatihl'i. He taught them that the snakes of Ozayrat would stop any unwelcome intrusion upon the mountain, although an army of sufficient size might be able to overcome the vipers.

While his followers will never be numerous enough to fight an entire army, he has taught them the art of assassination. Anyone who becomes too curious about the Qatihl'i, any commander who moves armed troops within sight of the Ozayrat, any politician or clergyman whose agenda involves action against them or their mountain becomes a target.

In addition to training in the deadly martial art, Ebedi has selected the most loyal families of the Qatihl'i, and granted them the Sorcery called Af'a. The Af'a'i, as these practitioners are called, have powers that allow them to enter and exit from even the smallest area without a trace. This sorcery affects the body of the Af'a, granting him powers of flexibility, immunity to snake venom, and dominion over snakes. But it does not come without a price; the magic renders the body devoid of all hair, including eyebrows and eyelashes. More than that, the sorcerer must go into seclusion once a year to shed his or her skin as a serpent does.

Al'Kadeem has the unique ability to control any number of snakes within his range, and he is so physically flexible that he can squeeze through a hole as small as one inch in diameter. In addition, he carries powerful venom in his system so that, if he chooses, he can bite his victim, injecting a dose of hallucinogenic and euphoric poison directly into the bloodstream. The venom of a Ssassiss causes the victim to see beautiful glowing colored shapes gently moving all around him, and a rainbow aura around any living thing in the vicinity. It is this same venom, diluted into a vat of juices, that makes up the sacred drink that he gives to his followers. In sufficient doses, the victim is rendered powerless; in the extreme, the victim dies as due to paralysis and asphyxiation.

Using Ebedi

Woe unto anyone who manages to attract the personal attention of Ebedi Yilan al'Kadeem, for their remaining days will be few. He is inhumanly intelligent, and he has seen many things in the thousands of years that he has walked Théah.

Seeing as Ebedi never leaves his mountain home, it is far more likely that his influence upon a campaign will be indirect, acting through his followers. There is a small shrine at the bottom of the mountain where outsiders may make hire the services of Qatihl'i, which is another way to bring these famed — and feared — assassins into the story. Perhaps an enemy has hired an assassin to prevent a player characters or someone close to them from achieving their goal; perhaps the party stumbles upon an assassination in progress. Or they are asked to prevent one.

In any case, it is not reasonable for the player characters to expect that they will ever (a) meet Ebedi in person or (b) kill him. Not only is he immensely powerful, but dispatching him would remove an excellent tool for DMs who favor a darker and more frightening campaign.

The Fop

Admiral Valoix, Montaigne Noble 3/Courtier 4/Captain 1: CR 8; SZ M (humanoid); HD 7d8+7 plus 1d6+1; hp 45; Init +5 (+1 Dex, +4 sword); Spd 30 ft; AC 11; Atks: puzzle sword +6 melee (1d6+2+1d8), pistol +5 ranged (1d10); SA Commanding Presence +1, Friends in High Places, Seduction, Wealth, Talent, Style and Grace, Iron Will, Gossip, Dominate the Weak, Cunning Plan; SV Fort +3, Ref +3, Will +13; Str 11, Dex 12, Con 12, Int 17, Wis 14, Cha 17; AL LE; Skills: Balance +4, Bluff +8, Craft (strategy) +9, Decipher Script +4, Diplomacy +17, Gather Information +15, Innuendo +11, Intimidate +17, Intuit Direction +5, Knowledge (political situation) +8, Knowledge (nobility) +10, Knowledge (La Bucca) +6, Listen +10, Perform (gambling, storytelling, squares) +11, Profession (strategist) +10, Profession (sailor) +3, Profession (logistics) +11, Read Lips +6, Search +9, Sense Motive +15, Speak Language (Avalon, Castille, Montaigne), Spot +10; Feats: Resourceful, Skill Focus: Profession (strategist), Leadership.

Combat

New Weapon: The Wolf's Jaws. Made of a strange metal never before seen, this Montaigne Puzzle Sword seems to leap to the hand of its wielder in times of danger (as the Eager Blade on page 175 of the *Swashbuckling Adventures* handbook). It acts as a +2 longsword, and provides its owner with the Improved Initiative feat and a +10 skill bonus to Spot for the purpose of spotting an ambush or danger. The weapon also drinks the blood of those it wounds, inflicting an additional 1d8 damage for each additional hit. Wounds inflicted in this manner never bleed, and cannot be healed except by natural time.

Background

Noblemen are a breed apart. Born to a wealthy family whose roots go back hundreds of years and raised to believe that nobles are better than other people, Alazais Valoix Praise du

Rachetisse III embodies this philosophy to perfection. When he reached the rebellious age of eighteen, he joined the navy to see the world and discovered that what he had been taught was true: other men were dirty, smelly, foul mouthed and uncouth. The fact that he was basing his observations on dirt-poor common sailors never entered his mind.

He quickly used his court connections to have himself reassigned to shore duty and discovered that he had a great talent for organization and logistics. More importantly, he possessed tremendous skills in the arena of court politics. Over the next few years, he used his connections and favors

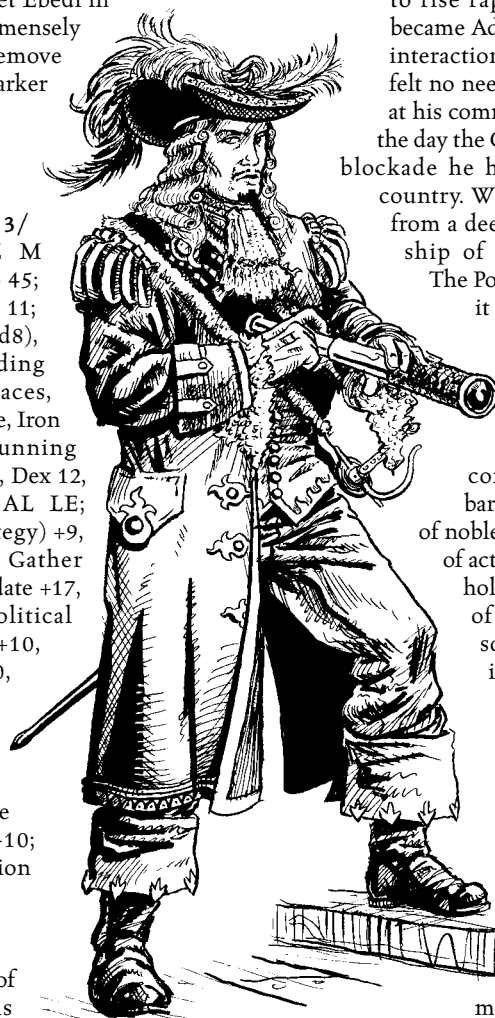
to rise rapidly through the ranks until he became Admiral of the navy. He eschewed any interaction with the sailors beneath him and felt no need to spend any time upon the ships at his command. However, that all changed on the day the Castillian Armada broke through the blockade he had ordered placed around their country. Within, he found himself awakened from a deep slumber and dragged to the flagship of the Navy through foul sorcery.

The Porté mage who summoned him made it quite clear that his time at court was over and that any further failure of the Navy would have *unfortunate* consequences for him.

The experience touched a raw nerve. Valoix had always considered sorcery undignified and barbaric — despite the preponderance of nobles who used it — but the experience of actually being dragged through a Porté hole left him deathly afraid of any type of magic. He did not hesitate to use sorcerers to defeat his enemies — in fact, he has used them quite extensively to maintain communication and throw his foes into confusion — but he absolutely refused to allow it into his presence again. He would kill anyone who tried to use Porté on him.

Aboard his new command, he found himself in the distressing position of having to deal with harsh realities of sailing life again. At first, his men snickered at his discomfort at sea and a few even laughed outright when nausea forced him to abandon composure and vomit over the side. They stopped laughing when he straightened up, dabbed his lips with a lace handkerchief and ordered fifteen lashes for each of them. His haughty disdain of his men has made him unpopular, but his willingness to have them beaten to death for the slightest infraction kept anyone from mounting a mutiny aboard his ships.

While some thought that he would quickly fall when revolution seized Montaigne, he proved them wrong. His hatred of sorcery gave him new leverage with the revolutionary government, which gave him free reign to command the Navy as he saw fit. He now plans to remain at sea until the new political climate of Montaigne settles enough for people to recognize true nobility again.



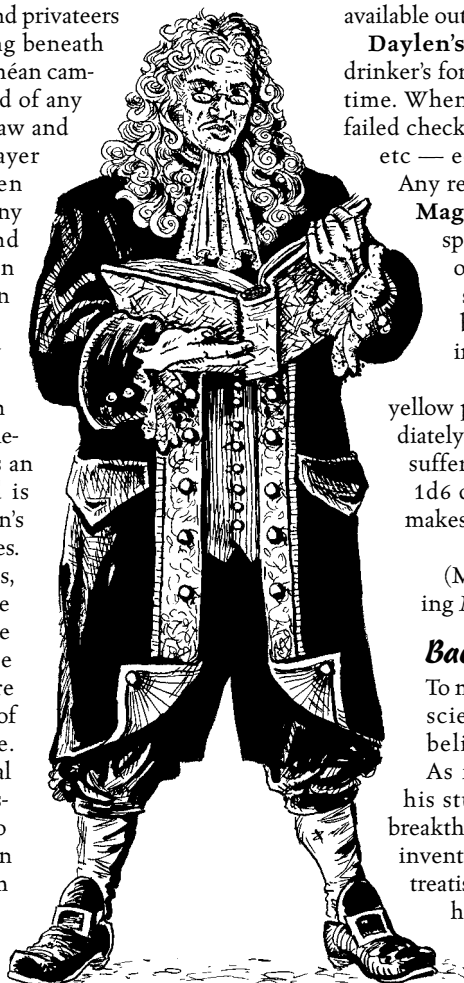
Valoix's current mission is to pursue those Montaigne nobles fleeing their country and return them for judgment. Paradoxically, he has managed to obtain a pardon for the noblemen under his command in exchange for their support of the current government. He did not do so out of the kindness, but simply to ensure that they owed him their lives. Without them to keep the men in line, he knows a mutiny would quickly follow.

There have been a few side benefits of his new role, however. He was able to confiscate *The Wolf's Jaws*, one of the greatest creations of the swordsmith Maitre, from a fleeing nobleman just before having him executed. This one-of-a-kind was created with *Porté* magic, although no one knows how and woe betide the person who even lays a finger upon it.

Using Valoix

Valoix is the commanding officer of the Montaigne Navy and thus has the final word on all of their activities. A dandified fop, he carries himself with the elegance and arrogance that only generations of noble breeding could create. He knows he is superior to everyone he meets, so he cares for nothing beyond his own survival and power. Pleading for mercy is pointless. He has already turned his back upon his former patrons and now hunts them for the new government of Montaigne. In fact, it is rumored that he turned in his own mother to prove his loyalty to the Committee of National Welfare. He represents the most hateful side of "proper" authority, and pirates and privateers will find a tenacious foe lurking beneath his dandified exterior. In non-Théan campaigns, he can stand at the head of any large navy, working to bring "law and order" (i.e., everything the player characters despise) to the open seas. He is known to oversee many of his strategies personally and thus could be the opponent in charge of the fleet closing in on the heroes.

Though Valoix is utterly contemptuous of the "common trash," a dignified request for an audience from an apparent nobleman will be honored. Valoix is an excellent Squares player and is always happy to discuss a man's fate over a lively game of Squares. No matter what the situation is, Valoix is always dressed in the powder-blue dress uniform he personally designed for the Admiralty. His manners are impeccable and his knowledge of genteel behavior is extensive. Although he is weak in personal combat and avoids it where possible, his grasp of strategy is also impressive — surprising, given that he can barely tell a yardarm from a belying pin.



The Mad Scientist

Alvara Arciniega, Castillian Alchemist 7/Soldano Swordsman 5: CR 12; SZ M (humanoid); HD 7d6 plus 5d8; hp 58; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 20 (+3 Dex, +7 Unarmored Defense Proficiency); Atks: rapier +12/+7 melee (1d6 +3), pistol +11/+6 ranged (1d10); SA Craft Elixirs, Brew Potion (4th level), Marshall the Strength, Modify Metals, A Trail of Destruction, The Unstoppable Blades, Whirling Blades; SV Fort +6, Ref +9, Will +6; Str 12, Dex 16, Con 11, Int 18, Wis 11, Cha 14; AL LE; Skills: Alchemy +15, Appraise +6, Balance +6, Bluff +4, Climb +3, Concentration +7, Craft +12, Decipher Script +9, Heal +3, Intimidate +7, Jump +4, Knowledge (biology) +11, Knowledge (science) +12, Listen +4, Move Silently +3, Sense Motive +5, Speak Language (Castillian, Montaigne, Théan, Vendel, Vodacce [alternately, any five languages from your campaign]); Spellcraft +6, Spot +5, Tumble +2, Use Magic Device +4; Feats: Improved Initiative, Membership: Invisible College (Théah only; otherwise ignore), True Alchemist (Dexterity), Unarmored Defense Proficiency (beginner), Weapon Finesse (rapier), Weapon Focus (rapier).

Elixirs

Arciniega is the foremost scholar in the school of Blood Science, which distills magical elixirs from sorcerous blood. To date, he has developed several unique potions that are not available outside of his inner circle:

Daylen's Cordial: This "bottled luck" increases the drinker's fortune substantially but only for a short period of time. When imbibed, the drinker may reroll a number of failed checks — skill checks, to-hit checks, damage checks, etc — equal to 1d4. The effects last for 1d10 rounds.

Any rerolls not spent by the time effect ends are lost.

Magebane Cordial: Any Medium-sized or smaller spellcaster who imbibes this liquid loses all sorcerous abilities for 24 hours. This includes arcane spells, schools of magic, and magical abilities, but not divine spells. All lost powers return immediately after the 24 hours is up.

Arciniega's Cordial: This brightly glowing yellow potion causes anyone drinking it to burst immediately into flames for 1d4 rounds. The flaming drinker suffers no damage from the fire, but inflicts an extra 1d6 damage for any successful unarmed attacks he makes.

(More on Blood Science will appear in the upcoming *Magic of Théah* sourcebook.)

Background

To most of the world, Alvara Arciniega is a paragon of scientific principles — a hero to anyone who believes in the pursuit of human advancement. As founder of the famed Arciniega University, his studies have led to several profound scientific breakthroughs: the discovery of the light spectrum, the invention of the reflecting telescope and a fascinating treatise on the biochemical basis of sorcery. His work has earned him many admirers... and some very powerful enemies. The Inquisition came

for him one night a few years ago, prepared to burn him alive for his “heretical” research. A skilled swordsman, he cut the would-be assassins down and escaped with his research (and life) intact. Now he continues his studies from exile, releasing his findings through a secret series of contacts and ensuring that human knowledge progresses despite the religious zealots who continue to pursue him.

That’s the popular image. In truth, however, Arciniega is no hero, but a ruthless, cold-hearted bastard who will stop at nothing to achieve his goals. Despite his apparent desire to help mankind, he works primarily to further his own power. A master manipulator, he has organized a secret network to help in his studies, letting underlings risk the Inquisition while he remains safely hidden.

Outside of the public eye, his experiments have turned towards unwholesome ends. He has become fixated on finding the source of human sorcery, believing that the key lies in the actual blood of wizards and witches. A small cadre of minions, called “harvesters,” waylays unsuspecting spell-casters and drains them of their blood. Using a network of couriers and drop-points, the harvesters arrange for the fluid to be rushed back to Arciniega, who extracts the blood’s magical essence. In the past few months, his research has grown more fevered and obsessive, as rapid advancements have yielded new extracts (potions) of breathtaking power. Of course, the faster he goes, the more samples he needs for his work. The harvesters have orders not to kill any subjects (sorcerers are a renewable resource, after all), but accidents happen... and why settle for a pint when you can take every last drop?

Using Arciniega

It’s quite possible for the players to encounter Arciniega initially as an ally or at least a kindly acquaintance. He can be quite charming and his status as a “gentleman fugitive” makes him an appealing ally for any right-thinking party. The Inquisition still hunts him relentlessly, so the party may wish to aid him as a way of thwarting the zealots. As an ally, Arciniega can certainly reward them well with samples of his potions, for example, or prototypes of experimental devices. Of course, he always expects something in return for his help. Once they find themselves in his web, however, the party may be called upon to provide any number of services, not all of which may be in their best interests. The longer they associate with him, the harder it may become to discern right from wrong...

If you wish to present Arciniega as a more straightforward villain, he probably won’t be encountered right away. Instead, the party could face some of his minions, then gradually follow the path back to their master. Harvesters make ideal

opponents for lower or mid-level characters; one of them could easily target a PC magic-user, hoping to collect the character’s blood and earn a rich reward. Their usual tactic is to catch the spellcaster unaware and knock him out with ether or sleep spells. They then transport the unconscious victim to a quiet locale, remove a set amount of blood (usually a pint or two), and leave him there for his companions to find. All harvesters are trained assassins and have no qualms about killing anyone who tries to defend their target. None of them know Arciniega’s exact location, but a captured harvester may be able to point them in the right direction.

The Mastermind

Giovanni Villanova, Vodacce Noble 5/Fighter

2/Ambrogia 5/Villanova 5:CR 17; SZ M

(humanoid); HD 7d10 + 7 plus 10d8 + 10;

hp 84; Init +3 (Dex); Spd 30 ft.; AC 28

(+3 Dex; +15 Unarmored Defense

Proficiency); Atks: rapier

+17/+12/+7/+2 melee (1d6+1),

dagger +17/+12/+7/+2 (1d4+1)

melee; SA: Ride the Blade, Stop Thrust,

Unexpected Strike; SQ: Feinting, Invite the

Attack, Off-Handed Fighting, Pull Them

In, Taunt; SV Fort +7, Ref +12, Will +8;

Str 12, Dex 16, Con 13, Int 16, Wis 15,

Cha 18; AL NE; Skills: Alchemy +10,

Balance +9, Bluff +19, Climb +6,

Diplomacy +17, Escape Artist +10,

Forgery +14, Gather Information +12,

Intimidate +13, Jump +2, Knowledge

(history) +10, Knowledge (mathemat-

ics) +9, Knowledge (philosophy) +10,

Listen +12, Perform +11, Sense Motive

+13, Speak Languages (Castille, Montaigne, Théan, Vendel,

Vodacce [Alternately, any five languages from your

campaign]), Spot +12, Swim +2, Tumble +8, Use Rope +5;

Feats: Appearance — Above Average, Combat Reflexes,

Dangerous Beauty, Evil Reputation, Improved Critical

(Rapier), Left-Handed, Membership (Merchant’s Guild),

Membership (Swordsman’s Guild), Unarmored Defense

Proficiency (beginner), Unarmored Defense Proficiency

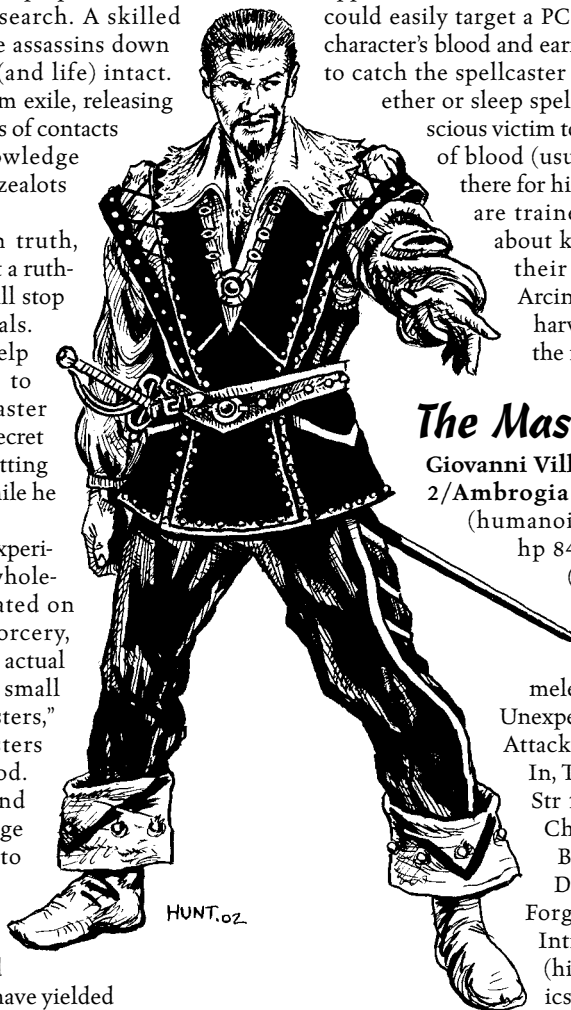
(intermediate), Unarmored Defense Proficiency (master),

Weapon Focus (dagger), Weapon Focus (main gauche),

Weapon Focus (rapier), Willful.

Background

Inevitably, when citizens of Vodacce speak of their Princes, it is in low, cautious tones. When they speak of Giovanni Villanova, they do so with barely a whisper. The wisest do not speak of him at all, for fear of drawing the attention of one of his many agents, or worse, Villanova himself. Among the Princes of Vodacce, none are more powerful — or more reviled. Of course, since none have the courage to move against him, and even fewer have the skill and luck required to survive such an attempt, he is quite secure in his position.



Villanova is both ruthless and patient. His ascent to power was built on top of the bodies of his father and brother. The former suffered a fatal fall down a flight of stairs, one of young Giovanni's toys tangled between his legs. Arguably an accidental death, the fact that Giovanni was standing at the top of the staircase just before the incident perhaps belies his innocence. His elder brother Giam succeeded their father as Prince but despite Giam's promise to abdicate power when Giovanni came of age, the sinister child was simply unwilling to wait. Over the course of the next two years, he "seasoned" his brother's food with a debilitating poison, ultimately resulting in the Prince's death. Since taking the throne, his power has only increased.

Giovanni Villanova is without peer in the Great Game of Vodacce, and has defeated countless attempts to oust him from his position, both from within his own family and from his rival Princes. Calculating and precise, Giovanni leaves no contingency unaccounted for and no enemy alive. Through his many agents, he is aware of nearly everything that occurs in his realm, which gives him ample time to prepare against any threat. When his army of spies fails, he is far from defenseless, however: on more than one occasion, he has dispatched would-be assassins with his own blade.

The Villanova family (and therefore, Giovanni Villanova) controls a vast amount of power. Vodacce is one of the principle merchant powers in the world, and Giovanni is not afraid to use this leverage against anyone and everyone to further his own goals. His scheming stretches across the length of the world, using countless moles, minions, and pawns to enact a byzantine web of plots. Nothing is beyond his reach.

Villanova is utterly amoral. He revels in his villainy and flaunts his decadence with no care for the opinions of others (who would be wise to keep such to themselves, if they value their lives.) He is not unaware that many of his actions are wrong — he simply doesn't care.

Using Villanova

Giovanni Villanova is far too intelligent to place himself directly in harm's way. In fact, even though the PCs might encounter (and even foil) one or more of his plots, it is unlikely that he will make a personal appearance. In fact, his identity as mastermind should remain a mystery for some time, only to be discovered over the course of

several adventures. Once his identity is revealed, however, his influence should be felt at every turn. Being a Prince of Vodacce doesn't mean that Villanova is afraid to become personally involved in a situation that is worthy of his attention; successful PCs definitely fall into this category. There are always consequences and regrettably, PCs who earn his notice must learn the price of their abilities. Villanova is patient and far from a fool. He waits until the ideal time to strike, and he rarely leaves survivors.

Villanova's power stems primarily from economic sources. Through the mercantile empire of his family, he can procure information, bribe officials, and buy the loyalty of hundreds of trained killers. He knows how to turn his resources to the best possible advantage, and he is inhumanly patient. When running him in a campaign world other than Théah, he should be placed in a similar position of power. He rules with an iron fist, and everyone knows how powerful he is. The scary thing is, knowing that he's dangerous rarely does any good. He always strikes when his victims least suspect it. An encounter with Villanova is like spending quality time with a well-fed tiger who likes to play with his food. When portraying this villain, smile like a shark, deal like the devil, and remember that you don't need to sweat because your victims will do it for you.

The Monster

Redcap, Creature (Small-Size Fey): CR 4; SZ S (humanoid); HD 4d6+4; hp 18; Init +2 (Dex); Spd 30 ft.; AC 13 (+1 size, +2 Dex); Atks: halberd +7 melee (1d10+2), bow +6 ranged (1d6); SA Fear, Darting Charge; SQ Damage Reduction 15/Cold Iron, Spell Resistance 15; SV Fort +2, Ref +4, Will +4; Str 16, Dex 12, Con 12, Int 13, Wis 13, Cha 10; AL CE; Skills: Hide +11, Intimidate +7, Move Silently +11; Feats: Dodge, Mobility, Run.

Background

Although most humans are unaware of the division, there are two types of fey (or Sidhe) in Théah: Seelie and Unseelie. Once, long ago, before the age of man, they were one. They lived in an eternal land of spring and ice, now spoken of only in the most ancient Sidhe stories. At the dawn of history, barriers arose between the world of man and this legendary land, but they were far from complete. At faerie circles, enchanted woods, and other places of mystery, gates between the two worlds remained.

From time to time, the Sidhe returned to these gates to watch the young race of men develop. Centuries passed in the blink of a Sidhe eye and they were fascinated by what they saw. Slowly, their society began to model itself after the humans. But some among the Sidhe refused to accept its influence, preferring instead to remain apart from the imitation of humanity. Their High Queen found this rejection to be unacceptable, so she dubbed these Sidhe "Unseelie" or "Unforgiven" and exiled them from Sidhe lands forever.

Generally, fey (or Sidhe, as they are called in Théah) are not malevolent beings. Brownies, sprites, pixies and the like have been known to aid humans on occasion, although they are just as frequently a hindrance. This behavior rarely comes from evil intent, but rather a mindset entirely alien to our own.

New Poison: Blood of Midnight

Type: Ingested DC 20
Interval/Duration: 1 month/1 year
Initial Damage: 1d3 Con
Secondary Damage: 1 Con
Price: 10,000 G

The poison Giovanni used to murder his brother, called "Blood of Midnight," is administered in small doses over a long period of time, making it virtually undetectable. Once ingested, the toxin settles in the bloodstream, where it poisons the blood itself, causing the victim to display mysterious symptoms of a slow wasting disease that eventually results in death. Assuming the poisoning can be stopped in time, the victim slowly regains Con at a rate of 1 point per day, unless he receives a fresh dose (which may be delivered prior to the poison's expiration.)

The Unseelie are a different matter entirely. While imitating humanity grants the Seelie a measure of morality — however strange it may be — the Unseelie have no such code. Embittered by their exile, they lash out at any human they meet. Some have retained their formless state and regard the Sidhe's new, more human guise as insulting. Others have taken on gruesome and terrible visages, the better to strike fear into the hearts of men.

Few of these possess as fearsome a reputation as the Redcap. Attracted to the sites of wicked deeds and dreadful evils, he makes his home in abandoned castles and ruined towers that once played host to such events. Curiously, he first appears as a gruesome guard of his domain, albeit one who stands watch over riches and battlements long since forgotten. He bears a stout blood-stained halberd and a bow slung across his back, the quiver full of wickedly barbed arrows.

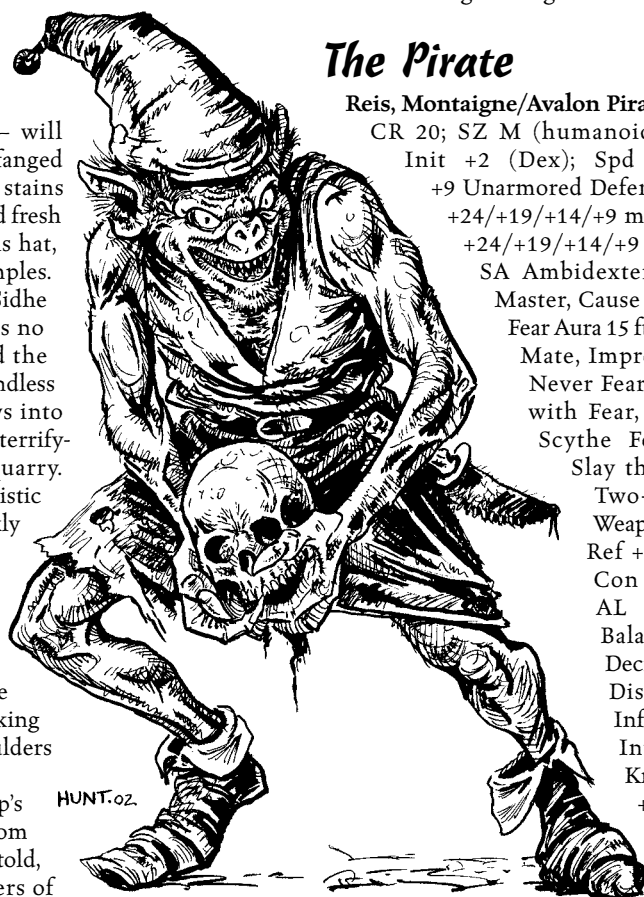
A close encounter — unavoidable for intruders — will reveal a terrifying visage with fanged jaws, bulging eyes, disturbing stains decorating his grimy clothes and fresh blood dripping slowly from his hat, streaking his forehead and temples.

It is difficult to engage any Sidhe in conversation, and Redcap is no exception. He prefers instead the language of fear. He exalts in endless mind games, twisting shadows into fearsome shapes and emitting terrifying noises to frighten his quarry. He attacks by ambush with sadistic relish, withdrawing just as quickly to leave his target nursing a painful wound, while anxiously awaiting his next strike. Ultimately, when Redcap has garnered all the enjoyment he can from his little games, he finishes his prey, striking the victim's head from his shoulders with one powerful stroke.

As with all Sidhe, Redcap's power is very much derived from his legend. As long as his tale is told, he will lurk in the dark corners of Théah (or your campaign world), awaiting his next victim. He may be banished temporarily, but he only returns somewhere else, dangerous as ever. That said, many lesser Unseelie imitate Redcap, going so far as to assume his form and dress (even to the point of dipping a hat in fresh blood). These lesser creatures are sometimes mistaken for Redcap, but unlike the original, they can be destroyed with the proper weapon.

Using Redcap

Redcap is so named because he is never seen without his unique — and quite disturbing — magical headgear. There is only one such cap with true power; the imitation Redcaps, despite dipping their admittedly similar hats in fresh blood, do not truly have *this* cap, and are thus far weaker than the original.



The Pirate

Reis, Montaine/Avalon Pirate 10/Midshipman 5/Reis 5:

CR 20; SZ M (humanoid); HD 20d10 +40; hp 161;

Init +2 (Dex); Spd 30 ft.; AC 21 (+2 Dex,

+9 Unarmored Defense Proficiency); Atks: scythe

+24/+19/+14/+9 melee (2d4+9), cat o' nine tails

+24/+19/+14/+9 melee (3d2+4, subdual);

SA Ambidexterity, Battle Stations, Cargo

Master, Cause Fear 4/day, Damage Control,

Fear Aura 15 ft., Frightful Presence, Gunner's

Mate, Improved Two-Weapon Fighting,

Never Fearful/Never Fooled, Paralyzed

with Fear, Pirate Feat, Roguish Style,

Scythe Focus, Sea Legs, Seasoned,

Slay the Frightful, Tend the Sails,

Two-Weapon Fighting, Tyrant,

Weapon Specialization; SV Fort +16,

Ref +12, Will +8; Str 14, Dex 15,

Con 13, Int 18, Wis 11, Cha 17;

AL NE; Skills: Appraise +9,

Balance +5, Bluff +10, Climb +6,

Decipher Script +9, Diplomacy +7,

Disable Device +7, Gather

Information +12, Intimidate +18,

Intuit Direction +15, Jump +6,

Knowledge (artifacts) +10, Listen

+6, Profession (sailor) +12,

Speak Language (Avalon,

Castille, Crescent, Eisen,

Montaigne, Vodacce

[alternately, any six

languages from your campaign]), Spot +12, Swim +12,

Tumble +8, Search +10, Use Rope +8; Feats: Cleave,

Commanding, Evil Reputation, Improved Critical (scythe),

Improved Two-Weapon Fighting, Pirate Trick (Death From

Above), Power Attack, Two-Weapon Fighting, Unarmored

Defense Proficiency (basic), Unnerving Countenance,

Weapon Focus (scythe), Weapon Specialization (cat o' nine

tails), Weapon Specialization (scythe).

Combat

Reis' Scythe is a +5 magical scythe with the following properties: Defending, Keen, Mighty Cleaving, Speed, and Vorpal (see pg. 185, *DUNGEON MASTER'S Guide™* for ability descriptions). Additionally, anyone wielding this blade may

attempt to Intimidate one person each round as a free action. The Intimidation check receives a +6 morale bonus. When attacking a weapon, the Scythe does double damage unless the weapon in question is of at least masterwork quality.

Background

In the annals of piracy, no one holds a candle to the dreaded Captain Reis, leader of the justly feared Crimson Rogers. Tall and imposing, sporting a bright red coat and long black hair, Reis rarely raises his voice above a whisper. He doesn't need to. Those who disobey him never live long enough to repeat the mistake. His crew is terrified of him and his soft, reasonable tone holds more fear for them than the most horrifying banshee wail. He wields a huge scythe made of some unknown metal which cuts through metal as easily as paper. The sails of his ship, the *Crimson Roger*, are stained red with blood, and no vessel has yet encountered him and survived to tell the tale.

Reis and his crew ply the seas in search of magic items — rare and wondrous artifacts that they can sell to the highest bidder. He prefers one-of-a-kind items (they fetch a higher price), but will settle for less as long as he can sell it. The Rogers rarely venture into dungeons or ruins, however. Why should they risk their necks when others will do it for them? Instead, they wait until another crew claims the prize, then attack them on the return home.

The Crimson Rogers have a sixth sense for valuables and Reis pays informants to keep him apprised

of treasure-hunting expeditions. The Rogers haunt shipping lanes on the edge of civilization, striking at vessels returning to port from uncharted waters. They usually cripple their prey with a round of cannon volleys, then close, attack and board, leaving no one alive. The strongest and most vicious of his foes may be spared, if they agree to join his crew in exchange for their lives. The rest are slaughtered without mercy, their vessel looted, and their bodies thrown to the waves. A shoal of sirens known as “Reis’ Brides” follow his ship wherever it sails; they rarely go hungry.

Reis has amassed his fearsome reputation over a very short time and he uses it to his advantage. Legends say that he stands seven feet tall, breathes fire, and harvests the souls of those he slays. He's content to let these stories spread; they keep his crew obedient and his victims terrified. In truth, he's a mortal man, although the power of his legend grants him unearned strength. The more people who believe that he's a monster, the more invincible he becomes. Some rumors suggest that Reis is actually more than one man — that a new captain takes on the role whenever the previous one dies. It is said that the magic of Reis' legend subtly changes these individuals, shifting their appearance to match that of the original. The current “Reis” was once named Riant Gaucher, a bosun who served with the Rogers for many years — at least that's what the scuttlebutt says. Anyone foolish enough to ask Reis directly about his true identity gets what they deserve.

Using Reis

Reis is an extremely powerful villain and must be presented with care. His success is largely based on his reputation: he appears invincible because people think he's invincible. Were someone to defy him successfully — someone like the PCs — he would stop at nothing to hunt them down and destroy them.

He knows that if sailors stop fearing his name, he will find himself captured and hanged in short order. Such a vendetta could become the recurring element in a swashbuckling campaign, as the characters are forced to defend themselves periodically from Reis and his minions. Take care, however, for such a vendetta can only truly end when one side or the other is dead... and Reis doesn't die easily.

Only slightly less dangerous is the fact that any ship carrying a magic item stands a good chance of being targeted by the Crimson Rogers. A party returning from a successful treasure hunting expedition — thinking that the danger is past — may be in for a nasty surprise when the *Crimson Roger* appears off their bow, demanding their hard-earned haul. If the PCs survive the encounter, they may be itching to hunt down the Rogers for some payback. The theft needn't be so direct, either. Characters who bury their treasure or hide it in some presumably “secure” locale may return to find the goodies gone and a piece of crimson cloth left as a calling card. If Reis can't kill his enemies, he will settle for robbing them blind — again and again and again.



New Ship Ability: Sails of Blood

The bloodstained sails of Reis' ship attract monstrous creatures from the deep. Whenever Reis "refreshes" the sails with one gallon of human blood, they attract either 1d10 sharks or 1d6 sirens (DM's choice.) These creatures remain in the vicinity of the ship for 1d6 days, attacking anyone entering the water, as well as any rowboats or similar small craft which approach within 50 yards of the Crimson Roger. If fed the equivalent of 1 human body per day, they will remain in the vicinity of the ship for an additional 1d3 days. An average of 12–15 sharks and 6–10 sirens surround the Crimson Roger at any time.

The Priest

Cardinal Esteban Verdugo, Castillian Inquisitor 14:

CR 14; SZ M (humanoid); HD 14d8 + 14; hp 85; Init +0; Spd 30 ft.; AC 10; Atks: none, normally; SA Fanatic Strength (3), Gaze into the Abyss, Malediction of Theus, Silver Tongue, Sorcery's Stench, Untapped Reserves (4), Voice of Theus; SV Fort +11, Ref +4, Will +16; Str 10, Dex 10, Con 12, Int 16, Wis 18, Cha 15; AL LE; Skills: Appraise +9, Bluff +7, Decipher Script +8, Diplomacy +8, Disguise +4, Gather Information +10, Innuendo +8, Intimidate +9, Knowledge (Arcana) +7, Knowledge (History) +9, Knowledge (Law) +6, Knowledge (Mathematics) +5, Knowledge (Philosophy) +7, Knowledge (Religion) +10, Listen +7, Move Silently +7, Read Lips +8, Search +8, Sense Motive +11, Spot +8; Feats: Fanatical, Great Fortitude, Indomitable Will, Iron Will, Leadership, Ordained, Politicker, University.

Background

When he was still a child, Verdugo suffered a seizure, in which he believed a messenger from Heaven visited him, prophesied a great destiny, and gave him a brief glimpse of the future. Upon regaining consciousness, young Esteban was galvanized with religious fire. As soon as he was old enough, he entered the priesthood, and his zeal propelled him rapidly up the ranks.

Appointed to the Church's sinister Inquisition at a relatively young age, his success was unprecedented. Over the course of ten years, he successfully destroyed countless works of heathen art and extracted an impressive number of confessions and conversions. The lives he shattered and the priceless sculptures and paintings he destroyed mattered not at all. His only concern is the salvation of the soul, no matter the cost to the body or mind. After all, his victims' agony paved the way to their

salvation. His reward — certainly unasked for — was promotion to the position of Grand Inquisitor, the leader of the Church's enforcers.

Under his direction, the Inquisition has become the pre-eminent power within the Church, and according to some (quickly targeted as heretics and unbelievers) eclipsed even the teachings of the Church's holy founders. Much of this influence came about after Verdugo issued a proclamation declaring the imminent end of the world, which has spurred his loyal Inquisitors to swift and decisive action in their dealings with faithful and heretic alike.

In person, Verdugo seems an attractive (if somewhat austere) and reasonable man. His clerical garb is always immaculate and he is never without a copy of the holy scripture in his hands. When pressed, he defends the Inquisition's actions with cool logic that seems all the more rational when delivered in his measured, careful speech.

He rarely loses his temper, and even when he does, his manners never fail him. Instead, he simply speaks more formally and precisely.

His position as Grand Inquisitor gives him easy access to the King's ear and he never hesitates to use it to further the aims of the Inquisition. While Verdugo may indeed have designs on the throne, his position and activities as Grand Inquisitor are not a means to that end.

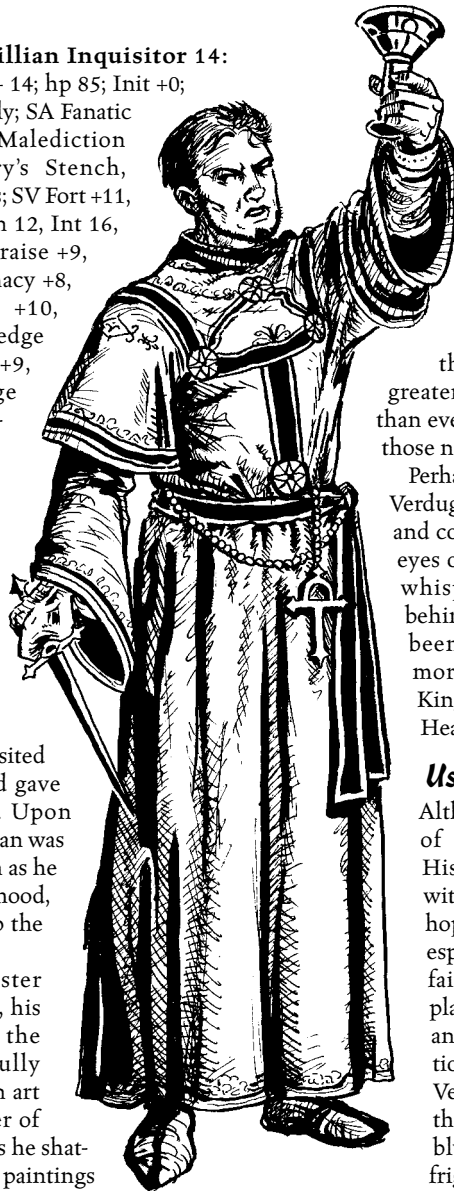
Rather, the reverse is true. Verdugo believes that as monarch, he would be able to bring greater glory to the Church and save more souls than ever — and he will go to any lengths to achieve those noble goals.

Perhaps the most frightening thing about Cardinal Verdugo is the fact that he is an utterly devout man and considers his actions not only justified in the eyes of his deity, but absolutely necessary. Some whisper that he hides his political ambitions behind his religious zeal, although none have yet been able to prove it. It is arguable that he is more powerful now than he would ever be as King, for his mandate is not one of Earth, but of Heaven.

Using Verdugo

Although Verdugo believes otherwise with all of his heart, he is nonetheless a villain. His methods are likely to put him in conflict with the player characters (although probably, hopefully, not directly) fairly regularly. This is especially true if the PCs do follow a different faith than Verdugo's. If your campaign takes place somewhere other than Théah, substitute another supreme deity and religious organization as appropriate. Take note, however: while Verdugo is evil for reasons discussed above, the deity he worships should be Good, probably Lawful. Verdugo's villainy is all the more frightening because he honestly believes he is on the side of the angels. The party may come

in conflict with Verdugo in a number of ways, most likely through his minions in the Inquisition or due to his secret



political ambitions. Either way, the Cardinal has an intricate network of operatives and informants, and word of the player characters' interference rapidly garners his attention. The Inquisition itself is vast and powerful, a deadly and terrible foe. Even the Crown fears to speak against it openly.

Keeping the Heroes at Arm's Length

Upon examination of Verdugo's statistics, you're probably thinking that he's not very good in a fight. In fact, he's quite a pushover physically, so in that regard, you are correct. It's entirely likely that if any one of the Heroes faces Verdugo in a duel, Verdugo will be defeated in just a few rounds.

Don't let this happen.

Verdugo hasn't risen so far by being a fool, and he's well aware that he's no match for most swordsmen. However, in his position as Grand Inquisitor he has an impressive array of connections (not to mention Knight Inquisitors who are very skilled duelists.) Not only is he backed by the might of the Church, a powerful political organization in its own right, but he also has the King's ear. Although Sandoval (or whomever the appropriate rule is) is not a weak or foolish person, Verdugo has enough leverage to make his recommendations monarch stick. Finally, and perhaps most importantly, Verdugo has a degree of power over the masses of Vaticine faithful; many believe his pronouncements reflect the will of Theus, and PCs will have a hard time convincing some folks that they too are on the side of righteousness if Verdugo claims otherwise.

In short, Verdugo is secure in his position not because he can defend it with his sword arm, but because he can defend it with the word of Theus. Heroes who get on his bad side are likely to be condemned by the Inquisition and that does not bode well for their health or welfare.

The Weakling

Karl Thomas Steiner, Eisen Fighter 4/Spy 3: CR 7; SZ M (humanoid); HD 4d10 + 4 plus 3d6 + 3; hp 47; Init +3 (Dex); Spd 30 ft.; AC 18 (+3 Dex; +5 Unarmored Defense Proficiency); Atks: bayonet +7 melee (2d4+1), claymore +7 melee (1d12+1), musket +9 ranged (1d12); SA Alias, Brilliant Getaway, Contacts, Sneak Attack +2d6; SQ Memories (*see below*); SV Fort +6, Ref +6, Will +5; Str 13, Dex 16, Con 12, Int 13, Wis 16, Cha 10; AL NG; Skills: Bluff +4, Diplomacy +6, Gather Information +7, Hide +8, Innuendo +6, Jump +4, Move Silently +8, Ride +6; Feats: Cowardly, Dead Aim, Deadeye Dick, Eagle Eyes, Orders, Reserve Energy, Small, Unarmored Defense Proficiency (beginner).

Combat

Memories: When confronted by reminders of his former life, Karl Steiner must make a Will save (DC 15) every round he is exposed to the item, or suffer 2d6 points of damage. Further, neither he nor any Schattensoldat may attack the bearer of such an item. Particularly potent mementos (such as his badge of rank from the Montaigne Army, or an artist's rendering of Steiner) raise the DC to 20, and inflict 3d6 damage. Finally, if Steiner encounters Montegue, his old

commander and friend, the DC rises to 25 and the damage to 4d6; he may neither attack nor flee when in the presence of Montegue.

Background

Many years ago, Karl Steiner spent the night in Eisen's *Schwartzen Walden*, a haunted forest of evil reputation. Only a child at the time, he retained little memory of the event, but returned home altered almost beyond recognition. His hair was ghost white, his right ring finger was gone and he bore terrible claw marks on his chest. After that, his fear of death became so overwhelming that whenever confronted with a potentially lethal situation, he froze with dread.

Despite this paralyzing experience, Steiner became a guardsman, serving under many noble rulers. Each time, however, his tour of duty ended in failure and shame. During an attempted assassination on one such charge, Steiner froze, unable to perform his duty. The noble turned his wrath on Steiner, shooting at the fleeing man in hopes of punishing him for his cowardice.

After fleeing Eisen, Steiner finally found a place in the Montaigne army. He proved a cagey tactician and an able sniper, a duty which allowed him to remain somewhat removed from the bloody business of war. He actually managed to distinguish himself on the battlefield and gained the friendship and trust of the great Montegue himself (*see page 35*). When the latter was promoted to General, Karl joined his command staff as an advisor, later accompanying his friend and mentor on the Montaigne Army's Ussuran campaign.

At last, he was a man.

The Battle of Salzumpf was a decisive moment in both the campaign and Karl Steiner's life. Montegue's military genius could not match the superior numbers before them, and the army was smashed. Facing defeat and death (or worse — capture,) his old behavior asserted itself and he fled the battlefield, abandoning his friend and the Montaigne Army. Crushed by guilt at his weakness, Steiner meandered eastward, paying little attention to his actual direction. It was far too late when he realized where he had wandered: the *Schwartzen Walden*.

Desperately afraid but weary beyond reason, he simply curled up under the least frightening tree he could find, and slipped into a fitful sleep. He dreamed of all he had lost since that first night in the forest: the glory denied him by his cowardice, the honor denied him by defeat, and the accolades denied him by his failures. Finally, he dreamed that he was whole again, his hair once more sandy blond, his flesh unmarred by the terrible scars he bore and his hand restored, whole again. He walked in the sun, and whispered a silent thank you.

When he awoke, a figure of shadow and night stood over him and hissed in his mind: "You are welcome." His hand was still whole, but consumed in shadowy black. Slowly, the inky darkness spread up his arm and through his body. He screamed for nearly a minute before the shadow-flesh swallowed his tongue.

Now, Steiner leads the Schattensoldat (*see page 59*), a legion of shadow soldiers controlled by a nearby princeling. Sustained by fear, the Schattensoldat are both commanded and "fed" by Karl Steiner. Unlike them, Steiner was not born wholly of shadow, but instead retains some small part of his humanity.

Just enough to be afraid.

What little of his will remained was snuffed in the *Schwartzen Walden* and now he serves the darkness completely. Ironically, Steiner's flickering remains of humanity may be the key to defeating the Schattensoldat. Their complete destruction can only be achieved by removing their source of nourishment, and as long as some part of Karl Steiner survives, he will always be afraid. Remove that fear, the Schattensoldat will have no power.

Using Karl Steiner

Though technically a monster, Steiner was once a man, and may be again. As such, his statistics as a human are presented here, while his more monstrous aspect is detailed with the Schattensoldat (see page 59). Although initially created in the *Schwartzen Walden*, Steiner and the Schattensoldat are somewhat inappropriate for use within the forest or similar settings. They depend on a fearful populace for their survival, and no one in his right mind builds a village in such a place. Rather, Karl Steiner should be encountered in the service of another, usually a ruler of a somewhat isolated barony or kingdom, where it is unlikely that news of their presence will travel far. In Théah, they serve Stefan Heilgrund, Iron Prince of a nearby *königreich*. Swearing to reunite Eisen under his rule, he searched for any means to attain that goal, even the occult. Steiner — and the Schattensoldat — serve those ends admirably.

While destroying Karl Steiner is one way to eventually defeat the Schattensoldat, restoring his humanity is the high road... and the difficult one. In all likelihood, such a feat requires the discovery of his identity, the conquering of his fear and possibly the presence of his old friend Montegue (or whoever is appropriate in your campaign). Each of these steps is likely to require an adventure or two, and ultimate success is a major accomplishment, for which the PCs should be rewarded handsomely.

Of course, Steiner is much too frightened to assist the PCs in such an endeavor — and should his masters order it, he would destroy them without a second thought. The irony of fighting the very people who wish to help him would not be lost on Steiner, making his suffering all the more acute.

The Zealot

Kheired-Din, Crescent Fighter 5/Daphan 5/Cosrair 5/The Chosen One 3: CR 18, SZ M (humanoid); HD 13d10+39 plus 5d12+15; hp 150; Init +2 (+2 Dex); Spd 30 ft; AC 15 (+2 Dex, +3 Armor of Faith); Atks: scimitar +18/+13/+8/+3 melee (1d8 +3); SA: Armor of Faith, Attack Vigorously, Aura of Courage, Blades of Faith, Detect Evil, Divine Grace, Divine Health, Fanatic Devotion, Forceful Attack, Holy Frenzy 1/day, Holy Grace, Smite Infidel 2/day, Smite Non-Believer 1/day, Snapping the Blade, Unbound; SQ Immortal (see below); SV Fort +21, Ref +12, Will +12; Str 17, Dex 14, Con 17, Int 14, Wis 16, Cha 16; AL LE; Skills: Balance +6, Climb +6, Knowledge (arcana) +10, Knowledge (religion) +10, Intimidate +9, Profession (Commander) +4, Profession (sailor) +4, Sense Motive +6, Speak Language (Castille, Crescent, Montaigne, Vodacce [alternately, any four languages from your campaign]), Swim +5, Tumble +7; Feats: Combat Reflexes, Commander, Dodge, Evil Reputation, Focused, Focused Training, Iron Will, Scholar, Skill Focus (knowledge (arcana)), Skill Focus (knowledge (religion)), Weapon Focus(scimitar), Weapon Focus (falchion).

Combat

Immortal (Su): Kheired-Din is ultimately immortal. If slain (reduced to –10 hit points), he reappears 24 hours later, in his cabin aboard the *Strange Skies*. If either his body or his ship are absolutely destroyed (such as with fire or acid), he instead reappears next to the Cross.

Background

When you are one of the most notorious villains in all of Théah, anything you do — the slightest comment, a flick of a scimitar — becomes legend instantly. Chronicling the life, both real and fictional, of the great pirate Kheired-Din would occupy a room full of scribes working day and night for years. Suffice it to say that this man is like no other.

It is generally accepted that Kheired-Din was born as a mortal into the Aldiz'ahali tribe of the Crescent Empire, among the stargazing, seafaring people of the Dakalan and Cinyada Islands. If you were foolish enough to ask him about himself, he would tell you that the secret of his immortality is that as a youth, he was chosen by the gods to fulfill a great destiny. he was always a devout follower of the Second Prophet, but it took a journey to an ancient Syrneth ruin to make him a fanatic. He and his party stumbled into some sort of trap, which reduced the others to smoking heaps of ash and seared a unique tattoo on his forehead. Why the trap spared him, no man can say; the elders of the Aldiz'ahali, believe that he now suffers under *tekrala-gun*, the Curse of the Repeated Day.



Whatever the cause he emerged from the ruin claiming that the Prophet had spoken to him. He abandoned his previous ties and set forth to “bring about the next age of the world.”

The experience in the ruins left him for all intents and purposes immortal, both in his own disturbed mind and in the minds of all who hear his name. He has used his influence to create the Corsairs, a mighty pirate navy dedicated to slavery and pain. They raid coastal villages in search of new captives, chaining all those they take to the oars of their vessels and forcing them to row. Those who survive this treatment are set to work building new ships, increasing the size of the Corsair navy. They currently number some sixty vessels — enough to challenge all but the largest flotillas.

While not destroying the lives of countless innocents, the Corsairs search for Syrneth ruins at the behest of their master. Kheired-Din hates sorcery as practiced by men, but sees the Syrneth artifacts as blessings for his holy cause. He has spent the last two decades seeking to understand their mystery, driven by the mad visions in his head to unlock their ancient mystery. His quest drives him past the limits of all reason, and most of his crew are as fanatical as he.

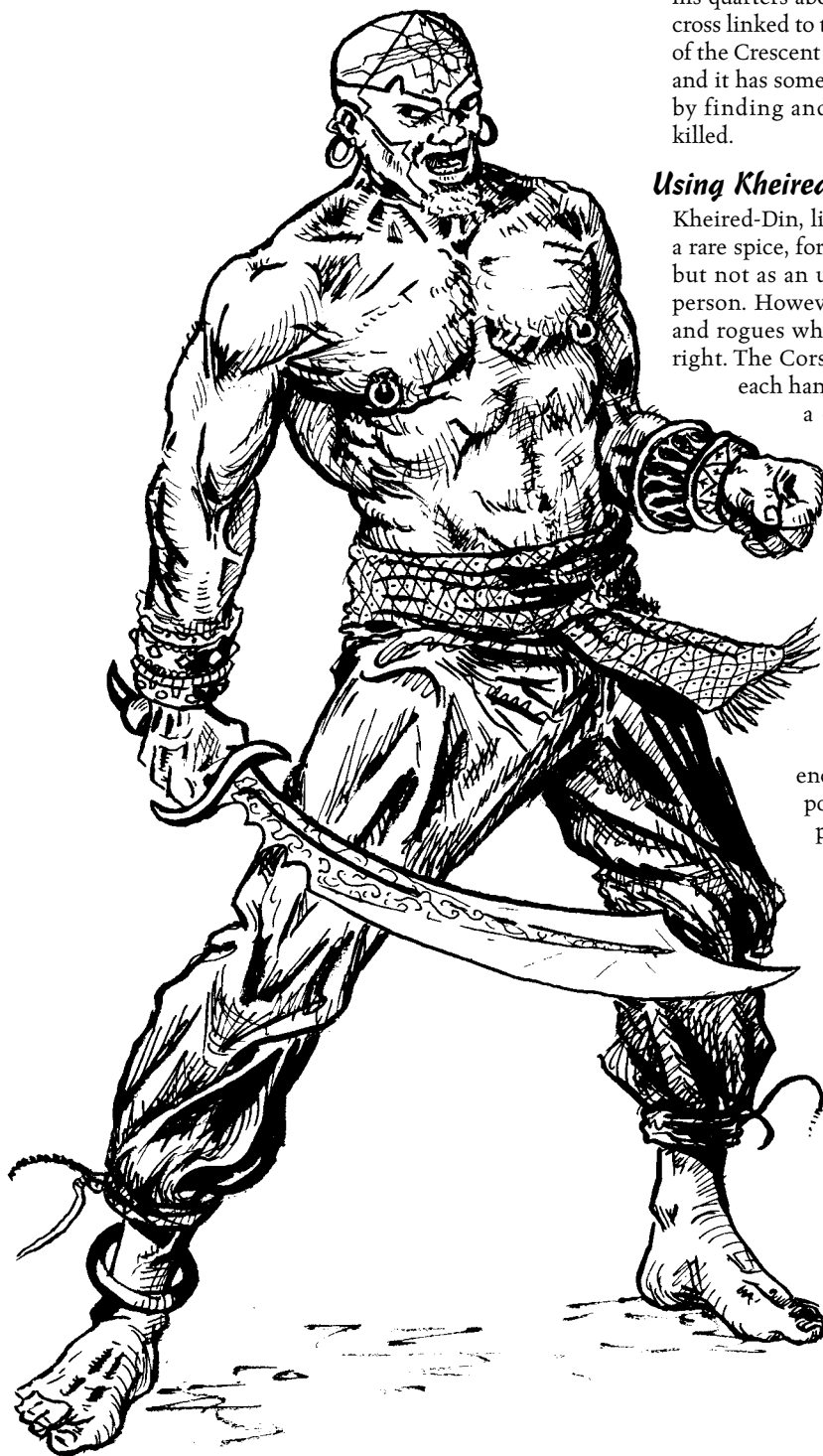
Several Théans claimed to have slain Kheired-Din in the past, but he keeps turning up again. One of them watched him fall into a pool of lava, but he still showed up three months later, raiding cities once again. This is due to his tattoo, which heals him of all damage, even if he has been killed and his body destroyed (in which case he reappears in his quarters aboard his flagship, the *Strange Skies*). A magical cross linked to the tattoo is hidden somewhere in the Empire of the Crescent Moon. He was wearing it in the Syrneth ruin, and it has somehow become infused with his life force. Only by finding and destroying it can Kheired-Din finally be killed.

Using Kheired-Din

Kheired-Din, like Reis, is a villain who should be used like a rare spice, for a dash of danger, a quick blast of spicy heat, but not as an ultimate opponent the heroes must face in person. However, he does command a cadre of scoundrels and rogues who present sufficient challenge in their own right. The Corsairs are fanatically devoted to Kheired-Din, each hand-picked by the crazed man himself and each a devoted follower of the Second Prophet.

The Corsairs translate extremely well to any campaign that involves pirates and skullduggery on the high seas, regardless of degrees of fantasy. Their ruthless practice of hunting slaves can easily involve any adventuring parties when someone they know and love falls into the Corsairs’ clutches. Or perhaps they themselves are captured by the Corsairs, and must plot a mutiny before the back-breaking toil destroys their spirits.

Although it would be more common to encounter Kheired-Din on the water, it might be possible to create an adventure for high-level player characters that would take them deep into the Shehir’kum, a great desert of the Crescent Empire (or some similar locale in your own campaign), where the secret of his immortality lies. The only way Kheired-Din can be killed is for someone to smash the magical Cross of the Prophet containing his soul, but in order to reach it, the heroes must first learn of it, then survive the trip across the desert, find the Puzzle Maze, navigate it successfully and be able to handle whatever fearsome beings are guarding it...



CHAPTER TWO:

*Heroes**What is a Hero?*

Every bit of darkness has a little light to balance it. Every twisted soul has a counterpart who will not let his evil deeds stand. Usually, the player characters play the role of hero, thwarting evil and combating villainy wherever it appears. But sometimes they could use a hand. The NPCs in this chapter stand ready to give it to them.

Heroes come in all shapes and sizes; their motivations and *modus operandi* vary as widely as their style of dress. But they all carry a fundamental core of morality with them: they all act in the service of some greater entity or principle. Their deeds raise them above the ranks of ordinary NPCs, though some (like Sebastiano Scogna or Bors MacAllister) don't always play by the rules. Most player characters are good or neutral, which means that the NPCs here will be at least nominally well-disposed towards them (evil PCs, on the other hand, may face them as adversaries, much like the villains in the previous chapter). That makes them friends — or at least useful contacts — who can be drawn upon in times of need. But how should a GM use them in his or her campaign? Each character entry contains suggestions on the best way to insert them, but a few general guidelines are provided below.

The first and most obvious use for an NPC hero is as an ally. With similar goals (or a like-minded alignment), they may be disposed to provide timely aid for a party in need. Most have access to information or equipment that the party may not have themselves. Some possess ships or command large armies. Others hold official power, or have the ear of kings and diplomats. But all of them possess some clout or mater-

ial resource which the players most likely lack. GMs can use them to deliver essential plot points, or to loan the party potent magic items which they shouldn't be allowed to permanently keep. It's always more engaging to receive such resources from a well-developed personality, instead of just stumbling across it or relying on clumsy *deus ex machina* to drop it in their laps. It might also obligate the party to repay any aid they receive, which brings us to the second use for Heroic NPCs: adventure hooks. While proactive players enjoy setting their own agenda for a campaign, there comes a time when the GM needs to send them off in a specific direction. An NPC Hero makes the perfect fulcrum for launching an adventure. He or she could simply approach the PCs with an offer, hiring them or playing on their sense of morality to undertake a dangerous mission. If the players have regularly used their ally for help, he would be well within his rights to ask for a favor in return. Alternately, the NPC might get into trouble — kidnapped and held for ransom, or trapped in the midst of some important quest. In that case, the PCs can serve as the cavalry riding to the rescue, or finish the job that the NPC couldn't. Whatever the reason, a solid in-game character can give the players much more incentive than yet another hunt-the-widgit story.

Finally, heroic NPCs can serve the party in a direct fashion, travelling with them and participating in their adventures as a full-fledged companion. This technique should be used sparingly — if they participate too much, they'll draw the spotlight away from the PCs — but they can also provide some well-needed muscle for a particularly challenging encounter, or perform some supportive task

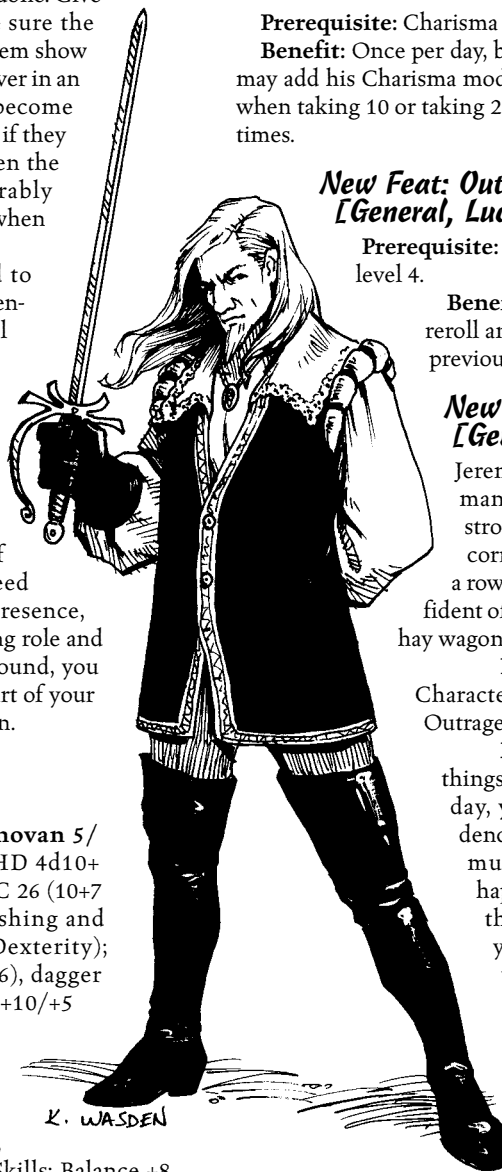
that the players would rather not ("While we storm the castle, Luis can knock out the guards and open the gate to clear a path for our escape...").

Regardless of what you use them for, heroic NPCs should be more than just convenient plot devices. Don't simply pull them in when you need them, or tuck them back on the shelf once their purpose in the story is done. Give them a presence in the campaign. Make sure the players are aware of their presence; have them show up at a favorite tavern, or appear as an observer in an otherwise unrelated adventure. If they become recurring elements in your stories — even if they don't always play an important part — then the players will respond much more favorably towards them, and be willing to go along when they suddenly the PCs' help.

As always, heroic NPCs are intended to serve as supporting figures in the PCs' adventures. Though they may be more powerful than the characters, they should never upstage the PCs, or perform deeds that the party could handle on their own. Furthermore, they all have their own lives to lead, and shouldn't hang on the PCs' every action. Even close friends may not always be there, and sometimes an NPC can make for a better adventure if he isn't around just when the players need him. By paying close attention to their presence, and gauging when they should play a strong role and when they should just be colorful background, you can make your heroic NPCs as vibrant a part of your campaign as the most deliciously evil villain.

The Adventurer

Jeremiah Berek, Avalon Pirate 4/Donovan 5/Captain 3: CR 12; SZ M (humanoid); HD 4d10+5d8+3d6; hp 70; Init+3 (Dex); Spd 30 ft; AC 26 (10+7 Unarmored Defense Proficiency +4 Dashing and Daring +2 Roguish Style +3 Dexterity); Atks: smallsword +17/+12/+7 melee (1d6), dagger +12/+7/+2 melee (1d4+2), or pistol +15/+10/+5 ranged (1d10); SA Roguish Style, Cunning Plans, Motivational Speech, Legendary Leadership, Buckler Master, Donovan's Twist, Edward's Thrust; SV Fort +9, Ref +6, Wil+8; Str 10, Dex 16, Con 11, Int 15, Wis 12, Cha 18; AL NG; Skills: Balance +8, Bluff +10, Climb +2, Craft (strategy) +8, Diplomacy +9, Intuit Direction +5, Gather Info +7, Jump +5, Knowledge (Avalon court) +3, Knowledge (Trade Sea) +7, Perform (gambling, wenching, dancing, singing) +8, Profession (sailor) +5, Profession (tactician) +14, Seduction +6, Sense Motive +10, Speak Language (Avalon, Castille, Montaigne, Vendel [alternately, any four languages from your campaign]), Spot +6, Swim +3, Use Rope +5; Feats: Creative, Ambidexterity, Loyal Companion, Two Weapon Fighting, Focused Training, Weapon Focus (swordsword), Weapon Specialization (dagger), Unarmored Defense (beginner), Dashing and Daring, Parry, Leadership, Iron Will, Skill Focus (tactics), Indomitable Will, Weapon finesse (swordsword).



Note: Berek is considered a Knight of Elaine and receives all of the social benefits thereof, even though he does not officially belong to the class (and therefore receives none of the features of the class). His deputies are all members of the Sea Dogs and he prefers to protect Elaine's rights upon the sea.

New Feat: Fortunate [General, Luck]

Prerequisite: Charisma 15.

Benefit: Once per day, before making any roll this person may add his Charisma modifier to it. This may even be done when taking 10 or taking 20. This feat may be taken multiple times.

New Feat: Outrageous Fortune [General, Luck]

Prerequisite: Charisma 16 Fortunate, Character level 4.

Benefit: Once per day, this person may reroll any roll with all modifiers from the previous roll.

New Feat: Berek's Own Luck [General, Luck]

Jeremiah Berek was once the luckiest man in the world and his luck grew stronger as he relied upon it. He could correctly call a hundred coin flips in a row or leap off a building blindly confident of landing in the center of a passing hay wagon.

Prerequisite: Charisma 18+, Character Level 6+, Dashing and Daring, Outrageous Fortune

Benefit: You are very lucky and things constantly go your way. Once per day, you may ask for a lucky coincidence from the Dungeon Master. You must state what you would like to happen in general terms; it occurs at the DM's discretion. For example, you leap off a roof and state that you'd like to survive unharmed. It is up to the DM to decide if there is hay wagon rolling by, or an awning underneath you, or simply a deep mud puddle. The number of times you can use this ability increases by one for every 6 character levels you have.

Further, if you ever take enough damage to kill you, you may make a Charisma check (DC 20). If successful, you survive through sheer luck at the DM's discretion of exactly how it happens. However when this happens, you lose this feat and all other Luck Feats and may never take any Luck Feats again. You may immediately take one Feat to replace each Luck Feat you just lost.

Background

A pirate pillages and plunders to enrich himself; a privateer does so to enrich himself and his nation. The line between privateer and pirate is a fine one and mostly exists in the mind of the individual, but Jeremiah Berek places himself

firmly on the side of privateer. A nobleman in a country that had no navy, he answered the call of his queen for brave men and women willing to act on the kingdom's behalf against her enemies. His first great combat was the mightiest armada the world had ever seen. He and his fellow privateers were outnumbered, outsize and outgunned but luck, sheer bravado and a sudden storm allowed Berek to emerge as the victorious leader of the valiant band that called itself the "Sea Dogs."

Since then, the Sea Dogs under Berek's leadership have preyed upon the shipping lines of other countries and became a force to be feared in the northern seas. Not content with that, they are constantly expanding into other areas and it is not uncommon to see their flag — bearing the terrier with a dagger in its teeth — in southern oceans as well. A share of all the treasure they seize is sent back to Avalon for Queen Elaine and in return, she allows them to continue their swashbuckling adventures unmolested.

But Berek and his men do more than just gather loot for Elaine. They also act as her eyes and ears upon the waves. Berek alone travels to a hundred different ports every year, gathering information about potential enemies for his sovereign lady. He also pursues the pirates who dare to venture into the waters the Sea Dogs regard as their own.

Berek cuts a dashing figure at Elaine's court. Although he is not there often, scandals and rumors of his affairs are sure to crop up shortly after his visits, no matter how brief. In person, he is a handsome man with a quick wit and a ready smile. He is polite to everyone and ensures that his men treat their victims well. He knows that a charming smile and careful handling of delicate situations are what distinguish his crew as rogues rather than villains — a vital distinction, given the number of enemies they have made.

A natural gambler, Berek has always been one to push things as far as he could. One exploit in particular has gained almost legendary proportions. It had always been said that Berek had such outrageous good fortune that he could sail into a hornet's nest of trouble and walk away with the honey, unscathed. Empereur Léon of Montaigne hosted an opera on a barge for his naval officers who watched from their private luxury yachts. During the performance, Berek and a group of his men crept silently aboard the yachts one by one. They tied up the officers and their guests on the deck so they wouldn't miss a single note while they stole the jewelry and other valuables, leaving their victims angered but unharmed. Berek escaped with a hold full of plunder, making it back to Avalon safely despite being pursued by over one hundred Montaigne naval vessels.

However, Berek's luck ran out the day that he faced the pirate Reis, who defeated him handily and tossed him overboard to drown. Left for dead, he floated upon the waves for days until he was finally rescued; since that day, something inside of him has changed. He believes that he used up his luck the day he survived and can no longer rely upon it to get him out of difficult situations. Now he must depend upon his own skills, his handpicked crew, and the fact that his enemies don't realize anything has changed. These days Berek spends a fair amount of time planning and thinking about his next move, but once things begin moving quickly, he tends to leap into the fray and hold on tight, calling upon his experience — and his lightning fast reflexes — to make up for the lack of attention from fickle Lady Luck.

Using Berek

Berek is a swashbuckling privateer with no respect for any law or tradition outside of Avalon. He is always willing to raid foreign countries and attack foes with far larger ships than his own. However inside his home country, he is one of the Queen's Knights and responsible to her. There he will uphold the law and ensure that no threat to her or his homeland is unchallenged. Berek is very aware that much of his success is due to the larger than life stories that circulate about him and his antics. He is almost always ready for a new adventure, as long as it is in a good cause. (He is also something of an admirer of his own exploits, and always happy to regale an audience with outrageous stories.)

When the player characters meet Berek, make sure that he comes across as someone who loves life and always tries to enjoy himself. While he has a more serious bent since his near death experience, he still strives to project the image of carefree rogue. Few people can resist his infectious smile or his carefree spirit. If the party needs help from a daring captain, perhaps to sneak past a blockade or find the missing half of a treasure map, Berek is the perfect candidate for the job, as long as he is not asked to act against his country's best interests. He is a man of honor, who lives to serve his Queen and his country.

The Avengers

Jacques, Montaigne Fighter 3/Théan Ranger 1/Valroux Swordsman 2: CR 6; SZ M (humanoid); HD 6d10; hp 45; Init +7 (+3 Dex, +4 Imp Init); Spd 30 ft.; AC 13 (+3 Dex); Atks: rapier +6/+1 melee (1d6+3), main-gauche +6/+1 melee (1d4+2); SQ Favored Enemy (magical beasts), Focused Training, Off-Handed Fighting; SV Fort +8, Ref +4, Will +6; Str 13, Dex 16, Con 11, Int 14, Wis 14, Cha 16; AL NG; Skills: Balance +7, Bluff +9, Climb +5, Diplomacy +4, Disguise +7, Gather Information +4, Hide +7, Intimidate +4, Jump +3, Knowledge (die Kreuzritter) +8, Knowledge (underworld lore) +4, Listen +6, Move Silently +7, Search +6, Sense Motive +6, Speak Language (Avalon, Castille, Eisen, High Eisen, Montaigne, Théan; [alternately, any six languages from your campaign]), Spot +6, Swim +3; Feats: Alertness, Improved Initiative, Skill Focus (hide), Track, Weapon Focus (rapier), Weapon Specialization (rapier).

The Kire, Eisen Swashbuckler 1/Fighter 2/Man of Will 2/Eisenfaust Swordsman 2: CR 7; SZ M (humanoid); HD 1d6+3 + 2d8+6 + 2d10+6, 2d12+6; hp 57; Init +1 (+1 Dex); Spd 30 ft.; AC 18 (+1 Dex, +2 Wis, +5 Unarmored Defense Proficiency (beginner); Atks: battleaxe +9/+4 melee (1d8+4), panzerhand +10 (+1 focused training) melee (1d6+4); SA Lightfooted, Unstoppable, Retaliatory Blow, Focused Training (eisenfaust), Off-hand Training (eisenfaust); SV Fort +9, Ref +3, Will +6; Str 19 Dex 13 Con 16 Int 10 Wis 14 Cha 16; AL LG; Skills: Climb +2, Intuit Direction +4, Jump +2, Listen +2, Sense Motive +8, Speak Language (Eisen, Théan [alternately, any three languages from your campaign]), Spot +2, Swim +2; Feats: Ambidexterity, Brawny, Disarm Master, Exotic Weapon Proficiency (panzerhand), Exotic Shield Proficiency (panzerhand), Large, Leadership, Left Handed, Orders, Two Weapon Fighting, Unarmored Defense Proficiency (beginner), Weapon Focus (panzerhand).

Background

At one time, Jacques Renault, originally from Montaigne, was a knight of die Kreuzritter. With his calm demeanor and humble nature, he was an ardent servant of the Church which deemed him worthy, along with his best friend and fellow knight Dirk Grossenkir, to protect the life of the Hierophant.

When the Hierophant was murdered by *l'Empereur's* men and Dirk was run through seconds later, Jacques was devastated. He had failed in his duty and broken his oath, something unthinkable for him. The spiritual leader of the Vaticine Church was dead and Jacques was responsible. Worse, it was against die Kreuzritter code to use force to avenge a death; he could do nothing on Dirk's behalf. In fury and desperation, Jacques fled that night, leaving the Order and life as he knew it behind. Driven by his thirst for vengeance, he set out on a path that eventually brought him in contact with a huge Eisen man known as *der Kire*.

Raised in an orphanage in Eisen, the Kire grew to an immense size despite his impoverished conditions. He was generally regarded as the largest man in Eisen, and possibly in all of Théah. When he was old enough, he set out on his own, touring the Trade Sea, moving between Eisen and Avalon on a regular basis. Eventually, he owned his own ship and then he fell in love with a lady who loved him for his courage and his noble heart. Life was good and he was a happy man.

One fateful day, he crossed paths with Avalon privateers who shattered his life by sinking his ship, killing his family

and leaving him for dead. Everything gone, the once proud Kire slipped into a devastating depression, drinking heavily and crying out for vengeance. He was several moons into the bottle when Jacques Renault found him. Renault nursed him back to health and two began what has become a lifelong friendship.

Living on the high seas has its risk so it was just a matter of time before Jacques and the Kire fell afoul of some authority and found themselves incarcerated in Montaigne's dreaded Talon Prison. They probably would have languished there but fortune smiled upon them and they were able to escape. Their travels brought them back to Montaigne during the height of the Revolution. While they were sitting one night in a dark tavern, a cloaked man — obviously a nobleman — approached them. He has a "friend" in desperate need of help and apparently had the funds to pay for it. The Kire had a ship. It seemed like an ideal fit. In fact, it could not have been better if Jacques had planned it himself. He and the Kire surreptitiously contacted die Kreuzritter and the Eisen set sail with a very precious commodity stowed away in his hold.

A hundred miles off the coast, the Kire's ship rendezvoused with a vessel carrying Renault and a cadre of Black Knights. The two "passengers" were awakened and dragged down into the hold where a Kreuzritter tribunal awaited them. Renault stepped forward and presented his evidence. The passenger charged with the crimes scorned the right of his accusers to pass judgment but they declared him guilty and sentenced him to hang from the yardarm until dead. True to their oath, none of them laid a hand on him; it was the Kire who did the honors of tying the noose around the criminal's neck and swinging him out above the waves.

Thus ended the life of *l'Empereur* as he dangled in the breeze, and the death of the Hierophant was avenged.



Using Jacques and the Kire

Jacques and the Kire make an ideal pair. Despite the Kire's inner rage, Jacques tempers him well, serving as a mentor when necessary and a friend at times when pain becomes too much. Jacques watches his friend closely and even during their stay in prison, he never strayed from the Kire's side. Since exacting revenge against the ruler of Montaigne, the two have sought adventure among several sea-going vessels, working for whoever will pay them.

Jacques and the Kire can be used in many ways. They are complex and rich characters with a variety of motives. On one level, they are simple adventures — swordsman for hire, looking out for each other in a turbulent time and enjoying the richness of life, as both have seen loved ones ripped from them. It is not uncommon to see the two men fighting back to back, laughing at a private joke, ridiculing their opponents and planning where to spend their spoils after dispatching their foes. On another level, they are still dark characters bent on vengeance.

Although Jacques' charge has been satisfied, there remains the issue of the Kire's revenge against the men who killed his family.

In a fantasy campaign, Jacques is the responsible one, securing work from trustworthy sources and the Kire is the 260 pounds of Eisen muscle that ensures contract terms are completed successfully. The Kire refers to himself only in the third person. A man of contrasts, he is a fierce warrior with a poet's heart. Jacques, on the other hand, is polite to a fault, but still haunted by secrets doubts which is never reveals... even to his friend. Despite their occasional bouts of very heavy drinking, the two are an invaluable resource to any party looking for an extra hand for an adventure or two.

The Bewitched

"Bloody" Bonnie McGee, Highland Pirate 4/
Captain 3/Donovan Swordsman 4: CR 11;
SZ M (humanoid); HD 4d10 +4 plus 3d6 +3
plus 4d8 +4; hp 58; Init +2 (Dex);
Spd 30 ft.; AC 19 (+3 Int, +6
Unarmored Defense Profi-
ciency; Atks: belaying pin
+10/+5 melee (1d6 +1), dagger
+11/+6 melee (1d4 +1), dagger
+11/+6 melee (1d4 +1), smallsword +11/+6 melee (1d6 +1);
SA Ambidexterity, Buckler Master, Cunning Plans, Donovan's
Twist, Focused Training, Legendary Leadership, Motivational
Speech, Pirate Feat (sea legs), Seasoned, Roguish Style, Two
Weapon Fighting; SV Fort +10, Ref +8, Will +7; Str 12, Dex 15,
Con 13, Int 17 Wis 10, Cha 16; AL NG; Skills: Balance +6,
Bluff +5, Climb +5 Craft (strategy) +6, Perform +6, Intuit
Direction +4, Jump +5, Profession (strategist) +8, Profession
(sailor) +11, Sense Motive +5, Sense Motive +6, Speak
Language (Avalon, Montaigne, Vendel [alternately, any three
languages from your campaign]), Swim +5, Tumble +5, Use
Rope +4; Feats: Courageous, Heroic Destiny, Iron Will,
Leadership, Skill Focus: Profession (tactician or strategist),

Unarmored Defense Proficiency (beginner), Weapon Focus (smallsword) Weapon Specialization (smallsword), Weapon Focus (dagger).

Note: Bonnie's twin daggers are dracheneisen, and when wielded by a good-aligned character, have the following enchantments: keen, quick, and wounding. The daggers themselves choose when to grant these boons; while they work for Bonnie, they may not necessarily work for anyone else.

New Feat: Heroic Destiny [General]

The fates have selected the player character for a special task: vanquishing a unique foe or destroying an evil which has lingered too long.

Benefit: Once in the player character's lifetime, he or she may activate this feat in order to double his or her level and gain all the attendant benefits thereof. Hit points increase appropriately, as do all skills, feats, and other abilities. The effects last for one day, or until the character's stated foe is destroyed, whichever comes first. At the end of this period, all benefits are lost and the character is reduced to first level, losing all previously held skills and abilities. Alternately, the character may simply revert to his or her original stats, and be immediately spirited away to another plane (as Bonnie was) by whichever being is most appropriate.

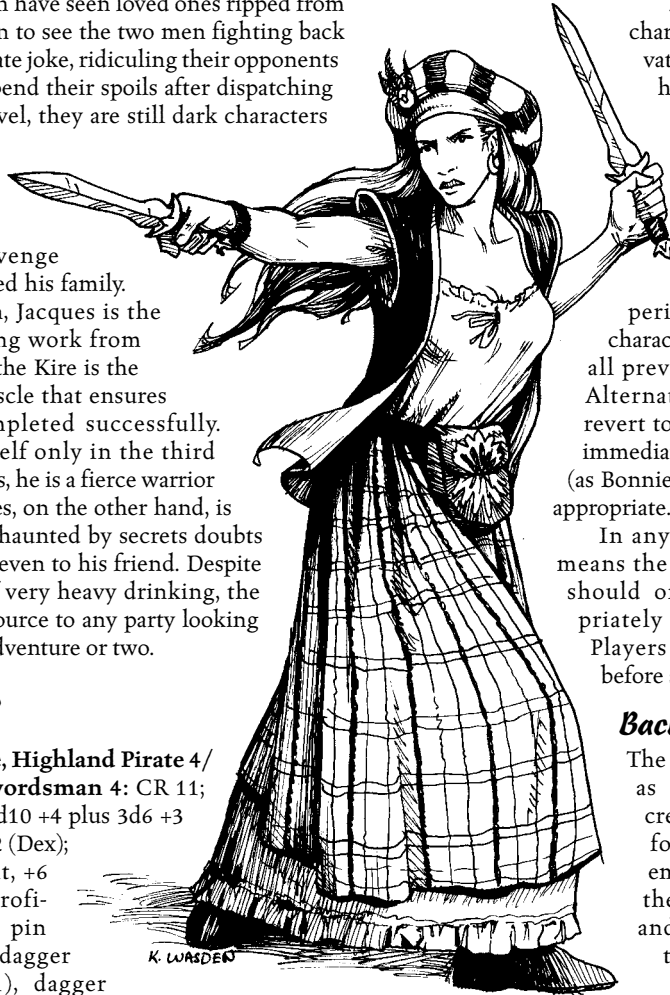
In any case, use of this feat typically means the end of a character's career and should only be used during an appropriately dramatic (and final) moment. Players should consider very carefully before selecting this feat.

Background

The alien Sidhe look upon humanity as fascinating toys; wondrous creations to be poked and prodded for their amusement. Human emotions hold particular interest for them, as do the stories of heroism and tragedy that mankind loves to tell. Those who fall under their spell often find themselves living out intense dramas, playing the role

of hero, villain, lover, etc. because the Sidhe expect them to act that way. No one exemplifies such a tragic state more than the Highland privateer Bonnie McGee.

Although born into a noble family, McGee found her life-long calling on the deck of a ship. She served as a mercenary captain, both of her own vessel and under the Sea Dog Jeremiah Berek. Though brave and capable, her story might have been no different from any other sailor or adventurer, save for one thing: her encounter with Captain Reis. He sank her ship and slaughtered her crew, as he had so many before, but this time, something was different. McGee escaped the carnage and returned safely to port — the first person ever to do so.



She soon ascertained the source of Reis' strength: the Sidhe Glamour that allowed him to play the role of villain perfectly. But every villain must eventually be vanquished by a hero, at least according to the stories. And the Sidhe who gave Reis his power love stories. If the *Crimson Roger* was their villain, Bonnie reasoned, then they needed a hero to destroy him. She intended to offer herself as a candidate.

Using the power of a magic mirror, she journeyed to the Sidhe land of Bryn Bresail, and struck a deal with their Queen: if the Sidhe gave her the power to destroy Reis, she would return to the faerie lands to reenact the story for all time. The Queen agreed to her terms; Bonnie returned to the material plane, and faced Reis in a final battle on the island of Cabora. Thanks to Sidhe Glamour, she slew the evil pirate in a ferocious duel. The bargain fulfilled, she was immediately spirited back to Bryn Bresail. There she remains, under the spell of the Sidhe Queen, forced to relive her epic battle for the fey courtiers' amusement. Time has no meaning in the faerie kingdom, and although it seems as though she has only been gone a short while, a thousand millennia have passed in Bryn Bresail where the Sidhe listen tirelessly to the tale of the neverending struggle against a phantom Reis who dies and is reborn again and again and again...

Using Bonnie

Bonnie is hardly your typical damsel in distress. Before her bewitchment, she was a fierce privateer with a will of iron and a tongue to match. McGee possesses the loyalty of a pit bull, and never fails to help a companion in time of need. Although currently lost in the Sidhe's dark spell, she has not forgotten her true self; all she needs is a little help to pull free. Characters sympathetic to her plight may attempt the journey to Bryn Bresail to rescue McGee, but they will have to face the Sidhe Queen and attempt to bargain with her or face her terrible wrath. If they prevail, they will earn a friend for life.

If the players need more incentive, they may be prompted to seek her out as a means of destroying Reis. As the only person who ever defeated him, her aid would be invaluable in facing his current successor. The party who crosses swords with the terrifying pirate might pick up word of Bonnie's epic duel and then travel to Bryn Bresail to bring her back. Should McGee learn from them that Reis still sails — a new Reis, imitating the man she slew — it may be enough to break the enchantment and enable her to escape with the rescuing party. Of course, the Sidhe may pursue them in an effort to recover their lost "heroine," but Bonnie has learned a thing or two during her enchantment and won't hesitate to reveal the Sidhe's weaknesses to any rescuers.

The Guardian

Vasya Wilhelm, Eisen Fighter 5/Iron Guard (Freiburg)
3/**Loring Panzerhand 5:** CR 13; SZ M (humanoid); HD 10d10 + 40 plus 3d8 + 12; hp 131; Init +1 (Dex); Spd 30 ft.; AC 19 (+1 Dex; +8 Armor (Full Plate)); Atks: panzerhand +17 (1d6+10); SA Follow Up Attack, Hook, Off-Handed Training, Protected Disarm, Quick Disarm; SV Fort +15, Ref +4, Will +9; Str 16, Dex 13, Con 18, Int 12, Wis 13, Cha 10; AL LG; Skills: Appraise +4, Balance +4, Bluff +1, Climb +6, Diplomacy +2, Gather Information +2, Handle Animal +2, Intimidate +7, Intuit Direction +2, Jump +7, Listen +4, Ride

+3, Search +4, Sense Motive +9, Spot +4, Swim +5; Feats: Beat, Bruiser, Cleave, Combat Reflexes, Exotic Weapon Proficiency (Panzerhand), Great Cleave, Improved Bull Rush, Improved Unarmed Strike, Iron Will, Loyal, Power Attack, Stunning Fist, Sunder, Weapon Focus (Panzerhand), Weapon Specialization (Panzerhand).

Background

Even at a young age, Vasya's life was one of terrible hardship. His earliest and fondest memories are of Adelaide Wilhelm, the woman who took him in as a child. Although poor, she was kind and generous, and shared whatever she had. She taught him to read and write, but more importantly she taught him that virtue was more than just a word. At her knee, Vasya learned about honor, courage, duty and loyalty. But Adelaide was not a young woman and fell ill when Vasya was only ten. The boy remained faithfully at her side until the end until her death nearly a year later. Heartbroken, he assumed her name and swore to honor it for the rest of his life.

For years, he survived hand-to-mouth, scrounging through others' refuse, sharing scraps with stray dogs and begging for spare coin when pickings were slim. Through it all, however, he remembered Adelaide's lessons. He never stole, never cheated and never preyed upon another human being. Despite his hardship, he grew into a strong, healthy adult. In his twentieth year, he stumbled upon a prize fight in a back alley and decided to challenge the winner. He lost, but for the thirty seconds that he fought, he was able to forget his miserable life. He returned the next night, and the next, and the next. Finally, he began to win.



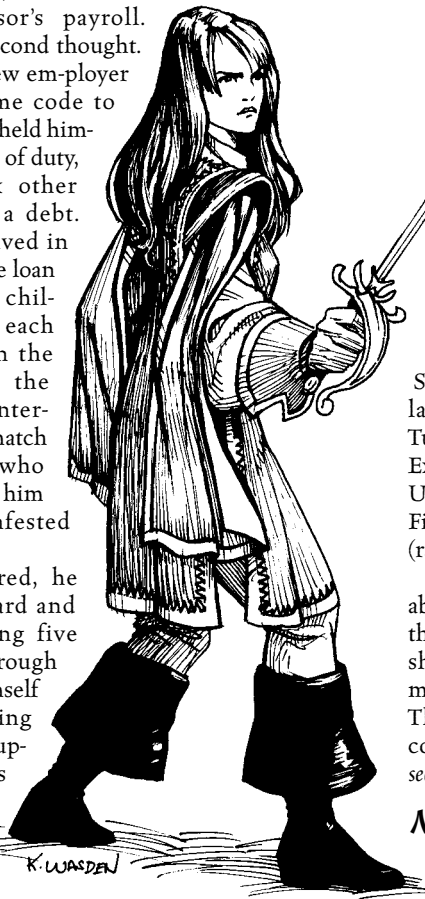
The Honest Antagonist

Not everyone who is good, whether lawful, chaotic or otherwise, will be on your characters' side. Vasya is an excellent example of a good character who is more likely to be on their case — especially if they practice the flexible morality common in Freiburg. In the Kingless Kingdom, it often takes compromise to get things done, whether in a deal or with your own morals, but Vasya refuses to accept this.

Freiburg has few laws, but Vasya ascribes equal importance to each one. Player characters who circumvent any of them — for any reason, no matter how noble — are likely to land on his bad side. He is a rigidly moral man, although he might be somewhat more lenient toward those who break the laws for a greater good. Somewhat.

The fight's sponsor, although he never attended in person, always sent a representative to scout for potential muscle. When Vasya began to win, he was offered a spot on the sponsor's payroll. He accepted without a second thought. Unfortunately, Vasya's new employer did not live by the same code to which the young fighter held himself. After several months of duty, he was sent with six other "guards" to collect on a debt. The debtor obviously lived in poverty and had taken the loan to feed his wife and six children. Vasya winced as each blow landed, and when the guards moved on to the debtor's wife, Vasya intervened. Sadly, he was no match for his former cohorts, who beat him severely and left him for dead in the rat-infested home.

When Vasya recovered, he enlisted in the city guard and through the intervening five years, he rose rapidly through the ranks, dedicating himself wholeheartedly to fighting Freiburg's rampant corruption. He has made it his personal mission to ensure the poor received the same protection as the rich, if not more. Although he attempts to fight corruption among his own men, it is a difficult task on the best of days. He is quickly discovering that his former employer is not the exception, but the rule. Nonetheless, he is determined to battle such men as long as he is able.



Using Vasya

In Théah, Vasya serves in Freiburg, one of the most lawless and corrupt cities on the continent. He can easily be transplanted to any similarly crime-ridden city in any campaign world. He is a good man in a bad town, determined to do the right thing no matter the personal cost. In many instances, however, his hands are tied, perhaps because of the powerful men aligned against him. Such cases are an excellent opportunity to bring the PCs into the mix. Despite his best efforts, many men in Vasya's command remain corrupt, making a group of allies in whom he can trust a valuable asset.

Of course, the flip side of this is if you're running an intrigue campaign, Vasya may very well be a nemesis, even if the player characters are ultimately on the side of the angels. Vasya does not believe that "the ends justify the means" and will always uphold law and order, regardless of the inconvenience this might present to the players.

The Musketeer

Sylvia Étalon du Toille,
Montaigne Musketeer 4/Valroux 3:

CR 7; SZ M (humanoid); HD 7d10 +7;
hp 51; Init +3 (+3 Dex); Spd 30 ft.; AC 18
(+3 Dex, +5 Unarmored Defense Proficiency [Expertise may adjust this number]);
Atks: rapier+10/+5 melee (1d8), main gauche
+10/+5 melee (1d4), musket +10/+5 ranged
(1d10); SA Elegant Duelist, Focused Training, Off-
Handed Fighting, Musketeer Feats, Raise the Stakes,
Servant of the Crown; SV Fort +5, Ref +5, Will +10;
Str 10, Dex 17, Con 12, Int 13, Wis 16, Cha 13; AL LG;
Skills: Bluff +6, Climb +1, Handle Animal +3, Intimidate +4,
Jump +4, Knowledge (religion) +3, Knowledge (law) +5,
Perform +1, Ride +5, Search +3, Sense Motive +4,
Speak Language (Avalon, Montaigne [alternately, any two
languages from your campaign]), Spot +3, Swim +2,
Tumble +3, Use Rope +3; Feats: Defender of the Crown,
Expertise, Faith, Half-Blooded (Porté), Latent Porté Sorcerer,
Unarmored Defense Proficiency (beginner), Two-Weapon
Fighting, Weapon Finesse (rapier), Weapon Specialization
(rapier), Weapon Specialization (main gauche).

Note: Sylvia possesses a Créer Puzzle Sword with the abilities Locksmith's Hilt and Loyal Hilt. Instead of poison, the Loyal Hilt delivers 1d8 damage, which counts as a called shot to that arm (−4 penalty to all checks and attack rolls made with the wounded arm for 1d6 rounds unless healed. The opponent drops anything held in that arm and is considered immediately disarmed.) For more information, see *Swashbuckling Adventures*,TM pages 173–174 and 188.

New Feats: Half Blooded [General]

You have noble blood coursing through your veins and as a result, you are able to train yourself in the uses of noble magic.

Prerequisites: Human; one of the player character's parents must have had the feat: Full Blooded of the chosen magic type, or both of the character's parents must have had the feat Half Blooded of the chosen magic type.

Benefit: Choose one of the noble magic types (Fuego, Lærdom, Porté, Pyeryem, Scry, Sorte or Zerstörung). You may take levels in the chosen class of the selected magic. This feat also acts as a prerequisite for special feats.

New Spells

Blood Object

Transmutation

Level: Prt 0

Components: S

Casting Time: 1 minute

Range: Touch

Target: A single object

Duration: Instantaneous

Saving Throw: Will Negates

Spell Resistance: No

By marking any object of Large size or smaller with a small amount of your own blood, you always know the object's general location. You can detect any item so long as it is within 1 mile/caster level. Unattended objects are not allowed a saving throw, but magical or attended items are allowed a save as normal. You may blood one item with each casting of this spell. As long as an item remains blooded, it occupies a spell slot of that level.

Bring Object I

Transmutation

Level: Prt 1

Components: S

Casting Time: 1 action

Range: The caster must be able to sense the target.

Target: A single blooded object, 1 cu. ft.

Duration: Instantaneous

Saving Throw: Will Negates

Spell Resistance: No

When cast, this spell summons any previously blooded object (see above) to your hand so long as the item is within 1 mile/caster level. The process takes a full-round to cast, but once completed, the item comes to your hand. The item cannot be heavier than you can lift in one hand. As with Blood Object, the item is allowed a saving throw only if attended or magical. Failure means you successfully retrieve the object. Success means that the object is not transported, and must be blooded again before another attempt can be made.

More on Porté magic will appear in the upcoming *Magic of Théah* sourcebook.

Special: This feat may only be taken at 1st level. If the character had two parents with the Full-Blooded feat, the player character may take this feat twice, each time applying to a different magic type.

New Feat: Latent Porté Sorcerer [General]

Prerequisites: Half Blooded (Porté)

Benefit: Your Porté abilities have atrophied from lack of use, but still retain some potency. You may cast the Porté spells: Blood Object and Bring Object up to three times per day each. Note that to keep an object Blooded a sorcerer must forfeit the use of a spell slot for the duration that the spell remain Blooded. A character with this feat may forfeit the use of a Bring Object slot to maintain an object's blooded status. A character with this feat is considered a level 1 caster for spell casting purposes.

Special: You may only take this feat at 1st level.

Background

Sylvia was born a Porté sorcerer, able to tears holes in reality and transport objects across great distances. Her noble mother encouraged her gift, calling it a blessing from the heavens. At the same time, her local clergyman preached a diametrically opposing message: all magic was evil and practicing it was a cardinal sin. Thus Sylvia grew up suspended between two diametrically opposed viewpoints. Although trained in Porté, she rarely used it so her innate talent slowly began to wither. At the same time, she developed a strong sense of faith and began attending religious services as often as she could. In the meantime, she kept her blood-red hands hidden from sight and tried to forget her sorcerous heritage.

Service in the musketeers gave her a chance to temper her conflicting emotions. Within their ranks, she found a new moral compass and learned not to depend on others to tell her right from wrong. She combined her faith with a strong sense of justice, and used the musketeer's creed to overcome lingering doubts about her heritage. The day she completed her martial training, her uncle gave her a precious family heirloom — a Montaigne Puzzle Sword — that she wore with pride.

For five years, she served alongside her fellow musketeers, protecting the innocent and punishing the guilty in equal proportions. Sylvia's divided identity faced another test when a peasant revolution swept through Montaigne. Her public piety and status as a musketeer initially spared her from persecution, but the revolutionary government hated Porté magic — a sign of the "corrupt" nobility they had recently overthrown — and their intolerance gradually turned into full-blown bloodlust. Sylvia was forced to flee the nation she loved so dearly, finding sanctuary amid a community of fellow exiles in Eisen. She joined a "citizens' watch" there, ex-musketeers who protect their new nation. They retain the Musketeer code, their tabards, and their honor — musketeers in all but name — and Sylvia is proud to serve among them. She hopes someday to return to her native land, but in the meantime, she has a job to do.

In private, her old demons continue to haunt her and she silently curses the Porté blood that led to her exile. Her consolation is that she is still a musketeer and nothing — not her heritage, not her doubts, not the fanatic revolutionaries which now rule her country — can ever take that away.

Using Sylvia

Sylvia makes a strong link between a party of (presumably independent-minded) player characters and the government of whatever nation or kingdom in which they find themselves. If you are running a Théan campaign, Sylvia resides in the Eisen königreich of Wische: home of the Montaigne government in exile. If you are running a campaign in another world, she can be found in any benevolent nation other than the one in which she was born. As a foreign émigré, she remains an outsider, but her semi-official status grants her authority and access to government resources: the perfect bridge between rulers and PCs. If they need a hand with local bandits, a favor from the city watch, or the like, they need only turn to her. Of course, she must be convinced that the party serves noble ends (she won't break the law for them, though she may bend it a bit), but good-aligned characters working for a just cause will find in her a valuable ally.

The Redeemed

The General, Eisen Fighter 8/Eisenfaust 5/Captain 1: CR 14; SZ M (humanoid); HD 8d10+24+5d8+15+1d6+3+3 toughness; hp 122; Init+1 (Dex); Spd 20 ft; AC 19 (+1 Dex +1 panzerhand +7 half plate); Atks: masterwork longsword +20/+14/+12 melee (1d8+3), panzerhand +17/+12/+7 melee (1d6+3), pistol +14/+9/+4 ranged (1d10); SA Retaliatory Blow, Waiting Game, Ambidexterity, 2 Weapon Fighting Style, Cunning Plans, Greedy; SV Fort +13, Ref +4, Will +16; Str 16, Dex 12, Con 17, Int 15, Wis 17, Cha 16; AL NG; Skills: Balance +3, Bluff +4, Craft (strategy) +8, Diplomacy +4, Gather Info +8, Intimidate +8, Intuit Direction +6, Knowledge (war) +5, Knowledge (Eisen) +5, Perform (Squares) +4, Profession (Commander) +10, Profession (Sailor) +3, Profession (Strategy) +13, Search +3, Sense Motive +8, Speak Languages (Eisen, Montaigne [alternately, any two languages from your campaign]), Spot +5; Feats: Brawny, Expertise, Exotic Shield (panzerhand), Greater Bind, Improved Bind, Indomitable Will, Iron Will, Leadership, Orders, Scoundrel, Skill Focus: Profession (strategy), Sunder, Toughness, Weapon Focus (sword), Weapon Focus (panzerhand).

Note: The General's breastplate, left armguard, left panzerhand, left leg guard, and left thigh plate are all made of dracheneisen. The breastplate is of such good quality that any damage sufficient to kill him from a blunt physical object (cannonball, bullet, club, collapsing building, etc) allows him a Fortitude saving throw (DC 16). If successful, he survives the damage with only 1 hit point remaining.

The General's Fist, the dracheneisen panzerhand, is capable of locking into place when he makes a bind attempt. If successful, the bind cannot be broken until he unlocks the grip, which is a full round action. If he fails to bind the opposing weapon, the panzerhand is locked into a fist until he unlocks it. If he has bound a non-magical, non-Syrneth sword, he may break it as a move equivalent action with a successful strength check of DC 15.

Background

After years of slaughtering his countrymen during a bloody civil war, Baron Heinrich Von Stutten left his lands to create a peace treaty — a peace treaty that fell apart because his fellow nobles cared more for their own power than for ending the bloodshed. He returned to his estate to find the land in ruins and his people dead. Staring down at the desola-

tion from a hillside, his eyes caught on the family motto engraved on his armor. "A nobleman shares his name with his land, but it is his honor that he holds most dear." At that moment, he renounced his holdings, his armor, his honor and his very name. He walked away with nothing except the clothes on his back.

Heinrich became a mercenary, fighting for whoever would pay the most and answering only to "the General." His obvious skill in combat and strategy allowed him to rise quickly to command of a small troop of men working for Montaigne. During a visit to the Montaigne court, the Emperor was dressing down one of his admirals and screamed out that anyone could perform the job better, even that mercenary over there. The General took him up on the offer and the mercurial ruler quickly granted him command of the Montaigne Navy.

The General was not an easy master. He demanded excellence in his men and had no respect for any officer who did not carry his own weight. Many influential noblemen found themselves promoted to the captaincy of a barge, but for skilled men or those willing to learn, he offered promotions without regard of social standing — something the noble officers found scandalous. He also used many questionable

tactics, such as paying criminals and smugglers to keep him informed about the activities of the pirates in the area, using hostages to force the surrender of pirates, and whipping anyone found in dereliction of his duties.

The General also instigated a change in strategy from using a few large, unwieldy galleons to employing large numbers of the more nimble frigates. His brutal tactics, steadily growing information web and skilled officer corps combined to form a powerful navy. Within months, he had shattered the disorganized pirates in the waters bordering Montaigne, then transferred most of his ships to form a blockade against Castille. He had also made inroads against more organized privateers such as the Sea Dogs and the Brotherhood of the Coast. But then the Emperor's mood shifted again, and a perceived "failure" on the General's part led to his demotion in favor of Admiral Valoix (see page 13).

He was still fuming over the insult when the Inquisition approached him. In exchange for surrendering his men to them to be prosecuted for their "war crimes," he would be given a small fortune.

Bitter over his demotion, he initially agreed but days before the ambush, he reconsidered. His time with the navy had reawakened his sense of honor, so rather than turn over his men, he loaded the money the Inquisition had paid him into a cannon and fired it at their ship. His daring escape from their fury proved to his men and to himself that he was more than a money hungry mercenary.

He returned to his homeland long enough to reclaim his dracheneisen armor but did not believe that he is worthy of his lands or title yet. He set out with his single ship to rescue



another of the Inquisition's victims — a Castillian Admiral named Orduño. The vessel vanished, along with everyone onboard, during the escape, and their current whereabouts are unknown. But the General and his men could turn up just about anywhere.

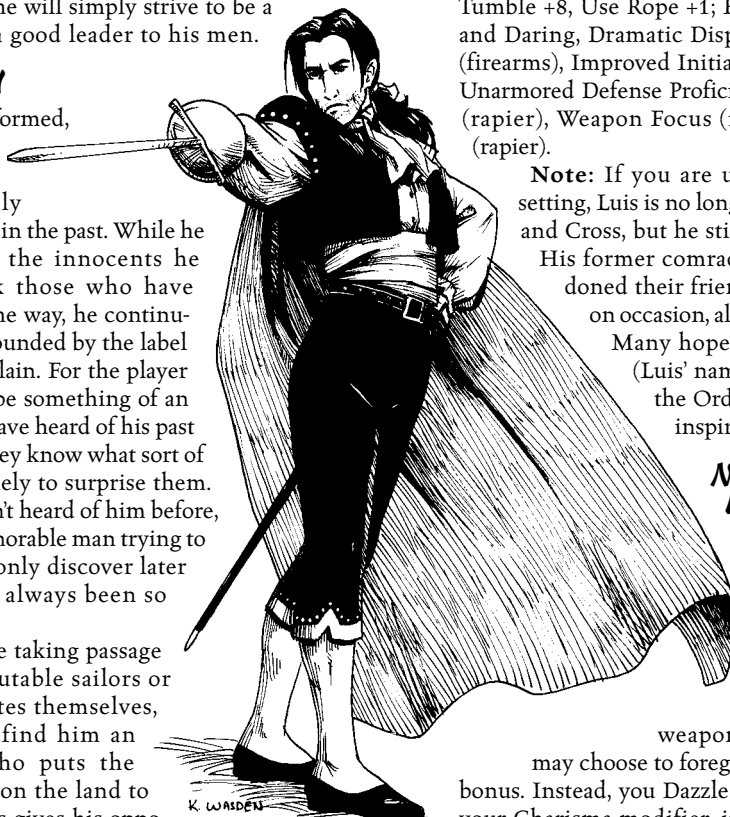
The General is a burly bear of a man who lost an eye during the hard fighting in the Eisen revolution years ago. A man of deep convictions and an iron will, he is gruff and usually straightforward. Although he has had some past experience with intrigue and scheming, he generally finds politicians distasteful and prefers more the more "honest" conflicts incurred when dealing with pirates. He is slowly rebuilding his belief that honor and duty are more important than anything else in a soldier's life. For the first time in a long while, he cares for his men again and refuses to use dishonorable means to achieve a victory. Perhaps someday, he will find himself worthy of his heritage and return to reclaim his lands, but for now, he will simply strive to be a virtuous man and a good leader to his men.

Using the General

Although, he has reformed, the General was a man for hire who has used extremely dishonorable tactics in the past. While he is trying to repay the innocents he injured and thank those who have helped him along the way, he continually finds himself hounded by the label of scoundrel and villain. For the player characters, he may be something of an enigma. They may have heard of his past deeds and believe they know what sort of man he is, but is likely to surprise them. For those who haven't heard of him before, they may see the honorable man trying to make his way, and only discover later on that he has not always been so virtuous.

For those who are taking passage with less-than-reputable sailors or those who are pirates themselves, they are likely to find him an implacable foe who puts the lessons he learned on the land to good use. He always gives his opponents an opportunity to surrender, but often only after launching a devastating ambush. His information network still exists and some heroes may find themselves seeking him out to gain important information. In such a situation, he is willing to part with information in exchange for a hefty reward, but no amount of bribery will convince him to turn aside from his newly reformed honor.

His position as a captain in the Montaigne navy remains unchanged, mostly because no one in authority has taken the time to deal with it. While he only commands one ship, he can call in favors and rely on past experience to request help from any other Montaigne ships in the area if he is in trouble. If playing in a campaign other than Théah, he holds a position in any human kingdom with a substantial navy.



The Rogue

Luis Rafael Dominguez, Castillian Swashbuckler
3/Aldana Swordsman 5: CR 8; SZ M (humanoid); HD 3d6+6 plus 5d8+10; hp 63; Init +9 (+5 Dex; +4 Improved Initiative); Spd 30 ft.; AC 27 (+4 Dashing and Daring; +5 Dex; +3 Light Footed; +5 Unarmored Defense Proficiency); Atks: rapier +17/+12 melee (1d8+3), pistol +13/+8 ranged (1d10); SA Dexterous, Focused Master, Light Footed, One Blade as Two, Slipping Feint; SV Fort +4, Ref +12, Will +8; Str 13, Dex 20, Con 14, Int 16, Cha 18; AL CG; Skills: Balance +5, Bluff +5, Climb +5, Diplomacy +4, Escape Artist +2, Gather Information +3, Hide +2, Jump +5, Knowledge (geography) +2, Knowledge (religion) +1, Listen +3, Move Silently +2, Ride +2, Search +3, Sense Motive +5, Speak Language (Avalon, Castille, Eisen, Montaigne, Vodacce; [alternately, any five languages from your campaign]), Spot +3, Swim +2, Tumble +8, Use Rope +1; Feats: Combat Reflexes, Dashing and Daring, Dramatic Display, Exotic Weapon Proficiency (firearms), Improved Initiative, Panache, Reckless (hubris), Unarmored Defense Proficiency (beginner), Weapon Expert (rapier), Weapon Focus (rapier), Weapon Specialization (rapier).

Note: If you are using Théah as your campaign setting, Luis is no longer officially a Knight of the Rose and Cross, but he still has ties with the organization.

His former comrades in the Order have not abandoned their friend and still offer their assistance on occasion, albeit covertly more often than not.

Many hope to bring "Wandering Salvador" (Luis' name among the Knights) back into the Order and help him realize his true, inspirational potential.

New Feat: Dramatic Display [Fighter, Swashbuckler]

Actions speak louder than words.

Prerequisites: Cha 15+, Dashing and Daring, Weapons Expert

Benefit: When armed with a weapon in which you are Expert, you may choose to forego one attack at your lowest attack bonus. Instead, you Dazzle a number of opponents equal to your Charisma modifier, inflicting a -4 morale penalty to their attack rolls and armor class as they shrink back from your martial prowess. This effect lasts for the duration of the battle.

Background

If you were to ask Luis Rafael Dominguez de San Angelo to describe himself, he would likely answer that he is simply a wandering swordsman who sells his blade to anyone who can meet his price. If you were to ask any of the scores of people he has delivered from dire peril, they would likely answer that he is a gallant hero with relentless courage and a knack for being in the right place at the right time. Curiously enough, the only person who would disagree with such sentiments is Luis himself. No matter the number of good deeds or daring rescues he has performed, he refuses to recognize his courageous spirit as anything special.

Orphaned in early childhood, the amiable young Luis was adopted by a noble couple and raised as their only child. He was showered with both wealth and affection, but never grew spoiled or ungrateful for such a comfortable existence. Instead, he worked diligently to make his family proud, studying hard under private tutors and displaying a natural affinity for swordsmanship.

When he came of age, Luis attended the local university with the intent of becoming a Vaticine priest, but fate had other plans. Late one night, the cries of a damsel in distress disturbed the silence of Luis' loft. Without a thought for his own safety, he rushed into action and made short work of the young woman's assailants. Indebted for the timely rescue, her father, a diplomat from Avalon, sponsored Luis' admission into the Order of the Rose and Cross. He soon earned a reputation as one of the most promising Knights in generations. Then the Montaigne invaded Castille, and Fate again changed the course of Luis' life.

Fearing for his family's safety, Luis abandoned his duties and rushed home, only to be ambushed along the way. Broken and bloodied after fighting through a squad of veteran soldiers, he arrived at the Dominguez rancho too late to save those he loved most. His family's estate had been one of the first to fall. Overcome with grief, he laid his parents to rest side by side under a giant shade tree along with his Knight's tabard and his family sword, for he no longer felt worthy of them.

He has since traveled all over Théah and its surrounding seas in the years, righting wrongs and combating evil wherever he finds it. No matter how many lives he saves, however, he remains haunted by his perceived failure to save his family. The gregarious attitude he once displayed as a Knight has been replaced with a darker, more reckless humor, and he now finds a grim satisfaction in combat that would have shocked his younger and more idealistic self.

In spite of everything (including his own self-perception and self-deception), the core of his character has not changed. He is a true hero, whether he chooses to acknowledge it or not.

Using Luis

If there is trouble happening somewhere within your campaign setting, chances are Luis is in the thick of it. He is an excellent device to bring player characters into an adventure, whether he is asking for their aid as like-minded heroes or thwarting their latest nefarious schemes. Luis can also be used any time the player characters need support in a noble endeavor or simply a capable adventuring companion to help combat powerful foes.

Over time, the player characters should be able to help Luis realize he is still a hero, either through their own heroic example or by providing him with a challenge only a hero could hope to overcome. Being emotionally wounded, Luis would be especially susceptible to the romantic encouragement (or challenge) of a female player character.

The Scholar

Mus Borwin, Vendel Wanderer 9: CR 9; SZ M (humanoid); HD 9d8 + 18; hp 71; Init +0; Spd 30 ft.; AC 10 (+0 Dex); Atks: sword cane +7/+2 melee (1d6 +2); SA Evasion, Tradesman, Uncanny Dodge (Can't Be Flanked), Wanderer's Knowledge, Ward of the Albatross; SV Fort +6, Ref +6, Will +6; Str 15, Dex 10, Con 17, Int 18, Wis 16, Cha 12; AL NG;

Skills: Appraise +12, Bluff +6, Decipher Script +11, Heal +7, Intuit Direction +11, Intimidate +6, Knowledge (arcana) +11, Knowledge (astronomy) +12, Knowledge (biology) +10, Knowledge (cartography) +10, Knowledge (history) +11, Knowledge (mathematics) +9, Knowledge (natural philosophy) +12, Knowledge (religion) +9, Listen +8, Move Silently +6, Search +6, Speak Language (Avalon, Castillian, Eisen, Montaigne, Théan, Vendel [alternately, any six languages from your campaign]), Spot +10, Wilderness Lore +12; Feats: Detailed Knowledge (astronomy), Detailed Knowledge (cartography), Detailed Knowledge (natural philosophy), Membership — Secret Society (Invisible College), Survival, University.

New Feat: Detailed Knowledge [General]

Choose one Knowledge skill. You have learned nearly everything that there is to know about that particular field of study. While you may have difficulty recalling specific details at a moment's notice, you hardly ever fail to come up with the correct answer to a more generalized question if you have some time to think about it.

Prerequisite: At least 3 ranks in the Knowledge skill.

Benefit: You may retry rolls made with the chosen Knowledge skill.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new Knowledge skill.

Background

Mus Borwin is a tall, broad-shouldered Vendel, and one of the world's foremost astronomers and experts on cartography. He keeps his blond hair and beard cut very short. Due to an old injury to his right leg, he walks with a cane in his left hand. He speaks quietly and has a tendency to mumble because he forgets that others are listening. His colleagues often tease him about his name — "Mus" means "mouse" in Vestenmannavonar — and his quiet demeanor and name seem to be at odds with his height, sturdy frame, and role as a hero.

But Mus has not always been a quiet scholar. As a young man, he lived a much more adventurous lifestyle, getting involved in tavern brawls when he should have been studying. When school was not in session, he went traveling the continent in search of hidden knowledge about the stars. It was during these travels that he became fascinated with maps and the problem of measuring longitude accurately.

His high-spirited demeanor was extinguished one day in Eisen while he was in the field observing some new cannons designed by a former professor. When the battery he was working with was overrun, Mus became involved in the skirmish and ended up trampled beneath a horse's hooves. His shattered right knee never healed quite properly and he was forced by his injury to restrict his activities to more sedentary pursuits.

But he lost more than agility that day; Borwin also lost his faith. He had been an Objectionist, although not particularly devout, but he felt that no deity worth worshipping could ever have allowed him to suffer so much. While Mus tolerates those who do actively practice religion, he hardly ever discusses theology. Publicly Mus is still an Objectionist, but privately he is more of an agnostic.

But some good has come from the terrible experience. Mus has had time to focus on his goal of solving the navigational problem of longitude. Combining his twin fascination with astronomy and cartography, his latest method involves using the four moons of Re. He compares their positions as viewed

from a ship at sea with their position seen from a known point. This information, when combined with the time of sunset, based on latitude and date, allows the longitude to be calculated. He hasn't published this theory yet. He is waiting until he has had a chance to verify its usability at sea by sending a dozen ships out using this system at various latitudes and routes and comparing their findings. Only then will he announce it to the scientific community or seek serious investors.

He has other interests as well. Anything from biology to philosophy holds him in rapt fascination, and he listens eagerly to news of new discoveries in the world. He has become a wellspring of information, which he readily shares with friends and close comrades. Those looking for obscure facts or scientific knowledge outside of regular channels would do well to seek his counsel.

Using Mus

There are many uses for Mus in a campaign. In Théah, he could be a contact for a member of the Invisible College. His knowledge of places, astronomy, and science allow him to serve as a sage in a fantasy setting. Borwin could also hire characters to seek new pieces of knowledge for him... or to help him test his method of measuring longitudes or test some other new navigational tool of his devising. Occasionally these expeditions get lost, so perhaps the player characters will find themselves in uncharted waters. Alternately, Mus could also hire adventurers to find the survivors of a failed expedition which will take them to strange — and dangerous — places.

While Mus no longer starts barroom brawls and has ceased drinking to excess, he has been known to enjoy a good wine or ale from time to time, and he certainly enjoys the conversation and camaraderie of a busy tavern. Player characters may encounter him as a regular customer of a local establishment, only to find that he is a gateway to adventure.

The Smuggler

Sebastiano Scogna, Vodacce Pirate 6/
Captain 2: CR 8; SZ M (humanoid); HD 4d10 plus 3d6; hp 41; Init +3 (Dex); Spd 30 ft.; AC 18 (+3 Dex; +5 Unarmed Defense Proficiency); Atks: rapier +9/+4 (1d6+1), belaying pin +8/+3 (1d6+1), pistol +10/+5 (1d10); SA Cunning Plans, Motivational Speech, Roguish Style; SV Fort +6, Ref +9, Will +7; Str 12, Dex 16, Con 10, Int 13, Wis 14, Cha 18; AL NG; Skills: Balance +5, Climb +2, Escape Artist +4, Intuit Direction +5, Profession (Sailor) +4, Speak Language (Avalon, Castille, Crescent, Eisen, Montaigne, Ussura, Vendel, Vodacce [alternately, any eight languages from your campaign]), Spot +4, Swim +3, Tumble +6, Use Rope +5, Craft (strategy) +6, Perform +9, Profession (tactician) +7, Sense Motive +7; Feats: Ambidexterity, Iron Will, Leadership, Pirate Trick (Belay That!, Over the Side!), Skill Focus: Profession (tactician), Unarmored Defense Proficiency, Weapon Specialization (rapier).

Background

Dashing and roguish, Sebastiano Scogna is the epitome of the heroic scoundrel. Always willing to believe the best in people, even when they show him the worst, he is an idealist who has lived half his life on the high seas, and the other half dreaming of what lies beyond the horizon. He is widely traveled and well-versed in the cultures and languages of many lands, and speaks no less than seven major languages and several minor dialects.

Considering this, it would be difficult for Sebastiano to develop a strong loyalty to any flag or crown. Just as influential in this matter is his lineage: his four grandparents each hail from different nations (in Théah, these are Castille, Eisen, Montaigne, and Vodacce), and it is entirely likely that his mixed blood goes back even further. His ancestry is nearly impossible to determine from his features and his accent is pure pirate. In short, he is a man with no home but his ship, the *Santa Cecilia*, and he wouldn't have it any other way.

Scogna has contacts, allies, and friends all over the known world, from barbarian villages to the most civilized metropolises. Similarly, his crew's diversity is astounding, including a dark skinned first mate, a burly Vesten ship's master, a dour head border from the mysterious east, and a young runaway girl who holds the post of chief gunner. A motley crew, indeed. That said, the bonds of loyalty are tight on the *Santa Cecilia*. Sebastiano has led them through several battles upon the high seas. They have sailed to every major port in the world, encountered ships flying every flag, fought off pirates, and even been pirates themselves.

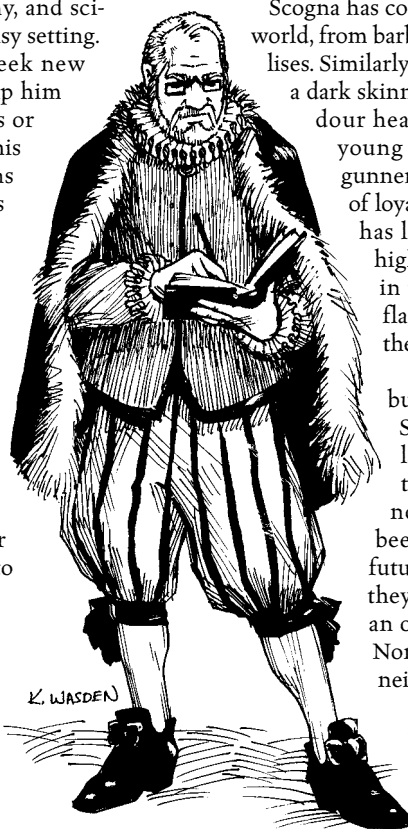
Though a frequent smuggler and occasional buccaneer — a man has to make a living — Sebastiano is not much concerned about the law catching up with the *Santa Cecilia*. Over the years, he has made several powerful nobles very rich. A ship and crew that has been an asset in the past may be again in the future. Besides, they couldn't catch him even if they tried. Sebastiano long ago learned to keep an open mind, and he prefers words to blades. Nonetheless, if he is left with no other option, neither he nor his crew is afraid of a fight.

Using Sebastiano

Sebastiano makes an excellent recurring character in any campaign featuring a port city or one in which the PCs wander far and wide. He can be an incredible asset when the characters are in dire need of aid.

He has many allies, and can make a fine staple in any campaign with few permanent NPCs. The *Santa Cecilia* can show up just about anywhere... though it shouldn't be a naked plot device to bail them out of trouble. When Sebastiano and his crew bail out the heroes for the third adventure running, it's probably time to let him sail off into the sunset for a while.

Sebastiano himself always has a few schemes in play, for which he may need help — either to help complete or to bail out of. He is also an incurable rake, and will likely arrange some time alone with a certain female captain with whom he is smitten. Alternately, he might make an excellent romantic interest for one of the heroes.



The Santa Cecilia's Holds

Scogna and his crew have been pirates, smugglers and traders, sometimes all at once! As such, any number of interesting items might be in the holds of the *Santa Cecilia* at any given time. Feel free to use this as a plot contrivance ("Why yes, I just happen to have such a thing..."), or apply it to any vessel with a less-than-scrupulous crew. Alternately, you can use the table below to generate the contents of his holds. At any given time, the *Santa Cecilia* carries 1d3 of the following items:

Cargo (d10 roll)

- 01 **Nothing.** If each result on this table results in a 1, the holds are empty, possibly because Sebastiano has temporarily fallen on hard times. He may request the heroes' aid in such circumstance (although he will always offer something in return — the *Santa Cecilia* needs no charity!).
- 02 **Exotic Spices.** The *Santa Cecilia* is packed with exotic — and illegal — spices, which are in high demand throughout the more decadent courts of Théah. Sebastiano may cut the PCs in on a piece of the action if they can somehow make his delivery easier.
- 03 **Fugitive.** A fugitive from justice has hidden himself among the crew of the *Santa Cecilia* (quite possibly someone for whom the player characters have been searching.)
- 04 **Paramour.** A love interest of Sebastiano's has been spending time on the *Santa Cecilia*. It's quite possible she is of noble birth and her relatives may strongly — and actively — disapprove of her liaison.
- 05 **Food.** The *Santa Cecilia* and her crew are planning to run a blockade, and bring much-needed supplies to a besieged port city.
- 06 **Passengers.** The holds have been temporarily converted to passenger cabins, doubtless for individuals who could not find passage on a more reputable vessel.
- 07 **Relics.** Sebastiano has come by several Syrneth artifacts (or similar magic items), which he plans to sell to the highest bidder. Everyone wants them, and a few aren't willing to wait until they get to market.
- 08 **Crescent Cargo.** The hold is packed with cargo from the Crescent Empire, prohibited by the Vaticine church. (In non-Théah campaigns, the cargo can come from any far-off land with few connections to the local area).
- 09 **Spoils.** Sebastiano has engaged in piracy on some occasions, and this is one of those times. His holds are full of the spoils of victory.
- 10 **Dignitary.** A diplomat, royal courier, or other such personality has booked the *Santa Cecilia* for covert passage.

The Soldier

Montegue Du Montaigne, Montaigne Fighter 5/Valroux Swordsman 5: CR 10; SZ M (humanoid); HD 10d10+10; hp 74; Init +6 (+2 Dex; +4 Improved Initiative); Spd 30 ft.; AC 21 (+2 Dex; +Unarmored Defense Proficiency); Atks: rapier +12/+7 melee (1d6+3), main gauche +12/+7 melee (1d4+3), pistol +12/+7 ranged (1d10), musket +12/+7 ranged (1d12); SA Focused Training, Off-Handed Fighting, Raise the Stakes, Nimble; SV Fort +9, Ref +4, Will +8; Str 12, Dex 14, Con 13, Int 15, Wis 16, Cha 19; AL LG; Skills: Bluff +13, Climb +3, Diplomacy +8, Escape Artist +3, Heal +2, Jump +2, Knowledge (military history) +7, Ride +2, Search +6, Sense Motive +13, Speak Language (Eisen, Montaigne, Théan, Ussuran; [alternately, any four languages from your campaign]), Spot +4, Swim +3, Tumble +3; Feats: Combat Virtuoso, Exotic Weapon Proficiency (firearms), Improved Initiative, Lead by Example, Leadership, Natural Diplomat, Orders, Unarmored Defense Proficiency (beginner), Unarmored Defense Proficiency (intermediate), Weapon Focus (main gauche), Weapon Focus (rapier), Weapon Specialization (main gauche), Weapon Specialization (rapier), Willful (virtue).

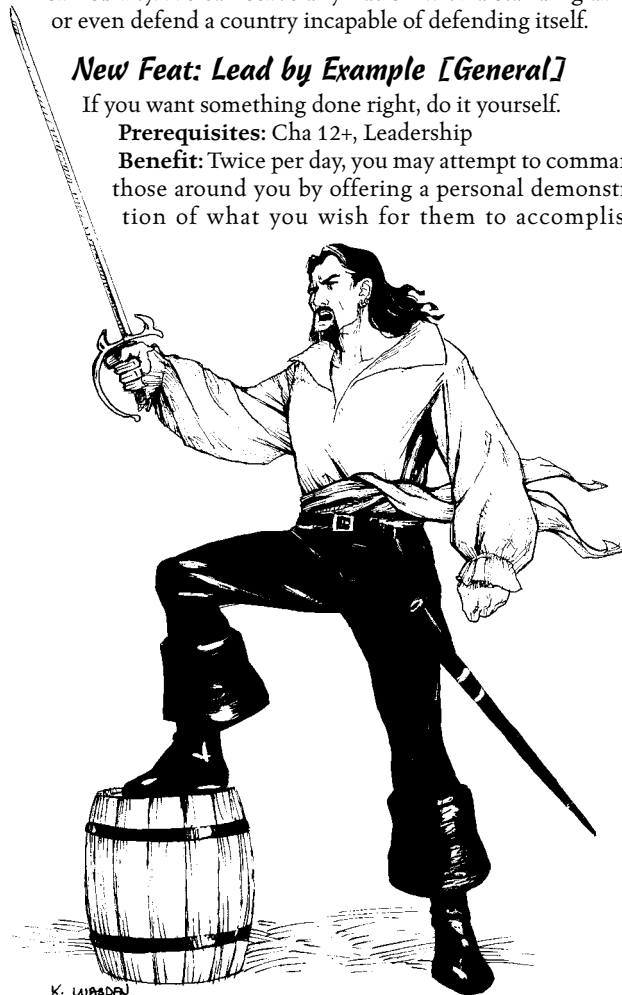
Note: In campaign settings other than Théah, Montegue could easily function as a talented soldier of a lower rank. His affinity for leadership comes from his strength of character, not the decorations and honors bestowed by the military or nobility. He can serve any nation with a standing army, or even defend a country incapable of defending itself.

New Feat: Lead by Example [General]

If you want something done right, do it yourself.

Prerequisites: Cha 12+, Leadership

Benefit: Twice per day, you may attempt to command those around you by offering a personal demonstration of what you wish for them to accomplish.



After declaring that you wish to Lead by Example, you must make a skill or attack roll. If you succeed, those watching your action gain your Charisma modifier as a circumstance bonus to their own rolls for the same task. Should you fail, you lose your Charisma modifier for the rest of the day and may not use this feat again until after the following day.

Background

General Montegue du Montaigne is a soldier's soldier. Born to poor farmers in the Montaigne province of Paroisse, Montegue abandoned his agrarian roots after the deaths of his parents. He joined the army at the age of fifteen and after two years of dedicated service rose to the rank of corporal. His immediate superior, Luc Flaubert du Doré, was impressed with the young man's natural affinity for military strategy and personally saw to Montegue's martial and tactical education.

A gifted student, Montegue memorized every detail of the battles he studied, visualizing the various stratagems in his mind's eye with perfect recall. More importantly, he recognized the mistakes other commanders made and devised alternate battle plans, following them to their inevitable conclusions with the skill of a master chess player. His early training served him well throughout his military career. He gained instant fame for repulsing an Inquisition-led assault on the royal palace, dividing his soldiers into firing lines to rain continuous musket volleys upon the enemy. Impressed and grateful, the king promoted Montegue to the rank of General and married him to his youngest daughter, thereby elevating him to the nobility. Shortly thereafter, Montegue was placed in command of the entire Montaigne army and ordered to "liberate" Castille from Vaticine influence. The invasion was astoundingly successful but before the General could fully press his advantage, he was called away from the front line and ordered to begin a new assault upon the snowy wastes of Ussura.

Under Montegue's brilliant leadership, Montaigne troops pushed further into Ussura than any army in history, but even the mighty General could do little to combat the preternatural weather and wilderness. Ever the professional, his retreat from Matushka's fury was as honorable as it was methodical.

Montegue has the complete respect and devotion of his soldiers. He fights at their side, never asking them to take a risk he is not willing to take himself. He will often put himself in danger for their benefit and takes time during meals and encampments to develop a one-on-one rapport with even the lowliest private or drummer boy. He is even just and fair to his enemies; he would rather instigate a peaceful surrender than incur needless slaughter, and is renowned across Théah for preferring diplomacy to devastation. Ever mindful that that thousands of lives are affected by every one of his decisions, the General will go to any length to follow the greater good.

Using Montegue

General Montegue can be a powerful friend or foe in any campaign. As an ally, he has few equals. Player characters could not ask for a more benevolent commanding officer to serve under or a more dedicated soldier to aid them in their noble objectives against hostile powers. As an enemy, Montegue is formidable and relentless, never resting until he has succeeded in his mission or thwarted the player charac-

ters in theirs. His gentlemanly demeanor and concern for his troops could take any group of player characters by surprise, especially if they are accustomed to only dealing with cruel, bloodthirsty warlords.

Should Montegue ever have proof that he has been duped into waging war for a selfish or evil purpose, he will focus all of his military might on making things right, going so far as to leading a *coup d'etat* against whoever is foolish enough to mislead this man of honor. Montegue is a worthy and consummate professional and holds everyone to the same high standards he has set for himself.

The Spy

Bors MacAllister, Highland Spy 10/Fighter 2/MacDonald Swordsman 5: CR 17; SZ M (humanoid); HD 10d6 +10 plus 7d10 +7; hp 87; Init +2 (Dex); Spd 30 ft.; AC 22 (+2 Dex, +10 Unarmed Defense Proficiency); Atks: claymore +17/+10/+3 melee (1d12+1), knife +17/+10/+3 melee (1d4 +1), or pistol +18/+11/+4 ranged (1d10); SA Alias (2), All out Attack, Brilliant Getaway, Contacts, Face in the Crowd, Follow the Blade's Weight, Innocent Smile, Killing Blow, Sneak Attack +6d6, Wild Swing; SV Fort +12, Ref +11, Will +7; Str 13, Dex 15, Con 13, Int 18, Wis 15, Cha 12; AL LN; Skills: Balance +5, Bluff +4, Concentration +7, Diplomacy +6, Disable Device +4, Disguise +12, Escape Artist +2, Gather Information +13, Hide +5, Innuendo +5, Intimidate +7, Knowledge (politics) +10, Knowledge (Sidhe) +4, Listen +9, Move Silently +6, Open Lock +3, Read Lips +4, Search +8, Sense Motive +13, Speak Language (Avalon, Castille, Crescent, Eisen, High Eisen, Montaigne, Théan, Ussuran, Vendel, Vodacce; [alternately, any ten languages from your campaign]), Swim +4; Feats: Detect Lie, Exotic Weapon Proficiency (firearms), Forgettable, Leadership, Power Attack, Scoundrel, Side-Step, Unarmed Defense Proficiency (intermediate), University, Weapon Focus (claymore), Weapon Specialization (claymore).



Note: Bors is considered a Knight of Elaine and receives all of the social benefits thereof, even though he does not officially belong to the class (and therefore receives none of the features of that class).

Bors' alias identities are a beggar/petty criminal named William O'Grady and Sir Ewan Reynolds, a less-than-intelligent courtier.

New Feat: Forgettable [General]

Forgettable [General]

You have a face that others just seem to ignore. Even those who have known you for a long time can't always remember when and where they last saw you.

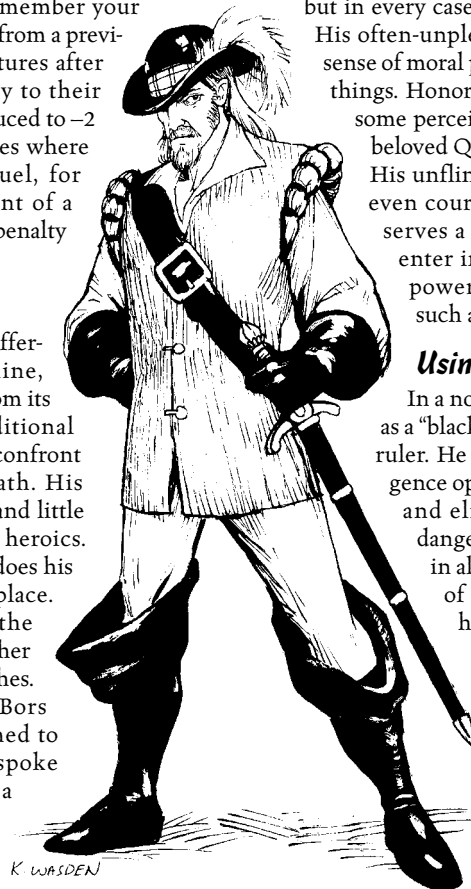
Benefit: Anyone attempting to remember your presence at a given event, identify you from a previous association, or describe your features after having seen you suffers a -4 penalty to their Intelligence check. This penalty is reduced to -2 for close associates or in circumstances where you might stand out (a rooftop duel, for instance, or a public speech in front of a crowd). The character may negate the penalty altogether by confirming his identity.

Background

Technically, Bors MacAllister is no different from any other Knight of Elaine, charged with the defense of Avalon from its enemies. But Bors doesn't fight traditional enemies. He doesn't slay dragons or confront evil swordsmen in duels to the death. His exploits aren't sung about in taverns, and little children don't hear stories about his heroics. He fights an invisible battle and if he does his job, no one ever knows that it took place.

Bors joined Elaine's Knights at the behest of High King James Macduff, her political ally from the Highland Marches. From the beginning, it was clear Bors excelled as a spy. People never seemed to remember his face and he rarely spoke unless directly questioned. He had a phenomenal memory, however, and could recall entire conversations word for word. He also understood politics as few others could and knew that even the most benevolent ruler needed to bend the law to stay in power. Within a year, he had become Elaine's permanent master spy.

Bors fights secretive foes and sinister conspiracies that strike from the shadows. Even the purest kingdom has such enemies, and Bors makes sure they never threaten his Queen or her people. Political assassins, foreign spies, local insurgents... all have learned to fear the soft-spoken Highlander. With a select band of fellow knights, he ferrets out insurrectionists and hidden enemies no matter where they hide. In some cases, he merely frightens them or "persuades" them to leave the kingdom and never return. In other cases, more direct action is required. Every now and then, a would-be assassin is found floating face down in a harbor somewhere with suspicious knife wounds in his back.



The "Black Knight" never shirks from the darker side of his duties, although he rarely burdens his subordinates with a task that involves questionable behavior. If blood must be spilled, then he must do the spilling; he cannot ask another to take that moral burden. Nor does he speak to the Queen about his activities. If she doesn't know what he does, she can never lie to protect him.

Another man might grow corrupt in such a position, abusing his power or stepping so far beyond the law as to obliterate his stated purpose. But MacAllister is stronger than that. He understands the line between right and wrong, and never crosses it without good reason. He has killed many people — and will do so unhesitatingly if he feels he must — but in every case, he believed that his actions saved lives. His often-unpleasant duties are balanced with a strong sense of moral purpose, which he uses to guide him in all things. Honorable "reasonable" malcontents protesting some perceived injustice. He has no wish to turn his beloved Queen into a despot.

His unflinching ethical standards keep him on an even course, and ensure that everything he does serves a greater good. Personal emotions never enter into his work, and he has no designs on power himself. What on earth would a man such as he do with it?

Using Bors

In a non-Théan campaign, MacAllister can serve as a "black knight" in the employ of any benevolent ruler. He effectively acts as a 17th century intelligence operative who can identify potential threats and eliminate them before they become too dangerous. He has a vast network of informants in all walks of life whom he uses to keep track of potential troublemakers. In the process, he comes into contact with all manner of shady figures... including adventurers. He therefore might employ the player characters in numerous different schemes. If they have previously tangled with one of his targets, he may ask for their help in uncovering their mutual foe. Alternately he may task them with stopping a particular plot in exchange for money or political clout.

As a source of political information, Bors has few peers: he keeps tabs on every prominent figure in his kingdom and won't hesitate to trade what he knows in return for certain favors which almost always involve benefit for someone disadvantaged or downtrodden. As a plot expositionist, he can help the DM deliver vital tidbits to the PCs on any number of subjects. But he always asks for something in return, and players who aren't careful may be coerced into serving as his eyes and ears on an ongoing basis.

The Vigilante

El Vago, Castillian Swashbuckler 8/Spy 3/Aldana 3/El Punto Occulto 1: CR 15; SZ M (humanoid); HD 11d6+11 plus 4d8+4; hp 80; Init+3 (Dex); Spd 30 ft; AC 26 (+2 Light-footed, +3 Dashing and Daring, +3 Dex, +8 Unarmored Defense Proficiency); Atks: masterwork *El Punto Occulto* rapier +19/+14/+9 melee (1d8+2+1d4), masterwork knife +19/+14/+9 melee (1D4+1D4), or pistol +16/11/+6 ranged (1D10); SA Courageous, Alias, Contacts, Brilliant Getaway, Light Footed, With Style 1/day, One Blade as Two, Sneak attack +2D6, Dexterous Strike; SV Fort +4, Ref +19, Will +8; Str 10, Dex 15, Con 12, Int 13, Wis 15, Cha 16; AL NG; Skills: Balance +5, Bluff +12, Climb +8, Jump +8, Tumble +12, Sense Motive +10, Disable Device +4, Gather Info +12, Hide +8, Open Lock +3, Search +3, Disguise +4, Move Silently +7, Escape Artist +5, Spot +10, Ride +5, Diplomacy +10, Knowledge (Castillian politics) +8, Speak (Castillian, Théah, Avalon, Montaigne, Vodacce, Vendel, Eisen [alternately, any seven languages from your campaign]); Feats: Dashing and Daring, Expertise, Parry, Riposte, Membership (Los Vagos), Faith, Castillian Education, Weapon Finesse (*El Punto Occulto* Rapier), Weapon Focus (knife), Two Weapon Fighting, Ambidexterity, Weapon Specialization (rapier), Unarmored Defense Proficiency (beginner).

Background

El Vago, the Vagabond, is a familiar figure to all Castillians. A lone vigilante wearing a grinning purple and white mask and a black cloak, he fights injustice against any foe of the people, then disappears into the shadows. He uses a swordsman style known only to himself that emphasizes grace and daring over brute force; he is perfectly at home on horseback or in disguise at a nobleman's ball. The downtrodden and beaten look to him for succor, knowing that he will face any odds to save them.

When the Inquisition ordered a young woman burned at the stake for accusing a priest of seducing her, El Vago swung down and snatched her away from the hungry flames in the nick of time. When the Montaigne army marched upon a defenseless town, El Vago attacked the lead platoon by himself, then vanished into the night. When assassins attacked the High King himself, El Vago was on hand to fight them off even before the King's own guards could arrive.

In truth, no single person could ever accomplish all that El Vago does and the truth is — he is not alone. A group of men and women have dedicated their lives to working in secret and supporting the actions of this shadowy figure. Known as Los Vagos, they gather information from noble and peasant alike, provide safe havens and equipment and sabotage the forces of Castille's enemies in a myriad of ways. The most dangerous of their missions is acting as the Vagabond himself, allowing him to appear to be in dozens of

locations throughout the land in one night. Anyone captured during these daring escapades faces death at the very least. Regardless of this, the members of Los Vagos help their shadowy leader gladly, determined to regain the pride and justice that is the birthright of the Castillian people.

With the help of all his informants and assistants, El Vago fights an endless battle to protect innocent lives, especially that of the young King Sandoval. The bloodthirsty Inquisition is striving to become the only political force in war-torn Castille; the best way to ensure that is to beat the common people into submission and to kill the inexperienced king before he produces an heir. Already they have tried to assassinate the young ruler twice and have forced him to accept Cardinal Verdugo, their leader, as one of his chief advisors. El Vago stopped both of those assassination attempts and has interfered on countless occasions with the Inquisition's attempts to consolidate Castille under the Cardinal's iron grip.

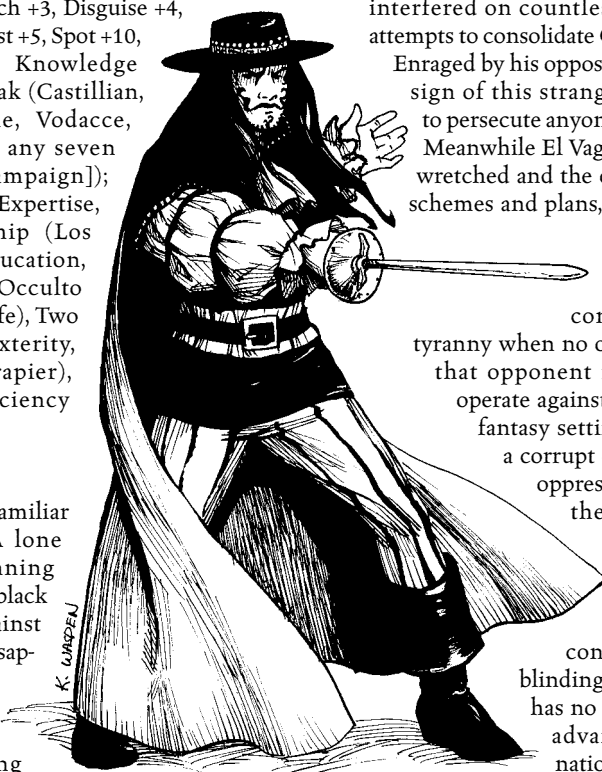
Enraged by his opposition, the Inquisition searches for any sign of this strange masked vigilante and continues to persecute anyone they believe may be harboring him. Meanwhile El Vago also continues his work, saving the wretched and the oppressed, exposing the Inquisition's schemes and plans, and most of all protecting the king.

Using El Vago

El Vago is dedicated to helping the common people against the forces of tyranny when no one else can or will. While in Théah, that opponent is the Inquisition and those who operate against good King Sandoval. However, in a fantasy setting, the foe could be an unjust king, a corrupt church, an invading army or anyone oppressing the common people. No matter the oppressor, El Vago's network of contacts and associates will keep him informed of what is going on and provide any support that he needs. Once aware of a threat, El Vago can conceive of a daring plan and act with blinding speed. He is extremely acrobatic and has no fear, both traits that he uses to great advantage in the cause of his beloved nation.

El Vago is likely to approach party members looking for those who can aid him in his struggle. Many may don his white mask, adding weight to his growing legend. Another possibility is that a tyrant or lawful evil force may hire the party to hunt him down. El Vago is almost always found in civilized lands and urban settings; he fights oppressive governments, not rampaging monsters. In any situation, he appears calm and collected but his eyes are constantly roving.

In Théah, the noblewoman Maria-Soledad Rivera y Aldana, most often dons the mask of El Vago. The stats above are for her. Her father, Don Andrés Aldana, also acts as El Vago, and the stats may be used for him as well. If your campaign is set elsewhere, El Vago could be one of any number of people. The only thing that matters is that (s)he possess an abiding hatred of injustice and the skills (both martial and political) to do something about it. Obviously, the character of El Vago lends itself seamlessly to a classic swashbuckling campaign, providing just the kind of daring nick-of-time heroics that is the hallmark of the genre.



CHAPTER THREE:

Monsters

The following is a description of Théah's most fearsome nonhuman creatures. They follow the same format set forth in the *Dungeons and Dragons Monster Manual*™, and may be used in any campaign which supports such rules.

The Black Freighter

Undead Ship

Length: 100 ft.

Width: 25 ft.

Draft: 3

Cannon: 50 guns

Masts: 3

Cargo: 10 tons

Rudder: 3

Crew: 200

Special Ability: Frightful Presence, Unholy Wind

AC: 14

Hull Hardness: 9

Hit Points: 2,000

Feats: Regeneration (see *New Feat below*), Reinforced Masts, Reinforced Hull (2)

Every sailor knows a tale of the Black Freighter that they swap on cold foggy nights in port: a floating ship of undead sailors doomed to spend eternity in torment. It has haunted the Théan seas for the last two hundred years. Most scoff at the idea while drinking inside a warm pub, but when they're on the ocean, with the waves breaking beneath them and the fog rolling in, no one ever speaks of it... for fear of bringing it looming out of the darkness.

The Black Freighter is more than a ship of skeletons. It is a force of nature that cannot be stopped without heroic exertion. It was formed centuries ago when a captain named Upham betrayed his crew and employers by sinking his ship upon a reef and stealing the cargo. Unfortunately, that reef was actually the coral encrusted severed claw of the Queen of the Sidhe. The blood of the sailors mingled with the salt water and the claw's own dark power, and the bones of the creature absorbed their hatred. Over time, the sailors' thirst for vengeance continued to change the sunken boat. The claw's power replaced the rotting wood with bones and the sails with tattered flesh. The men themselves were locked into a waking death at the bottom of the sea through years of torment. Finally, the ship rose from beneath the waves and one by one they hunted down Upham's accomplices and slaughtered them. Upham was the last to die, lashed to the bowsprit of his old ship as it sank beneath the waves again.

Whenever a man of great evil dies pledging his soul to Legion, his wickedness attracts the Black Freighter like a shark to blood. Often if the man's body ends up in the sea, it will rise again with him as the new captain and a new mission. Often it is simply a mission of vengeance against the living, but it comes back for other reasons as well. The Freighter has hunted for lost treasure, searched for an object important in the captain's life or simply continued the captain's evil rampages. Usually the mission begins by attacking other ships to obtain crewmen. These men are twisted into undeath and forced to join the existing crew. Other dead find their way aboard as well and rise to join it ranks. Although most crewmen are evil, some innocents

are trapped aboard, forced to obey every order of the captain. When the ship has completed its mission, it returns to the sea's embrace and the captain disappears forever. He is replaced by a new commander when the ship rises again.

The Black Freighter's power is focused on the hatred of the original crew for Upham, who is lashed to the bowsprit. While he remains there, the ship is almost invulnerable and heals all damage as soon as it is made. However, even if the ship is destroyed utterly, it will reassemble itself from the bones of dead sailors at the bottom of the sea and return when it has a new captain. It may take years of effort, but the ship will return. The only way to destroy the Freighter permanently is to destroy the source of its power: either the Black Siren herself or her claw which still floats somewhere upon the sea. Neither will be an easy task.

The crew of the ship are drawn from dead cutthroats, killers and thieves forced to walk again at the Black Freighter's command without rest. Even if killed, they will rise anew unless their bodies are utterly destroyed. Over the years, the ship's repairs were made by absorbing the bodies of the undead and these dead may be raised to fight against foes during a boarding. The bony planks rip themselves free and form skeletal crew during such attacks... attacks which only a small handful of people have ever survived.

Combat

Frightful Presence (Ex): Anyone catching sight of the Freighter must make a Will save with a DC of 20 or suffer a -2 penalty on attack rolls, weapon damage rolls, and saving throws. NPCs will attempt to flee or get as far away from the Freighter as possible. This effect lasts for 5d6 rounds; and stacks with any similar effects generated by the Freighter's crew.

Unholy Wind (Ex): The Black Freighter is constantly surrounded by storms with winds of 40 mph. Any ships engaging in combat with it will suffer the effects as described on page 200 of the *Swashbuckling Adventures* handbook. The Freighter itself is immune to these effects.

New Feat: Regeneration [Unique]

As long as Upham remains lashed to the ship (see *Background*), it will heal 10–60 (1d6 × 10) points of damage each round. If Upham is cut free, the ship will take damage normally.

Black Freighter Captain

Medium-size Undead

Hit Dice: +3D12

Initiative: As in life

Speed: As in life

AC: As in life +4

Attacks: As in life

Damage: As in life

Face/Reach: As in life

Special Qualities: Invulnerable, damage reduction 20/+2, regeneration 5, undead command

Saves: As in life

Abilities: As in life

Skills: As in life

Feats: As in life

Climate/Terrain: Changes to coastline or at sea

Organization: Aboard the Black Freighter only. Always accompanied by 10–20 Black Freighter Officers and 200 Black Freighter skeletons

Challenge Rating: as in life +3

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

There can only be one Black Freighter captain at a time. This person is the focus of the Black Freighter's mission and goals. He provides the impetus for all of its evil. Only a man of great evil and whose body floats in the sea can become the captain. No one captains this vessel without being unforgettable. He will only survive as long as his last wish is unfulfilled. Once he has achieved it, the Black Freighter will return to beneath the waves and the captain will be put to eternal torment. The last reported captain (in Théah, at least) was Robert Méchant, a sadistic Montaigne who was slain by "gentleman pirate" Philip Gosse. Méchant swore revenge and was resurrected by the Freighter under the name of Captain Necros. Gosse's crew eventually succeeded in dispatching the vessel, but it cost Gosse his life, along with those of numerous innocent victims. For now, the Freighter seems gone, but rumors have quietly circulated of a new captain taking Méchant's place...

The character keeps all of his original skills and abilities except those involving divine power or the Faith feat.

Combat

Regeneration: All damage to the Black Freighter Captain from non-blessed weapons is considered subdual damage. He heals five points of damage per round of subdual damage.

Invulnerable: The Black Freighter captain cannot be destroyed unless Upham has been cut loose from the Black Freighter or the captain's mission has been accomplished. Once the mission is accomplished, the Black Freighter will immediately sink beneath the waves, dragging the captain with it.

Undead Command: All undead in the vicinity must obey every order of the Black Freighter captain unless they make a Will saving throw DC 25. Crew of the Black Freighter have a loyalty penalty of -15 to their saving throw. If aboard the Black Freighter, the captain can call forth 1d6 bodies of former crew from the bone planks. These crew members will have the same statistics as Black Freighter skeletons.

Black Freighter Officer

Medium-Size Undead

Hit Dice: as in life +2D8

Initiative: As in life

Speed: As in life

AC: as in life +2

Attacks: As in life

Damage: As in life

Face/Reach: As in life

Special Qualities: The character gains *Undead* and any one of the special abilities listed below.

Bloated: The character's body is bloated with the gases given off by his own decomposing internal organs. Whenever he takes 5 points of damage from a piercing or a slashing weapon, all living creatures with five feet must make a Fortitude save DC 20 or miss their next action due to nausea.

Claws: The creature's fingers become clawlike points and inflict 1d6 damage.

Demon Eyes: The undead character's eyes glow eerily. Anyone looking at him must make a Will saving throw DC 15 or suffer -1 to hit and -1 to all saving throw rolls.

Headless: The body does not have a head; strangely, this doesn't interfere with the character's ability to see or hear.

Missing Limb: The character is missing one or two limbs. If the creature can find a limb matching the one it is missing, it can reattach it. The limb will function for 24 hours before it falls off; during that time the creature relieve a +3 bonus to all actions.

Skeletal: All internal organs have rotted away, leaving hard bone behind. Increase the creature's AC by 3.

Regeneration: All damage from unblessed weapons inflicted upon this creature is considered subdual damage and will heal at the rate of three hit points a round.

Incorporeal: The creature cannot touch or be touched by unblessed objects.

Flaming: Although the creature is on fire, it is never consumed. It inflicts an extra 1D8 damage on all attacks.

Extra Training: The creature gains a bonus feat.

Saves: As in life

Abilities: As in life

Skills: As in life

Feats: As in life

Crypt Ghoul

Climate/Terrain: Changes to coastline or at sea

Organization: Gang (1 Officer and 6 Black Freighter skeletons) or boarding party (2–4 officers and 12–24 Black Freighter skeletons)

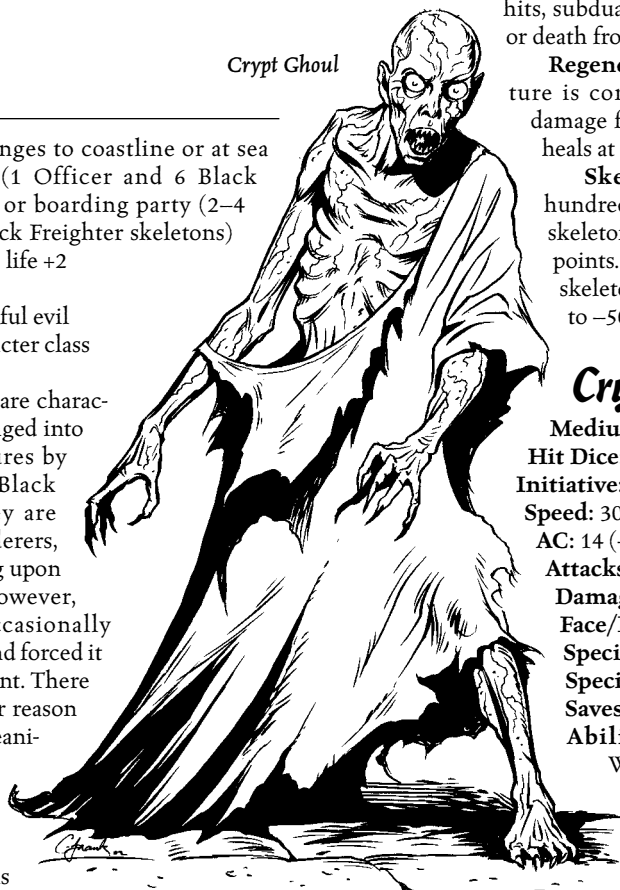
Challenge Rating: as in life +2

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Black Freighter officers are characters who have been changed into hideous undead creatures by the magic of the Black Freighter. Usually they are some of the worst murderers, thieves and beasts sailing upon the waters of Théah. However, the Freighter has occasionally seized an innocent life and forced it back into undead torment. There seems to be no rhyme or reason to whom the Freighter reanimates. The officers should all be unique with their own abilities and skills. The character keeps all of his original skills and abilities except those involving divine power or the Faith feat.



Black Freighter Skeleton

Medium-Size Undead

Hit Dice: 2D12+2 (15)

Initiative: +1 (Dex)

Speed: 30 ft.

Armor Class: 13 (+1 Dex, +2 Natural)

Attacks: Cutlass +3 melee, or as weapon

Damage: 1d6 +3 cutlass, or as weapon

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Undead, regeneration 3, skeletal resilience

Saves: Fort +0, Ref +3, Will +3

Abilities: Str 13, Dex 13, Con 13, Int 13, Wis 13, Cha 13

Skills: Balance +6, Climb +6, Intuit Direction +6, Jump +6, Listen +6, Profession (Sailor) +6, Spot +6, Search +6, Use Rope +6

Feats: Unnerving Countenance

Climate/Terrain: Coastlines and on the sea

Organization: Gangs (6–8) or boarding parties (18–24)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually lawful evil

Advancement: —

Combat

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Regeneration: All damage taken by this creature is considered subdual damage except for damage from blessed weapons. Subdual damage heals at a rate of three hit points per round.

Skeletal Resilience: When within one hundred feet of a Black Freighter officer, these skeletons are not killed until reduced to –20 hit points. When aboard the Black Freighter, these skeletons are not destroyed until it is reduced to –50 hit points.

Crypt Ghoul

Medium-Size Humanoid

Hit Dice: 2d8 (14 hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft., swim 40 ft.

AC: 14 (+2 Dex, +2 natural)

Attacks: Bite +2 melee; 2 claws +2 melee

Damage: Bite 1d6+1, claw 1d3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: None

Special Qualities: Hold breath

Saves: Fort +2, Ref +2, Will +0

Abilities: Str 13, Dex 14, Con 15, Int 12, Wis 13, Cha 8

Skills: Climb +2, Hide +6, Listen +3,

Move Silently +6, Spot +5, Swim +8

Feats: Blind-Fight

Climate/Terrain: Underground

Organization: Solitary or (1d4+1)

Challenge Rating: 1

Treasure: None

Alignment: Neutral evil

Advancement: 3HD (Medium-size)

Crypt ghouls are pale emaciated humanoids with sharp teeth and oversized eyes. Completely hairless, their bodies reveal a sickening pattern of veins lying just beneath the skin. They often dress in burial shrouds left behind by their 'food' and can masquerade as corpses to confound pursuers. Thanks to the periodic flooding of the catacombs in which they live, they are strong swimmers and can hold their breath for

hours. They are found in the lowest reaches of the Vodacce islands, hiding amid the extensive mausoleums housing the bodies of the dead.

Unlike normal ghouls, crypt ghouls are fairly solitary... although rumors persist of some vast crypt ghouls city somewhere beneath Vodacce, where hundreds of the creatures dwell among the corpses that they have brought with them for company, camouflage and the occasional meal. Those who know about them shudder at the thought of crypt ghouls amassing in large numbers; and fear what such a city must be like.

Scholars often argue whether these creatures are related to the simian ghouls found in other parts of Théah or whether they are an entirely new species. Unlike normal ghouls, crypt ghouls are quite intelligent. While they mainly scavenge food from dead bodies, they're not above hunting fresh meat if the opportunity presents itself. They plan cunning ambushes that often take stragglers in the catacombs unawares, providing the inspirations for stories of "haunted" crypts.

Note: Despite their name, crypt ghouls are not undead.

Combat

Fortunately, crypt ghouls shun the light and it is unlikely they would plan a mass assault on the city above them. Crypt ghouls flee if aggressively confronted, but have no fear of fire and will stand their ground if they feel they have the advantage. Some work alone while others congregate in groups of two to six to share resources.

Hold Breath (Ex): A crypt ghouls can hold its breath for long periods of times. At the end of each hour it should make a Fortitude save (DC 10). If it fails the check, it must find air in the next 15 minutes. Otherwise, it holds its breath for another hour and then makes a new Fortitude save. If the creature is attacked or otherwise engaged in strenuous physical exertion since the last time it drew breath, the DC rises to 15.

Using Crypt Ghouls

Any city that is home to catacombs, underground burial caverns, caves and ruins might very well provide a nesting place for crypt ghouls. The possibility of finding rich treasure could outweigh the possibility of death... or worse. Grave robbers willing to risk the ghouls may find some potent pickings in their territory. Furthermore, in Théah, the eradication of these foul creatures is something that the Vodacce Princes are committed to as a group, so they may very well be looking to hire independent adventurers to investigate the matter more thoroughly

In Théah, a DM is somewhat limited in where he can place crypt ghouls, which are native to Vodacce. If the heroes aren't in one of that city's flooded crypts, they're probably not going to meet them anywhere else. Although crypt ghouls are also unlikely to migrate, the DM may wish to put similar versions of them anywhere else where there is a flooded crypt or ruin. A DM may also wish to take a crypt ghouls and "evolve" it to other sets of environmental circumstances. "Ice ghouls" in Vesten and Ussura may be equally intelligent but evolve to deal with harsh cold and wind. "Mud ghouls" in Eisen may be good at digging and hiding themselves in mud. All such variant ghouls would have the same basic statistics with an additional Special Quality or two well suited to the environmental condition they inhabit.

Domae

Medium-Size Monstrous Humanoid

Hit Dice: 6d8 (27 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 15 (+1 Dex, +4 natural)

Attacks: Masterwork crystal longsword +7/+2 melee

Damage: Masterwork crystal sword 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Focused light, illumination

Special Qualities: Immunity to light based attacks, SR 10

Saves: Fort +3, Ref +5, Will +8

Abilities: Str 13, Dex 13, Con 13, Int 20, Wis 16, Cha 14

Skills: Concentration +9, Craft (any two) or Knowledge (any two) +9, Listen +15, Search +10, Spot +15

Feats: Alertness, Blind-Fight, Expertise

Climate/Terrain: Underground

Organization: Solitary, pair, gang (2-5), band (10-100), or tribe (20-200)

Challenge Rating: 3

Treasure: Standard, but always one Domae Stone (see below)

Alignment: Usually lawful neutral

Advancement: By character class



The Domae (singular and plural) are one of the Syrnych races that existed in Théah in ancient times. Although no living Théan has claimed to see them, members of the Explorer's Society have explored many Domae ruins and made some informed conjectures about the nature of this race.

The Domae lived in an extensive series of underground tunnels and caverns in Montaigne, building vast cities and a substantial transport system. They were approximately man-sized but composed of a strange amalgamation of crystal and flesh. Undisputed masters of underground mining, they apparently spent much of their time working in crystal. Researchers believe that they exported rare metals and crystals to the other Syrnych races, keeping the best for them-

selves. The Domae may have been closely allied with the Thalusiai: both shared an interest in crystalline workings, although the insectlike Thalusiai “spun” amber-like crystals from their own bodies.

The Domae developed an unusual technology that centered on the use of crystals as power sources and tools. Some of these crystals survive to this day, but no one in the Explorer’s Society has yet determined how they work or how to duplicate them. The Domae also used metal, but primarily for decoration rather than as tools. They also appear to have mapped the heavens in great detail. The Explorer’s Society discovered a vast “star map” beneath Charouse that not only displayed the current-day sky with an accuracy never before seen, but also showed the location of several stars (marked by crystals) that no longer adorn the skies.

Unfortunately, the crystals tell researchers little about the Domae’s civilization. Scholars believe that among themselves the Domae existed in peace for millennia. However, they were ruthless in dealing with their enemies and used crystal weaponry to wipe out another Syrneth race, the Tesserans. Some Old Théan scholars have speculated that the Tesserans’ magnetism-based technology may have posed a particularly deadly threat to the Domae’s crystalline bodies.

In the end, the Domae turned on each other for whatever unknown reason. They were equally ruthlessness towards themselves, and within a generation they wiped out so many millions of their number in a vast civil war that they dropped below the point of reproducible viability. The conflict destroyed their holdings as well: only one city survived. Its ruins lie beneath Charouse, the capital of Montaigne. When *l’Empereur* ruled, only a select few were allowed to explore it, and the new revolutionary government has not changed the policy. A few such researchers have found Domae crystals and sold them on the black market. Most simply record their findings and leave; the ruined city plays havoc on the nerves.

A few crazed individuals claim to have seen living Domae, while others worship them, and a few seek to emulate them. However, there is no evidence whatsoever that the Domae are alive and well anywhere today in Théah. Really.

Combat

Focused Light (Ex): Once per day a Domae can focus the energy in the crystalline structure of his body to fire a blast of concentrated light. This does 6d6 damage and has a range of 60 ft. The target may make a Reflex save (DC 20) to take half damage.

Illumination (Ex): Domae can cause a pale illumination to radiate from the crystalline parts of their bodies. This provides the equivalent of moonlight out to a range of 30 ft. They can increase and focus this illumination, causing a brief burst of light. They can only do this once every six rounds. The target of this flash must make a Reflex save (DC 20) or be blinded for 1-6 rounds.

Using Domae

The Domae are presented here as an example of a Syrneth race. A DM can use them as the basis to create a Syrneth civilization if he wishes to place one in the present day, or he may wish to present an adventure in ancient times featuring the Domae. Some may even wish to resurrect the Domae in the modern-day. If DMs wish to use the Domae as a “secret

civilization” they have a blank slate with which to work. The Domae may be reluctant to embrace modern humanity, and approach a few that they feel are worthy or open relations with one or more nations openly. Alternately, they may consider humanity a threat, and launch a plot to wipe them out. Regardless of the circumstances, the question any DM must answer is: why have the Domae been absent for so long? And why have they returned now, after all this time?

Note: When determining a Domae’s treasure, each always has at least one Domae Stone (see *Swashbuckling Adventures*, page 178). Roll randomly to determine which one they have:

Roll	Stone Type
1 or 2	Blackstone
3 or 4	Bloodstone
5 or 6	Bonestone
7	Moonstone
8	Rainbowstone
9	Smokestone
10	Waterstone

The DM may wish to assign additional properties to these stones, properties which only work in the hands of the Domae.

Drachen

Gargantuan Magical Beast

Hit Dice: 33d12+231 (445)

Initiative: +0

Speed: 60 ft.

AC: 24 (–4 size, +18 natural)

Attacks: 1 bite +41 melee, 2 claws +36 melee, 1 tail +36 melee

Damage: 4d8+12 bite, 2d8+6 claws, 2d8+6 tail

Face/Reach: 20 ft. by 40 ft./15 ft.

Special Attacks: Frightful presence

Special Qualities: Damage resistance 15/+2 and dracheneisen weaponry, immunity to bare-handed attacks, poison and repartee, scent, spell resistance 25

Saves: Fort +25, Ref +18, Will +18

Abilities: Str 35, Dex 10, Con 25, Int 8, Wis 10, Cha 8

Skills: Hide +2, Listen +11, Move Silently +3, Spot +11, Wilderness Lore +6

Feats: Alertness, Track, Weapon Focus (bite)

Climate/Terrain: Temperate and cold mountain

Organization: Solitary

Challenge Rating: 18

Treasure: Standard

Alignment: Chaotic neutral

Advancement: none

Drachen are in essence the symbol of Eisen. Early Eisen tribes worshiped the monsters from afar, hoping to gain some measure of their might. As time went on, the drachen became ingrained into their society, representing everything from the power of the gods to the nobility of Imperators. Today Eisen citizens view the drachen as a symbol of strength, willpower, and the refusal to give in — everything that the country once was and hopes to be again.

But the Eisen also see the drachen in a much darker light: as an uncontrollable power of nature, as the harshness of an uncaring world, and as a force which can toss them aside like twigs. Both aspects resonate deeply with the Eisen, and both play a vital role in their society. Drachen images dominate Eisen artwork, tales of the creature form a pillar of literature,

and soldiers often invoke the drachen before going into battle. Despite the fact that no one has laid eyes on a drachen for almost a century, these trends continue.

Drachen themselves are 40-80 ft. long, with powerful claws and crushing jaws. In addition, their hide is so thick that it turns aside many weapons without effect. The drachen have adapted well to their mountainous homes in eastern and western Eisen, proving more agile and quick than many Théans would believe possible for a creature of that size. They are deadly trackers and can chase their prey for days. They've even been known to leap off tall cliffs to ambush interlopers. There are not many drachen left, but a warrior bringing back proof that he has slain one can expect a hero's treatment in Eisen.

The modern-day drachen should be descendants of the ancient Drachen race, a mighty species which built a proud civilization in prehistoric Eisen. A few scholars, aware that the modern-day drachen are merely a far smaller form of this earlier race, shudder in horror at the thought of what the ancient Drachen must have been like.

Combat

Frightful Presence (Ex): A drachen unsettles human and animal foes with its mere presence. This ability takes effect automatically whenever the drachen first makes its presence known. A potentially affected creature that succeeds at a Will save (DC 20) remains immune to that particular drachen's frightful presence for one day. A Hero with the Courageous Virtue cannot turn frightful presence against it. Drachen otherwise suffer the effects of fear normally.

Using Drachen

The player characters may never meet a more formidable opponent than a drachen. The DM should definitely play up the creature's legendary aspects, taking great pains to emphasize their deadliness. In fact, it is unlikely most people would ever want to seek one out. Still, there is some reputation to be gained by seeking and destroying such a creature. An undertaking of that magnitude should be a great quest. Much of the danger should be in simply trying to find a drachen in the first place. They are reclusive creatures, and a trek to find one should involve many other factors (weather, natural obstacles, bandits and other monsters) before meeting the drachen itself. Indeed, a DM may simply declare that the heroes do not find one, then use the trek to start some other adventure. There's a reason that drachen have not been seen by anyone within living memory.

If the DM decides to let the Heroes find a drachen, the battle that follows should be legendary, and no effort should be spared to go easy on the adventurers. If the DM has played up the monster's reputation, the PCs should expect casualties. Don't disappoint them.

Echo

Medium-Size Undead (Incorporeal)

Hit Dice: 5d12 (21 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 11 (+1 Dex)

Attacks: Weapon +5 melee

Damage: As weapon

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Terrifying presence

Special Qualities: Undead, rejuvenation

Saves: Fort +2, Ref +2, Will +1

Abilities: Str 11, Dex 13, Con 13, Int 10, Wis 11, Cha 12

Skills: None

Feats: None

Climate/Terrain: Any land and underground

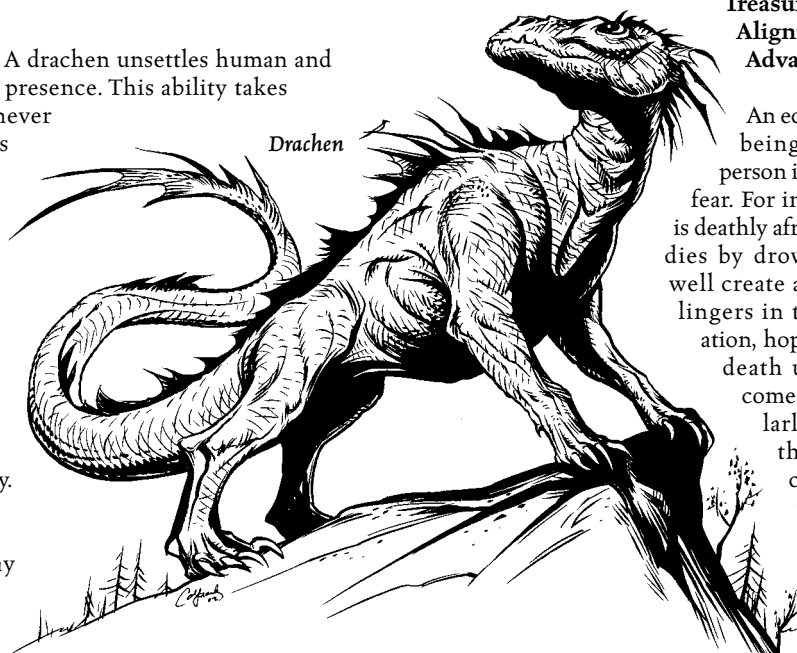
Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Any

Advancement: None



An echo is a half-sentient being created when a person is killed by his worst fear. For instance, a man who is deathly afraid of the water and dies by drowning might very well create an echo. The spirit lingers in the spot of its creation, hoping to duplicate its death using anyone that comes near. It is particularly strengthened by the death of innocents. It cannot travel more than 50 ft. from the point of its death but the one thing that can drive off or destroy it is having a person

bravely confront it in spite of its terrifying aspect.

An echo resembles its corporeal shape at the moment of its death; following the example, an echo created by a drowning will look like a bloated corpse. Echoes appear solid upon casual examination with only a hint of transparency.

Echoes typically exist in two different types of circumstances. There are those created by someone dying in a fairly public place. They can become powerful very quickly since many people are likely to encounter them. Then there are those echoes created by someone dying in an obscure out-of-the-way locale. These creatures take longer to increase in power, but their greater age makes them a bit more cunning. For instance, they can use their initially normal appearance to convince someone to approach them before launching an attack.

Adventurers may also encounter an echo in a location so distant that the echo is unable to lure anyone there. These creatures are weak and easily (if temporarily) handled. However, due to their remote location, they are unlikely to

prove much of a threat in future and the adventurers may choose to simply disregard them.

Combat

Incorporeal (Su): This ability allows the echo to pass through walls and other physical barriers. Any type of directed physical attack, magical or non-magical, will temporarily disrupt its essence (*see Rejuvenation below*). Magical and energy attacks have no effect on echoes.

Terrifying Presence (Ex): This ability is similar to the standard Frightful Presence, but with some important differences. It affects any viewer regardless of level. The range is line of sight: anyone seeing the echo is affected. Each round, anyone viewing the echo must make a Fear Check to resist the effects. If they fail, they suffer the normal effects of fear and cannot attack. In addition, they suffer 1d6 damage times their level. This damage takes the form of the manner in which the echo died. For each previous failure, they suffer a -5 penalty on their Fear Check.

The DM should rate the echo on a scale of 1 to 6. The more kills the echo has accrued, the greater the rating. Multiply the rating by 5 to determine the DC of the Will save to resist fear.

Rejuvenation (Su): A single physical blow is sufficient to temporarily dispel an echo. It will restore itself in approximately one day. A PC can only permanently destroy an echo by somehow forcing it to make a Fear Check that it then fails, or by conducting some manner of exorcism (the details of which are up to the DM).

Using an Echo

An echo is a one-shot threat, but potentially a considerable one. The problem is that without the proper means to destroy it (*see Rejuvenation*), the echo will keep reforming to plague the living. If a group of adventurers lacks the means to dispose of it for good, they may have to seek out someone who can... or bear the burden of leaving the creature to kill yet more innocents.

An echo can also provide a chance for pathos and redemption. At the DM's option (particularly if the PCs lack the means to deal with the echo as specified), they might also dispel the creature for good by fulfilling some goal that it had in life or by building some monument to it. Such a monument should not cost less than 1,000 guilders. This sort of quest can become the basis for a complete adventure as long or short as desired. A DM may wish to consider this option if he or she places the echo in a remote location. Because the echo has not had the chance to kill innocents, the PCs may be a bit more sympathetic toward it. This also provides them with a way to deal with the echo before it has a chance to kill. In this case the echo becomes more of a "traditional" ghost.

Firebird

Huge Magical Beast

Hit Dice: 16d10 +64 (155 hp)

Initiative: +1 (Dex)

Speed: Fly 100 ft. (average)

AC: 16 (-2 size, +1 Dex, +7 natural)

Attacks: 2 claws +19 melee, bite +14 melee

Damage: Claws 2d6+6, bite 4d6+6

Face/Reach: 10 ft. by 5 ft./15 ft.

Special Attacks: Burn

Special Qualities: Damage reduction 15/+2, evasion, fire resistance 30, spell resistance 15

Saves: Fort +13, Ref +10, Will +11

Abilities: Str 22, Dex 13, Con 18, Int 13, Wis 15, Cha 15

Skills: Knowledge (nature) +2, Listen +6, Sense Motive +12, Spot +9, Wilderness Lore +9

Feats: Alertness, Flyby Attack, Weapon Finesse (bite)

Climate/Terrain: Cold forest, hills, plains, mountains

Organization: Solitary

Challenge Rating: 14

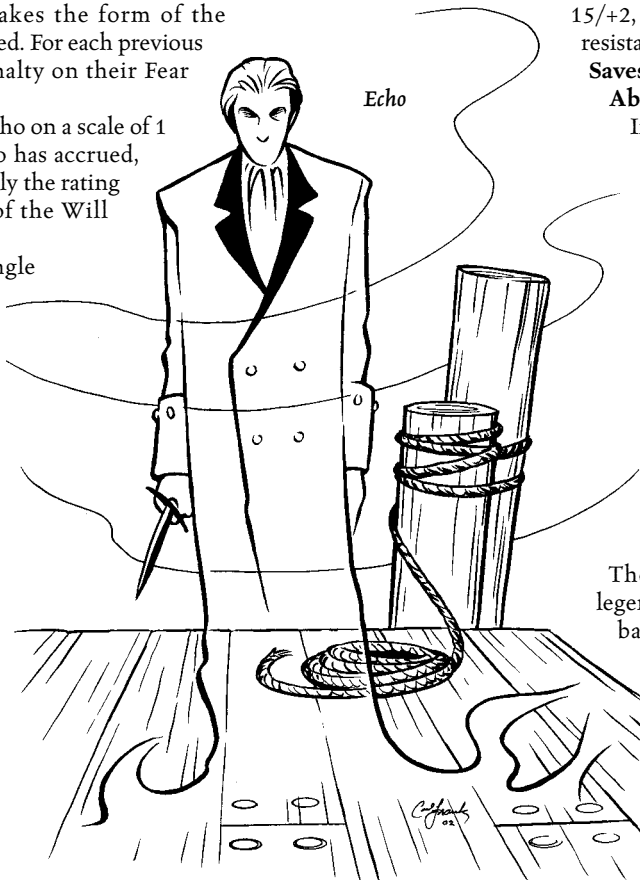
Treasure: Special (magical feather)

Alignment: Chaotic neutral
Advancement: None

There is only one Firebird. It is a legendary creature whose origins date back to the early existence of Matushka, the guardian spirit of Ussura. When Matushka went into a vast sleep to contemplate her loneliness, she summoned four guardians to her, including a great eagle. While in the slumbering Matushka's presence, these guardians absorbed some of

her magical energies which rendered them fully sentient and effectively immortal. When Matushka awoke she was greatly pleased with the four animals that had looked after her in her slumber, and rewarded them even further. She gave to the eagle the power of ever-burning flame; it became the Firebird and flew out into the world, traveling north from the Azov forest where Matushka had slumbered and taking up residence somewhere near the mountains around Breslau, in northern Gallenia. When the royal Riasanova family came into existence they took the Firebird as the symbol of their line.

The Firebird has been spotted erratically across the centuries. The Breslau mountains are a dangerous place at the best of times, and few travel there. Not only do natural hazards and various natural and supernatural creatures pose a threat to those seeking the Firebird, but many claim the

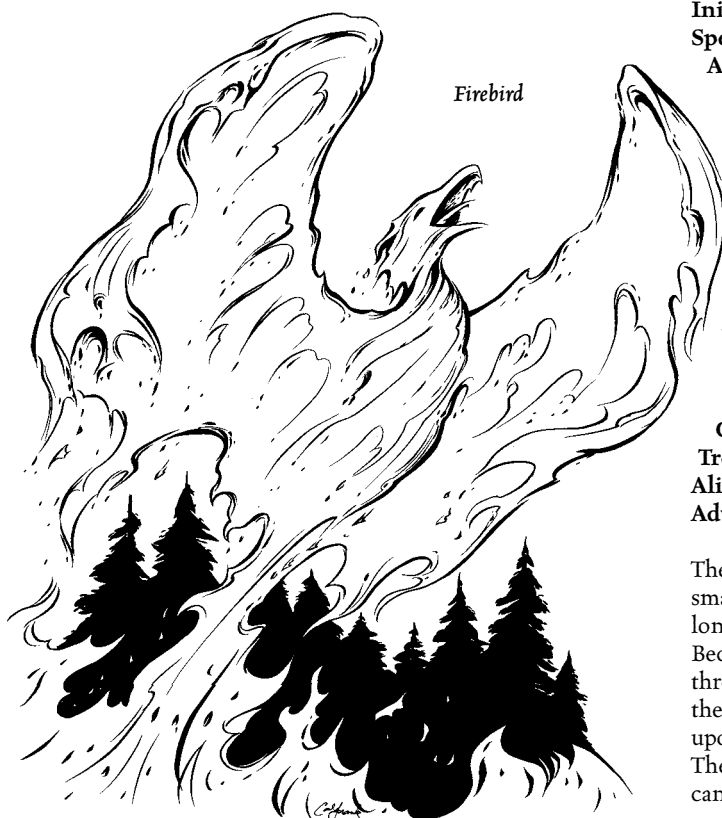


creature itself has little interest in humanity. Still, some have apparently managed to make contact with the Firebird. Apparently a few Pyeryem sorcerers have displayed the ability to shapeshift into a Firebird after traveling to the Breslau peaks. They do not speak of what happened on their quest, but their Firebird form is breathtakingly powerful. The Riasanova family guards its accessibility to the Firebird very closely and not surprisingly, most known Pyeryem sorcerers who possess its gift come from the Riasanova line.

Many believe that the tail feather of a Firebird brings good luck, though there is no one alive today who can claim they have such a feather in their possession. Some Ussurans also claim that the Firebird is not entirely a friend to the Ussuran people. They say that it was not the Cathay sorcerers who created the Firewall in 735, but rather the Firebird. Some assert the Firebird created the wall on Matushka's behalf, while others say it acted on its own initiative. A few believe that it now serves the mysterious citizenry of Cathay.

Combat

Burn (Ex): Those hit by the Firebird's bite and claw attacks must succeed at a Reflex save (DC 22) or catch fire. The flame burns for 1d4 rounds, and inflicts 1d6 damage per round (as per page 86 of the *DUNGEON MASTER'S Guide*[™]). A burning creature can take a move-equivalent action to put out the flame. Creatures hitting the Firebird with natural weapons or unarmed attacks also catch fire unless they succeed at a Reflex save.



Using the Firebird

The Firebird is a unique, legendary creature. It should only take an active interest in a situation when it involves the fate of all Ussura (or whatever nation it calls home, if you are not playing in Théah). More often, it can appear simply as an omen rather than as a creature to be fought and killed. The Firebird is fully intelligent and can speak to those it desires. Technically it is one of the five ruling members of the Beast Court (see "Talking Beasts" for more). However, unlike the other four (Wolf, Bear, Cat, and Wolverine), it rarely attends such meetings and does not try to assert its rulership over other creatures of the air.

As noted, the Firebird's feathers have magical properties. Someone may wield a feather and make a single Wish, as cast by a 20th-level sorcerer. However, the Firebird must give the feather freely. A feather taken from its dead or unconscious body will not grant a wish. The Firebird will only give such a feather to those who undertake some great quest, either on its behalf or on behalf of Matushka.

Pyeryem mages may also meet a Firebird if they are seeking it out to receive the creature's skin. Unlike other animals, the Firebird may grant its animal skin to multiple Pyeryem sorcerers. To receive the Firebird's skin, a Pyeryem sorcerer must bargain with the creature. The Firebird is very demanding and may require some quest before granting the sorcerer this boon. Note that the Firebird's lifespan is no longer tied to that of the sorcerer(s) in these circumstances.

Forest Fiend

Tiny Beast

Hit Dice: 1d10 (5 hp)

Initiative: +3 (Dex)

Speed: 10 ft.

AC: 15 (+2 size, +3 Dex)

Attacks: Bite +5 melee

Damage: Bite 1d3-4

Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.

Special Attacks: Swarm attack

Special Qualities: None

Saves: Fort +2, Ref +5, Will +1

Abilities: Str 3, Dex 17, Con 10, Int 1, Wis 12, Cha 6

Skills: Climb +7, Hide +6

Feats: None

Climate/Terrain: Forest

Organization: Typically pack (5-30)

Challenge Rating: 1/8

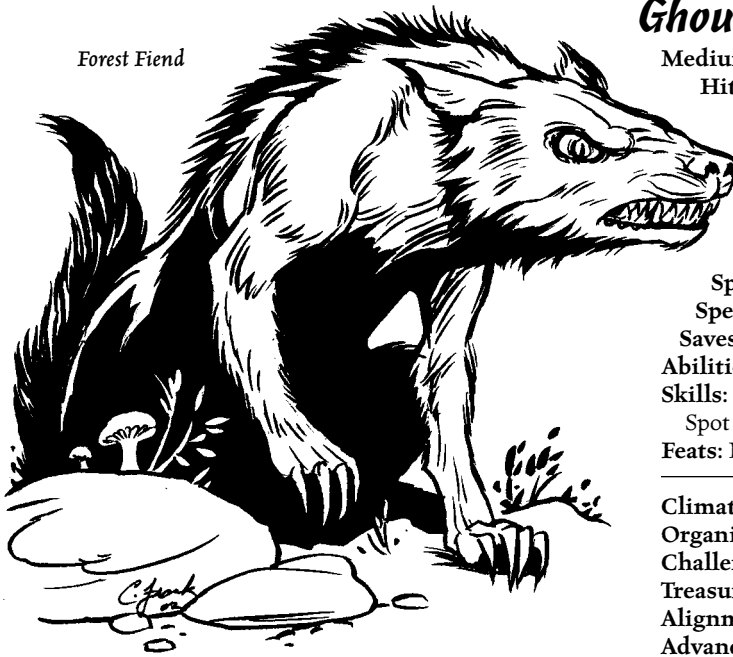
Treasure: None

Alignment: Neutral evil

Advancement: None

The forest fiends of the Lockhorn Forest in Eisen appear to be small black mammals: similar to squirrels, if one ignores their long teeth, thick black claws, and murderous dispositions. Because they are so small, most travelers assume they are no threat... until the attack comes. They like to strike *en masse*, then drag the corpses of their victims up into the trees to feed upon them. Forest fiend territory is often littered with bones. The creatures have a voracious appetite and groups of them can devour a man in the space of a few minutes. Lockhorn woodsmen sometimes use cows or other livestock to bait them, then shoot the vermin from a distance when they arrive to eat.

Forest Fiend



Ghoul, Théan

Medium-Size Humanoid

Hit Dice: 2d8 (14 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft.

AC: 12 (+1 Dex, +1 natural)

Attacks: Bite +1 melee; 2 claws +1 melee

Damage: Bite 1d6, claw 1d3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: None

Special Qualities: Scent

Saves: Fort +2, Ref +1, Will +0

Abilities: Str 13, Dex 12, Con 14, Int 10, Wis 11, Cha 7

Skills: Climb +2, Hide +6, Listen +3, Move Silently +6, Spot +5

Feats: None

Climate/Terrain: Any

Organization: Pack (3d36)

Challenge Rating: 1/2

Treasure: None

Alignment: Neutral evil

Advancement: 3HD (Medium-size)

Forest fiends have migrated from the Lockhorn Forest recently, spreading slowly into western Eisen over *die Weissbergen* mountains. They can be found in *die Schwartzten Walden* and plague both Sieger and Fischler provinces. Eisenfürst Sieger considers them a minor annoyance, while Fischler doesn't seem to have noticed them at all. The farmers in these areas initially found them a minor annoyance, considering them a lesser threat than the local kobolds (see page 50). Their opinions soon changed when the fiends began descending on herds of cows, stripping them to the bone in mere minutes. Many Eisen peasants lack firearms, making it far more difficult to deal with the fiends' tiny size. Some have begun appealing to adventurers for help.

Combat

Swarm Attack (Ex): Five forest fiends can make a single attack doing 1d8+2 bite damage. If one or more of their number are killed, they will try and form a new group of five whenever possible. If that is not possible, the reduced swarm does 2 points less damage for each missing fiend, to a minimum of 0 damage.

Using Forest Fiends

Forest fiends are a minor threat, but can be dangerous in large numbers. As noted above, they are basically vermin and adventurers might be called in to deal with them in the manner of modern-day exterminators. A DM may wish to use a relatively small group of forest fiends to get a group of heroes in just over their heads. Have them track a relatively small group of fiends to a supposed lair... only to discover four or five times that number lying in wait. A group of heroes, confident they can deal with the fiends, may find themselves being chased by a much larger number. Forest fiends may also be used as a precursor to a larger and more dangerous enemy.

Ghoul



Ghouls appear to be an offshoot of apes. They have exaggerated fangs and claws, but walk more upright than their simian cousins. They are quite cowardly around healthy animals, but will attempt to drag any sickly or wounded creature that they encounter (including humans) off to tear apart and devour. Firearms frighten them, but the lure of blood is irresistible, and they will inevitably return to harass the wounded often.

Wounded humans in particular attract ghouls, who will only attack someone who has lost half or more of their hit points. Otherwise they will try to stay out of sight, often following a traveling party in hopes that one or more of their intended prey will become engaged in battle and injured. Ghouls are an odd kind of carrion. They prefer living flesh to dead, but will subsist on carrion if necessary. They often step in after an intended victim has dispatched some greater menace, hoping to capitalize upon any injuries he has suffered. Because of this, they often live in the vicinity of some greater threat.

Ghouls live in all areas of Théah, from the frozen wastes of Vendel to the swamps of Vodacce. Several sub-species have adapted to a particular climate and terrain. Despite their name, Ghouls are not undead, and do not possess any undead abilities or weaknesses.

Ghouls have a loose pack structure roughly similar to apes. Few researchers have expressed an interest in studying them: they are held in universal disdain due to their revolting carrion habits and cowardly tactics. Still, in large numbers they can pose a considerable threat, and even seasoned warriors are careful not to let their guard down.

Combat

Paralysis (Ex): A character who suffers a ghoul bite or claw attack needs to make a Fort save (DC 14) or suffer paralysis for 1d6 + 2 minutes.

Using Ghouls

Ghouls are ubiquitous "annoyance" monsters. Due to their attack habits they will not appear unless a party of heroes has already been wounded. If you need a quick encounter to liven things up or keep the PCs on their toes, throw a few ghouls at them after they have already fought some other creature, or had trouble with brigands or soldiers on the road.

The Great Grey

Gargantuan Magical Beast

Hit Dice: 40d10+400 (620 hp)

Initiative: +0

Speed: Swim 15 ft.

AC: 29 (−4 size, +23 natural)

Attacks: 4 tentacle rakes +52 melee, 2 arms +47 melee, bite +47 melee

Damage: Tentacle rake 2d8+12, arm 1d8+6, bite 4d8+6

Face/Reach: 20 ft. by 40 ft./10 ft. (100 ft. with tentacle)

Special Attacks: Improved grab, constrict 2d8+12 or 1d8+6, fear

Special Qualities: Cold resistance 10, damage resistance 5/−, fast healing 5, spell resistance 12,

Saves: Fort +0, Ref +3, Will +0

Abilities: Str 35, Dex 11, Con 31, Int 3, Wis 3, Cha 10

Skills: Listen +10, Search +10, Spot +107

Feats: Blind-fight, Great Fortitude, Improved Critical (tentacle), Improved Trip

Climate/Terrain: Any aquatic

Organization: Solitary

Challenge Rating: 19

Treasure: None

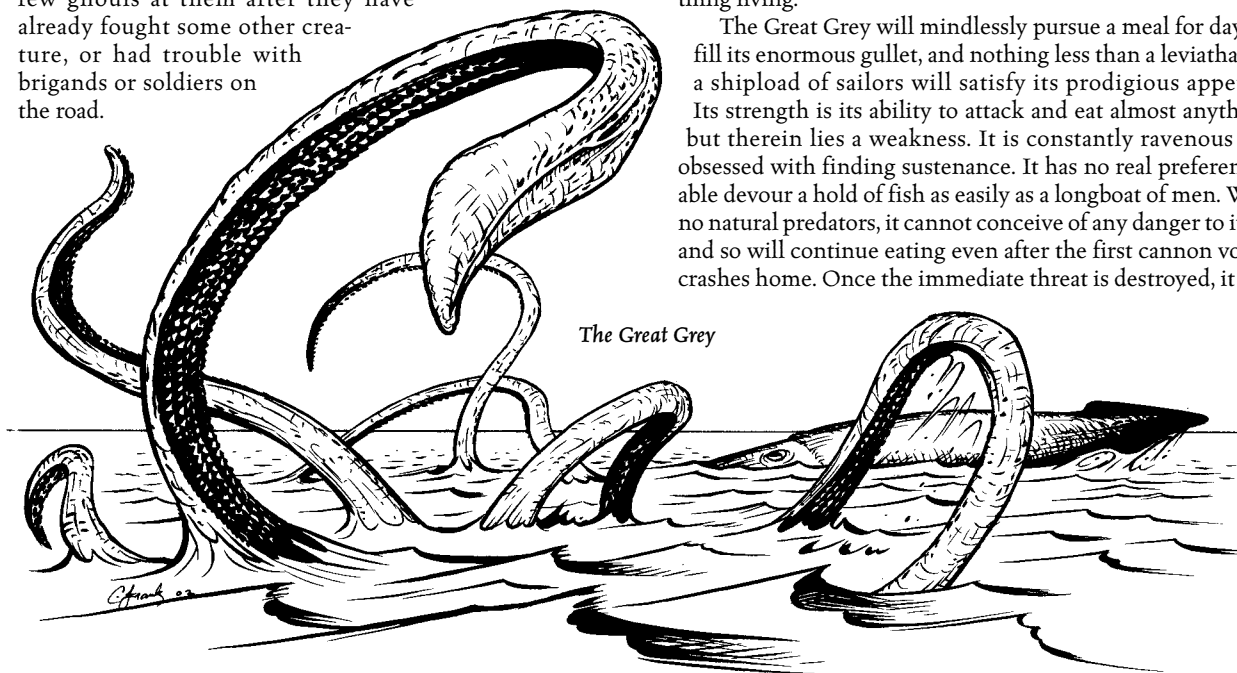
Alignment: Always neutral

Advancement: 41+ HD (Gargantuan)

Some sailors speak of an island with grasping tentacles and a voracious hunger for human flesh. While most people scoff, the tales are growing too numerous to ignore. They call it the "Great Grey" because of the sickly pallor of its flesh, and warn you to beware of an island where none has been seen before. For once, the sailors' stories actually, underestimate the creature's power. While rumors abound about the Great Grey, the reality is far worse. The beast is an enormous kraken covered in barnacles and capable of swallowing small vessels whole. What separates the Great Grey from most kraken is its mindless pursuit of prey and its almost preternatural taste for anything living.

The Great Grey will mindlessly pursue a meal for days to fill its enormous gullet, and nothing less than a leviathan or a shipload of sailors will satisfy its prodigious appetite.

Its strength is its ability to attack and eat almost anything, but therein lies a weakness. It is constantly ravenous and obsessed with finding sustenance. It has no real preferences, able devour a hold of fish as easily as a longboat of men. With no natural predators, it cannot conceive of any danger to itself and so will continue eating even after the first cannon volley crashes home. Once the immediate threat is destroyed, it will



The Great Grey



Hounds of Night
and Fog

quickly forget its danger as it focuses on its eternal hunt for more food.

In Théah, the creature's home lies to the west of the Frothing Sea, though a beast of its size and stature can carve out a niche for itself nearly anywhere and it is moving steadily closer to Théan shipping lanes. Its full size has never been calculated, but cobbled-together stories estimate that the beast must be nearly a mile long. Sailors have reported leviathans with suction marks on their frame nearly eight feet across, giving credence to such claims.

While the Great Grey can survive at nearly every depth, it often rests upon the surface and trails its tentacles deep into the water as it searches for prey. Sailors who inadvertently land upon the creature, believing it to be an island, are lucky to receive a quick death. The creature's exact age cannot be traced, but humanity's earliest myths mention a floating isle of death, which seems to match the recent descriptions of the beast. That would make it at least two thousand years old which means it could be one of the ancient Syneth race... perhaps the progenitor of all kraken. However, its inferior intellect puts its true nature into question.

There is supposedly only one Great Grey. Theus preserve us if others exist.

Combat

The Great Grey's massive size allows it to grapple entire ships and squeeze the hull in its grasp. A single man caught in the water with the Great Grey is fodder.

Improved Grab (Ex): To use this ability, the Great Grey must hit an opponent of up to Huge size with an arm or tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex): The Great Grey deals automatic arm or tentacle damage with a successful grapple check against Huge-sized or smaller creatures. If grappling a ship or other inanimate object, the Great Grey deals maximum damage each round.

Fear (Su): The combination of the Great Grey's horrific reputation and immense size strikes fear in the hearts of its prey. Just looking upon the beast is enough to make one stop in fear. Everyone within 300 ft. of the Great Grey when it first appears must succeed at a Will save (DC 30) or be unable to do anything except Flee in that round. This roll must be made each round.

Hounds of Night and Fog

Medium-Size Magical Beast

Hit Dice: 4d10+8 (28 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 40 ft.

AC: 15 (+1 Dex, +4 natural)

Attacks: Bite +6 melee

Damage: Bite 1d8+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Curse of lycanthropy as hound or hybrid

Special Qualities: Scent

Saves: Fort +6, Ref +5, Will +5

Abilities: Str 15, Dex 13, Con 15, Int 6, Wis 13, Cha 6

Skills: Hide +3, Listen +4, Move Silently +2, Spot +4, Wilderness Lore +3

Feats: Blind-Fight, Improved Initiative, Track

Climate/Terrain: Temperate forest, hills, marsh, mountain

Organization: Pack (3-36)

Challenge Rating: 3

Treasure: None

Alignment: Chaotic neutral

Advancement: 5-8 HD (medium-size)

Legends of shapechangers began in Ussura where folk tales of mysterious individuals who don the skins of animals and takes on their form are commonplace. However, the Glamour of the Highland Marches has twisted these tales into something far less benign. A pack of wild hounds roam the Highland moors, a pack that the natives whisper about over their hearth-fires. They are known only as the Hounds of Night and Fog. There is only one pack, and no one knows exactly from whence they came. Some say they are the loosed pack of some horrible Sidhe, while others claim they are the wilderness incarnate sent to reclaim civilized Highlanders. Whatever their origin, every Highlander has learned to fear their call. They hunt travelers bereft of shelter and anyone else unfortunate enough to be caught out of doors when the sun goes down. Then the Hounds' unearthly howls rise in the air, growing closer and closer as they near their prey. Those who hear their cry rarely live long enough to reach any kind of help.

The Hounds appear as great wolves or mastiffs with glowing red eyes and strangely intelligent faces. A closer examination (if a witness has time enough to do so!) reveals human features upon some of the creatures. One Hound might have hands instead of paws, while another might have a human mouth with a wolf's tongue lolling out. A few might even appear fully human, naked and running on all fours like a dog. The Hounds stalk and kill anyone they find, using group tactics to surround their prey. An unearthly fog accompanies them everywhere, giving victims only the barest hints of their true location. By the time they strike, the victim is usually too panic-stricken to do more than flee.

Those killed by the Hounds are usually found the next morning, disemboweled and partially eaten. Worse still are those injured by the pack; the wounds become infected with the Hounds' Glamorous essence, and the victim feels a growing urge to run wild into the woods. If not cured, they turn feral and abandon the trappings of civilization forever. Many believe that these individuals join the Hounds on their eternal hunt, and eventually transform completely into canine form. One survivor of their attack claimed to see his missing brother amid their number, running on all fours with his body covered in fur.

Destroying a Hound is no easy task, but it can be done. Like all creatures of Glamour they are vulnerable to cold iron, while silver burns them like fire. If a victim can fight them off for an entire night, they will leave upon sunrise and never trouble him again. Rural farmers who have survived an attack unscathed sometimes take new careers as guides, promising to lead travelers safely through the Hounds' domain. Nobody knows how large the pack is, but no matter how many Hounds are killed, more always rise to take their place. They are as eternal as the moors themselves.

Combat

Curse of Lycanthropy (Su): Any human hit by a Hound's bite attack who survives the combat must succeed at a Fortitude save (DC 15) or contract lycanthropy. If they fail, they will change into a Hound over the course of the next seven days. At the end of that time they must make a Will save (DC 20) or transform into a Hound and become a NPC. Spells that remove curses and similar enchantments will work to restore an individual so cursed. After receiving such a spell, the character must succeed at a Will save (DC 20) to break the curse.

Using the Hounds

In Théah, the Hounds will only appear in the Glamour Isles. They are creatures of legend, and like most such creatures are best treated as such. Rather than treat them as another monster to be battled, a DM should use them to create an atmosphere of both fear and wonder: in short, the atmosphere of Avalon. They are a relatively "low-level" threat, but in a sense they are unbeatable. Adventurers who encounter the pack are forever safe from them (unless the DM decided that particular superstition is false!), and so another encounter may never occur.

True heroes may be called upon to defend someone else: perhaps a transformed brother or sister seeking to bring their kinfolk into the pack. The Hounds may not trouble someone who has escaped them once before, but if that person deliberately puts herself in their path again, all bets are off.

Kobold/Gargoyle, Théan

Small Humanoid

Hit Dice: 1d8 (8 hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft. (gargoyles have flight 60 ft. (poor))

AC: 13 (+1 size, +1 Dex, +1 natural)

Attacks: Bite +1 melee, 2 claws +2 melee

Damage: Bite 1d3+1, claw 1d3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Poison

Special Qualities: None

Saves: Fort +2, Ref +2, Will +0

Abilities: Str 8, Dex 13, Con 11, Int 9, Wis 12, Cha 8

Skills: Hide +4, Listen +4, Move Silently +5, Search +3, Spot +4

Feats: None

Climate/Terrain: Temperate forest, hills

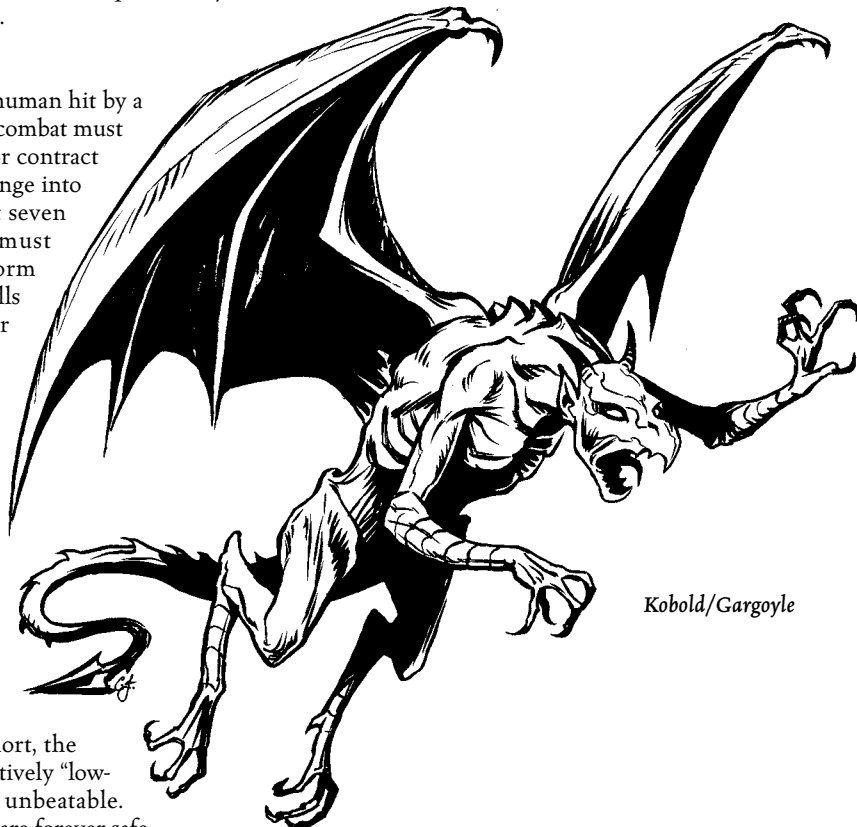
Organization: Typically pack (3-36)

Challenge Rating: 1

Treasure: Standard (no non-shiny items)

Alignment: Neutral evil

Advancement: 1d8 (Small)



Kobold/Gargoyle

Kobolds are nasty, fanged beasts about the size of a large dog with tough, scaly skin and evil yellow eyes. While specimens can be found throughout Théah, they are particularly prevalent in Eisen. They infect the *Schwartzen Walden* and have spread to all corners of the ruined countryside. Their exact appearance varies between individuals: some crouch on all fours, some walk upright; some are gaunt and skeletal, others are corpulent and thick. Some even have wings which they use to fly. Flying kobolds are generally known as “gargoyles” and can be found in *die Weissberg* Mountains of western Eisen.

Kobolds run in packs, attacking from ambush if possible and using their superior numbers to outflank victims. Kobold packs are territorial and won't move into another pack's territory. Because of this habit, Eisen natives place stone statues of gargoyles to convince kobolds that the territory is already “occupied.” The kobolds almost inevitably catch on to the ruse, however.

Kobolds are attracted to shiny objects, taking them from the bodies of victims and collecting them in a communal lair: typically a cave, burrow, or hollowed-out tree. Some of the bigger kobold packs have amassed an Emperor's ransom in gold and jewels . . . mixed in with gleaming junk.

Since they rarely stray far from their packs, it is difficult for rural Eisen villages to find a single one to dispatch, and harder still to deal with the creatures *en masse*. Stuffed kobold heads are common decorations in roadside taverns, and some towns even mount them on their ramparts as a warning to potential foes (and to deter other kobold packs from moving into the territory). There is currently a booming business among Eisen taxidermists who have acquired the knack of skinning and stuffing kobold corpses. Montaigne has proven a ready market for such trophies and many nobles have a stuffed head or two above their mantelpiece.

Combat

Poison (Ex): If a First Aid roll (DC 15) if not performed on someone bit or scratched by a kobold, the victim takes 1d6 damage every day until a successful roll is made. This damage cannot be healed until someone makes the First Aid roll.

Using Kobolds

Kobolds are another “annoyance” monster, and do not pose a great threat except to low-level characters. A DM can use them to liven up a journey or when she needs a random threat. They can also prove a greater threat if the DM wishes to use them as the basis for a full adventure. A party might try to track them to their lair, perhaps inspired by the creatures' habit of hoarding shiny valuables, only to find a much larger nest than they were expecting.

Also, the DM can use a kobold hunt to start a totally extraneous adventure. A Montaigne noble might approach the adventurers and express an interest in procuring a stuffed head. First the adventurers will have to find a kobold and kill it and its brethren. Then they'll have to find an Eisen taxidermist, who might be having problems with a local criminal gang, and can't provide his services until the thugs are dealt with. Meanwhile, the noble's enemies seek to thwart him and send their own minions after the adventurers. In this case the kobold is merely a means to an end, more of a story hook than a threat unto itself.

Leshii

Medium-Size Fey

Hit Dice: 6d6+12 (36 hp)

Initiative: +1 (Dex)

Speed: 40 ft.

AC: 15 (+1 Dex, +4 natural)

Attacks: Whip +4 melee

Damage: Whip 1d8+1

Face/Reach: 5 ft. by 5 ft/5 ft.

Special Attacks: Pain

Special Qualities: Elemental resistance, immunity to plant-based spells, natural invisibility, protection from animals, shapechange

Saves: Fort +3, Ref +2, Will +7

Abilities: Str 12, Dex 13, Con 14, Int 17, Wis 17, Cha 13

Skills: Bluff +5, Hide +9, Knowledge (riddles) +15, Listen +7, Move Silently +8, Spot +7, Wilderness Lore +7

Feats: Alertness, Dodge, Mobility, Weapon Focus (whip)

Climate/Terrain: Temperate and cold forest, hills

Organization: Solitary

Challenge Rating: 4

Treasure: Magical apple (see below)

Alignment: Chaotic evil

Advancement: 6-10 HD (Medium-size)



The Leshii are pranksters, wicked to humans because they believe humans are imperfect, something they are constantly trying to prove. Sometimes the Leshii appear as green-skinned men and women of various ages, dressed as peasants but lacking a belt and wearing their shoes on the wrong feet. Sometimes they appear as talking birds or small animals. In most stories, a Leshii appears to a traveler in an animal form and challenges him or her to a riddle. If the human fails to answer, the Leshii assumes its human form and whips the ignorant fool to the point of death.

If bested in a riddle contest or otherwise tricked, a Leshii will occasionally grant a magic apple to the victor. These apples have various abilities from granting youth, beauty, wealth or health, to bringing misfortune, changing a man into a donkey, or forcing the eater to speak only the truth. Only another Leshii can remove such a curse, which usually involves another riddle or a quest of some nature.

Leshii rarely fight except to defend themselves but they are formidable warriors when the need arises. With their barbed whips, they can do a great deal of damage, and they know the woodlands of Ussura like no other. Leshii whips are far more painful than mortal whips, and transform into twigs in the hands of any non-Leshii.

It is not clear what relationship, if any, the Leshii have to the Sidhe. Most scholars believe that they are simply another subgroup of the Sidhe. A few, noting they have no apparent weakness to cold iron, believe them to be a separate race. See pages 61–64 for more on the Sidhe.

Combat

Pain (Su): Anyone successfully struck by a Leshii whip must succeed at a Will save (DC 17) or be stunned with pain for 1–4 rounds.

Shapechange (Su): Leshii can shapechange at will into the form of any small animal they wish. This takes a single standard action, and is otherwise similar to *shapechange* as cast by a 20th-level sorcerer.

Using Leshii

The Leshii are another form of “legendary” creature of Théah, and as such are intended to do more than provide a target dummy for sword-happy adventurers. They provide a good excuse for the DM to engage the players in a riddle contest or other such duel if he so desires. Alternately, the DM may simply have Leshii take the form of small animals and play pranks on the adventurers. The relationship between Matushka and the Leshii is not clear, but they seem to enjoy any chance she gives them to torment humans.

Treat a Leshii’s magical apple as a *Wish* spell, as cost by a 20th-level sorcerer. Note however that the effects of the wish are determined by the Leshii, not the person who receives the apple. Whether the wish is a beneficial or harmful one is entirely at the Leshii’s (and DM’s) discretion.

Leviathan

Colossal Beast (Aquatic)

Hit Dice: 32d10 + 320 (496 hp)

Initiative: +1 (+1 Dex)

Speed: Swim 60 ft.

AC: 13 (–8 size, +1 Dex, +10 natural)

Attacks: Slam +31 melee, bite +26 melee, gore +26 melee

Damage: Slam 4d8+3, bite 3d4+1, gore 3d4+1

Face/Reach: 50 ft. by 50 ft./30 ft.

Special Attacks: Capsize

Special Qualities: Blindsight, damage reduction 25/piercing, protective guardian, scent

Saves: Fort +28, Ref +19, Will +11

Abilities: Str 40, Dex 13, Con 30, Int 6, Wis 12, Cha 6

Skills: Listen +6*, Spot +6*, Wilderness Lore +12

Climate/Terrain: Any aquatic

Organization: Solitary, or pod (1 leviathan + 6–11 cachalot whales)

Challenge Rating: 21

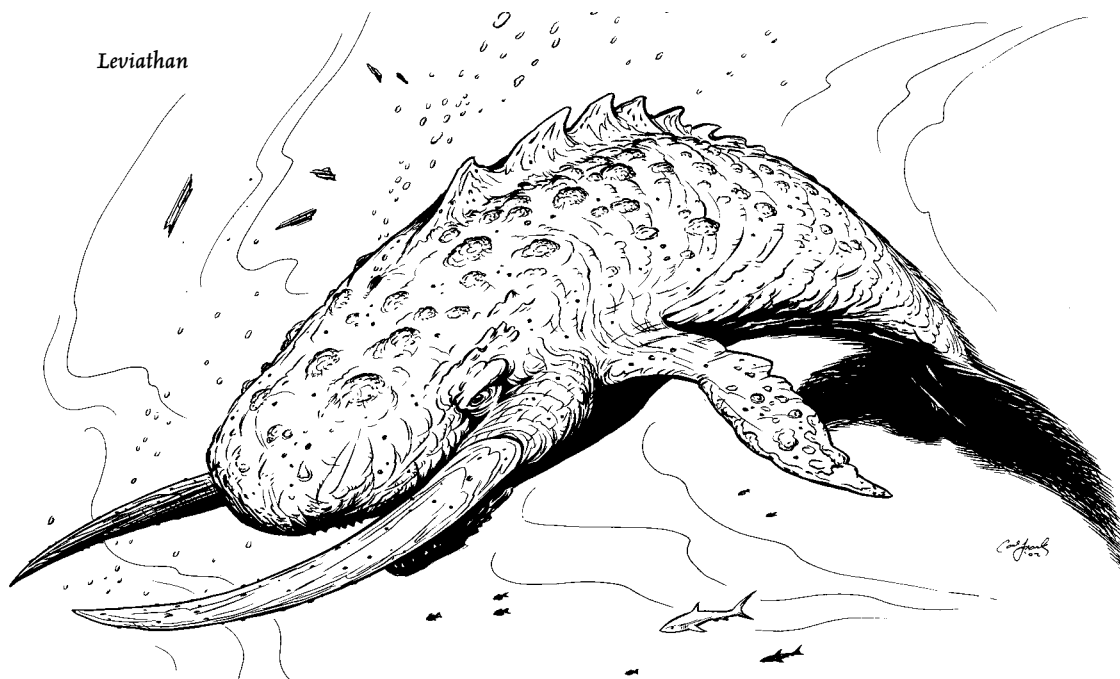
Treasure: Special (see below)

Alignment: Always neutral

Advancement: 32+ HD (Colossal)

Leviathans are close cousins to the far more common whale but powerfully oversized and sporting ram-like tusks. They swim the same waters as their kin, and breed with them, making any whaling expedition in Théah a potential catastrophe. Fortunately, however, they are quite rare, appearing in numbers only in the waters surrounding La Bucca. The Brotherhood of the Coast has learned to either sedate the leviathans or avoid their detection, and ships manned with Brotherhood crew risk leviathan attack only if they provoke the beasts.

Unlike proper whales, however, leviathans are belligerent and vengeful, and prone to hunting ships stained with whale’s blood. According to sailors’ legends, they delight in



the taste of human flesh, but the Explorer's Society has discounted this. Some rare whalers have taken to hunting the leviathans themselves, but even fewer have done so successfully. Successful whalers can carve up to 100 leviathan bones (see *Swashbuckling Adventures*, page 181), and reap in 1,000 guilders worth of sperm oil per every three hit die of the leviathan itself. Should the leviathan travel in a pod, the potential profit could retire a whaler in a single voyage. All he has to do is kill it...

A typical leviathan is 80 feet long and 60 feet wide, its mouth brimming with tusks and its body pockmarked with scars and barnacles. They weigh about 200 tons. They cannot breathe underwater, though they can hold their breath as long as any other whale.

Combat

Leviathans attack ships by slamming into or biting them. Due to their enormous size, leviathans cannot tailslap effectively. If the leviathan is in a pod, the whales will prefer to flee while their guardian protects them. They remain to fight only if a kraken is present, or if unable to flee (harpooned or otherwise impeded).

Capsize: The most dreaded part of any leviathan attack is not the initial onslaught itself, but its aftermath. If the leviathan inflicts more than half its possible damage against a ship, the ship begins leaking, and will sink in 2d10 rounds if the leak is unattended. Anyone in the rigging of a ship attacked by a leviathan must make a Reflexes save (DC equal to the damage of the attack) or fall to the deck. Anyone already on deck must make a similar save or fall prone and suffer 1d10 damage. The person at the ship's helm may make a Reflexes save and a Navigation check (both at the DC equal to the damage of the attack) to avoid all of these effects for the attack, but may perform no other actions that turn.

On a critical hit, the threat turns into absolute doom. The ship capsizes, and will fully sink in 1d4 rounds unless righted. Those thrown into the water are no likelier to survive than hands trapped below decks, as the leviathan will likely continue its attacks, catching up to two Huge, four Large, eight Medium-size, or sixteen Small-sized or smaller creatures in its slam or bite attacks. Characters struck directly by a leviathan must make a Fortitude save (DC equal to the damage of the attack) or be stunned for 1d6 rounds.

Blindsight (Ex): Like dolphins, leviathans can "see" through the use of sonar, allowing them to detect all objects and creatures within 150 feet. A silence spell negates this ability, forcing the leviathan to rely on its vision (approximately as good as a human's).

Skills: Leviathans gain a +4 racial bonus to Spot and Listen checks. These bonuses are lost if Blindsight is negated. They also receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Protective Guardian: Leviathans strongly resemble extraordinarily large cachalot whales, and may go unnoticed in a pod of such whales. Unless a sharp-eyed individual notes the creature's telltale tusks or large size (Spot check at DC 20 + 2 for every true whale in the pod), the leviathan catches the ship's occupants flat-footed should it attack.

Mirror Ghost

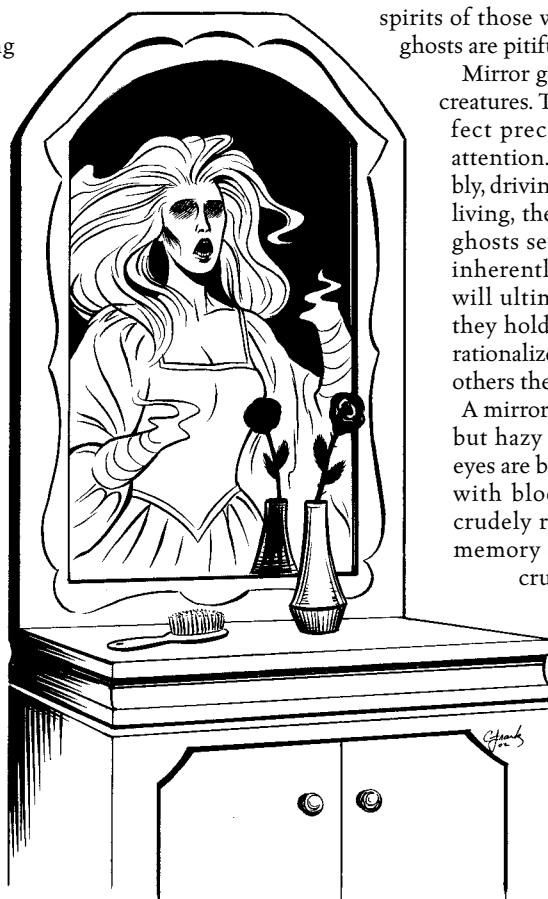
These strange spirits are unique to Montaigne, a fact which die Kreuzritter and others attribute to Porté abuse. The spirits of those who died with deep regret, mirror ghosts are pitiful but dangerous foes.

Mirror ghosts are, above all else, tormented creatures. They recall their mistakes with perfect precision, and little else holds their attention. The knowledge pains them terribly, driving them to attack those who, though living, they consider kindred spirits. Mirror ghosts seek out those individuals who are inherently flawed in soul, whose mistakes will ultimately lead themselves and those they hold dear to ruin. Whether the ghosts rationalize their attacks as an attempt to spare others their own fate is unknown.

A mirror ghost appears much he was in life, but hazy and indistinct. More notably, his eyes are blood red and his hands are missing, with bloody stumps as though someone crudely removed the offending limbs. The memory of his life contorts his face into a cruel rictus of pain.

Mirror ghosts speak any languages they knew in life, but rarely do so other than to lament or howl accusations of a victim's failings. Montaigne nobles used to capture the ghosts — suspended between two facing mirrors — for their amusement. This practice has fallen out of fashion since the revolution... and tales of escaped

Mirror ghosts' vengeance on their former captors has discouraged those wishing to revive it. See below for more information on capturing a mirror ghost.



Mirror Ghost

Creating a Mirror Ghost

"Mirror ghost" is a template that can be added to any humanoid creature (referred to hereafter as the "character"), provided it had a Flaw or Hubris in life. The creature's type changes to "undead (incorporeal)." It otherwise uses all the base creature's statistics and special abilities, except as noted here:

Hit Dice: Increase to d12

Speed: Mirror ghosts have a fly speed of 15 ft, with perfect maneuverability.

AC: Natural armor is the same as the base creature's, but applies only to combating other incorporeal creatures or against ghosttouch weapons.

Attacks: None (*see below*). The mirror ghost loses the base creature's attacks.

Damage: None

Special Attacks: The mirror ghost loses all of the base creature's special attacks, gaining the following in their stead:

Judgment (Su): Once per turn, the mirror ghost makes a ranged touch attack. This attack can only target an opponent with a Flaw or Hubris, but automatically hits and can affect corporeal creatures. When using its attack, the mirror ghost inflicts 5 points of damage per use of the Flaw or Hubris during the last week of game time, as though the ghost struck the target with a +5 weapon.

Special Qualities: The mirror ghost loses all of the base creature's special qualities, gaining those of the undead type and incorporeal subtype, as well as the following:

Commune (Sp): By smearing fresh human blood upon the mirror, a person may commune with the mirror ghost, as per the spell of the same name (as though cast by an 18th level cleric).

Porté Dissonance (Sp): Mirror ghosts negate all nearby attempts at Porté sorcery (as though surrounded by an antimagic field cast by an 18th-level sorcerer; this only affects Porté sorcery). This effect continues even if trapped (*see below*), and arouses no suspicion from Montaine authorities; even before the Revolution, many nobles considered trapped mirror ghosts to be a fine conversation piece.

Rejuvenation (Su): In most cases, it is virtually impossible to truly destroy a mirror ghost through simple combat: the "destroyed" spirit will restore itself in 2d4 days, and even the most powerful spells are incapable of stopping this process. An otherwise destroyed mirror ghost returns to its old haunts with a successful level check (1d20 + ghost's level or HD) against a DC of 16. As a rule, the only way to permanently banish a mirror ghost is to discover and set right the tragedy that led to its present state of existence. The exact means varies from ghost to ghost, and may require a great deal of research.

Sense Weakness (Su): Mirror ghosts can innately sense the presence of individuals with Flaws or Hubrises, and track such individuals as though they had the Track feat. Mirror ghosts have a +8 racial bonus to such checks.

Trap (Su): If a mirror ghost travels between two mirrors which face each other, the mirrors trap the ghost within them. The ghost appears within the mirrors, and pounds at their surfaces. Should the mirrors ever move such that they no longer face each other, the ghost frees itself. Trapped mirror ghosts cannot attack, but may use their Commune and Porté Dissonance abilities.

Turn Resistance (Ex): A mirror ghost has +4 turn resistance.

Saves: Same as the base creature

Abilities: Same as the base creature, except that the mirror ghost has no Strength or Constitution score, but has +8 to its Charisma.

Skills: Mirror ghosts receive a +8 racial bonus to Hide, Listen, Search, and Spot checks. Otherwise, same as the base creature.

Feats: Same as the base creature

Climate/Terrain: Any land and underground.

Organization: Solitary, gang (2-6), or mob (7-12)

Challenge Rating: Same as the base creature +2

Treasure: None

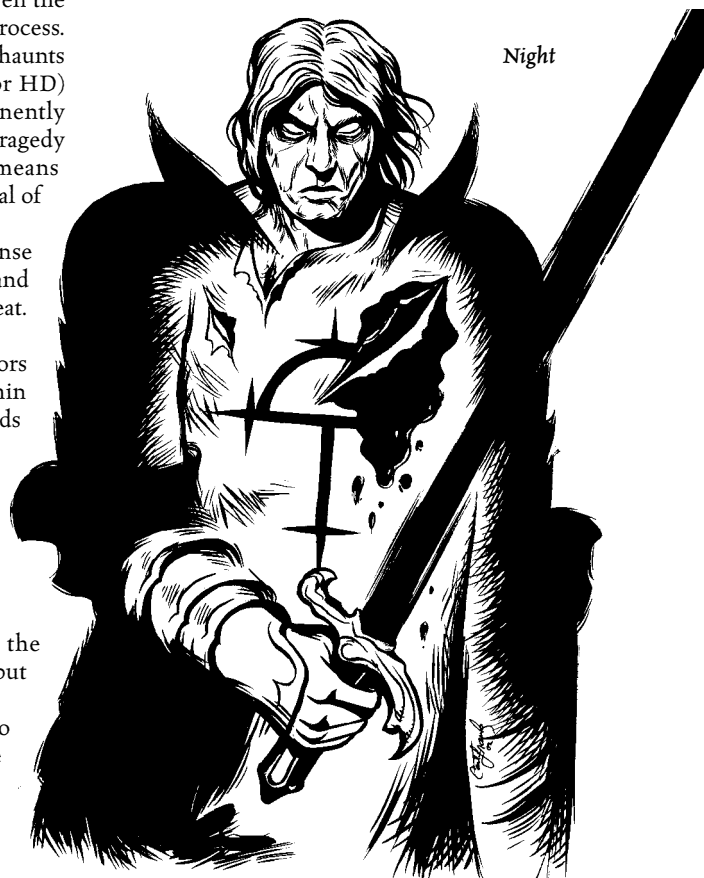
Alignment: Usually any chaotic

Advancement: Same as the base creature.

Night

Members of die Kreuzritter who first don the Black Glove receive a dire warning beforehand: unless they fear capture or the utter failure of their missions, they are to do anything necessary to ensure that neither they nor their allies die within the Dark Paths. Such is considered a fate far worse than death. A person slain in the Dark Paths returns to a shambling unlife, usually within the following day. Most are evil, only two thus far documented do not seek the deaths of their former brethren. Die Kreuzritter have a name for such unfortunates: Nights.

Nights usually appear as normal humans, often covering their telltale wounds with armor (*see shadow armor, below*) to better deceive their prey. Nights appear as they did just after death, including the wounds which killed them (the only known Night who deviates from this pattern is Lakov — discussed below — who reportedly died of shadowburn; Lakov appears as a stiff, frozen cadaver, though he moves as quickly as any swordsman). They prefer to wear the garb of their Kreuzritter heritage, whether in honor of the past or in mockery thereof. Their minds are strange, alien things, frequently paranoid and malevolent, though Lakov frequently seeks out and aids die Kreuzritter lost in the Dark Paths.



Of the 17 known Nights, only two are considered relatively benign: Lakov, who occasionally aids die Kreuzritter walking the Dark Paths, and Alcala, a seeming madman who obsessively seeks a prized locket which contained a portrait of his wife. The other 14 follow the 15th, Judith, and share in her dark designs for the world. A description of Judith can be found on page 10; a description of the Dark Paths can be found on pages 118–119 of the *Swashbuckling Adventures* handbook.

Creating a Night

“Night” is a template that can be added to any humanoid creature (referred to hereafter as the “character”), provided it can become undead and gain access to (and die within) the Dark Paths. The creature’s type changes to “undead,” and it uses all the character’s statistics and special abilities, except as noted here.

Hit Die: Increase to 1d12

Speed: Same as the character

AC: As the character, but Nights prefer their shadow armor ability to any armor they could otherwise wear.

Damage: As the character; most Nights rely on common weapons or Dark Blades (see *Swashbuckling Adventures*, pages 177–178; only Nights of CR 12 or better own Dark Blades).

Special Attacks: None.

Special Qualities: Nights lose all access to Nacht sorcery, and are unable to leave the Dark Paths on their own. They can only reenter the real world through the use of a Cloak of Shadows. Judith and her Nights will attempt to kill or subdue a character wearing a Cloak before facing any other targets.

Shadow Armor (Su): As a partial move action, any Night can materialize or dismiss a suit of black armor. This cannot be worn with normal armor, but gives the following benefits: *shadow* (as per the armor enchantment; see the *DUNGEON MASTER’S Guide™*), and damage reduction of 10/+1. This armor, and any dark blades, dissolves into shadow if the Night is destroyed.

Immunities (Ex): Nights are immune to cold, electricity, polymorph, and mind-affecting attacks.

Saves: Same as the character

Abilities: –2 Wisdom

Skills: As the character; Nights speak all languages they knew in life.

Feats: As the character, but Nights lose access to any Nacht abilities.

Climate/Terrain: Dark Paths only

Organization: Solitary, patrol (2–5), or squad (6–12)

Challenge Rating: Same as the character +1

Treasure: None

Alignment: Special (see below)

Advancement: By character class

from a wronged person. Alignment shifts to chaotic, but remains otherwise unaltered. Alcala is one such Night.

4–5: The character becomes paranoid, feeling that every one is out to destroy him. He may try to fool others into believing he is harmless and then attack them when the opportunity presents itself. Alignment shifts to chaotic neutral (if previously good) or chaotic evil (if previously otherwise). Some of Judith’s more subtle Nights are such a type.

6–8: The character acquires a powerful hatred of all living things. He will attack on sight. Alignment shifts to chaotic evil. Judith, the most feared Night of all, falls into this category, as do the bulk of her followers.

9–0: The character believes that he is still alive. He is unsure why he is trapped in the Dark Paths and he wants to get back to his life as soon as possible. He notices nothing wrong with his appearance and doesn’t remember being killed. The character’s Wisdom suffers a further –4 profane penalty, but the character’s alignment is unchanged. Lakov is believed to be such a Night.

Ruin Monster

Medium-Size Aberration

Hit Dice: 2d8+2 (11 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 11 (+1 Dex)

Attacks: Slam +3 melee

Damage: Slam 1d8+3 melee (1d8+1 if the monster has another attack; see below)

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Various mutations; see below

Special Qualities: Various mutations; see below

Saves: Fort +1, Ref +1, Will +4

Abilities: Str 15, Dex 13, Con 13, Int 6, Wis 12, Cha 6

Skills: Hide +2, Listen +3, Move Silently +2, Spot +3, Wilderness Lore +4

Feats: Improved Initiative

Climate/Terrain: Syrneth ruins

Organization: Solitary or cluster (2–6)

Challenge Rating: 2 (plus additional; see below)

Treasure: Double goods, double items

Alignment: Usually chaotic neutral

Advancement: 3–4 HD (Medium–size), 5–6 HD (Large), 7–10 HD (Huge), 10–15 HD (Gargantuan), 16+ (Colossal)

Despite the common appellation, ruin monsters are actually a diverse range of species found almost exclusively within Syrneth ruins. Their origins are otherwise unknown — the Explorer’s Society suggests the monsters are experiments which outlived their creators while the missing Prince Vincenzo Caligari believed that the monsters are themselves the degenerated offspring of the Syrneth races. In any case, these creatures are wild and hostile, attacking would-be plunderers and other breeds of ruin monsters with equal zeal. Most neither speak nor understand any known language.

Night Characters

Nights are created when a person dies in the Dark Paths, and their remains lie within that domain for 24 hours. After that time, the character becomes a Night, though his mind is damaged in the process. In addition to the Wisdom ability loss, roll 1d10 and consult the following table:

1–3: The character becomes convinced that his undead state can only be cured through some esoteric method, such as retrieving a personal item or seeking forgiveness

The appearance of ruin monsters varies widely. The Explorer's Society has logged distinct species with scales, slimy flesh, or chitinous plates; gills or wings; ragged teeth, claws, or poison stingers; no legs, two legs, or any number of legs; or a combination of each of these. The scholars have also noticed a frustrating trend, with larger variations (though thankfully rarer) are even more prone to mutation than the more common breeds, resulting in an exponential increase in power.

The precise reason as to why ruin monsters remain within their domains is the subject of some speculation. They do not pursue prey beyond sight of the ruins themselves, but suffer no obvious malady if physically forced farther away. The society speculates that the ruins contain a source of food unique to the breed, but have no solid proof in favor of this.

Combat

Ruin monsters are murderous in combat, attacking a single foe until they kill it, then repeating the process until all foes are dead or they themselves are. The sole exception to this tactic is when the prey flees the ruins, after which the ruin monsters return to their stomping grounds.

To simulate the ruin monsters' wide variety of breeds, pick or randomly choose (rolling 1d10) one of each ability from the following charts. Ruin monsters in one location generally have at least two mutations in. For each size category larger than Medium-size, the monster gains an additional roll from each chart.



Ruin Monster

Offensive

- 1-2: Bite +3 melee, for 2d6+2 damage. The monster's teeth are over-sized, or its jaws are especially powerful.
- 3-4: 2 Claws +3 melee, for 2d6+2 damage. The monster has wicked talons or spurs tipping its limbs.
- 5-6: Poison. The monster is poisonous, secreting a contact poison unless it has a bite or claw attack (in which case, it is injected on a successful strike). The save DC is 12, with 1d4 temporary Dex as primary damage and paralysis as secondary. +1 Challenge Rating.
- 7-8: Tentacles. The monster gains the Improved Grab attack. If rolled twice for the same monster, it gains the Constrict attack, and +1 Challenge Rating.
- 9-10: Roll twice on this chart, ignoring further 9-10 results.

Defensive

- 1-2: Armor. The monster's hide is especially thick, perhaps even plated. It gains damage reduction of 5/piercing. +1 Challenge Rating.
- 3-4: Speed. The monster gains +4 Dexterity, and any one of the following feats: Combat Reflexes, Dodge, or Lightning Reflexes. +1 Challenge Rating.
- 5-6: Quick-witted. The monster gains +4 Wisdom, and any one of the following feats: Alertness, Multiattack (if appropriate), or Track.
- 7-8: Intelligent. The monster gains +4 Intelligence (with an attendant increase in skill points and languages), and one of the following feats: Expertise, Improved Critical, or Iron Will. +1 Challenge Rating.
- 9-10: Roll twice on this chart, ignoring further 9-10 results.

Miscellaneous

- 1-2: Uncommon speed. All movements increase by +10, and the monster gains the Run feat. +1 Challenge Rating.
- 3-4: Climbing ability. The monster gains a +8 racial bonus on all Climb checks, and moves at its base speed while climbing.
- 5-6: Gills. The monster can breathe underwater (or some other substance) at no penalty, and can Swim at 20 ft.
- 7-8: Wings. The monster gains flight movement at 30 ft. at poor maneuverability (increasing +10 ft, one maneuver category, and +1 Challenge Rating with each subsequent roll).
- 9-10: Roll twice, ignoring further 9-10 results.

If a monster rolls 9-10 on each table, it is a mutant, and will grow one size category an hour (gaining the HD and additional rolls on the above tables) until it is destroyed. The hour after it becomes Colossal, it will dissolve into 1d6 Medium-size mutants, beginning the cycle again. Other ruin monsters attack mutants on sight, and mutants have +3 Challenge Rating.

The Schattenmann

Large-Sized Aberration
Hit Dice: 14d10 (77 hp)
Initiative: +8 (+4 Dex, +4 Improved Initiative)
Speed: 40 ft.
AC: 13 (–1 size, +4 Dex)
Attacks: 2 claws (variable) melee
Damage: Claws (variable)
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Shadow claws
Special Qualities: Invulnerable (see below), shadow tracking.
Saves: Fort +14, Ref +14, Will +14
Abilities: Str 10, Dex 18, Con 10, Int 16, Wis 16, Cha 10
Skills: Hide +10, Move Silently +17, Search +15, Spot +15

Climate/Terrain: *Die Schwartzen Walden* (or similar locale in your own campaign world)
Organization: Solitary
Challenge Rating: 14
Treasure: None
Alignment: Chaotic evil
Advancement: N/A

Once worshiped as a god of darkness, the Schattenmann is a terrifying being, as ancient as the woods it haunts. The most feared of the many creatures reputed to lurk in the *Schwartzen Walden*, its shape is similar to that of an impossibly thin man, roughly twenty feet tall. Its torso is severely emaciated, its stomach sunken, and its ribs clearly outlined in its inky black flesh. Vicious claws, capable of severing a man's torso in a single blow, extend from its fingertips. The worst is its face: that of a human man, but impossibly old, its eye sockets filled with shadow.

The Schattenmann is the preeminent bogeyman of the surrounding country, and with good reason. Many have entered the *Schwartzen Walden* over the years, and not all have returned. Worse, many who have are shattered by the experience, catatonic or incoherent for the remainder of their lives. Finally, even those who escape with their lives and sanity intact are not out of the woods: many disappear less than a month later. Few ever reappear, and those that do are not in any shape to speak of their experience: they are neatly sliced into sections, and stacked by the side of a road or in a nearby barn like cords of wood. The Schattenmann is held responsible for almost all of these terrifying incidents.

Despite its terrible reputation, however, the Schattenmann does not kill without reason. Even intruders in the *Schwartzen Walden* are not automatically attacked, but merely observed. Should an interloper harm the trees of the forest in any way, the Schattenmann will exact vengeance. Perhaps not immediately, or even that day, but soon. Thanks to the scent of blackwood sap, which is undetectable to humans and impossible to wash off, the Schattenmann can track its quarry anywhere.



The Schattenmann

All of that said, the Schattenmann is unpredictable. Heroes would be wise to avoid the *Schwartzen Walden* altogether, as even the most innocent intrusion may be answered with an attack from this horrible creature.

Combat

Invulnerable: The Schattenmann cannot be harmed by any means, not even enchanted weapons or magic. It has only a single weakness: light. It cannot enter lit areas, and must attack characters from the shadows. Each time it does so, however, it suffers damage as dictated on the chart below. When the Schattenmann is reduced to zero hit points in this fashion, it retreats into the darkness, and will not return for at least one month of game time. It is impossible to track.

Shadow Claws: The Schattenmann's attack is similarly impaired by light. When it attacks a hero, its attack bonus and damage is affected by the intensity of the light surrounding the hero, again, as dictated on the chart following. If the heroes are in complete darkness, the Schattenmann hits automatically, and any character struck dies immediately unless he makes a Fort save (DC 25). Even on a successful save, the hero is reduced to 0 hit points.

Light Source	Attack Bonus	Damage Roll	Wounds Suffered From the Light
Match	+18	6d6	2
Candle	+16	5d6	7
Torch	+14	4d6	14
Lantern	+12	3d6	21
Campfire	+10	2d6	28
Bonfire	+8	1d6	35
Sunlight	–	–	50

Shadow Tracking: The Schattenmann is completely aware of everything that occurs in the *Schwartzen Walden* at all times. Usually it doesn't attack, though this is hardly something for the PCs to count on. In fact, the Schattenmann is almost certain to attack parties who tromp blithely through the *Schwartzen Walden*, based on prior safe travels through the wood. Further, the Schattenmann does not take kindly to those who despoil the *Schwartzen Walden*, and will attack such perpetrators, even if they have somehow escaped the wood. Once each day for a period of twenty days following the future victim's escape from the wood, the Schattenmann may make a Search check with a DC equal to the target's level plus the number of days that have passed since the target left the *Schwartzen Walden*. On a successful check, the Schattenmann has located the target, and may either immediately attack, or wait for an opportune moment.

Schattensoldat

Medium Size Humanoid

Hit Dice: 5d10 + 10 (37)

Initiative: +1

Speed: 30 ft.

AC: 19 (+1 Dex, +8 armor)

Attacks: Shadow Sword +8 melee

Damage: Shadow Sword 1d8 +3/1d4

Con (Fort save to negate)

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Fear

Special Qualities: Discorporate

(see below)

Saves: Fort +6, Ref +2, Will +1

Abilities: Str 16, Dex 12, Con 14, Int –,

Wis –, Cha 10

Skills: Intimidate +8

Feats: None

Climate/Terrain: Village

Organization: Patrol (5 Schattensoldat)

Challenge Rating: 5

Treasure: None

Alignment: Lawful evil

Advancement: 7 HD (Karl Steiner)

Born of a devilish deal between the Schattenmann (see page 57) and Stefan Heilgrund, the ruler of a nearby barony, the Schattensoldat are fragments of the Schattenmann's power made manifest, created to serve the needs of the baron. The bargain granted Heilgrund a degree of magical control over shadows and darkness, but not without a price. In order to fuel this dark sorcery, Heilgrund must hold his subjects in the grip of fear, and the Schattensoldat were created with exactly that purpose in mind.

Anxious to maintain his new power, Heilgrund quickly drafted laws investing the Schattensoldat with free reign over his barony, though this was merely a formality. The Schattensoldat immediately went to work instilling dread into the populace, enforcing indecipherable laws that seemed to change from day to day. The punishment for "crimes," however, was all too clear: citizens disappeared with alarming regularity, and the destitute populace is now helpless to escape to another province.

No one ever sees a Schattensoldat's face. They are always suited in black full plate armor, polished to a high sheen. Their one-piece helmets are completely featureless, save for a small, horizontal eye slit, through which only blackness can be seen. Over time, the ranks of the Schattensoldat have grown, though no one knows whence Heilgrund recruits new men. Some believe those taken by the Schattensoldat are changed through dark sorcery, though it is impossible to prove.

The Schattensoldat's chain of command is a mystery to outsiders, though occasionally a Schattensoldat is spotted with a blood red gauntlet. It is impossible to tell if there is only one such Schattensoldat, or if many share the distinctive feature. (In truth, the gauntlet is worn by Karl Steiner; see page 20 for more information.)

Combat

Shadow Sword: Each of the Schattensoldat is armed with a Shadow Sword, a blade invested with dark magic. Every time a character is struck by a Shadow Sword, he suffers 1d4 temporary Con damage in addition to the damage rolled. This Con penalty is negated by a successful Fort save (DC 20).

Should a character's Con be reduced to zero in this fashion, he is immediately killed, to rise at dusk as a Schattensoldat.

Discorporate: When a Schattensoldat is reduced to 0 Hit Points, it immediately discorporates, leaving only an empty suit of full plate armor behind. Over the following minute, the armor gradually fades into nothingness. The Schattensoldat in question reforms at the following dusk, and rejoins the dark legion.

Fear: Upon sighting a patrol of Schattensoldat or being attacked by the same, characters must make a DC 15 Will save, or suffer a –4 morale penalty to all Saving Throws and Attack Rolls for 2d4 rounds.

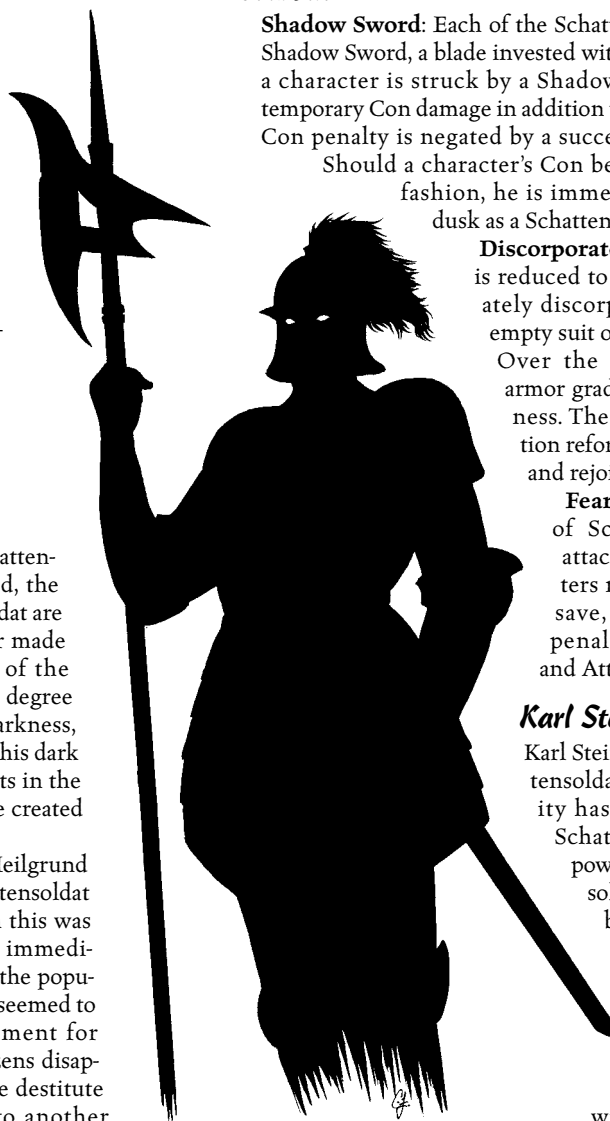
Karl Steiner

Karl Steiner commands the Schattensoldat, although his personality has been subverted by the Schattenmann. He has all the powers of the lesser Schattensoldat, and his statistics can be found on page 20.

Using Schattensoldat

The Schattensoldat make great minions for an evil lord or wizard... especially one involve in occult dealings.

Their unsettling appearance can be used to establish a dark or frightening mood for the adventure, and their relative strength makes them a fine opponent for mid-level characters not quite ready to face their dark master.



Schattensoldat

Sea Serpent

Gargantuan Beast (Aquatic)

Hit Dice: 16d10 + 32 (120 hp)

Initiative: +2 (+2 Dex)

Speed: 20 ft., swim 40 ft.

AC: 13 (–2 size, +2 Dex, +3 natural)

Attacks: Bite +12 melee, slam +7 melee

Damage: Bite 2d8+4, slam 2d6+2

Face/Reach: 30 ft. by 30 ft. (coiled)/15 ft.

Special Attacks: Improved grab, swallow whole

Special Qualities: Below the waterline

Saves: Fort +12, Ref +12, Will +6

Abilities: Str 18, Dex 15, Con 14, Int 6, Wis 12, Cha 6

Skills: Hide +4, Move Silently +4, Spot +4

Climate/Terrain: Any aquatic

Organization: Solitary or school (2–12)

Challenge Rating: 12

Treasure: None

Alignment: Always neutral

Advancement: 16–32 HD (Gargantuan), 33–45 HD (Colossal)

Both significantly more common and less dangerous than leviathans, sea serpents are a danger to any seagoing vessel, particularly in the Forbidden Sea and the Mirror, whose shorelines provide the creatures their spawning grounds. Sea serpents resemble immense snakes, sometimes over 50 feet in length and weighing upwards of 3 tons.

Sea serpents are remarkably aggressive carnivores, feeding on any creature smaller than the serpents themselves and devouring their prey whole. Its particular favorites are sharks and whales. Unfortunately, serpents are not particularly discerning, and cannot tell such creatures from ships until they bite into the hull. Being deprived of their food only further angers the beasts, as does any attempt to defend the

vessel from their misguided appetites. Fleeing does little good; the serpent will attempt to destroy any ship before it accelerates past the serpent's speed.

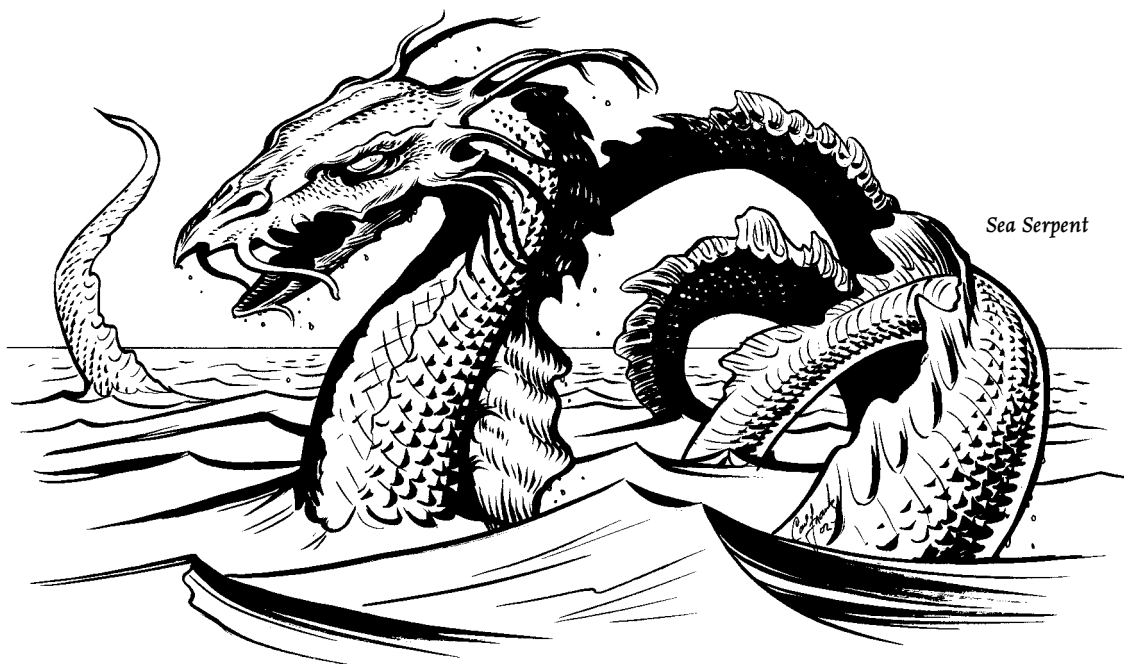
Sea serpents cannot breathe underwater. Curiously, they have fangs like a venomous snake, but lack a toxin. Instead, the fangs deliver a mild acid, the earliest step of the serpents' digestive process. The acid works quite slowly and is very weak, and contact with air or water instantly neutralizes it. This enzyme is quite prized by the Invisible College and other scientists, fetching 100g a dose (sea serpents have 1d10 doses at any time). Others, particularly Vesten, Vendel, Vodacce, and the occasional Cathayan trader place a premium value on sea serpent eggs as a delicacy, usually upwards of 500g an egg (with 2d6 eggs in a clutch).

Combat

What sea serpents lack in intelligence, they more than make up for in raw cunning. They attack from below in most cases, which usually means the first indication of an attack is when they bite into their victims. Though hardly matching the sheer terror that a leviathan presents, a sea serpent can bite below the waterline, which often proves disastrous. Fortunately, their appetites are sated once they fill their gullet, and they will abandon the attack once they have fed unless their opponents continue the combat.

Improved Grab (Ex): To use this ability, the sea serpent must hit with its bite check. If successful, it may attempt to grapple its opponent as a free action. No initial touch is required, and Tiny and Small creatures do not suffer any penalty. This ability only works against creatures smaller than the serpent. A successful grapple in this manner allows the serpent to automatically bite the opponent every round until he or she breaks free. It may also attempt to swallow the opponent whole, as described below.

Swallow Whole (Ex): The sea serpent may attempt to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check (Colossal sea serpents may swallow Gargantuan or smaller creatures). Once inside, the



Sea Serpent

opponent begins suffocating (drowning), as well as 1d6+4 points of crushing damage per round. A swallowed creature can cut its way out by dealing 25 points of damage to the sea serpent's digestive tract (AC 16). Once free, the wound remains open, allowing all devoured creatures to escape. The sea serpent dies 1d6+2 rounds later from the blood loss.

A sea serpent's gullet can hold two Huge, four Large, eight Medium-size, or sixteen Small or smaller creatures. Colossal sea serpents' gullets can hold twice these amounts, or one Gargantuan creature.

Below the Waterline: Sea serpents prefer to attack from below their opponents. Serpents doing so are considered out of range of non-aquatic opponents until after their action during a round. A sea serpent approaching a ship from below provokes no attack of opportunity.

Ships' Mascots

When a captain has had a pet long enough, it becomes more than a furball to his crew. It becomes an extension of the ship and an expression of the man or woman who commands it. It can be friendly or vicious, helpful or violent depending upon the way it is trained and who owns it. Ships' mascots essentially act as familiars, though their abilities are not overtly magical and one need not be a wizard to employ one. Possessing one is regarded as a feat, detailed below

New Feat: Ship's Mascot [General]

All captains who qualify for this feat may receive it for free when they reach character level 10. It may be purchased multiple times for the same mascot but no ability can be taken more than once.

Prerequisite: Loyal Companion, Captain Level 3+

Benefit: Your loyal companion has all the stats of its given species, and receives 10 skill points for any combination of skills. It also receives a +4 training bonus to hit points, armor class and all saving throws. Finally, it receives one of the following abilities. Although they are not magical, most act as a supernatural ability equivalent to a spell cast by a 5th level sorcerer:

Fearsome: At will, the mascot may Cause Fear as per the spell with a DC 15.

Inspire: At will, the mascot may aid his companions as per the Bless spell.

Perceptive: At will, the mascot may Detect Lie as per the spell.

Aware: At will, the mascot may Detect Snares and Pits as per the spell.

Tracker: The mascot gains the Tracking feat.

Cute: The pet is so cuddly that it provides its owner with a +2 bonus to social rolls while present.

Skilled: The mascot may take an extra 12 skill points worth of skills.

Famous Mascots

Captain

After a Castillian ambassador insulted Jeremiah Berek and his scruffy privateers (calling them "dogs"), the Castillian returned home to his native lands. Only a few days out to sea, Berek's frigate caught up with the much larger Castillian boat and quickly dropped both of her masts. Unable to maneuver, the Castillians raised the white flag and waited. The Avalons came alongside and the Castillian ambassador offered his surrender to the first crewman. But the man insisted that he surrender to the captain. Moments later Berek arrived and the ambassador tried again, but Berek shook his head and pointed to a small terrier on the deck. "That's the captain." The humiliated Castillian never returned to Avalon but the name Sea Dog stuck.

Captain is not a fearsome creature, he is a small Highland terrier with a high pitched bark and fur that is constantly frizzy from life aboard a ship. His role on board the Black Dawn is to inspire the men and to improve morale. In fact, Berek has never bothered to train him for combat. Instead, during boardings, Captain stays on the forecandle and barks down orders to the men. Opponents are often distracted by the yapping dog and the men get a boost out of seeing Captain in action. He also knows several tricks such as doing somersaults and walking upon both legs in a pompous pose many crewmen swear looks like that of a certain Montaigne Admiral.

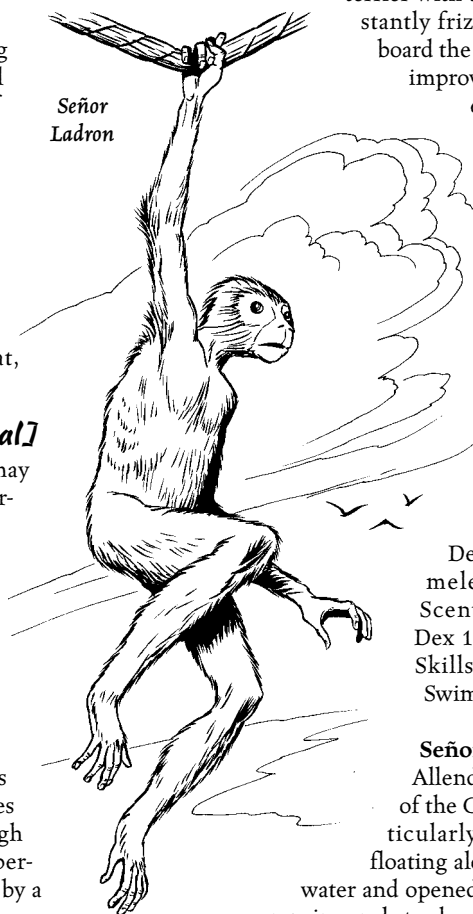
Captain: Terrier, dog

CR 1; HD 1D8+6; hp 10; Init +3 (Dex); Spd 40 ft.; AC 19 (+1 size +3 Dex +1 Natural +4 Mascot); Atks bite +2 melee; Dam bite 1D4+1; SQ Inspire, Scent; SV Fort +8, Ref +9, Wil +5; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6; AL N; Skills: Listen +5, Sense Motive +5, Spot +5, Swim +5, Wilderness Lore +5.

Señor Ladron

Allende, the pirate captain of the Brotherhood of the Coast, was examining his ship after a particularly bad storm when he noticed a barrel floating alongside the hull. He fished it out of the water and opened it, hoping that it held tar to help make repairs, or ale to cheer up his men. What he found instead was a small, bedraggled monkey. When he reached down, it lithely clambered up his arm, perched upon his shoulder and looked around in interest. Allende was so amused that he named it "Señor Ladron," which means "Mister Thief" in Castillian. He even went so far as to find some clothing for it to wear.

The monkey's antics are a constant source of amusement to the men. At one point Allende was spending so much time with it, the men began to joke that the monkey was the real Allende and the Castillian captain was just his pet. But the monkey proved his value during the next boarding. A group of marines fought the pirates to a standstill until Señor Ladron jumped into their midst. Within seconds, he'd unfas-



tened the leader's pants and taken the pistol from another man's belt. Faced with a dozen pirates and a monkey brandishing a pistol, the marines' resistance collapsed. Since that day, the men all value Señor Ladron for his agility, his ability to squeeze through small openings and the laughter he brings to them.

Señor Ladron: Monkey

CR 1; HD 1D8+4; hp 10; Init +3 (Dex); Speed 30 ft., Climb 30 ft.; AC 19 (+1 size +3 Dex +1 natural +4 Mascot); Atks bite +4 melee; Dam bite 1D3; SQ: Trained; SV Fort +6, Ref +9, Wil +5; Str 3, Dex 16, Con 10, Int 3, Wis 12, Cha 5; AL N; Skills: Balance +10, Climb +13, Escape Artist +10, Hide +13, Listen +5, Move Silently +12, Pickpocket +15, Spot +10.

Mr. Briggs

Mr. Briggs is a blue and yellow parrot with a rather singular personality. Smythe was the name of the vicious pirate who first trained Mr. Briggs. At first, he was quite angry with the bird. Although he taught it to speak, it was a well-mannered, lethargic parrot that just roosted on its owner's shoulder without moving. Since he had bought the bird to impress people with his piratical look, he thought a sleeping bird just didn't convey the right message. However at the first boarding after training the bird, Smythe got a surprise. Their victims resisted for several minutes and killed several crewman before surrendering.

Enraged, Smythe turned to Mr. Briggs and asked him "They surrender, Mr. Briggs. What do you think?"

The bird immediately squawked up, "Kill them all! Kill them all!" Smythe's men erupted in brutal laughter and within moments the outnumbered merchants were dead. It was clear that Mr. Briggs only came to when there was murder and mayhem.

Shortly after that, Smythe grew tired of the pirate's life and sold the bird and the boat to his first mate. Since that time, the Mr. Briggs has passed through a number of hands. It doesn't seem to care who its owner is and sleeps most of the time. It pipes up whenever it is questioned however — and the answer is always for blood and death. One reason for the bird's popularity is the superstition that has grown up around it. Sailors point out that no one who owns the bird has ever died at sea. This is true but what they fail to mention is how many of Mr. Briggs's owners have been knifed in a dark alley for possession of the lethargic, yet bloodthirsty creature.

Mr. Briggs: Parrot

CR 1; HD 1D8+4; hp 8; Init +3 (Dex); Spd 10 ft, Fly 40 ft; AC 17 (+2 size +3 Dex +2 natural +4 Mascot); Atks claws +5 (melee); Dam claws 1D2; SQ Fearsome, Speak Languages (all human languages); Fort +6, Ref +9, Will +6; Str 6, Dex 17, Con 10, Int 3, Wis 14, Cha 10; AL N; Skills: Bluff +4, Intimidate +6, Listen +14, Move Silently +20, Spot +6.

Belit

While just a young girl, Melinda Gosse discovered a small asprey near a tidal pool by her house. She took it home and began to raise it herself. Her father was horrified when he found his daughter cuddling a poisonous viper. He drew his sword slowly while telling her to gently put the creature down. The asprey hissed as if he knew what Gosse was saying and Melinda clung tightly to it. Gosse was finally promised

that the creature could stay if she could convince it to sit at the table and catch a berry in its mouth. When she released it, it immediately flew to the table and waited for her, then gulped down the tossed berry as if it had been trained for years.

Although poisonous, Belit never bit her and actually seemed quite protective of his owner. It has remained with her ever since, and now serves as her ship's official mascot. The creature appears to be a green viper about as long as her arm with two wings such as those found upon a falcon. It tends to curl around her shoulders and preen its wings. Many sailors have claimed that when anyone speaks to Melinda, the asprey will stare at them as if judging their words and hiss if the person lies.

During combat, Belit stays near its mistress, usually in the rigging above her head. It will dive into the face of anyone closing with her from the rear. However, the creature is quite lethargic during the winter months and at night when it cools down. During these times it often stays in her cabin and bites any non-crewman who enters her quarters.

Belit: Asprey

CR 1; HD 1D8+4; hp 8; Init +3 (Dex); Speed 20 ft, Fly 20 ft.; AC 21 (+1 size +3 Dex +3 Natural +4 Mascot); Atks bite +4 (melee); Dam bite 1D2 and poison; SQ Poison, Perceptive, Scent; SV Fort +6, Ref +11, Wil +5; Str 6, Dex 17, Con 11, Int 4, Wis 12, Cha 2; AL N; Skills: Balance +11, Hide +15, Listen +9, Move Silently +12, Sense Motive +8, Spot +12. *Poison*: DC 12 initial and 1D6 Constitution loss secondary.

The Sidhe

*She danced in a magic circle
To songs only she could hear
In the arms of her Seelie lover
Danced in the moonlight clear.
When morning's light came upon her
She was there lying all alone,
And the sound of her piteous weeping
Would have melted a heart of stone.*

— Traditional folksong of Inismore

The Sidhe ("shee") is an elaborately structured civilization of the Goodly (and not so goodly) Folke who inhabit the Glamour Isles and parts beyond. It would take an entire book to detail these fascinating creatures so this is a distillation, a quintessence of the powerful and beautiful spirits who regard Avalon as their personal playground.

No one knows the true origins of the Sidhe although there is a great deal of speculation, both scholarly and otherwise. One of the many reasons for this is the Sidhe's peculiar time-keeping system which views days as an endless stretch of connected time rather than as discrete segments of regular intervals. Another is that their world — called Bryn Bresail — is both close at hand and far away. Perhaps the easiest way to explain the proximity of the Sidhe world to ours is to use the analogy a dream: that which can be seen out of the corner of the eye is somehow clearer than that upon which we gaze full-face.

For reasons unknown, about the time that Théan history began, the Sidhe began to leave their places in the beautiful Glamour Isles of Avalon, retreating through one of the many

doorways to their own world. However, they could not abandon Théah completely and perhaps that is why the Barrier between our world is thinner in Avalon than anywhere. From time to time since then, the Sidhe queens have moved their Courts completely away from the human world, only to return as if unable to cut the ties that bind them to the humans they appear to find so intriguing.

The Sidhe world is populated with as rich a variety of folke as Théah, complete with royalty, nobility, rogues and creatures of all types. At the top of the hierarchy are the three Courts of the Seelie, each with a ruling Queen who is attended by Lords and Ladies of the Court. There is rumor of a great Seelie king but no mortal has ever seen him. The social structure of the Seelie world is very proscribed, unlike that of the Unseelie, which includes less attractive creatures like nightmares, goblins, firbolgs and the monstrous Redcap.

Despite their disdain for humans, they have an almost morbid fascination of them, and often stay quite close to human settlements. They live between the blinks of an eye, hiding themselves behind the mundane and the ordinary. They draw sustenance from water, so lakes, streams, ponds in quiet wooded areas are good places to catch a glance of them, if one were foolish enough to call attention to oneself. While the Sidhe are generally regarded as emotionless, what they lack in compassion they more than make up for in cruelty. Humans definitely provide them with endless entertainment.

Although many Sidhe are friends of humans, there is inherent danger in their creations. They build enchanted “faerie hills” in hopes of protecting themselves from inquisitive outsiders looking for their gold or treasure, or seeking to have a spell cast or removed. Despite their precautions, however, humans are just as fascinated with the Sidhe as the Sidhe are with us, and faerie encampments are often irresistible traps. Sadly, entrance into a faerie hill is a one-way ticket to immortality because humans rarely if ever return — and they may regret it if they do. A day in the land of the Seelie might be a century or more in the land of Théah. It can be a heartbreaking thing to return to Théah and find everyone — and everything — you knew has gone.

The Sidhe do not possess emotions as we understand them. But they envy humanity's capacity to feel, and try to emulate such feelings whenever they can. This leads to exaggerated or overly dramatic outbursts which can be quite dangerous to the unsuspecting. A Sidhe lover might destroy his paramour at the slightest hint of jealousy, or Sidhe knight could pursue someone who

has insulted his “honor” to the end of eternity and beyond. Should a Sidhe actually experience a real emotion, the results are terrifying. The raw pain of the experience could drive them into a frenzy, madly slaying any hapless mortals in the vicinity. A few have managed to tame such feels — and gain a greater appreciation of humanity as a result — but their numbers are few.

Human stories provide a great outlet for the Sidhe's emotional pantomime, and the Goodly Folke adhere quite closely to the unspoken rules of human drama.

Seelie and Unseelie

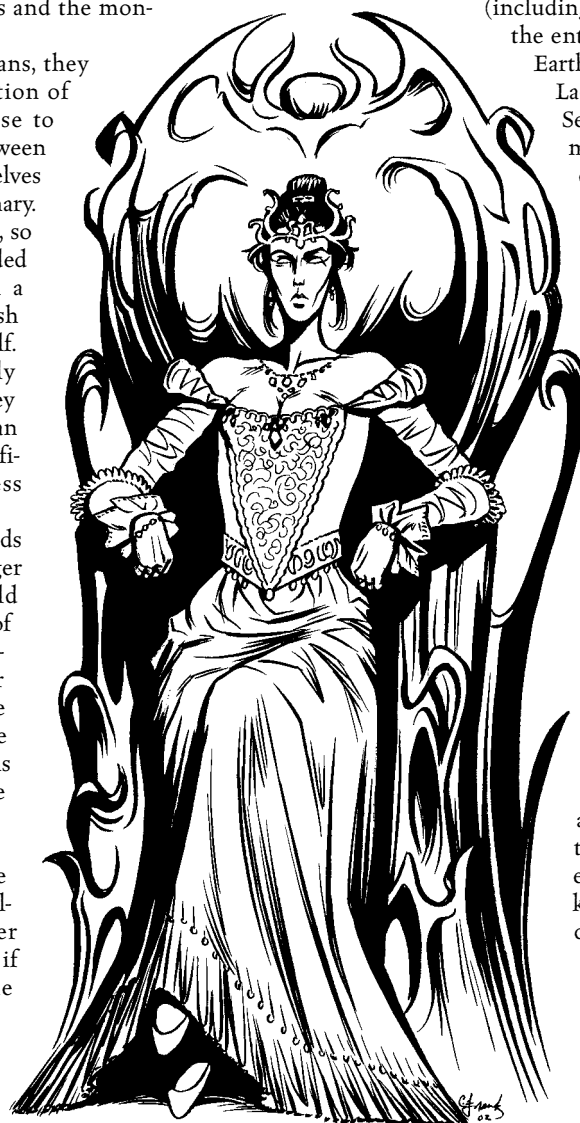
The Queens of Earth, Sky and Sea rule over the three Seelie courts. The Queen of the Sky is most usually referred to simply as “The Queen” and is regarded by many (including herself) as the supreme ruler of the entire Sidhe race. The Queen of the Earth is more commonly known as the Lady of the Lake. The Queen of the Sea is a dark and distant Seelie who must constantly contend for domain over her kingdom against the vicious Black Siren (see page 70).

The Queen of the Sky favors the style of humans in the structure of her Court. This is the most familiar to humans, where coldly elegant Lords and Ladies pursue their jaded interests within an atmosphere of court intrigue that would put a Vodacce prince to shame.

The Queen of the Sea, intent upon building enough power to wrest control from the Black Siren, has taken to collecting the souls of drowned sailors, hoping that she can draw on their power to augment her own.

The Queen of the Earth — the Lady of the Lake — possessed a stronger spirit than her sisters and thus was the last to move through the gate of Bryn Bresail to experiment with mortal form. She knew how seductive the world could be and feared that if she gave in to temptation, she would be drawn into the mortal world forever — a premonition that proved to be devastatingly prophetic.

But her sisters would not stop talking about the mortal world, its excitement, its myriad pleasures and the strange and amusing ways of the humans. Eventually her curiosity grew stronger than her resolve but she took elaborate precautions to insure that her foray into Théah would go undetected. Hoping to avoid direct contact with humans, she sought a deserted place in the wilds. She emerged from a hidden lake in the form of a beautiful



Queen of the Sidhe

woman, naked and covered with a shimmering cover of water that sparkled like hundreds of diamonds. It was a spectacular entrance that — alas for her — did not go quite as she planned it.

A wandering knight had paused at the lake and when he saw her, his heart nearly stopped beating. In return, she saw the look of utter and complete love in his eyes, a look that she had never seen before, and she knew that she would never be happy again among the Sidhe. She kept her visits with him secret from her sisters, and even more secret, the fact that she bore him two children.

One became Lugh, the Horned King. The other she called Sophia.

The Queen's Courts

The majority of Seelie are Lords and Ladies of the Queen's Court. Like all Seelie, they are inhumanly beautiful. Slender and almost fragile in appearance, they possess an inhuman strength, and regard themselves as the elite of the spirit world. Often described as cold and distant, they display a capricious nature that often compels them to commit acts of unspeakable cruelty simply to please their jaded tastes.

There is another Court in the Sidhe world inhabited by those the Queen calls "Unseelie" or Unforgiven. If the Seelie are creatures of spring and air, the Unseelie are creatures of summer fire that burns brightly but does not consume. To encounter them is to know the madness of a Midsummer's Night. Their emotions are all about passion, whether anger or pleasure, and they count among their number some of the wickedest beings in creation.

Even so, proper courtly behavior — good manners, if you will — is highly prized by all Sidhe nobles. Those who pay proper obeisance to a Seelie lord or lady will find that things go much more smoothly. Regardless of their exact title, you are perfectly safe addressing a Sidhe noble as "Lord" or "Lady"; if you know their correct title and use it with proper respect, you might even win some favor.

Outside the ring of the Court are the "common" Sidhe: goblins, boggins, bogeys, brownies — usually smaller beings with peculiar appearances who often thrive on tormenting humans with a myriad of practical jokes. Even they have a title ("Hob") but unlike the nobles, it is not as safe to use it unless you know that the bearer has actually earned it.

Glamour: Sidhe Sorcery

A note about Glamour: Glamour is a Théan school of sorcery; Glamer is a d20 subschool of Illusion.

Glamour is a sorcerous art received at the hands of the Sidhe. Unlike humans, however, Sidhe use this power effortlessly and without visible drain. Woe betide the human sorceress who claims that she is the equal of a Sidhe practitioner — a grave insult, indeed, which may result in punishment that leaves the recipient begging for death.

It is important to remember the word "illusion" when dealing with the Sidhe. Eating their food causes mortals to fall under the spell of their time and for all intents and purposes to be asleep for years. Beware the Seelie who offers untold wealth, for however solid the gold and jewels may appear when in the presence of the giver, when exposed to the harsh light of the mortal world, it vanishes into nothing.

On the other hand, when a Seelie creates an Illusion, it draws power from those who see it.

"If you see a tree that a Sidhe has created from Glamour — and believe it to be real — ... it takes on all the qualities of a real tree... Because of this, Sidhe magic almost never kills; it merely alters." (Avalon, pg. 89)

Sidhe are adept shapechangers, able to alter their garments as well as their appearance at will. Although some of the common folke cannot alter their appearance, they can cast spells that alter the viewer's perception, so in some cases it amounts to the same thing.

"Sidhe magic... demands respect. Heroes who toy with it are likely to end up asleep for a hundred years or forced to dance for the Seelie Court's amusement forever. Understanding the limits of Glamour is the key to surviving the Sidhe." (Avalon, pp. 89–90)

Protection Against the Sidhe

There are as many old wives' tales about actions and talismans to protect against the Sidhe as there are grains of sand. Each region has its own wisdom, so it is important to know what does and does not work — if it's possible to know. Does learning a Sidhe noble's name give you power over him? Perhaps not, but it certainly will prevent an immediate death. Will putting pieces of bread across the threshold of your home keep the Sidhe out? While it may not deter an Unseelie noble, it will certainly occupy one of the common Sidhe — unless of course it's exceptionally good bread, at which point you may have a permanent resident upon your stoop.

Theirs is a peculiar sort of vanity, for they have an intense horror of mirrors and cannot look at themselves, except perhaps as reflected in water, but even then rarely when the water is still. Flashing a mirror in a Sidhe's face will certainly deter them, but probably only temporarily.

The only thing that does seem to work as protection is cold iron: raw, untempered iron which has never touched a blacksmith's forge. The MacEachern Clan of the Highland Marches learned a secret for forging cold iron weapons, but the Sidhe destroyed them when they learned of the threat. Even so, a few MacEacherns survived the attack, and their descendants still carry the secrets of cold iron — the only way known to Slay a Sidhe. Good luck coaxing a MacEachern blacksmith to make you a weapon. They know better than anyone else in Avalon and probably the rest of Théah, how swift and merciless the Sidhe can be. They are reclusive and hidden and not eager to bring the wrath of the Sidhe down upon themselves again any time soon.

There may be Syrneth weapons or artifacts that could be used against the Sidhe, but first the adventurers would have to find one.

Combat

The level of Sidhe power is almost unimaginable. The most adept of them can do more than cast illusions; they can warp reality itself. A Sidhe enchantment can last a lifetime without hope of cessation. Although cold iron will protect against most Sidhe, there is nothing known to humans that will kill any of the Queens — nothing. While certain weapons may cause a Queen temporary pain, it will not kill her; it will, however, make her very very angry. And that is not a good thing at all. The Seelie are as well trained in the art of weaponry as is any noble of Théah, and with their natural grace and mobility, they are even better than the best swordsmen in the land. Sidhe rarely fight with an unenchanted weapon, so that adds a dimension to the combat that could prove fatal for the heroes.

If by some chance, the heroes are able to kill a Sidhe, the celebration should be short-lived. The race seems to be psychically connected and the death of one is broadcast through the Sidhe nation. The party can rest assured that they will be found sooner rather than later. However, it is possible, if one is very clever, to outsmart the Sidhe. Their love of drama is an Achilles' heel, and clever adventurers can use that against them. If they can detect the patterns of the "story" the Sidhe are living out — the dark lord trying to seduce one of their number, jealous warrior hoping to steal their glory for himself, or what have you — then they can play up the circumstances to destroy their foe. They must adhere to proper theatrics — a final confrontation, a fierce duel, etc. — and in some cases must gain permission of the Queen before attempting such an action. Even then, the Sidhe does not truly die, but rather returns to Bryn Bresail, never to trouble the PCs again.

It should be noted that the Unseelie do not share this connection. They have been cast out of the Queen's Court, and should a party manage to slay one, she and her entourage will do nothing to intervene.

Lords and Ladies

Medium Size Fey
Hit Dice: 8d6 + 8 (33 hp)
Initiative: +5 (Dex)
Speed: 30 ft.
AC: 20 (+5 Dex, +5 natural)
Attacks: Sidhe sword +12/+7 melee, dagger +12/+7 melee, or bow +13/+8 (Sidhe swords and daggers allow the user to roll 2d20 for initiative, keeping either one)
Damage: Sword 1d6 +2, dagger 1d4 +2, arrows 1d6 +3
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Immunities, damage reduction 30/cold iron or Synchron weapons
Saves: Fort +6, Ref +10, Will +7
Abilities: Str 18, Dex 20, Con 13, Int 16, Wis 14, Cha 20
Skills: Bluff +11, Concentration +6, Disguise +11, Escape Artist +9, Hide +11, Knowledge (Avalon) +8, Knowledge (Bryn Bresail) +11, Listen +10, Move Silently +11, Ride +4, Spot +16
Feats: Dodge, Mobility

Climate/Terrain: Avalon
Organization: Solitary or small parties (2-5)
Challenge Rating: 9
Treasure: None
Alignment: Usually chaotic neutral
Advancement: 9-16 HD (Medium-size)

Noble Sidhe are approximately 6-1/2 to 7 feet tall, majestic, regal, impossibly beautiful with wide bright eyes and long flowing hair. Everything about them seems to glow, making them seem like fragile creatures. But they are also impossibly

strong and cannot be bested in combat in normal ways. An encounter with a Sidhe of any type should be a rare occurrence, and presented with all the trappings that will mark it well in the player characters' minds.

For all their ephemeral appearance, their emotions are intense and can be terrifying, especially when they are angry. Even if you were to combine the ferocious vengefulness of a Vodacce combined with the intense passion of a Castillian, you would not come close to the level of emotion a Sidhe can display. On the other hand, earning the favor of a highly placed Seelie noble could be extremely useful as long as the party does not take advantage of the association too often.

Combat

Immunities: Lords and Ladies are immune to poison, disease, and similar effects.

Spell-like Abilities: Lords and Ladies cast all Glamour spells as a 20th level character. The effects take one action and the Lords and Ladies ignore all component requirements. If you do not own *The Magic of Théah*, then they cast all Illusion spells as a 20th level character, with the same benefits as above.

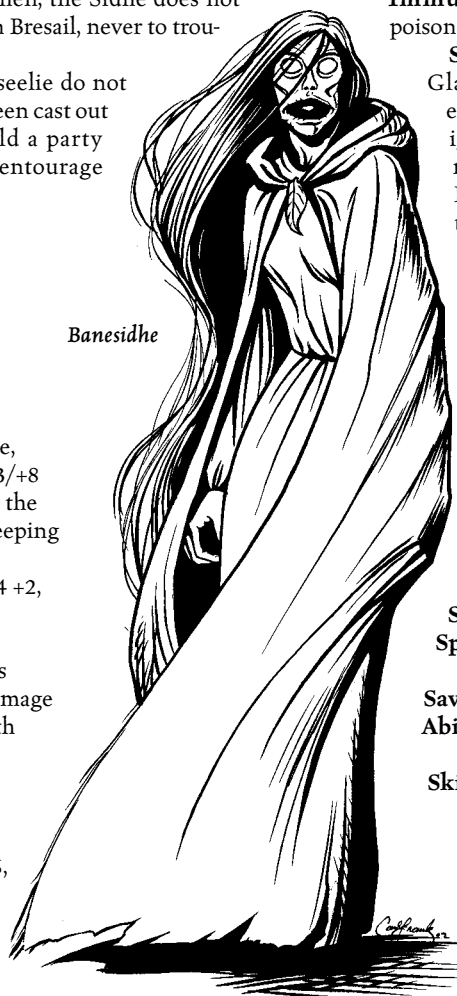
Banesidhe ("Ban-shee")

Medium-Size Fey (Evil)
Hit Dice: 8d8+8 (44 hp)
Initiative: +1 Dex
Speed: 20 ft.
AC: 20 (+1 Dex, +9 natural)
Attacks: None
Damage: None
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Frightful presence, scream
Special Qualities: Immunities, SR 25, damage reduction 20/cold iron or Synchron weapons
Saves: Fort +9, Ref +9, Will +10
Abilities: Str 14, Dex 15, Con 12, Int 13, Wis 13, Cha 12
Skills: Concentration +12, Intimidate +12, Listen +14, Ride +13, Sense Motive +12, Spellcraft +13, Spot +14
Feats: Alertness

Climate/Terrain: Any land
Organization: Solitary, mounted (occasionally on a black horse)
Challenge Rating: 9
Treasure: None
Alignment: Chaotic evil

Advancement: 9-16 HD (Medium-size)

Whether you believe that there is one of these or several, one is sufficient to terrify the bravest soul. Eyewitness accounts tell of a tall, willow-thin woman with a high-pitched wail that pierces straight through to the bones. Looking like a cross between a drowned person and a demon from Legion's Pit, her skin is dead white and her huge blood-red eyes are both burning and hollow at the same time. As she begins her unearthly wail, her mouth opens wider and wider, impossibly wide as if to swallow the world into a toothless black abyss.



Banesidhe

When the screaming ends and the Banesidhe has passed on, those who have heard and seen her are never ever the same.

Some say that the Banesidhe was actually once a mortal woman, a loyal retainer in a nobleman's household, who so loved her lord and his family that her cries of anguish whenever one of them died filled the castle with an unearthly sound. Shortly after her death, tales began to circulate about the demesne and beyond of an unearthly wailing the preceded the death of a loved one. Another legend says that she was once a Sidhe woman whose love of mankind was so great that each death was like a blow to her heart, while another still says that she was a Sidhe woman who angered the great Queen and was banished from the Sidhe world forever; she sits outside the gate to Bryn Bresail, begging for entry.

Oddly enough, all of the legends through Avalon ascribe to the Baneside the ability to foretell death. Anyone who hears the unearthly wails knows that the Grim Reaper is not far behind.

Combat

Frightful Presence: Anyone catching sight of the Banesidhe must make a Will save with a DC of 15 or suffer a –1 penalty on attack rolls, weapon damage rolls, and saving throws. This effect lasts for 2d6 rounds.

Immunities: Lords and Ladies are immune to poison, disease, and similar effects.

Scream: The banesidhe's scream functions as a fear spell as if cast by a 15th level sorcerer. Those who hear must make a Will save at DC 25 or suffer a –2 penalty to all saving throws and must attempt to flee the banesidhe as quickly as possible. Reports persist of the banesidhe's scream turning victims hair white, aging them by decades, or even serving as a harbinger to some future doom. The exact mechanical effects of such phenomena are up to the DM.

Using the Banesidhe

Although she can cause harm with her scream, the DM may also wish to use her as a harbinger of dreadful things. She will not attack unless provoked and even then, there is a good chance that she will ride off or fly awake without engaging them in combat.

Jack-in-Irons

Large Giant

Hit Dice: 12d8+ 48 (106 hp)

Initiative: 0

Speed: 40 ft.

AC: 19 (+9 natural)

Attacks: Club +17/+12 melee

Damage: Club 2d6 +12

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Frightful presence

Special Qualities: Damage reduction 10/cold iron or Synchron weapons

Saves: Fort +12, Ref +4, Will +4

Abilities: Str 27, Dex 10, Con 19, Int 10, Wis 10, Cha 11

Skills: Climb +8, Hide +8, Jump +9, Spot +5

Feats: Cleave, Great Cleave, Power Attack

Climate/Terrain: Any hills or mountains (Avalon)

Organization: Unique

Challenge Rating: 9

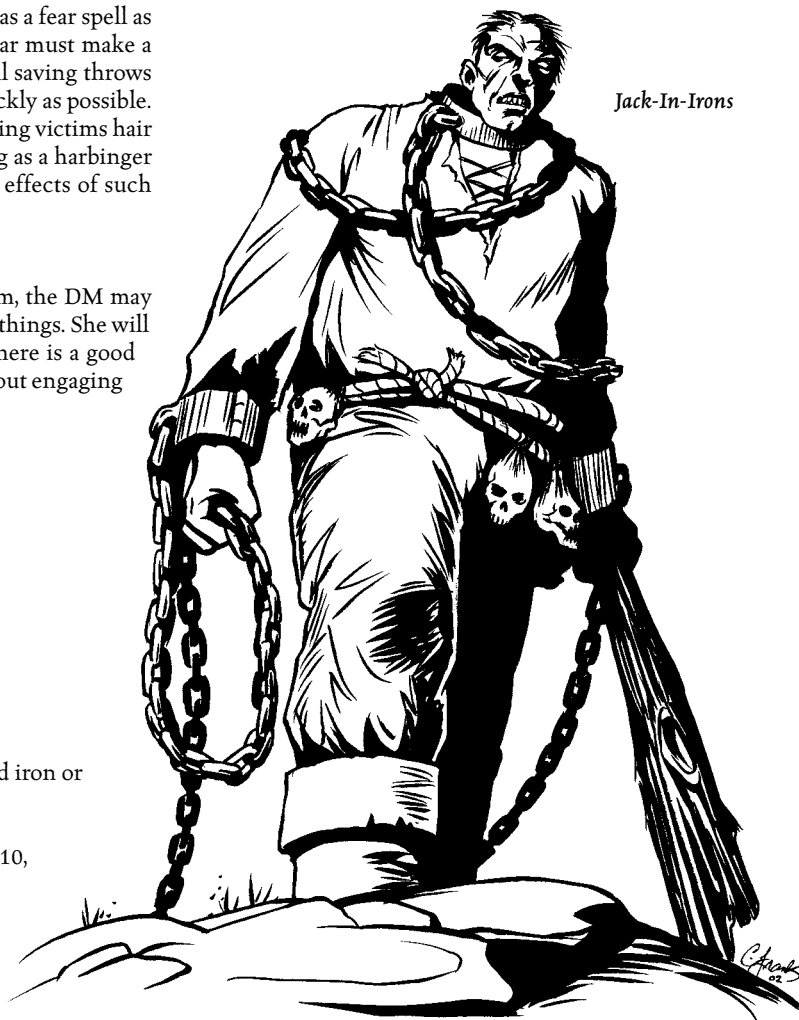
Treasure: Special (see below)

Alignment: Chaotic evil

Advancement: By character class

Every culture in Théah has a legend about a giant (some of which are based more on fact than fiction) but none is more feared than Avalon's Jack-in-Irons. He was a huge man from the wilds of Lothian, born out of wedlock and abandoned as a child. Jack fell easily into a life of crime. While his huge size was not conducive to quick snatch-and-grab schemes, he was so intimidating that shopkeepers gave over whatever he wanted in favor of being beaten to a pulp. Eventually, Jack was large enough and strong enough to strike out on his own, and he rampaged about the countryside, his raw, unbridled passions driving him to take what he wanted without concern for human life. The lives he took numbered in the dozens.

Eventually, he was captured for his crimes and sentenced to die. The night before his execution, he was visited in his cell by an Unseelie, who offered him a bargain. No one knows the exact terms, but when the bailiff arrived in the morning, Jack was gone along with his chains and the bricks connected to them.



Jack-In-Irons

Since then he has roamed the countryside of Avalon, striking at those who come near. Lone travelers are wise to be wary especially if they hear the sound of rattling chains. With each kill, Jack seems to gain strength and stature. When last seen he was reported to be 30 feet tall... and his chains appear to have grown with him. He sometimes carries a huge oaken club covered with spikes, but he is just as happy to tear a victim's head off with his bare hands. He hangs the heads on his huge belt as trophies, and his lair has become a grisly museum containing something from everyone and everything he has ever killed. This is one treasure horde which adventurers do not want to see! (The exact make-up of Jack-in-Irons's treasure is up to the DM, but the undeniable valuables are doubtless encrusted with filth and gore. Those who handle them excessively may contract some nasty, disease, and reselling the items may take some doing...)

Combat

Frightful Presence: Anyone catching sight of Jack-in-Irons must make a Will save with a DC of 15 or suffer a -1 penalty on attack rolls, weapon damage rolls, and saving throws. This effect lasts for 3d6 rounds.

Jenny Greenteeth

Medium-Size Outsider (Evil)

Hit Dice: 9d8+9 (49 hp)

Initiative: +1 Dex

Speed: 30 ft., swim 30 ft.

AC: 22 (+1 Dex, +11 natural)

Attacks: 2 claws, +13 melee, bite +8 melee

Damage: Claws 1d6 +7, bit 1d6 + 3 and disease

Special Attacks: Disease

Special Qualities: Damage reduction 10/cold iron or Syrneth weapons, darkvision 60 ft., SR 18, Water breathing

Saves: Fort +6, Ref +7, Will +7

Abilities: Str 19, Dex 13, Con 12, Int 13, Wis 12, Cha 11

Skills: Concentration +12, Heal +6, Hide +11,

Intimidate +12, Listen +14, Spot +14

Feats: Alertness, Great Fortitude

Climate/Terrain: Near swamps or bogs

Organization: Unique

Challenge Rating: 7

Treasure: None

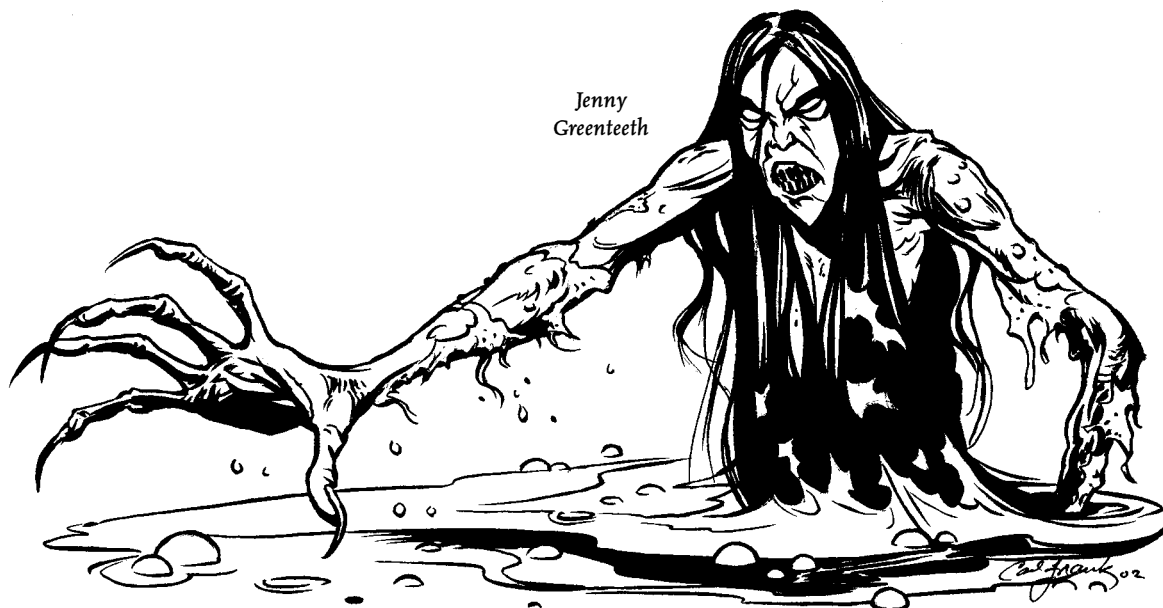
Alignment: Chaotic evil

Advancement: By character class

No one in Inismore has escaped childhood without hearing at least one warning to stay away from swamps lest Jenny Greenteeth pull them down to her watery lair. Jenny was actually a village wise woman and midwife who dabbled in love charms on the side. Over time, watching all the happiness around her, Jenny grew bitter. No man ever twirled her around the bonfire on Midsummer's Eve or twined a wreath of flowers for her. She brooded on this even as she continued her work until hate filled her veins with a thirst for revenge.

She began slowly, with a pinch here or a tweak there, which gave her a momentary pleasure. It wasn't long before she had progressed to more serious injuries and eventually to outright murder. She had the sense to move away from the town before anyone got suspicious and for a brief time she found some peace living by herself in a little cottage near the edge of a bog. But eventually her unquenchable anger began to work its evil once again. Eventually she ran out of food and what little game she could trap was insufficient to feed her well. Then one day she received a visitor... who tasted wonderful.

Of course lone wanderers were a rare commodity and as she spent more and more time waiting by the swamps the evil within her altered her, warped by Unseelie magic. Her arms grew thin and skeletal and her fingernails turned into black talons encrusted with dirt and bits of skin. Then there are her teeth: her disgusting, barbed, mossy green teeth. Her breath that is as stagnant as the swamps in which she now lives. Like most Unseelie, she is able to alter her appearance, luring her victims into her lair and not revealing her true form until they are trussed up good 'n tight and she lurches forward to take the first bite.



Combat

Disease: Filth fever — bite and claws, Fortitude save (DC 11), incubation period 1d4 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution (see page 74 of the *DUNGEON MASTER'S Guide™*).

Using Jenny Greenteeth

Whether the DM is running a Théan or fantasy campaign, Jenny is the ideal sort of mid-level creature for a reputation-raising encounter. The mayor's children have disappeared or a young bride went to bathe on the morning of her wedding day, or the heroes themselves encounter Jenny while they are bathing after a long day's ride.

Jimmy Squarefoot

Medium-Size Fey

Hit Dice: 5d6+5 (25 hp)

Initiative: –1 (Dex)

Speed: 30 ft.

AC: 15 (–1 Dex, +6 natural)

Attacks: 2 fists +3 melee

Damage: Fists 1d6+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: None

Special Qualities: Damage reduction 10/cold iron, Mimic

Saves: Fort +6, Ref +1, Will +1

Abilities: Str 17, Dex 9, Con 15, Int 9, Wis 10, Cha 7

Skills: Climb +5, Hide +5, Intimidate +5, Listen +4,

Move Silently +3, Search +3, Spot +3, Wilderness Lore +4

Feats: None

Climate/Terrain: Temperate forest, hill, marsh, mountain (Avalon)

Organization: Unique

Challenge Rating: 2

Treasure: None

Alignment: Chaotic neutral

Advancement: By character class

Not all of the Unseelie are foul creatures intent upon the destruction of the human race. Some are victims of Sidhe cruelty... or at least started out that way. Jimmy Swithins lived in Balroux Downs, within the shadow of Thespian Row (a street full of theatres renowned throughout Théah). Ever since he was a small child, he had wanted to be an actor. He dreamed of playing the swashbuckling hero, dashing onto the stage, waving his sword and saving the damsel in distress.

Sadly, he was not hero material. He was a big, lumbering round-faced young man who stuttered a bit and had a definite fondness for sweet roasted pork.. He loved nothing better than to buy a pint of ale and a slab of meat and happily munch during the performance, the juices running down his face as he stared rapturously at the actors.

It happened that on Midsummer's Eve. A troupe of actors from out of town came to perform. They were far and away the most dazzling ensemble Balroux Downs had seen in quite a while. These actors were amazing, bringing vitality and deep passion to their characterizations. As Swithins watched, they actually seemed to glow. He was so enraptured by the performance that he did not realize how much ale he had consumed. The day had been warm and he was very thirsty so

he continued to drink. At a crucial moment in the drama, when the beautiful lead was in the middle of her deathbed soliloquy, the unthinkable happened. Jimmy Swithins belched.

The audience was stunned for a moment and then ripples of laughter broke across the theatre, swelling until the entire house rocked with mirth. Had it been a comedy and had the actors been human, it probably would have been all right. But it wasn't and they weren't. These were Seelie nobles who had been taken with the idea of traveling about the countryside, masquerading as a theatrical troupe. The lead actress, a powerful Sidhe lady, was beyond furious.

She rose from her "deathbed" and came to the front of the stage, her aura glowing with red fury. She reached out and pointed at the paralyzed Jimmy and he was instantly surrounded by a glittering fiery vortex. He began screaming as the crowd drew back in horror. Suddenly, the light receded and where there had been a human there was now a large pig-faced creature with bristly hair on his back, long hairy arms that dragged on the ground and huge bandaged feet. Slobbering and grunting in misery, Jimmy fled from the theatre as the actors vanished in a flash of blinding light.

He wandered dazed and miserable for several days until hunger drove him back towards the city. He tried to approach his old friends but they recoiled from him and threw rotten fruit and vegetables. He was forced to make due by raiding small farms and hamlets, stealing food and occasionally robbing lone travelers. This was all well and good in the summer but as fall was approaching it began to get colder. Necessity being the mother of invention, Jimmy made a wonderful discovery: he could act. He was trapped in a pig's body but he could act. He could imitate voices! He tested his newfound skill and found that if he hid in the shadows and made squawking noises, farmers thought the chickens had gotten out. If he made growling sounds, people stayed safe behind their doors, which gave him free access to raid storehouses. He could even imitate children, which brought concerned women out of their homes and farmhouses, oftentimes leaving a nice warm pie cooling on the window sill. It even helped him frighten people away if he wanted...

His new existence has revealed a cruel streak in the formerly harmless Jimmy. He sometimes lurks under bridges or behind rocks, waiting to jump out and scare passersby. He delights in watching them run for their lives, and sometime uses his frightening appearance to extort money from his victims — forcing them to hand over their gold, then beating them unconscious if he's in a bad mood. Fortunately, he's not very bright, and can be easily tricked by a convincing lie. Promising him hidden gold works very well, as does cheating him at a game of chance. The key is to be far away when he realizes that he's been duped. Stories of clever heroes outwitting him have made him the subject of ridicule in many quarters. No one who has ever met him laughs, however.

Combat

Mimic: Jimmy has the capacity to perfectly mimic any sound he has heard — including animal noises, and the voices of individuals. Those hearing such sounds must succeed at a Wisdom check, DC 20, or be taken in by the sound he makes. This ability is negated if the subject catches sight of Jimmy while he is emitting the sound.

Using Jimmy

Jimmy can make a good low-key encounter for characters who have no experience with the Sidhe. His mimicry can make him appear quite threatening, a fact which he will use to his advantage to rob them... or at least give them a good scare. Alternately, Jimmy can serve as an unlikely ally for the party, especially if the heroes are trying to escape from an irate farmer or even the local bailiff. Jimmy may also know about any clandestine activity in the woods, such as highwaymen who might have buried treasure, and can find his way through nearly any bog, bramble, or forest. The question is whether the PCs can get close enough to understand what a miserable soul he truly is, instead of the sadistic creature he sometimes appears.

Pooka

Medium-Size Fey

Hit Dice: 5d6+5 (25 hp)

Initiative: +1 (Dex)

Speed: 40 ft. (60 ft. in animal form)

AC: 15 (+1 Dex, +4 natural)

Attacks: Head butt +2 melee; in animal form, bite +3 melee

Damage: Head butt 1d6+2; in animal form, bite 1d6+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: None

Special Qualities: Damage reduction 15/cold iron, shapechange, spell resistance 5

Saves: Fort +3, Ref +5, Will +5

Abilities: Str 14, Dex 13, Con 14, Int 12, Wis 13, Cha 12

Skills: Bluff +6, Hide +5, Knowledge (nature) +6, Listen +6, Move Silently +6, Search +6, Spot +6, Wilderness Lore +5

Feats: Alertness, Dodge, Mobility

Climate/Terrain: Temperate forest, hill, marsh, mountain

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Usually chaotic neutral

Advancement: 6-10 HD (medium-size)

Pookas are lesser members of the Seelie, forming much of what might be considered the middle-class citizenry of the Sidhe. While humanity is often beneath the casual notice of the Lords and Ladies of the Seelie Court, pookas take great delight in seeking out unwitting humans and tricking them into appearing foolish. It makes them feel better about their status as unnoticed "lessers" in the Sidhe pecking order.

Pookas are shapeshifters: their natural form is that of a naked man or woman with shiny jet-black skin and a goat's head, but humans rarely see them in that shape. They normally take the shape of horses, bulls or black dogs, hoping to entice hapless mortals into jumping on their backs. Once someone mounts them, they take off on a wild ride through brambles and briar. Such journeys often last an entire night and end with the pooka dumping its passenger in a muddy puddle. Then they vanish with the dawn, leaving the mortal wet, bedraggled and hopelessly lost. Thieves are a favorite target of theirs, as are travelers too confident for their own good. Despite their prankish nature they can be strangely benevolent at times. Those lost in the wilderness have often been guided home by a disguised pooka, and children have nothing to fear from them.

The pooka may appear crude and ill-tempered with a penchant for nasty jokes. And appearances are not deceiving. However, their usual pranks are as nothing compared to what they do to someone who deliberately sets out to anger them. If anything, they will treat those who dishonor the Sidhe more harshly than the Lords and Ladies of the Court... and they are more likely to notice such slights. If a Lord or Lady wishes to punish such an offender they may send a pooka to avenge the slight. Those sent on such a mission, forced to serve as a lackey, will be even more ill tempered than normal. "Pranks" resulting from such an offense are rarely lethal, but otherwise anything goes.

To try and avenge a pooka's prank is a foolish thing. No Sidhe will tolerate such action, even those supposedly "better" than the pooka. Vengeful former victims will find themselves plagued by strange accidents and their travels in the wilderness interrupted by strange howls and screeches, and mysterious shadows that rise out of nowhere. Those who persist despite these warnings are rarely seen again. After many years of co-existence with the Sidhe, the citizens of the Glamour Isles know better, but occasionally a foolish foreigner disappears after trying to avenge himself on a prankish pooka.

Combat

Shapechange (Su): Pooka can magically shapechange at will into the form of a horse, bull, or black dog. This takes a single standard action, and is otherwise similar to shapechange as cast by a 20th-level sorcerer.

Using a Pooka

Like many supernatural creatures in Théah, the pookas are best used to instill a particular feel and atmosphere rather than as mere sword fodder. The Sidhe in Avalon are a force to be reckoned with, and the pookas are part of that force. Keep them to the shadows and their true identities a mystery. If an arrogant rider tries to take a pooka (in horse-form,) let the creature take him on the ride of his life and then disappear with the dawn. If the rider reports the incident, have the locals merely shake their heads and speak nothing of the matter. No knowledgeable Avalon will mention of the Sidhe so openly.

Furthermore, if a party has avoided offending the Sidhe, a black dog may show up at an opportune time to warn them of a trap (although not one laid by another Sidhe, of course!), guide them through a dangerous route, or lead them past some threat. The dog will disappear as mysteriously as it came, and the PCs will be unable to find anyone who can provide them with knowledge. If properly used, the adventurers should never even know the name or origin of the creatures that aid or hinder them.

In addition to the Seelie and Unseelie, there is another category of monster in Avalon which may have actually begun life in human form but who were altered by Glamour and the effects of Reputation. There are those who deeds are so foul that the constant exposure to evil begins to alter the fabric of their being, twisting them into something not quite human. In essence, their appearance becomes the mirror of their misdeeds. While the Seelie eschew these aberrations, the Unseelie welcome them into their Court, drawing on the raw power of uncontrolled violence and evil.

Siren, Théan

Medium-Sized Humanoid (Aquatic)

HD: 4D8+4 (20 hp)

Initiative: +2 (+2 Dex)

Speed: 5 ft, swim 60 ft

Armor Class: 15 (+2 Dex, +3 natural)

Attacks: 2 claws +1 melee, bite +1 melee

Damage: Claw 1d4 +1, bite 1d6 +1

Face/Reach: 5 ft by 5 ft/5 ft.

Special Attacks: None

Special Qualities: Amphibious, keen scent, underwater sense

Saves: Fort +4, Ref +2, Will +1

Abilities: Str 14, Dex 14, Con 12, Int 7, Wis 13, Cha 6

Skills: Bluff +5, Listen +5, Spot +6

Climate: Any aquatic (oceans and seas)

Organization: Solitary, shoals (2–5), or colonies (11–20)

Challenge Rating: 2

Treasure: None

Alignment: Chaotic evil

Advancement: By character class

The sirens are an ancient race of sea-going predators, minions of the foul monstrosity which serves as their queen. Their origins are lost in antiquity, but every Théan sailor learns to hate their vicious form. Sirens appear to be human females if seen from a distance while their mouth is closed. A closer look reveals their true form — hideous monsters with the lower body of a fish, webbed claw-like hands, and a shark's mouth filled with row after row of razor-sharp teeth. Found in cold waters, they often swim up beside ships and pretend to drown, masquerading as a comely woman in order to lure some hapless sailor to his doom. Sirens travel in shoals, and

can attack en masse in a horrid frenzy if they detect prey. They usually attempt to drag their victims underwater in order to drown and eat them, although they sometimes take ghoulish delight in feeding on still-living victims in front of their friends aboard ship. In this case, they make an otherworldly, keening sound of pleasure that sailors refer to as the “siren's song.” Few sailors will pass up the opportunity to kill a siren.

Combat

Amphibious: Sirens normally breathe water, but they can also survive indefinitely on the land. They ignore rules for drowning unless special circumstances are involved.

Keen Scent: Sirens can detect blood in the water at ranges of up to one mile and follow it unerringly to its source.

Underwater Sense: Sirens can locate creatures underwater within a 50 ft. radius. This ability negates the effects of invisibility and poor visibility. Sirens are not fooled by figments while underwater.

Using Sirens

They are quite helpless outside the water, but in their native environment, they are as dangerous as any predator. Sirens often follow pirate ships, hoping to feast the remains of their victims, and will invariably appear following a naval battle or similar engagement. Shoals of sirens sometimes haunt shipwrecks, beaches, and other shallows, waiting for curious adventurers to wander along. In these circumstances, they will attempt to drag their victim out to sea, where they can feast upon him as leisure. Though not a huge threat to higher level characters, they should remain a constant reminder of the dangers of ocean travel.

Siren



The Black Siren, "Queen of the Sea"

Large Abomination
HD: 12D4+60 (96 hp)
Initiative: +5 (+5 Dex)
Speed: 40 ft, swim 60 ft
AC: 29 (–1 size, +5 Dex, +15 natural)
Attacks: 1 claw +19/+14 melee, bite +14 melee
Damage: Claw 1D6+7 plus rotting poison, bite 2d8+3 plus rotting poison
Face/Reach: 10 ft by 10 ft./10 ft.
Special Attacks: Spell-like abilities, fear aura, summon sirens, remote casting, poison, rot
Special Qualities: Damage reduction 20/+1, spell resistance 20, regeneration 5, fear aura, submerged.
Saves: Fort +13, Ref +14, Will +13
Abilities: Str 25, Dex 20, Con 21, Int 20, Wis 20, Cha 16
Skills: Bluff +17, Concentration +19, Jump +15, Knowledge, Listen +21, Scrye +20, Search +21, Spot +21, Spellcraft +21

Climate: Aquatic
Organization: Unique
Challenge Rating: 15
Treasure: Standard
Alignment: Chaotic evil

Sailors whisper legends of the Black Siren, a hideous woman who rests at the bottom of the sea. Her breath is said to be a hurricane and her frown is a lightning bolt. Her single claw can shred a man in seconds and she can turn a ship to stone with her gaze. And no living man has ever seen her.

The tales of her power and malevolence come from those gifted with the Sight, such as Fate Witches and Prophets, who only catch glimpses of her for fear of attracting her attention.

Still those most gifted agree that the Black Siren exists and, thankfully, she is the last of her kind. The Queen of the Sea appears as a giant bloated figure covered in green scales who lives in a palace built of drowned men's bones in the total darkness found at the bottom of the sea. Clawed fingers, tentacled hair and blazing red eyes make her a creature out of nightmares. She sits upon a throne fashioned from a kraken's skull while staring into a glowing bubble of air and listening to the whispers of the sirens who serve her. Images from across Théah flash across the bubble, enabling her to exert her foul power far beyond her unholy lair.

Her greatest foe also share the title Queen of the Sea, and their feud has lasted millennia. The great Sidhe queen known as Maab, has relentlessly battled the Black Siren for control of the sea. During one of their periodic battles Maab struck off the Siren's claw, grievously wounding the old creature. That claw, filled with its owner's hate and evil, floated with the tides beneath the waves for centuries while coral slowly grew upon it. Any other sea life who touched it died from the malice... until it was struck by a human ship, facilitating the creation of the Black Freighter (see page 39).

The Black Siren wishes only to wrest control of the waters from Queen Maab. She sees humans as pathetic worms hovering on the surface of the waves and delights in tormenting them with storms and sea creatures. Should she win her battle with Maab, such ministrations will only grow worse.

Combat

The Black Siren will use her spell-like abilities through the orb as long as possible. If that is destroyed, she will rely on physical strength and her poisonous touch. Typically, she will infect one or two opponents and then retreat to allow the poison to do its work.

Spell-like Abilities (At will): Animate dead, lightning bolt, cone of cold, control water, control winds, detect magic, dominate (sea creatures only), fog cloud, ice storm, water breathing and whirlwind. These work like spells cast by a 15th level sorcerer and may only be used when she is touching the bubble of enchanted air in her palace.

Fear Aura (Su): As a free action, the Black Siren can create an aura of fear in a 20-foot radius. It is otherwise identical to a fear spell cast by a 15th level sorcerer (save DC 19). If the save is successful, that creature cannot be affected again by the fear aura for one year. Sirens are immune to this ability.

Submerged: The Black Siren lives at the bottom of the sea. She is immune to the cold and pressure there, but any human attempting to go there will suffer 2d6 damage per round of

The Black Siren



cold and another 2d6 damage from the pressure without some form of protection. In addition, she can breathe water and air. While she can emerge from the water, she rarely does so. It is not her natural environment, and she feels less invulnerable.

Summon Siren (Sp): The Black Siren may automatically summon 3 sirens to her side, at will. This is a full round action.

Regeneration (Ex): The Black Siren only takes normal damage from blessed weapons, Sidhe weapons, Syrneth devices, or the like. All others inflict only subdual damage. She heals 5 points of subdual damage every round that she is submerged in salt water.

Remote Casting: The Black Siren has an enchanted globe of air that allows her to view anything in Théah within 200 ft. of the sea. She can also use it to project her spell-like abilities out to anywhere that she can view. The orb is also very fatiguing and after using it for one hour, she falls into a deep slumber lasting 1d4 days. The orb is very delicate (hardness 2, hp 10), and will shatter with a concentrated blow.

Rotting Poison: Fort Save (DC 25) or Initial and Secondary 2d10 Permanent Constitution; or, Fort. (DC 25). Duration 1 day, Interval 1 hour, Damage 1 point of Permanent Constitution. The damage is knocked down to zero if the wound is washed with fresh water.

Succubus, Théan (*Portal Fiend*)

Medium Size Outsider (Evil)

Hit Dice: 6d8+6 (33 hp)

Initiative: +1 (Dex)

Speed: 30 ft, fly 50 ft (average)

AC: 20 (+1 Dex, +9 natural)

Attacks: 2 claws (or teeth; no one's exactly sure) + 7 melee

Damage: Claws 1d3 + 1

Face/Reach: Unknown

Special Attacks: Energy drain

Special Qualities: Unknown (none)

Saves: Fort +6, Ref + 6, Will +7

Abilities: Int 20, Wis 20, Cha 20, all others unknown

Skills: Bluff +5, Diplomacy +5, Intuit Direction +5, Listen +5, Perform (mimic voices) +5, Sense Motive +5

Feats: Unknown (none)

Climate/Terrain: Porté Holes

Organization: Solitary or gathering (2-10)

Challenge Rating: 1

Treasure: Unknown

Alignment: Usually neutral evil

Advancement: Unknown (none)

The succubi are a deep mystery, even to the Porté sorcerers who impinge upon their domain. They exist in the folds between the world — that unknown realm which Porté mages breath in the midst of their teleportation spells. Seductive, beguiling and villainous, a succubus will never so much as touch a sorcerer or his charges unless one is foolish enough to open his eyes during his journey through Porté channels. No creature has ever looked upon a succubus and survived. Companions of those who have died claim to have heard a terrifying shriek as strange forces (presumably the succubi themselves) tear the inquisitive person away from them.

The succubus does not attack, at least not in the conventional sense, nor does it ever approach close enough to strike (or else it is incorporeal, and such attacks simply pass through it). It has no known pattern of sleeping, eating, or reproduction, unless these functions are served by kidnapping travelers into their strange realm. It may spend hours upon hours pleading, cajoling, or mocking others, or it may linger close by, utterly and completely silent. By all accounts, it is interested only in tricking people into opening their eyes while travelling through Porté holes, at which point the creature claims its due.

Combat

Succubi are not known for entering combat personally, although they may threaten otherwise. Instead, they attempt to either trick passersby into opening their eyes, or else hopelessly mislead such unfortunates away from their destinations. Blind characters are obviously immune to attempts to open their eyes, while characters with Blind-sight or the Blind Fighting feat gain a +5 synergy bonus to all



attempts to resist the succubi's pleadings. Role play the entreaties of the succubi; no character should die instantly to a die roll.

The listed Challenge Rating for the succubi is for resisting their advances; none have yet entered combat with them and returned to speak of it. Those who open their eyes in a Porté hole are irrevocably lost to the creatures; no save or other effect can save them.

Swamp Spider

Small Vermin

Hit Dice: 1d8 (4 hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft., climb 30 ft.

AC: 13 (+1 size, +2 Dex)

Attacks: Bite –1 melee

Damage: Bite 1d4–2 and poison

Special Attacks: Poison, webbing

Special Qualities: Training resistance, vermin

Saves: Fort +2, Ref +2, Will +0

Abilities: Strength 6, Dex 15, Con 11, Int –, Wis 10, Cha 2

Skills: Hide +3, Listen +4, Move Silently +3, Spot +4

Climate/Terrain: Marsh and swamplands (Northern Vodacce and southern Eisen)

Organization: Cluster (2–5), swarm (6–11), or nest (12–30)

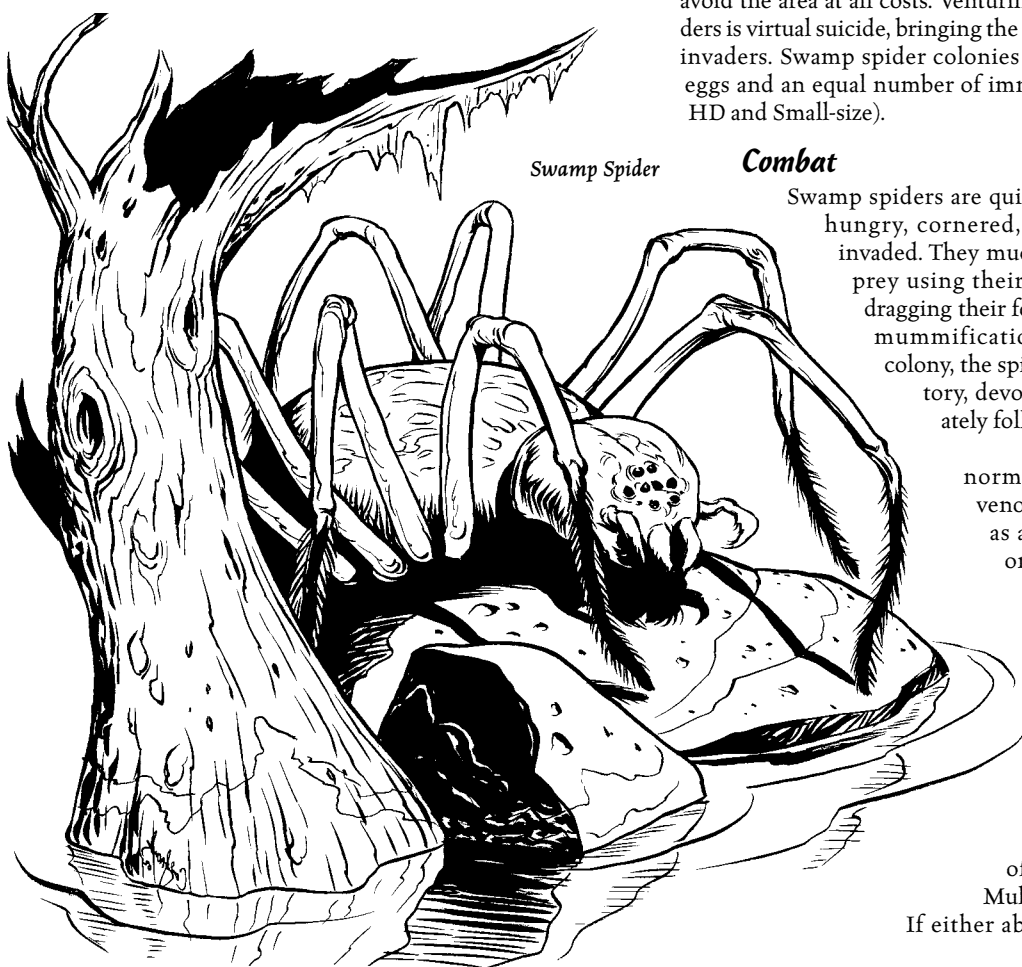
Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 2–3 HD (small)

Swamp spiders are natural predators from northern Vodacce, stalking that region's bogs for food. Though individually no match for even an apprentice swordsman, the spiders ambush scouts and other humans who travel in small numbers. Swamp spiders grow to grotesque proportions, often to four feet in height and length of body. They have a narrow range of coloration, from a dull mossy green to slate-gray. They are deceptively light, however, moving quickly and leaving only the barest traces of their passage. Vodacce explorers have noted creatures as large as bears mummified in the webs of the swamp spiders, but have never recorded the spiders directly attacking anything larger than an adult human male. Swamp spiders are unique amongst vermin in that they are social beasts, living within colonies. Those unfortunates who regularly visit their bogs can easily identify the colony's boundaries by the grisly remains of old victims, long since dried in their husks and left dangling from the trees. Local peasants learn to recognize these signs from a distance, and avoid the area at all costs. Venturing into the lairs of the spiders is virtual suicide, bringing the entire nest down upon the invaders. Swamp spider colonies include 3d10 unhatched eggs and an equal number of immature swamp spiders (½ HD and Small-size).



Swamp Spider

Combat

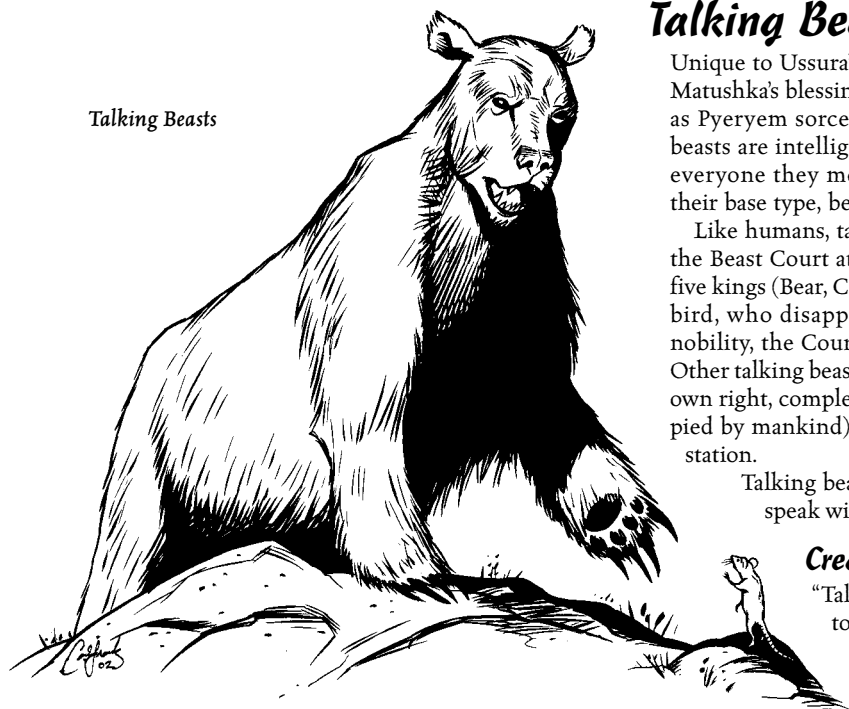
Swamp spiders are quite timid, fighting only if hungry, cornered, or if their colonies are invaded. They much prefer to ambush their prey using their webs and poisons, then dragging their food back to the colony for mummification and feeding. In the colony, the spiders are even more predatory, devouring their prey immediately following combat.

Poison (Ex): Unlike normal vermin poisons, the venom of a swamp spider acts as a natural narcotic, albeit one too strong for present use in medical sciences.

On a successful bite attack, the swamp spider injects its toxin. A target hit by the bite must succeed in a Fortitude save (DC 10) or suffer initial and secondary damage of 2 points each of Strength and Dexterity.

Multiple bites are cumulative. If either ability is reduced to 0, the

Talking Beasts



Talking Beast

Unique to Ussura's wilderness, talking beasts have received Matushka's blessings in much the same manner and number as Pyeryem sorcerers. Equal parts wild and noble, talking beasts are intelligent and proud, expecting deference from everyone they meet. They are always perfect examples of their base type, beautiful — and often terrible — to behold.

Like humans, talking beasts form a rough hierarchy, with the Beast Court at its head. The Beast Court consists of the five kings (Bear, Cat, Wolf, Wolverine and the legendary Firebird, who disappears for decades at a time). Like human nobility, the Court presides over all the animals of Ussura. Other talking beasts may consider themselves royalty in their own right, complete with title and territory (usually unoccupied by mankind). They expect the deference due to such a station.

Talking beasts speak Ussuran and Teodoran, and may speak with animals of their base type.

Creating a Talking Beast

"Talking beast" is a template that can be added to any animal (the Firebird is an exception, being a magical beast; no other talking beasts of the types "beast" or "magical beast" are known). The creature's type changes from "animal" to "magical

beast." It uses all the creature's original statistics and special abilities, except as noted here:

Hit Dice: Increases to d10

Speed: Same as base creature

AC: Same as base creature

Damage: Same as base creature

Special Attacks: Same as base creature

Special Qualities: A talking beast retains all the base creature's special qualities and gains the following:

Matushka's blessing (Su): Talking beasts retain their intellect at Matushka's sufferance, and she may revoke it at will, removing the template and all associated changes. Matushka rarely sees fit to do so, however, as talking beasts are close to her, and respect her wishes.

Wish (Sp): This is an ability unique to talking fishes. Countless tales exist in Ussuran folklore of fishermen who accidentally hook a talking fish. The fish then offers the fisherman (or whoever else comes upon it) a single wish in exchange for the its freedom. The fish's rescuer makes his wish known, which the fish grants. Its freedom secured, the fish flees. Within a day, the wish is fulfilled. Should the fish's rescuer be greedy, foolish, or evil, the wish comes true in the worst way possible — a merchant could wish for riches beyond his dreams, only to receive them in a forged will from a dead bogatyr, whose kin are quite curious as to how a commoner inherited so much...

Abilities: Intelligence and Charisma both increase to a minimum of 8. As idealized creatures, talking beasts may have additional bonuses or penalties based on their personalities as the DM sees fit (i.e., a talking beast owl may have 18 Wisdom, while a talking beast dog may have a like increase to his Charisma)

Saves: Same as base creature

Skills: As base creature, plus Bluff +4, Diplomacy +4, Intimidate +4, and Sense Motive +4. Talking beasts may have other skills benefiting their personalities (i.e. a talking fox may have no Intimidate, but +8 in Bluff and Diplomacy).

victim is paralyzed (see page 72 of the *DUNGEON MASTER'S Guide™*) and can be dragged off for leisurely feeding. Lost scores will return at a rate of 1 point per day.

Web (Ex): Swamp spiders can cast a web strand up to four times a day. This is similar to an attack with a net, but with a maximum range of 25 ft. (range increment of 5 ft.). It is effective against targets of up to Medium-size (although multiple swamp spiders can potentially entrap progressively larger victims; double the number of spiders required for each successive size category above Medium-size). The web strand anchors the target in place, allowing no movement.

Entangled creatures can escape with a successful Escape Artist check (DC 12), or break the web strand with a successful Strength check (DC 15). The web has 3 hit points and takes double damage from fire.

Swamp spiders can also spin webs of larger sizes, up to 20 square feet per web strand use per spider. They prefer to hide these webs in the murkiest depths of a bog or in the interior of a ruin. Those approaching must succeed in a Spot check (DC 14) or stumble into the web, which ensnares them in a manner identical to the web strands above. Each 5-foot-square section has 3 hit points and takes double damage from fire.

Swamp spiders can move across their own webs with no penalty, and determine the exact location of any other creature touching their webs.

Training Resistance: Swamp spiders cannot be trained, even with Vodacce spider training methods. The Vodacce are renowned for training small spiders to serve their will, but they have always failed where swamp spiders are involved.

Skills: Swamp spiders have a +3 racial bonus to all Hide and Move Silently checks.

Feats: As base creature, plus one additional chosen for the base creature's personality (i.e., a talking beast horse would have Endurance or Run).

Climate/Terrain: The Ussuran wilderness

Organization: Same as base creature

Challenge Rating: Same as base creature +1

Treasure: Standard (talking beast royalty only)

Alignment: Usually neutral, with allowances for base creature's personality (i.e., a talking dog could be lawful good)

Advancement: Same as base creature

Tessera

Medium Sized Outsider

Hit Dice: 15d8+45 (112 hp)

Initiative: +7 (Dex)

Speed: 30 ft.

AC: 13 (+3 Dex)

Attacks: Per item (see below)

Damage: Per item (see below)

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Per item (see below)

Tessera



Special Qualities: Damage resistance 25/Sidhe weapons, spell resistance 25

Saves: Fort +8, Ref +12, Will +19

Abilities: Str 18, Dex 24, Con 16, Int 30, Wis 30, Cha 20

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 15

Treasure: Tesseran artifacts (see below)

Alignment: Usually lawful neutral

One of several ancient races collectively known as the Synneth, the Tessera disappeared long before the rise of man. All that remains of their once great civilization are artifacts and trinkets occasionally unearthed in the ancient, forgotten vaults of their shattered cities. They commanded tremendous technologies, some terribly destructive and some wondrously beautiful to behold. Most of their cities were literally stripped from the face of the earth by the other, equally powerful races of old. Their graceful airships, terrible weapons, and incredible cities are gone without a trace, leaving only minor examples of their technology. Even these relatively simple items are beyond the understanding of even the wisest sages. Usually, such items are treated as trinkets and toys by the nobility, to be given to children.

While it is possible that a few Tessera survived their cataclysm, even that one or more survived to the present, no one has ever encountered such a being. It is entirely likely, considering their great technology, that a Tessera would be viewed as a god or other spiritual power by contemporary standards. In fact, it is impossible to say how many "divine" visitations or visions are in reality encounters with a Tessera. Several encounters with such beings occurred during the days of the Old Numan Empire, which may have led to Numans' pantheistic view of the cosmos.

The Tessera are (or were) humanoid in appearance, but the details vary greatly. Outside of Théah, they may appear as anything from a dwarf to a human to an elf — perhaps even a halfling! The one feature common to all Tessera is a low, almost imperceptible hum emanating from their torsos, and a vague shimmering aura — not unlike heat distortion — that surrounds them at all times.

Tessera were powerful telepaths but in a limited fashion: they could only communicate and were incapable of launching any sort of psychic attack or the like. That said, they could communicate with anyone. The nature of their telepathy allowed them to automatically translate their thoughts into the native language of the target — even into multiple languages at once, for multiple recipients. Similarly, characters who speak to a living Tesseran need not speak Tesseran: this telepathy would allow the Tesseran to interpret and translate the foreign speech on the fly.

Tesseran Devices

Tesseran devices are many and varied in both purpose and appearance, but all share one trait: they are beyond the understanding of contemporary Théans. Even if a fully operational device is gained by a character, he will have no clue how to operate it effectively; even a Use Magic Device check yields incidental effects, suitable only for a child's toy. Without the knowledge of the Tessera's technological reasoning, they will never be more than trinkets and curios.

Living Tesserans might carry any the following items, possibly accompanied by one or more items unique to the specific Tesseran. Only they may operate such devices; humans and other species cannot get them to function under any circumstances.

Slug Propeller: The standard Tesseran weapon, the slug propeller utilizes magnetic principles to propel bullets (roughly the size of contemporary musket balls) at incredible rates of speed, without the need for a chemical propellant. As such, they could be reloaded quickly: all slug propellers featured a gravity-fed ammunition hopper, which dropped a new slug into the device as soon as it was fired. Slug propellers do 2d10 plus the user's Dex in damage, and have a Threat Range of 16-20. Most gravity hoppers hold enough slugs for 15 shots.

Defense Field: Tesseran defense fields operate by creating a magnetic field around the Tesseran strong enough to repel even the most powerful attacks, so long as the offending weapon has even a trace amount of iron. This field provides a +15 armor bonus to the Tesseran, but no benefit against objects lacking iron content (such as fists or belying pins).

Flight Belt: By creating a controlled magnetic field with polarity opposite that of Terra's iron core, this Tesseran device allows its user to fly at a rate of 30 ft.

Medical Unit: This device excites the iron molecules in the Tesseran's own body to accelerate healing by a vast degree. Once this device is activated, the Tesseran regains 25 hit points per round (up to his starting total).

Thalusai

Medium-Sized Shapechanger

Hit Dice: 6d8 + 24 (48 hp)

Initiative: +3 (+3 Dex)

Speed: 30 ft.

AC: 23 (+3 Dex, +10 natural)

Attacks: 2 lens blades (+5 enchanted weapons) +9 melee

Damage: Lens blades (+5 enchanted weapons) 1d8 +9

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: None

Special Qualities: Damage resistance 5/Sidhe weapons, spell resistance 10

Saves: Fort +8, Ref +5, Will +11

Abilities: Str 18, Dex 16, Con 18, Int 25, Wis 25, Cha 10

Skills: Bluff +25

Feats: Ambidexterity, Improved Two Weapon Fighting, Two Weapon Fighting

Climate/Terrain: Any city

Organization: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Always evil

Advancement: By character type

Another of the ancient races of the Syrneth, the Thalusiai long ago launched a great war against the Sidhe. They were subsequently defeated and banished to another dimension, and the Sidhe erected the Barrier, a sorcerous shield against the malevolent creatures, to prevent their return. For millennia, the Thalusiai's only legacy was their remains: indecipherable records, strange tools, and elaborate ruins.

Nothing lasts forever.

When humanity discovered the secrets of sorcery, the Thalusiai rejoiced, for sorcery was the key to their eventual escape from imprisonment. Many forms of sorcery (especially those practiced on Théah) are destructive to the Barrier. Porté magic (or, in other campaigns, teleportation spells), for example, literally tears holes in the Barrier. All dimension-breaching magics are similarly dangerous. Even seemingly mundane spells, such as Fireball or Lighting Bolt, have the potential to harm the Barrier, since the magical energy required for such spells is sometimes drawn through it.

Centuries of magic use is beginning to weaken the Barrier, and after millennia of planning revenge, a few Thalusiai were finally able to return to our dimension, only to discover the world had changed much in their absence. The Sidhe had largely retreated, and the race called humanity had spread across the world. While it is true the Thalusiai have no particular hatred for humans, their return can not be considered beneficial to humanity. Their agenda calls for vengeance against the Sidhe, and humanity is not part of their equation.

That said, the Thalusiai do not yet have the power to eliminate mankind; only a few are able to slip through the Barrier. Instead, they disguise themselves as humans and infiltrate human society. After millennia of imprisonment, they have

Thalusai



learned patience, and they are careful to conceal their presence from the eyes of humanity. Wherever possible, the Thalusai work toward positions of influence, and use it to encourage the practice of sorcery, further weakening the Barrier, and allowing even more to escape. To date, only two dozen Thalusai have done so.

Secrecy is of paramount importance to the Thalusai, as they are not yet numerous or powerful enough to survive discovery. The Thalusai are well aware of this, and consider no agenda, regardless of importance, vital enough to sacrifice their anonymity. It is exceedingly rare for more than one Thalusai to remain in close proximity: Each knows his mission, and pursues it independently of other Thalusai. They never reveal themselves unless cornered and only attack if a human comes too close to discovering their true nature.

Combat

Shape Change: The Thalusai are well aware that infiltrating Terra would be impossible in their natural forms, and they do not yet have the strength to risk exposure to the Sidhe. Imitation, however, is the sincerest form of invasion. A Thalusai who has assumed human form can be constructed using the standard rules for character creation, and is usually around seventh or eight level. Only if a Thalusai is forced to reveal itself will the heroes face it in its true form, which uses the statistics displayed above. The Bluff skill listed is used for both forms; it overrides the disguised Thalusai's normal Bluff skill check when the Thalusai is attempting to conceal its true nature.

Thalusai Artifacts

Thalusai technology is usually light-based, and many such items are intended to fool the eye. Below are a few items utilized by the Thalusai in their insidious invasion.

Disguise Ring: Apparently an ordinary diamond ring, the gemstone can actually store a human's image for later projection. The Thalusai then wears the ring, which overlays the stored image upon its insectoid form. Since the ring is limited to affecting images, Thalusai impersonators seem particularly sensitive about their personal space: an accidental touch of the hand or peculiar scent can easily give them away.

Voice Necklace: Similar to the disguise ring, the voice necklace is an ubiquitous tool among the Thalusai infiltrators. This odd-looking amber pendant (not visible through the projection generated by the Disguise Ring,) allows the Thalusai to precisely mimic the human it is impersonating.

Lens Blade: The lens blade is actually a small length of metal alloy with incredibly low thermal conductivity. When activated, a light battery and lens focuses an incredibly focused beam of light, capable of slicing through anything with a melting point below 1,600 Fahrenheit.

Using the Thalusai

As yet, no Thalusai have attained a position of true power, though many have become influential individuals in their own right (this is not entirely true in Théah: one of the Hierophant's closest advisors was a Thalusai, until the interloper was killed by a member of die Kreuzritter). Nonetheless, they represent a terrible threat to mankind's survival. As long as they are not discovered, they can plot and plan in secrecy.

Very few know of the Thalusai, and those who do know that it is impossible to prove their existence. Nonetheless,

they spare no effort in countering Thalusai plots. In Théah, die Kreuzritter has been instrumental in stopping the Thalusai thus far, but they are perennially frustrated with the impossibility of proving the existence of the "Strangers." To reveal the Thalusai threat would be to reveal themselves as well, something they cannot do. With this in mind, members have been instructed to conceal the presence of the Strangers, but to also do anything necessary to foil their schemes. Battles against the Thalusai are thus cloaked in conspiracy and secrecy, based more on subtle manipulation than outright combat.

Tundra Beast

Large Magical Beast

Hit Dice: 7d8 +21 (50 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 50 ft.

AC: 18 (+2 Dex, +6 natural)

Attacks: 2 claws +10 melee, bite +8 melee

Damage: Claw 1d8 +6; bite 2d6 +4

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Fear aura, pounce

Special Qualities: Scent, damage reduction 15/runic weapons (weakest)

Saves: Fort +10, Ref +7, Will +4

Abilities: Str 23, Dex 15, Con 17, Int 10, Wis 10, Cha 10

Skills: Hide +9, Listen +13, Move Silently +5, Search +10, Spot +13, Swim +5, Wilderness Lore +4

Feats: Blind Fight, Improved Initiative

Climate/Terrain: Vestenmannavnjar wastes (arctic/tundra)

Organization: Unique

Challenge Rating: 5

Treasure: None

Alignment: Chaotic evil

Advancement: —

Vesten legends speak of Krieg the Inhuman, a mortal warrior gifted with the power of a Living Rune. It is Krieg's name that Vestenmannavnjar sorcerers call down in their fury, and Krieg's rune which they etch into their mystic weapons. Once considered the epitome of victory in battle, he went mad when there were no more wars to slake his bloodlust. Gathering an army of crazed followers about him, he ravaged the Vesten coastlines, ruthlessly slaughtering anyone who crossed his path. It was during these attacks that he heard tales of a fierce creature that lived far to the north, a being so horrible that it defied description. Intrigued, he and ten men set sail to find and capture it.

After weeks of searching, Krieg came upon a trail of carnage and gore. Something had shredded a herd of caribou, and did so with obvious enjoyment. Krieg was impressed and followed the bloody path to a frozen lair, where he was immediately besieged by a rabid force of nature, the embodiment of winter's howling fury.

The Tundra Beast killed Krieg's men one by one, ripping them apart and torturing out their lives' light. Then it went for their leader. Krieg was immune to the beast's power however, and laughed out loud when it attacked. They fought ruthlessly for several minutes, until Krieg wrestled the creature down to the snow. "So you enjoy bloodlust?!" he sneered at the howling abomination writhing beneath his

hands. "I have a gift for you, then!" He pulled his blade from his belt and carved his rune deep into the fiend's flesh, making it his helpless thrall. When he returned to Vestenmannavnjar, the Tundra Beast became a central part of his raiding strategy. Countless villages fell to the creature's blood-soaked jaws, adding to Krieg's fearsome reputation.

Krieg was eventually defeated, but the Tundra Beast lived on. It fled back into the wilds upon the death of its master and now lurks in the darkest corners of the Vesten wastes. While it lacked the capacity to miss Krieg, it did feel an incompleteness that was not there before. Occasionally it would sense something of its old master and investigate, only to find a Vesten sorcerer calling upon Krieg's rune. Without Krieg to control it, it would slaughter the luckless rune mage and anyone else in the vicinity. Each incident increased its desire to find its "owner," and return to the days when blood ran freely beneath its claws. The Tundra Beast is still searching for Krieg, massacring any creature who attracts its attention. These days, only repeated use of Krieg's rune comes to its notice, but what constitutes repeated use to the Tundra Beast is anyone's guess. Those who use the rune learn to do so with caution, lest they pay for the privilege with their lives.

More on rune magic, and the rune of Krieg the Inhuman, will appear in the upcoming *Magic of Théah* sourcebook.

In combat, the beast is a blurry vision of primal nightmares brought to life. It is so unsettling that even the bravest warrior turns white with fright. Only a Master Skjæren (or a sorcerer of at least 12th level) can see its true form (a dire wolf with empty eyes). Its favorite tactic is to isolate one victim and kill it slowly. When fighting multiple opponents, it tries to kill the majority and then let the last few linger in agony as long as possible. Its capacity for cruelty and unquenchable blood thirst make it an implacable foe; as fierce as they are, the Vesten have learned to turn elsewhere whenever its savage howl rises across the plains.

Combat

Fear Aura: The Tundra Beast radiates an inky black aura of fear and death. Creatures with less than 5 HD in a 50-foot radius that look upon the Beast must succeed at a Will save or suffer a -2 morale penalty to all subsequent saving throws. Anyone so affected will attempt to flee the Tundra Beast as quickly as possible. They can take no action other than to run as fast as they can in the opposite direction (or push past anyone or anything which blocks their path); there is a 50%

Tundra Beast



chance that they will drop whatever they are carrying at the time. If cornered, they will cower in fear and be unable to take any action. The effects last for 10 rounds; if the Tundra Beast is still in sight at that time, another Will save must be made, with a –2 penalty on the check.

Pounce: If the Tundra Beast attacks a foe during the first round of combat, it may make a full attack even if it has already taken a move action

Scent: The Tundra Beast can detect creatures within 30 feet by sense of smell; this range increases to 60 feet if the subject is upwind, and lowers to 15 feet if the subject is downwind. The Beast may also track individuals with this ability, by making a Wisdom check to find or follow the trail (DC varies by circumstance; 10 for a fresh scent, +2 DC for every hour the trail is cold). This ability otherwise follows the rules for the Track feat.

The Unraveled



The Unraveled

Medium-Sized Undead

Hit Dice: 9d8 (41 hp)

Initiative: +4

Speed: 30 ft.

AC: 18 (+4 Dex, +4 natural)

Attacks: 1–6 fate lash +9 melee

Damage: Fate lash 1d4, plus special (*see below*)

Face/Reach: 5 ft. by 5 ft./10 ft. (with fate lash)

Special Attacks: None

Special Qualities: Fate web (*see below*)

Saves: Fort +3, Ref +7, Will +9

Abilities: Str 10, Dex 18, Con 10, Int 10, Wis 10, Cha 10

Skills: As in life

Feats: Fortunate, Improved Disarm

Climate/Terrain: Vodacce (any city)

Organization: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Always neutral

Advancement: —

Among the many schools of magic, perhaps the most mysterious is that which manipulates fate and foretells the future. In Théah, this is the exclusive province of Fate Witches, but Diviner specialist mages toy with the same forces — forces that are ill understood even by those who seek to control them. Manipulation of such magic is dangerous, and over time, invariably extracts a toll. The Unraveled are the ultimate example of such a cost.

Fate Witches and diviners are both well aware of the ultimate cost of their meddling, and take great care not to tug too hard at the strands of fate. Nonetheless, mistakes are made, usually when the Diviner in question is desperate, rushed, or both. Great care is required to avoid the backlash of the threads, and under pressing circumstances, such caution is sometimes impossible to exercise. When a strand snaps or lashes unexpectedly, it can leave visible wounds on a Fate Witch's hands and forearms. If numerous or grievous enough, such wounds can be fatal.

Fate Witches killed in such a fashion invariably return to haunt the living, usually those with whom she shared a strand of fate (in other words, one whom with the Fate Witch shared a relationship of some sort, good, bad, or indifferent). Living Fate Witches are often targeted as well, perhaps because the Unraveled are envious of their former sorcerers, or perhaps because they have a greater purpose: to discourage meddling with destiny. They appear as little more than apparitions of their former selves, though they are immediately recognizable. Twisting, flailing black fate strands surround them, tightly binding their haggard forms and lashing out into the surrounding space.

These lashing strands function both as a weapon and shield. They inflict stinging, oozing wounds on the Unraveled's victims, and also deflect attacks, countering sword strokes and bullets with incredible dexterity. Those slain by wounds received at the strands of the Unraveled rise from the

grave in three days time, Unraveled themselves. This fate can only be avoided by burying such victims on consecrated ground. In a campaign world other than Théah, such ground must be consecrated to a god of good or evil alignment.

Curiously, the Unraveled are incredibly territorial, and when two such creatures encounter each other, combat inevitably erupts. One group, die Kreuzritter, actively hunts the Unraveled, though for what purpose, none but they can say. To date, they have successfully dispatched no less than three Unraveled.

Combat

In combat, the Unraveled tend to target those with the strongest Fate Strands (In other words, those with strong or numerous relationships, whether they spring from love, hate, business). That said, such targets are trumped by Fate Witches, as these women create ties of Fate — however tenuous — between themselves and their targets every time they use their Sorte magic. Usually, the Unraveled are canny enough to realize when they are overmatched. Once again, living Fate Witches are the exception: an Unraveled will only abandon the attack of such prey if they must cross holy ground to do so. Not even impending death will stay the Unraveled's assault.

More on Sorte magic will be revealed in the upcoming *Magic of Théah* sourcebook.

Fate Lash: The Unraveled's only form of attack is the Fate Lash: one of the many black strands swirling about the Fate Witch whips out and strikes her victim, leaving ugly, oozing sores behind. The wounds are painful, and invariably leave ugly scars. A hero struck by a Fate Lash takes 1d4 damage must make a Ref save (DC 15) or suffer a loss of 1d4 permanent Charisma damage (restored after three months' time), in addition to any other effects. Further, a victim of this attack suffers loss of level as if struck by a creature with Energy Drain 1 (though the levels are automatically restored after 24 hours with no save required).

Fate Web: When the Unraveled is threatened by an incoming attack, the strands surge to her defense, entangling or deflecting the blade or bullet. If a melee attack against the Unraveled fails by 5 or more, the Unraveled receives an attack of opportunity against the acting character, which may only be a disarm attempt. Furthermore, upon a successful attack, the Unraveled receives a Reflex save with a DC equal to the damage of the attack plus the attacker's level. Should the save be successful, the Unraveled suffers only half damage.

The Verschlingen

Gargantuan Beast

Hit Dice: 16d10 + 80 (161 hp)

Initiative: +0

Speed: 20 ft., swim 20 ft.

AC: 16 (−4 size, +10 natural)

Attacks: Bite +19 melee, tail +14 melee

Damage: Bite 2d10+10, tail 2d8+10

Face/Reach: 20 ft. by 40 ft./10 ft.

Special Attacks: Poison, frightful presence

Special Qualities: Scent

Saves: Fort +17, Ref +10, Will +4

Abilities: Str 25, Dex 10, Con 25, Int 1, Wis 8, Cha 8

Skills: Intimidate +7

Feats: None

Climate/Terrain: The Undying Swamp (or similar locale in your campaign)

Organization: Solitary

Challenge Rating: 16

Treasure: None

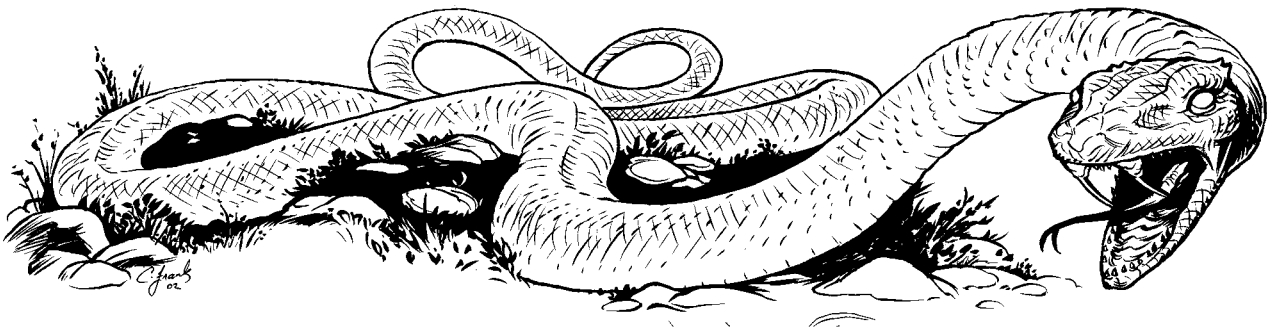
Alignment: Always neutral

Advancement: —

Making its home deep in a murky and dismal swamp, the Verschlingen is often confused with the Drachen of old (or dragons, as appropriate to your campaign). While its size certainly warrants such a comparison, it bears only superficial resemblance to the creatures of legend. In truth, the Verschlingen resembles an albino snake nearly a hundred feet in length. Usually content to lurk in the muddy waters of its home, when it is forced to emerge onto land, it propels itself by whipsawing its body back and forth, causing tremendous damage to any nearby trees or wildlife in the process. Its length culminates in a serpentine head crowned by a razor sharp ridge of bone. Similarly, its tail sports several bony spikes, capable of crippling or killing a man in a single crushing blow.

Unfortunately, the Verschlingen's deadliest attack is neither its vicious teeth nor its barbed tail. It secretes a deadly venom that not only drips from its jaws, but poisons the surrounding area. The effects of the venom can be felt as far as a hundred miles away, but they are most pronounced in close proximity to the creature. The toxin is so potent that the Verschlingen's immediate surroundings are incapable of supporting plant and animal life within a mere month of its

The Verschlingen



nesting. Any flora already in the area withers and dies within a week, lending the terrain an eerie, haunted wasteland. Similarly, animals who feed on such plants or make their homes in the area are quickly poisoned and die. Obviously, the meat of these poor beasts is not safe to eat. Not even carrion birds will feast on their remains.

The Verschlingen is clearly not a natural creature, as demonstrated by its destructive effect on its surroundings. Thankfully, only one has been spotted. There is the slim possibility that more exists, but a monster that so devastates a natural setting is unlikely to go unnoticed for long. The existence of more than one Verschlingen is therefore unlikely.

In Théah, the Verschlingen was spawned by the presence of a man named Herje, the incarnation of the Vestenmannavjar rune of ruin. In an attempt to spare others the bane of his presence, he retreated to Eisen's undying swamp. Unbeknownst to him, his presence in the swamp has created Verschlingen, which has in turn caused a terrible plague in the surrounding area. Heilgrund, the Eisenfurst of the kingdom surrounding the undying swamp, has guessed at the connection between the Verschlingen and the disease, and has offered a bounty of 5,000 guilders on its head. Thus far, no one has been able to claim it, despite several ill-fated attempts.

The Wasting Disease

The Wasting Disease is a debilitating, although not as yet fatal, disease caused by the Verschlingen's presence. For each full week a character spends in the creature's vicinity (within fifty miles), he must make a Fort save (DC 10) or contract the disease; the DC rises to 15 within ten miles of the Undying Swamp, and 20 within the swamp itself. Once a character contracts the disease, he suffers from occasional dizzy spells, shortness of breath, weakness, and a slight loss of the blood's ability to clot: this translates to a -1 to the character's Strength, Dexterity, and Con. The penalty increases by 1 for each week the character suffers from the disease, to a maximum of -5. If any of these statistics is reduced to 0 by the Wasting Disease, the character is killed. Otherwise, the disease settles in for a long stay: there is no cure, and no one has yet been able to recover. The only way to rid the land of the Wasting Disease is to kill the Verschlingen, after which the symptoms fade and the abilities are regained at a rate of 1 point of Strength, Dexterity, and Charisma per week.

The Verschlingen's Poison

Type: Injury DC 25

Interval/Duration: 1 round/1 round

Initial Damage: Unconsciousness (reduced to 0 Hit Points)

Secondary Damage: Death

Price: Unavailable on market

The Verschlingen's poison is not available on the market, open, black, or otherwise. It simply cannot be obtained except from the venom sac of the Verschlingen, itself and no attempt to kill the creature has yet succeeded. The poison is secreted from a tiny gland at the back of the Verschlingen's mouth, and coats its vicious teeth. The sickly yellow fluid can usually be spotted dribbling from the creature's jaws; where it hits the ground, it sizzles. Creatures and characters struck by the Verschlingen's teeth (and fail the save) are immediately gripped in violent convulsions, which usually end when the victim expires several minutes later, wounds still smoking from the bitter poison.

Combat

Frightful Presence: The Verschlingen is terrible to behold, and its attack can make even the strongest warrior quail. This ability takes effect automatically whenever the Verschlingen charges, or first reveals itself. Creatures within a radius of 100 ft. are subject to the effect if they have fewer than 16 HD.

Each potential victim must make a Will save (DC 17) or become shaken for 4d6 rounds, suffering a penalty of -2 to attack rolls, damage rolls, and saving throws. Those who make the save are immune to the Verschlingen's frightful presence for 24 hours.

The Vodanken

Colossal Construct

Hit Dice: 40d10 (220 hp)

Initiative: +0

Speed: Swim 50 ft.

AC: 30 (+20 natural)

Attacks: 6 tentacles +37 melee

Damage: 6 tentacles drowning

Face/Reach: 40 ft. by 80 ft./15 ft. (tentacles: 50 ft.)

Special Attacks: Cataracts and hurricanes, engulf, frightful presence, improved grab, swallow whole, sweep the decks

Special Qualities: Damage reduction 50/+3, magic immunity, regeneration 25

Saves: Fort +13, Ref +18, Will +13

Abilities: Str 40, Dex 20, Con —, Int —, Wis 10, Cha 10

Skills: None

Feats: None

Climate/Terrain: The Mirror (warm/aquatic)

Organization: Unique

Challenge Rating: 25

Treasure: None

Alignment: Neutral

Created untold millennia ago, the Vodanken still keeps its ancient vigil: to stand guard over Cabora, and ensure no trespassers make landfall on the risen isle. Prior to the rise of the mysterious stronghold, the Vodanken lurked in the Mirror, only occasionally attacking vessels that passed too close to the sunken city. Following Cabora's return, however, the Vodanken has set about its task with renewed vigor.

A mindless entity, the Vodanken knows no friend or foe. Merchant vessels, ships of the line, and pirates alike are potential targets for an attack, and it shows mercy to none. The Vodanken has little interest in the destruction of the ships themselves. Rather, its goal is the deaths of the crew, the men and women who would be so bold as to attempt to land on its ancient protectorate.

The colossal creature has no body, as such. Instead, it is composed solely of sea water, bound into a construct formed by millennia-old magics. At will, the Vodanken can dissolve into the surrounding ocean, and reform mere meters or hundreds of leagues away. When in its semi-solid state, the Vodanken appears as little more than a shadow on the surface of the Mirror, or a series of monstrous tentacles rising from the deep; even during an attack, its victims are hard pressed to determine where the Mirror ends and its guardian begins.

Legends of the Vodanken have traveled the length and breadth of Théah, despite the fact that no one has seen it and lived to tell the tale. Sailors know only that ships sailing into the Mirror occasionally disappear for months, only to emerge bereft of crew, cargo unattended. Since the rise of Cabora, these incidents have become more frequent, though only a few have guessed at a link between the terrible sentinel and the ancient isle.

Physically, the Vodanken is composed completely of sea water, surrounded by a thin, permeable membrane. The membrane can change shape to suit the needs of the moment; usually, it simply floats beneath the surface, a vaguely spherical blob. When it attacks, it tends to mold itself to the bottom of the target vessel, extending its tentacles up on either side of the ship to snatch the crew. Simultaneously, it pummels the ship with gale force winds and thunderstorms.

Though completely oblivious to the fact, a few sailors have actually survived attacks by the Vodanken. Usually, they believe the incident to be a particularly savage thunderstorm rather than an attack by an ancient monster.

Luckily, even a creature this powerful cannot be anywhere. A canny ship can slip past its guard, provided its attentions are occupied elsewhere. Such tactics are the only way of reaching Cabora without incurring the Vodanken's wrath.

Combat

When the Vodanken fights, it is not a battle. It is as if the sea herself has risen up to strike down the proud and the pious, the cowardly and the courageous alike. It cares little for ships, instead attacking the men aboard with the fury of a thousand storms.

Cataracts and Hurricanes (Sp): The Vodanken exerts supernatural control over the weather. Once every round, the Vodanken may intensify the weather conditions in the immediate area by one step. The supernatural storm lasts only as long as the Vodanken is in the area.

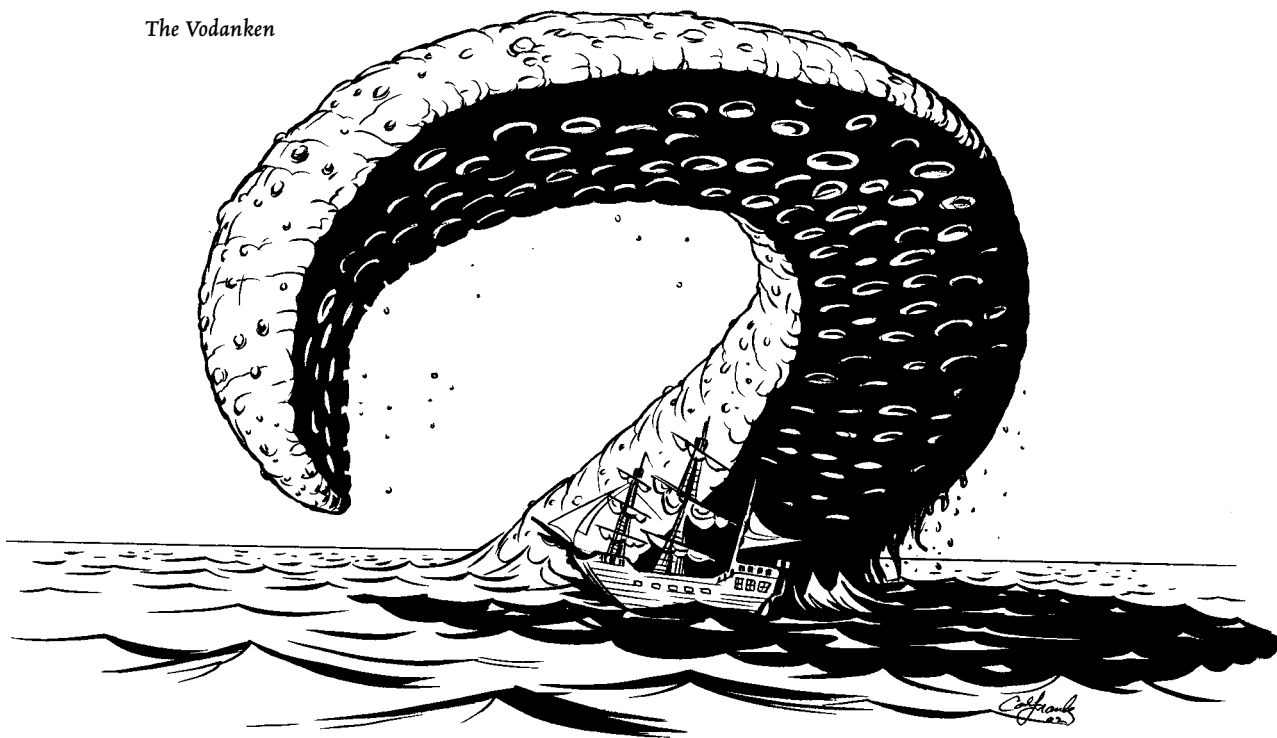
Engulf (Ex): Characters swept overboard by the Vodanken's attack are quite likely to be absorbed into the Vodanken's semi-liquid body rather than land in the sea. For each character washed overboard during combat with the Vodanken, roll a d20. On a 1–10, the character is engulfed by the Vodanken, and suffers the effects of drowning as if the Vodanken had swallowed him (see *Swallow Whole*, below). On an 11–20, the hero flies clear of the Vodanken, splashing into the waters of the Mirror. It's a long swim to shore...

Frightful Presence: The Vodanken's frightful presence is triggered as soon as it makes its first attack in a given combat. Any creature within 100 ft. of the Vodanken must make a Will save (DC 30) or become frightened for 5d6 rounds.

Improved Grab (Ex): To use this ability, the Vodanken must make a melee touch attack. If successful, the Vodanken may attempt to swallow the foe, as described in *Swallow Whole*, below.

Swallow Whole (Ex): Once the Vodanken has a hold of a target with a tentacle, it may absorb the victim through its semi-permeable skin, and begin to drown him. Once so absorbed, the victim suffers the effects of drowning (see *DUNGEON MASTER'S Guide™*, pg. 85). Once per round, the victim may attempt to "swim" free of the Vodanken's tentacle. This requires a Swim check, opposed by the Vodanken's tentacle attack roll, as the creature attempts to drown the hero within its own body.

The Vodanken



Sweep the Decks (Ex): As an attack action against a ship, the Vodanken may sacrifice all six of its tentacle attacks to use this ability. A great wave of the Vodanken's semi-liquid body crashes across the deck, potentially sweeping all aboard into the sea. Each character on deck must make a Ref save (DC 25) to grab hold of a nearby rail, rope, or other object. For characters above the decks (such as in the rigging or crow's nest), the DC rises to 30, due to their precarious positions. Failure indicates the character has been swept overboard and potentially swallowed by the creature (see *Engulf*, above).

Regeneration (Ex): The Vodanken suffers only subdual damage, regardless of source. This means that it may not be killed, except by extraordinary means (in a game setting other than Théah, an example of such might be a wish spell).

If one of the Vodanken's tentacles is severed, it regenerates by the creature's next action. The old tentacle simply dissolves into sea water, and a new one extends forth.

The Zalozhniy



Zalozhniy

Medium-Sized Humanoid

Hit Dice: 8d8+32 (68 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 19 (+2 Dex, +8 full plate armor)

Attacks: Greatsword +12/+7

Damage: Greatsword 2d6+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: None

Special Qualities: Spell resistance 13

Saves: Fort +10, Ref +4, Will +3

Abilities: Str 16, Dex 14, Con 18, Int 10, Wis 12, Cha 12

Skills: Knowledge (Syrneth) +4, Wilderness Lore +4

Feats: Weapon Focus (Greatsword), Improved Initiative

Climate/Terrain: Ussuran wilderness

Organization: Usually solitary

Challenge Rating: 7

Treasure: None

Alignment: Chaotic good

Advancement: 12 HD (experienced), 16 HD (veteran)

Ussuran legend speaks of Matushka's Teeth, a turning point between worlds. Located deep within any Ussuran forest, Matushka's Teeth always lies just beyond the point of no return, so deep in the wilderness that to attempt a return to civilization is to die within the dark depths. According to legend, those who reach Matushka's Teeth and press on yet further still, reach the Thrice Tenth Kingdom — also called Murom — a city of gold and amber whose majesty rivals the most breathtaking sights in creation.

The truth of the matter is somewhat more complex. No mere traveler can reach the Thrice Tenth Kingdom, no matter the effort. Similarly, for those who do reach it, no road leads home. Much like the Sidhe kingdom, Murom is inaccessible to all but the most heroic men and women, who are made of sterner stuff than mere mortals.

It is said that Ussuran soldiers who have grown too old to weather the crushing winters are rewarded for their service to Matushka by living out the remainder of their lives in Murom, along side every member of the Gaius' personal guard who had died in the line of duty. The greatest of these are reborn as Zalozhniy, charged with aiding Matushka in the defense of Ussura's most sacred places. Defense, however, is not the Zalozhniy's sole purpose. Their task is also to await the final reckoning — similar to the Vestenmannavnjár myth of Ragnarok — when they will be called to fight for Ussura one final time. Ussurans refer to these nigh mythical warriors as the Knights of the Forest, and speak of them with reverence usually reserved for Matushka herself.

The Zalozhniy wear brilliant golden scale mail, elaborately engraved with patterns of ivy and leaves. They will fight to the death for the sake of Matushka, as well as to defend her sacred places. Even the most benign intruders can be mistaken for foes unless they are accompanied by a native Ussuran. The Knights understand any speech, regardless of language, and are often in the company of animal companions.

Despite their familiar countenance — each of the Knights of the Forest appear as they did in the prime of their mortal lives — Zalozhniy have no memory of their lives before arriving in the Thrice Tenth Kingdom. Attempting to reawaken such memories or asking them to fulfill prior duties or obligations, is likely to drive them mad. The Knight then attacks those responsible for his insanity and fights to the death. As the memories return, a Knight's once pristine armor slowly deteriorates, eventually turning to salt and his body to ash as he dies.

Combat

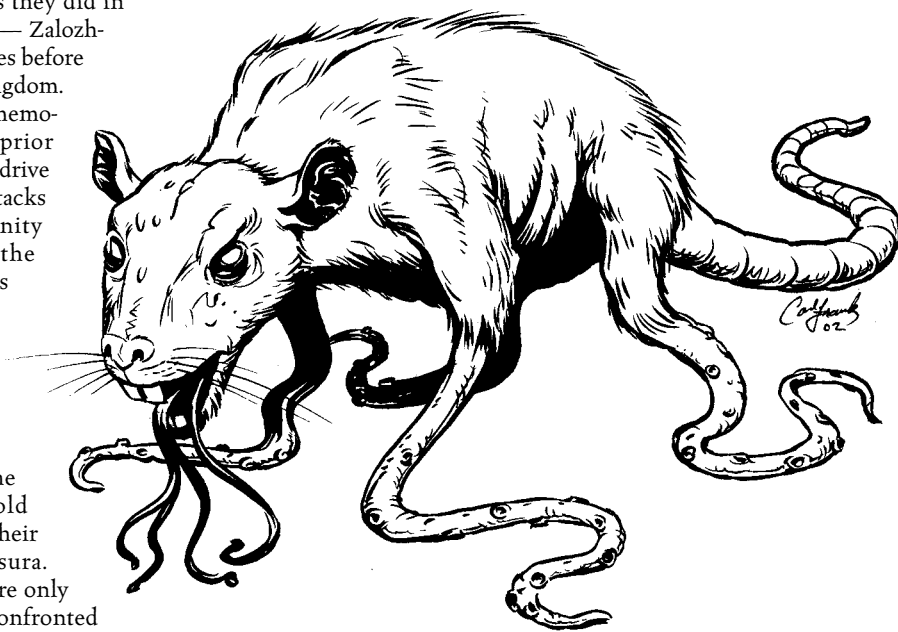
Past Life: The Knights of the Forest have foresworn their old lives, and have no memory of their time among the people of Ussura. Nonetheless, these memories are only submerged, not destroyed. If confronted with evidence of their old lives, a Zalozhniy must make a Will save to ward off such memories' revival. When first presented with such evidence, the DC is 10. For each full minute spent in the presence of the reminder, the Knight must make an additional Will save, the DC rising by one each time. As soon as this save is failed, the DC increases by 5, and continues once per minute even if the offending items or people are removed from the Knight's presence.

Each time the save is failed, the Knight's armor bonus to his AC is reduced by 1. When it reaches +0, the Knight dies and his body is reduced to ash. During the period that the Zalozhniy's armor is degrading, he frantically attacks anyone present in an attempt to preserve his service to Matushka. Once the Will save is made, the Knight regains control (if lost), and his armor is restored to its lustrous sheen, as well as full defense bonus.

Zalozhniy Armor: Despite the fact that the Zalozhniy's armor grants no enhancement bonus, it is nonetheless magical. It never loses its luster (barring circumstances described above), nor does it impose an armor check penalty, maximum defense bonus, or speed penalty. Further, it doesn't count against the Zalozhniy's encumbrance total. Upon the Zalozhniy's death, the armor slowly crumbles, until all that is left is a pile of salt. No others may wear it under any circumstances.

Using a Zalozhniy

Though they are loathe to share such information, the Zalozhniy are instilled with Matushka's knowledge upon creation. As one of the most ancient Syrneth races, this is a vast pool of memories. They are well-aware of the true nature of the Syrneth and know all too well the fate that awaits humanity should Matushka fail in her mission to defend the world against such creatures. If desperate, a Knight may resort to recruiting the heroes for battle against intruders from beyond the Barrier.



Théan Zombie

Zombie

Despite the name, Théan zombies are not undead, though it is easy to mistake their victims for such. These rat-like parasites are virtually harmless on their own (*see below*), but become terrible villains once they have gained access to a human body. The zombie crawls into the body of a host dead less than a week, entering through the mouth and settling in the brainpan. The zombie devours the brain and other innards for a day, then extends its tentacles throughout the rest of the corpse, animating it under the zombie's complete control. Using the host's memories, it then attempts to bring as many other humans under its control as possible, though few ever attain any real power before discovery.

Zombies are short-sighted and ambitious, seeking to control as many people as quickly as they can, and usually overreach themselves. Like the rats they resemble, they are both cowardly and opportunistic, but they are by no means stupid. While they lack the patience for long-term plans, they can and will ambush their host's friends and colleagues, spreading their influence as far as possible. Their motives are as yet a mystery; no zombie has ever controlled more than a dozen people before defeat. The Church of the Prophets has declared them an embodiment of sin, and admonishes the faithful to destroy them on sight.

Their host bodies are virtually identical to the way they looked before death, though they also grow wicked claws, from which gray tendrils project during combat. These tendrils attach to other victims, allowing the zombie to control them as well. Such victims appear normal so long as they remain under the zombie's control, but may die if their master does as well (*see below*). Should the host be destroyed, a surviving Théan zombie may attempt to flee.

Creating a Host Zombie

"Théan Zombie" is a template that can be added to any humanoid creature (referred to hereafter as "the character,") which occurs after a Théan zombie (*see below*) spends a day inside its cadaver. The head and spine must remain intact (no potentially fatal wounds to either), though most Théan zombies prefer their hosts as whole as possible. The creature's type changes to "abomination." It uses all of the character's statistics and special abilities, except as noted here.

Hit Dice: Remains the same or becomes d8, whichever is greater

Speed: Same as the character

AC: Same as the character

Attacks: The character gains two claw +3 melee attacks a turn. Each hand has five tendrils, one for each talon, through which the host zombie controls its minions. When attacking with a hand that has one or more minions still attached (*see below*), the host zombie suffers a cumulative -1 to hit with that hand. Once the tendril is severed or falls off naturally, this penalty is negated. It takes 1 day for a tendril to regenerate.

Damage: If the character does not already have claws, it grows them. These claws do 1d8 piercing and slashing damage.

Special Attacks: A host zombie retains all the character's special attacks which are not spells or spell-like abilities, and gains the following:

Improved Grab (Ex): The host zombie must successfully hit an opponent with both claws in one turn to use this ability.

Mind Control (Su): If the host zombie uses its improved grab ability, and maintains hold for two rounds, it extends one of its tendrils into the opponent. The tendril burrows into the spine, taking over the opponent. The opponent may attempt to resist any command from the host zombie (Will save DC 30), but cannot free himself on his own. While performing the host zombie's wishes, all of the controlled opponent's abilities suffer a -2 circumstance penalty. The opponent is still aware of his actions, but cannot control them. After 1d4+opponent's Wisdom modifier days, the tendril falls off and the opponent dies. His body remains under the host zombie's control, and the host zombie gains +1 in each skill of the fallen opponent (maximum 10).

Tendrils have an AC of 15 and 5 hit points each. If destroyed, the remains fall out of the victim, doing no further harm.

Special Qualities: A host zombie retains all the character's special qualities which are not spells or spell-like abilities, and gains the following:

Host Body (Su): If a host zombie is reduced to 0 hit points, it is destroyed. The Théan zombie inside may choose to hide or flee, as it feels appropriate.

Immunity (Ex): Host zombies are immune to critical hits.

Saves: Same as the character (modified for ability changes)

Abilities: A host zombie gains +2 to Strength and Intelligence, but -2 to Dexterity, Wisdom and Charisma.

Skills: Same as the character. Should the host zombie perish, but the parasitic Théan zombie escape, it retains any skills gained by becoming a host zombie or from the mind control ability.

Feats: Same as the character

Climate: Any land or aquatic

Organization: Solitary or troupe (host zombie + 1d10 mind-controlled servants)

Challenge Rating: Same as the character +1

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Zombie, Théan

Tiny Aberration

Hit Dice: 1d8-3 (2 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 30 ft., burrow 20 ft., swim 20 ft.

Attacks: —

Damage: —

Face/Reach: 1ft. by 1ft./1 ft.

Special Attack: Possess host

Saves: Fort -3, Ref +4, Will +0

Abilities: Str 5, Dex 18, Con 5, Int 11, Wis 6, Cha 6

Skills: Hide +4, Jump +6, Listen +4, Move Silently +4, Spot +4

Feats: Improved Initiative

Climate/Terrain: Any aquatic or land

Organization: Solitary

Challenge Rating: 1/4

Treasure: None

Alignment: Neutral evil

Advancement: None

Resembling nothing so much as deformed rats with gray tendrils hanging from the mouth, Théan zombies are no threat at all outside of a host body, and they know it. They will attempt to flee any combat, advancing only to create a new host zombie (*see above*).

Combat

Lacking any combat skills, Théan zombies will flee rather than fight.

Possess Host (Su): By crawling into a body and devouring its brains over the course of a day, a Théan zombie becomes a host zombie (*see above*).

Appendix

NPC Charts

Please note that all ability scores were generated using the "standard ability score array for PCs." This generates NPCs that are more believable than NPCs generated using the general NPC ability scores.

NPC Alchemist

Starting Ability Scores: Str 9, Dex 15, Con 17, Int 18, Wis 13, Cha 11.

Increased Ability Scores: 4th Int 19; 6th Int 20; 8th Int 21; 12th Int 23; 16th Int 24; 18th Int 25; 20th Int 26.

Feats: 1st University, Legendary Trait (Intelligence); 3rd Transmutator; 6th True Alchemist (if a member of the Invisible College, if not use Craftsman); 9th Lightning Reflexes; 12th Iron Will; 15th Indomitable Will; 18th Skill Focus: Craft (Any).

Class Features: 1st Craft Elixirs; 3rd Brew Potion; 5th Brew Potion (4th level spells); 6th Modify Metals; 8th Brew Potion (5th level spells); 11th Brew Potion (6th level spells); 14th Brew Potion (7th level spells); 17th Brew Potion (8th level spells); 20th Brew Potion (9th level spells), Transmute Metals.

Wpn1: 1st – 12th Quarterstaff; 13th – 17th Quarterstaff +1; 18th – 20th Quarterstaff +2.

Wpn2: Vodacce Throwing Dagger.

Potions: 1st Cat's Grace; 2nd Cure Light Wounds (×2); 3rd Invisibility, Cure Moderate Wounds; 4th Cure Moderate Wounds (×2); 5th Cure Serious Wounds; 6th Cure Serious

Wounds (×2); 7th Cure Serious Wounds (×3); 8th Alter Self; 9th Detect Thoughts; 10th Neutralize Poison, Lesser Restoration; 11th Heal; 12th Haste (×2), Heal (×2); 13th Heroism (×2); 14th Heal (×4), Haste (×3); 15th – 20th Heal (×4), Heroism (×3), Polymorph Self.

Other Magic Gear (Optional): 4th – 8th Bracers of Armor +1; 5th – 12 Cloak of Resistance +1; 7th – 12 Ring of Protection + 2; 9th – 11th Bracers of Armor +2; 11th – 14th Amulet of Natural Armor +1; 12th – 16th Bracers of Armor +3; 13th – 20th Ring of Protection +3; 15th Cloak of Resistance +3; 17th Bracers of Armor +5; 18th – 20th Bracers of Armor +6.

Other Normal Gear: Alchemist's Kit, Books (blank) (1d4), ink (1d6 vials), quill pens (2d4), vials (glass) (3d6), Vodacce Throwing Daggers (×4).

NPC Assassin

Starting Ability Scores: Str 15, Dex 18, Con 11, Int 13, Wis 9, Cha 17.

Increased Ability Scores: 4th Cha 18; 8th Dex 19; 12th Dex 20; 16th Cha 19; 20th Cha 20.

Feats: 1st Improved Initiative, Exotic Weapon Proficiency (Thrusting Sword); 3rd Weapon Finesse (Thrusting Sword); 6th Assassin's Hand; 9th Dashing and Daring; 12th Greater Sneak Attack; 15th Combat Reflexes; 18th Counter-attack.

Class Features: 1st Poison Use, Sneak Attack +1d6; 2nd Death Attack; 3rd Sneak Attack +2d6, Inconspicuous; 4th Ambush Attack +1, Conceal the Evidence; 5th Sneak Attack +3d6; 6th Uncanny Dodge (Dex bonus to AC); 7th Sneak

Attack +4d6; 8th Ambush Attack +2; 9th Sneak Attack +5d6; 10th Uncanny Dodge (can't be flanked); 11th Sneak Attack +6d6; 12th Ambush Attack +3; 13th Sneak Attack +7d6; 14th Sniper; 15th Sneak Attack +8d6, Crippling Blow; 16th Ambush Attack +4; 17th Sneak Attack +9d6; 19th Sneak Attack +10d6; 20th Ambush Attack +5.

Armor: 1st – 6th Masterwork Studded Leather; 7th – 9th Studded Leather +1; 10th – 14th Studded Leather +2.

Wpn1: 1st – 8th Masterwork Thrusting Sword; 9th – 12th +1 Thrusting Sword; 13th – 20th +2 Thrusting Sword.

Wpn2: Hand Crossbow.

Ammo: 1st – 10th 20 Bolts; 11th – 20th 20 Improved Bolts.

Potions: 1st Cure Light Wounds (×2), Hiding, Sneak, Spider Climb (×2); 2nd – 4th Cure Light Wounds (×4); 2nd – 8th Darkvision; 2nd – 4th Neutralize Poison; 5th Cure Light Wounds (×6); 5th – 20th Neutralize Poison (×2); 6th – 11th Cure Serious Wounds; 6th – 20th Haste; 12th – 20th Alter

Self; 12th – 20th Cure Serious Wounds (×2); 12th – 15th Invisibility; 18th – 20th Gaseous Form.

Other Magic Gear (Optional): 4th – 11th Cloak of Resistance +1; 8th – 11th Bracers of Armor +2; 10th – 14th Ring of Protection +1; 12th – 13th Cloak of Resistance +2; 12th – 16th Amulet of Natural Armor +2; 12th – 16th Gloves of Dexterity +2; 14th – 15th Cloak of Resistance +3; 15th – 16th Bracers of Armor +4; 15th – 18th Ring of Protection +2; 17th – 20th Bracers of Armor +6; 17th – 18th Gloves of Dexterity +4; 19th – 20th Gloves of Dexterity +6; 19th – 20th Ring of Protection +3.

Other Normal Gear: 50 ft. silk rope, 1st Thieves Tools, 2nd – 20th Masterwork Thieves Tools.

NPC Courtier

Starting Ability Scores: Str 11, Dex 9, Con 13, Int 15, Wis 17, Cha 18.

Increased Ability Scores: 4th Wis 18; 8th Con 14; 12th Dex 10; 16th Int 16; 20th Str 12.

Feats: 1st Appearance – Above Average, Dangerous Beauty; 3rd Debater; 6th Indomitable Will; 9th Linguist; 12th Sex Appeal; 15th Panache; 18th Panache.

Class Features: 1st Wealth, Talent, Style and Grace; 2nd Iron Will; 3rd Gossip; 4th Courtier Ability (The Better Part of Valor); 5th Versatile; 7th Courtier Ability (See the Heart); 9th Leadership; 10th Versatile, Courtier Ability (Betray the Heart); 12th Tell No Lies; 13th Courtier Ability (Betray the Heart); 15th Versatile; 16th Courtier Ability (The Weakest Link); 18th Aura of Peace; 19th Courtier Ability (Dominate the Weak); 20th Versatile.

Wpn1: 1st – 8th Masterwork Sailor's Knife; 9th – 12th +1 Sailor's Knife; 13th – 20th +2 Sailor's Knife.

Wpn2: 1st – 8th Masterwork Hatchet; 9th – 13th +1 Hatchet; 14th – 20th +2 Hatchet.

Potions: 1st – 5th Charisma; 1st – 2nd Cure Light Wounds (×3); 2nd – 6th Tongues; 3rd – 7th Cure Moderate Wounds (×3); 3rd – 6th Glibness (×2); 4th – 8th Fly; 6th – 20th Charisma (×3); 7th – 8th Glibness (×3); 7th – 20th Tongues (×2); 8th – 20th Cure Serious Wounds (×4); 9th – 20th Fly (×2), Glibness (×4).

ALCHEMIST RECIPES KNOWN

Lvl	0	1	2	3	4
1	3	—	—	—	—
2	4	—	—	—	—
3	5	1	—	—	—
4	6	2	—	—	—
5	6	3	—	—	—
6	6	4	—	—	—
7	6	5	1	—	—
8	6	6	2	—	—
9	6	6	3	—	—
10	6	6	4	—	—
11	6	6	5	1	—
12	6	6	6	2	—
13	6	6	6	3	—
14	6	6	6	4	—
15	6	6	6	5	1
16	6	6	6	6	2
17	6	6	6	6	3
18	6	6	6	6	4
19	6	6	6	6	5
20	6	6	6	6	6

TABLE 1-1: NPC ALCHEMIST

Lvl	hp	AC	Init	Spd	Wpn1	Wpn2	F/R/W	Alch	Spellc	Elixirs/day
1	7	12	+2	30	-1	2	5/2/4	+8	+8	5
2	13	12	+2	30	0	3	5/2/4	+9	+9	6
3	20	12	+2	30	0	3	5/3/4	+10	+10	7
4	26	12	+2	30	1	4	6/3/5	+11	+11	8
5	33	12	+2	30	1	4	6/3/5	+12	+12	9
6	39	12	+2	30	2	5	7/4/6	+14	+14	11
7	46	12	+2	30	2	5	7/4/6	+15	+15	12
8	52	12	+2	30	3	6	8/4/7	+16	+16	13
9	59	12	+2	30	3	6	8/5/7	+17	+17	14
10	65	12	+2	30	4	7	9/5/8	+18	+18	15
11	72	12	+2	30	4	7	9/5/8	+19	+19	16
12	78	12	+2	30	5/0	8/3	10/6/9	+21	+21	18
13	85	12	+2	30	5/0	8/3	10/6/9	+22	+22	19
14	91	12	+2	30	6/1	9/4	11/6/10	+23	+23	20
15	98	12	+2	30	6/1	10/5	11/7/10	+24	+24	21
16	104	12	+2	30	7/2	10/5	12/7/11	+26	+26	23
17	111	12	+2	30	7/2	11/6	12/7/11	+27	+27	24
18	117	12	+2	30	8/3	11/6	13/8/12	+28	+28	25
19	124	12	+2	30	8/3	12/7	13/8/12	+29	+29	26
20	130	12	+2	30	9/4	12/7	14/8/13	+31	+31	28

Other Magic Gear (Optional): 4th – 11th Cloak of Charisma +2; 8th – 11th Bracers of Armor +2; 10th – 14th Ring of Protection +1; 12th – 13th Cloak of Charisma +4; 12th – 16th Amulet of Natural Armor +2; 12th – 16th Headband of Intellect +2; 14th – 15th Cloak of Charisma +6; 15th – 16th Bracers of Armor +4; 15th – 18th Ring of Protection +2; 17th – 20th Bracers of Armor +6; 17th – 18th Headband of Intellect +4; 19th – 20th Ring of Protection +3.

Other Normal Gear: Hatchet (×3), fine clothes, extravagant clothes, musical instrument.

NPC Highwayman

Starting Ability Scores: Str 17, Dex 18, Con 15, Int 13, Wis 11, Cha 9.

Increased Ability Scores: 4th Str 18; 8th Con 16; 12th Dex 19; 16th Dex 20; 20th Cha 10.

Feats: 1st Track, Precise Shot; 3rd Dodge; 6th Defensive Shot; 9th Hip Shot; 12th Combat Reflexes; 15th Suppressive Fire; 18th Pinpoint Accuracy.

Class Features: 1st Point Blank Shot (Gunpowder Weapons); 2nd Clever Shot; 3rd Double Pistol; 4th Dead Aim; 5th Blur of Motion (20% Miss Chance); 7th Quick Reload; 8th Improved Initiative; 10th Lightning Hands; 12th Improved Critical (Pistol); 13th Double Musket; 15th Blur of Motion (40% Miss Chance); 16th Sharpshooter; 18th Dead Shot; 20th Blur of Motion (60% Miss Chance), Far Shot.

Armor: 1st – 5th Masterwork Studded Leather; 6th – 10th Studded Leather +1; 11th – 15th Studded Leather +2; 16th – 17th Studded Leather +3; 18th – 20th Studded Leather +4

Wpn1: 1st – 5th Masterwork Cutlass; 6th – 11th Cutlass +1; 12th – 15th Cutlass +2; 16th – 18th Cutlass +3; 19th – 20th Cutlass +4.

Wpn2: Pistol.

TABLE 1-2: NPC ASSASSIN

Lvl	hp	AC	Init	Spd	Wpn1	Wpn2	F/R/W	Bluff	Hide	MoveSil
1	4	17	+8	30	2	4	0/2/0	+7	+8	+8
2	7	17	+8	30	3	5	0/3/0	+8	+9	+9
3	11	17	+8	30	6	6	1/3/1	+9	+10	+10
4	14	17	+8	30	7	7	1/4/1	+11	+11	+11
5	18	17	+8	30	7	7	1/4/1	+12	+12	+12
6	21	17	+8	30	8	8	2/5/2	+13	+13	+13
7	25	17	+8	30	9	9	2/5/2	+14	+14	+14
8	28	17	+8	30	10/5	10/5	2/6/2	+15	+15	+15
9	32	17	+8	30	10/5	10/5	3/6/3	+16	+16	+16
10	35	17	+8	30	11/6	11/6	3/7/3	+17	+17	+17
11	39	17	+8	30	12/7	12/7	3/7/3	+18	+18	+18
12	43	17	+9	30	14/9	14/9	4/8/4	+19	+20	+20
13	47	17	+9	30	14/9	14/9	4/8/4	+20	+21	+21
14	50	17	+9	30	15/10	15/10	4/9/4	+21	+22	+22
15	54	17	+9	30	16/11/6	16/11/6	5/9/5	+22	+23	+23
16	57	18	+9	30	17/12/7	17/12/7	5/10/5	+23	+24	+24
17	61	18	+9	30	17/12/7	17/12/7	5/10/5	+24	+25	+25
18	64	18	+9	30	18/13/8	18/13/8	6/11/6	+25	+26	+26
19	68	18	+9	30	19/14/9	19/14/9	6/11/6	+26	+27	+27
20	71	18	+9	30	20/15/10	20/15/10	6/12/6	+27	+28	+28

TABLE 1-3: NPC COURTIER

Lvl	hp	AC	Init	Spd	Wpn1	Wpn2	F/R/W	Bluff	Diplo	SenseM
1	5	9	-1	30	0	-1	1/-1/5	+14	+14	+7
2	9	9	-1	30	1	0	1/-1/8	+15	+15	+8
3	14	9	-1	30	1	0	2/0/8	+16	+16	+9
4	18	9	-1	30	2	1	2/0/10	+17	+17	+11
5	23	9	-1	30	2	1	2/0/10	+18	+18	+12
6	27	9	-1	30	3	2	3/1/12	+19	+19	+13
7	32	9	-1	30	3	2	3/1/12	+20	+20	+14
8	44	9	-1	30	4	3	4/1/13	+21	+21	+15
9	50	9	-1	30	4	3	5/2/13	+22	+22	+16
10	55	9	-1	30	5	4	5/2/14	+23	+23	+17
11	61	9	-1	30	5	4	5/2/14	+24	+24	+18
12	66	10	0	30	6/1	6/1	6/4/15	+25	+25	+19
13	72	10	0	30	6/1	6/1	6/4/15	+26	+26	+20
14	77	10	0	30	7/2	7/2	6/4/16	+27	+27	+21
15	83	10	0	30	7/2	7/2	7/5/16	+28	+28	+22
16	88	10	0	30	8/3	8/3	7/5/17	+29	+29	+23
17	94	10	0	30	8/3	8/3	7/5/17	+30	+30	+24
18	99	10	0	30	9/4	9/4	8/6/18	+31	+31	+25
19	105	10	0	30	9/4	9/4	8/6/18	+32	+32	+26
20	110	10	0	30	11/6	10/5	8/6/19	+33	+33	+27

Ammo: Powder Magazine and “bullets” for pistol (50 “bullets”).

Potions: 1st Cure Light Wounds (×2), Hiding, Sneak, Spider Climb (×2); 2nd – 4th Cure Light Wounds (×4); 2nd – 8th Darkvision; 2nd – 4th Neutralize Poison; 5th Cure Light Wounds (×6); 5th – 20th Neutralize Poison (×2); 6th – 11th Cure Serious Wounds; 6th – 20th Haste; 12th – 20th Alter Self; 12th – 20th Cure Serious Wounds (×2); 12th – 15th Invisibility; 18th – 20th Gaseous Form.

Other Magic Gear (Optional): 5th – 10th Cloak of Resistance +1; 11th – 17th Cloak of Resistance +2; 12th – 16th Gloves of Dexterity +2; 11th – 15th Ring of Protection +1; 13th – 20th Boots of Speed; 14th – 20th Amulet of Natural Armor +2; 16th – 19th Ring of Protection +2; 17th – 18th Belt of Giant Strength +4; 17th – 20th Rope of Climbing; 18th – 20th Cloak of Resistance +3; 19th – 20th Belt of Giant Strength +6; 20th Ring of Protection +4, Gloves of Dexterity +4.

Other Normal Gear: 50 ft. silk rope, 10' pole, pistols (×4), weaponblack, net.

NPC Inquisitor

Starting Ability Scores: Str 15, Dex 9, Con 13, Int 17, Wis 11, Cha 18.

Increased Ability Scores: 4th Int 18; 8th Wis 12; 12th Str 16; 16th Con 14; 20th Dex 10.

Feats: 1st Brawny, Giant; 3rd Bruiser; 6th Weapon Focus (Claymore); 9th Combat Virtuoso; 12th Weapon Expert; 15th Weapon Master; 18th Weapon Grand Master.

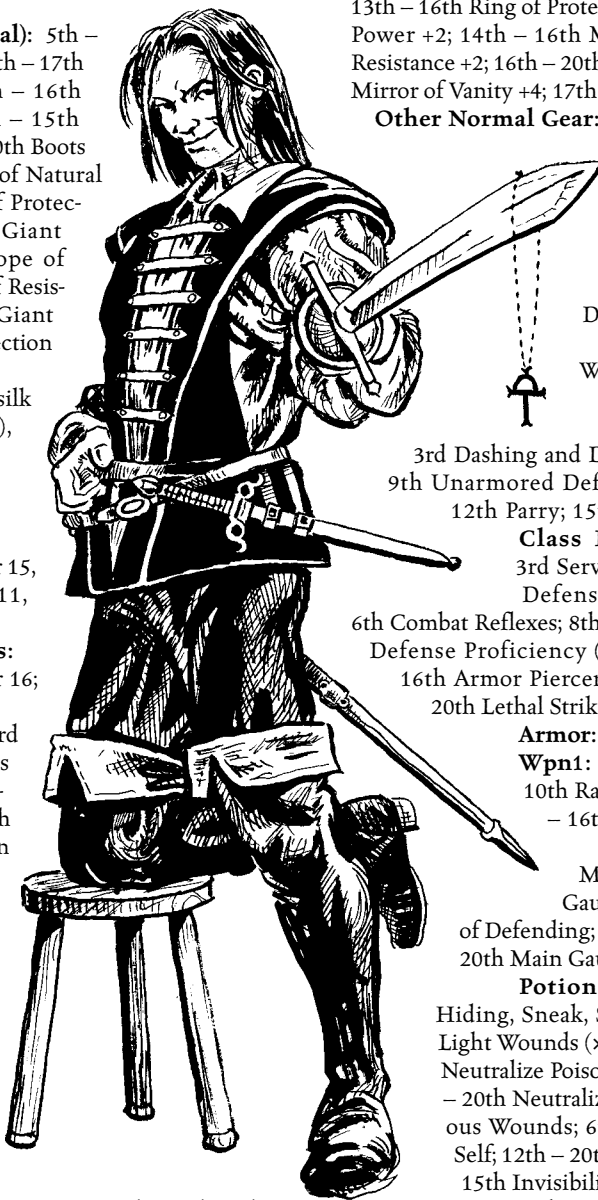
Class Features: 2nd Gaze Into the Abyss; 3rd Skill Improvement; 4th Malediction of Theus; 5th Vanishing Art; 6th Improved Initiative; 7th Defender of the Faith, Power Attack; 8th Fanatic Strength; 9th Sneak Attack; 10th Sorcery's Stench; 11th Voice of Theus; 12th Silver Tongue; 13th Fanatic Strength; 14th Knight Inquisitor, Piercing the Veil; 15th Improved Critical (Claymore); 16th Command the Infidel; 17th Hierophant's Will; 18th Enthrall the Masses; 19th Righteous Fury; 20th Fanatic Strength.

Armor: 1st – 5th Masterwork Breastplate, Cloak; 6th – 15th Breastplate +1, Cloak; 16th – 20th Breastplate +2, Cloak.

Wpn1: 1st – 11th Masterwork Claymore; 12th – 16th Claymore +1; 17th – 20th Claymore +2.

Wpn2: Musket Carbine.

Ammo: Powder Chamber and “bullets” (×50).



Potions: 1st – 5th Charisma; 1st – 2nd Cure Light Wounds (×3), Heroism; 2nd – 6th Tongues; 3rd – 7th Cure Moderate Wounds (×3); 3rd – 6th Glibness (×2); 4th – 8th Fly; 6th – 20th Charisma (×3); 7th – 8th Glibness (×3); 7th – 20th Tongues (×2); 8th – 20th Cure Serious Wounds (×4); 9th – 20th Fly (×2), Glibness (×4).

Other Magic Gear (Optional): 5th – 14th Cloak of Resistance +1; 7th – 12th Ring of Protection +1; 10th – 13th Mirror of Vanity +2; 12th – 20th Amulet of Natural Armor +2; 13th – 16th Ring of Protection +2; 13th – 20th Gloves of Ogre Power +2; 14th – 16th Mirror of Vanity +4; 15th Cloak of Resistance +2; 16th – 20th Cloak of Resistance +3; 17th – 20th Mirror of Vanity +4; 17th – 20th Ring of Protection +3.

Other Normal Gear: Holy symbol, Holy Canon, 50 ft. hemp rope, torches, steel, flint, tinder, and tinder box.

NPC Musketeer

Starting Ability Scores: Str 17, Dex 18, Con 11, Int 13, Wis 9, Cha 15.

Increased Ability Scores: 4th Wis 10; 8th Con 12; 12th Str 18; 16th Int 14; 20th Cha 16.

Feats: 1st Expertise, Dodge; 3rd Dashing and Daring; 6th Weapon Focus (Rapier); 9th Unarmored Defense Proficiency (Intermediate); 12th Parry; 15th Riposte; 18th Flurry of Strikes.

Class Features: 1st Elegant Duelist; 3rd Servant of the Crown; 4th Unarmored Defense Proficiency (Beginner); 6th Combat Reflexes; 8th Acrobatic Dodge; 12th Unarmored Defense Proficiency (Master); 14th Continuous Parry; 16th Armor Piercer; 18th Improved Critical (Rapier); 20th Lethal Strike.

Armor: None.

Wpn1: 1st – 5th Masterwork Rapier; 6th – 10th Rapier +1; 11th – 13th Rapier +2; 14th – 16th Rapier +3; 17th – 20th Rapier +4.

Wpn2: 1st – 5th Masterwork Main Gauche; 6th – 10th Main Gauche +1; 11th – 13th Main Gauche +1 of Defending; 14th – 16th Main Gauche +2; 17th – 20th Main Gauche +3.

Potions: 1st Cure Light Wounds (×2), Hiding, Sneak, Spider Climb (×2); 2nd – 4th Cure Light Wounds (×4); 2nd – 8th Darkvision; 2nd – 4th Neutralize Poison; 5th Cure Light Wounds (×6); 5th – 20th Neutralize Poison (×2); 6th – 11th Cure Serious Wounds; 6th – 20th Haste; 12th – 20th Alter Self; 12th – 20th Cure Serious Wounds (×2); 12th – 15th Invisibility; 18th – 20th Gaseous Form.

Other Magic Gear (Optional): 2nd – 6th Bracers of Armor +2; 5th – 10th Cloak of Resistance +1; 7th – 12th Bracers of Armor +3; 11th – 17th Cloak of Resistance +2; 12th – 16th Gloves of Dexterity +2; 11th – 15th Ring of Protection +1; 13th – 17th Bracers of Armor +4; 13th – 20th Boots of Speed; 14th – 20th Amulet of Natural Armor +2; 16th – 19th Ring of Protection +2; 17th – 18th Belt of Giant Strength +4; 17th – 20th Rope of Climbing; 18th – 19th Bracers of Armor +5; 18th – 20th Cloak of Resistance +3; 19th – 20th Belt of Giant Strength +6; 20th Ring of Protection +4, Gloves of Dexterity +4, Bracers of Armor +6.

TABLE 1-4: NPC HIGHWAYMAN

Lvl	hp	AC	Init	Spd	Wpn1	Wpn2	F/R/W	Hide	MoveSil	WildL
1	7	17	+3	30	3	4	+2/6/0	+8	+8	+4
2	13	17	+3	30	4	5	+2/7/0	+9	+9	+5
3	20	17	+3	30	5	6	+3/7/1	+10	+10	+6
4	26	17	+3	30	7	7	+3/8/1	+11	+11	+7
5	33	17	+3	30	7	7	+3/8/1	+12	+12	+8
6	39	17	+3	30	8	8	+4/9/2	+13	+13	+9
7	46	17	+3	30	9	9	+4/9/2	+14	+14	+10
8	60	17	+7	30	10/5	10/5	+5/10/2	+15	+15	+11
9	68	17	+7	30	10/5	10/5	+6/10/3	+16	+16	+12
10	75	17	+7	30	11/6	11/6	+6/11/3	+17	+17	+13
11	83	17	+7	30	12/7	12/7	+6/11/3	+18	+18	+14
12	90	17	+7	30	13/8	13/8	+7/12/4	+19	+19	+15
13	98	17	+7	30	13/8	13/8	+7/12/4	+20	+20	+16
14	105	17	+7	30	14/9	14/9	+7/13/4	+21	+21	+17
15	113	17	+7	30	15/10	15/10	+8/13/5	+22	+22	+18
16	120	18	+8	30	16/11	17/12	+8/15/5	+24	+24	+19
17	128	18	+8	30	16/11	17/12	+8/15/5	+25	+25	+20
18	135	18	+8	30	17/12	18/13	+9/16/6	+26	+26	+21
19	143	18	+8	30	18/13	19/14	+9/16/6	+27	+27	+22
20	150	18	+8	30	19/14	20/15	+9/17/6	+28	+28	+23

TABLE 1-5: NPC INQUISITOR

Lvl	hp	AC	Init	Spd	Wpn1	Wpn2	F/R/W	Bluff	Intim	SenseM
1	6	18	-1	20	3	-1	+3/-1/2	+8	+9	+4
2	11	18	-1	20	4	0	+4/-1/3	+9	+10	+5
3	17	18	-1	20	5	1	+4/0/3	+10	+11	+6
4	22	18	-1	20	6	2	+5/0/4	+11	+12	+7
5	28	18	-1	20	6	2	+5/0/4	+12	+13	+8
6	33	18	-1	20	7	3	+6/1/5	+13	+14	+9
7	39	18	-1	20	8	4	+6/1/5	+14	+15	+10
8	44	18	-1	20	9/4	5/0	+7/1/7	+15	+16	+12
9	50	18	-1	20	9/4	5/0	+7/2/7	+16	+17	+13
10	55	18	-1	20	10/5	6/1	+8/2/8	+17	+18	+14
11	61	18	-1	20	11/6	7/2	+8/2/8	+18	+19	+15
12	66	18	-1	20	13/8	8/3	+9/3/9	+19	+20	+16
13	72	18	-1	20	13/8	8/3	+9/3/9	+20	+21	+17
14	77	18	-1	20	14/9	9/4	+10/3/10	+21	+22	+18
15	83	18	-1	20	15/10	10/5	+10/4/10	+22	+23	+19
16	104	18	-1	20	16/11	11/6	+12/4/11	+23	+24	+20
17	111	18	-1	20	16/11	11/6	+12/4/11	+24	+25	+21
18	117	18	-1	20	17/12	12/7	+13/5/12	+25	+26	+22
19	124	18	-1	20	18/13	13/8	+13/5/12	+26	+27	+23
20	130	19	+0	20	19/14	15/10	+14/6/13	+27	+28	+24

TABLE 1-6: NPC MUSKETEER

Lvl	hp	AC	Init	Spd	Wpn1	Wpn2	F/R/W	Intim	Ride	Tumble
1	6	14	+4	30	4	*	+0/4/1	+6	+8	+8
2	11	14	+4	30	5	*	+0/4/2	+7	+9	+9
3	17	16	+4	30	6	*	+1/5/2	+8	+10	+10
4	22	20	+4	30	7	*	+1/5/4	+9	+11	+11
5	28	20	+4	30	8	*	+1/5/4	+10	+12	+12
6	33	21	+4	30	9/4	*	+2/6/5	+11	+13	+13
7	39	21	+4	30	10/5	*	+2/6/5	+12	+14	+14
8	52	21	+4	30	11/6	*	+3/6/6	+13	+15	+15
9	59	24	+4	30	12/7	*	+4/7/6	+14	+16	+16
10	65	25	+4	30	13/8	*	+4/7/7	+15	+17	+17
11	72	25	+4	30	14/9/4	*	+4/7/7	+16	+18	+18
12	78	29	+4	30	16/11/6	*	+5/8/8	+17	+19	+19
13	85	29	+4	30	17/12/7	*	+5/8/8	+18	+20	+20
14	91	30	+4	30	18/13/8	*	+5/8/9	+19	+21	+21
15	98	30	+4	30	19/14/9	*	+6/9/9	+20	+22	+22
16	104	31	+4	30	20/15/10/5	*	+6/9/10	+21	+23	+23
17	111	31	+4	30	21/16/11/6	*	+6/9/10	+22	+24	+24
18	1117	32	+4	30	22/17/12/7	*	+7/10/11	+23	+25	+25
19	124	32	+4	30	23/18/13/8	*	+7/10/11	+24	+26	+26
20	130	33	+4	30	24/19/15/9	*	+7/10/12	+25	+27	+27

* Main gauche is used as an off hand weapon only

TABLE 1-7: NPC NOBLE

Lvl	hp	AC	Init	Spd	Wpn1	Wpn2	F/R/W	Diplo	Intim	SenseM
1	6	13	+0	30	-1	0	1/0/5	+8	+8	+7
2	11	13	+0	30	0	1	1/0/6	+9	+9	+8
3	17	14	+0	30	1	2	2/1/6	+10	+10	+9
4	22	14	+4	30	2	3	2/1/8	+11	+11	+11
5	28	14	+4	30	2	3	2/1/8	+12	+12	+12
6	33	15	+4	30	3	4	3/2/9	+13	+13	+13
7	39	15	+4	30	4	5	3/2/9	+14	+14	+14
8	44	15	+4	30	5/1	6/1	3/2/10	+15	+15	+15
9	50	16	+4	30	5/1	6/1	4/3/10	+16	+16	+16
10	55	16	+4	30	6/2	7/2	4/3/11	+17	+17	+17
11	61	16	+4	30	7/3	8/3	4/3/11	+18	+18	+18
12	66	17	+4	30	9/4	9/4	5/4/12	+19	+19	+19
13	72	17	+4	30	9/4	9/4	5/4/12	+20	+20	+20
14	77	17	+4	30	10/5	10/5	5/4/13	+21	+21	+21
15	83	18	+4	30	11/6	11/6	6/5/13	+22	+22	+22
16	88	18	+4	30	12/7	12/7	6/5/14	+23	+23	+23
17	94	18	+4	30	12/7	12/7	6/5/14	+24	+24	+24
18	99	19	+4	30	13/8	13/8	7/6/15	+25	+25	+25
19	105	19	+4	30	14/9	14/9	7/6/15	+26	+26	+26
20	110	19	+4	30	15/10	15/10	7/6/16	+28	+28	+27

TABLE 1-8: NPC PIRATE

Lvl	hp	AC	Init	Spd	Wpn1	Wpn2	F/R/W	Prof	Tumble	Use Rope
1	9	20	+4	30	5	*	+5/6/0	+4	+8	+8
2	17	20	+4	30	6	*	+6/7/0	+5	+9	+9
3	26	20	+4	30	7	*	+6/7/1	+6	+10	+10
4	38	20	+4	30	8	*	+8/8/1	+7	+11	+11
5	48	20	+4	30	9	*	+8/8/1	+8	+12	+12
6	57	20	+4	30	10/5	*	+9/9/2	+9	+13	+13
7	67	20	+4	30	11/6	*	+9/9/2	+10	+14	+14
8	76	20	+4	30	12/7	*	+10/10/2	+11	+15	+15
9	86	20	+4	30	13/8	*	+10/10/3	+12	+16	+16
10	95	20	+4	30	14/9	*	+11/11/3	+13	+17	+17
11	105	20	+4	30	15/10/5	*	+11/11/3	+14	+18	+18
12	114	21	+4	30	16/11/6	*	+12/12/4	+16	+19	+19
13	124	21	+4	30	17/12/7	*	+12/12/4	+17	+20	+20
14	133	21	+4	30	18/13/8	*	+13/13/4	+18	+21	+21
15	143	21	+4	30	19/14/9	*	+13/13/5	+19	+22	+22
16	152	21	+4	30	20/15/10	*	+14/14/6	+20	+23	+23
17	162	21	+4	30	21/16/11	*	+14/14/6	+21	+24	+24
18	171	21	+4	30	22/17/12	*	+15/15/7	+22	+25	+25
19	181	21	+4	30	23/18/13	*	+15/15/7	+23	+26	+26
20	190	21	+4	30	24/19/14	*	+16/16/7	+24	+27	+27

* The pirate fights with two weapons, and thus, this is his off hand weapon.

TABLE 1-9: NPC SPY

Lvl	hp	AC	Init	Spd	Wpn1	Wpn2	F/R/W	Bluff	Disg	Hide
1	6	13	+3	30	0	3	+1/5/-1	+10	+8	+8
2	8	13	+3	30	1	4	+1/6/-1	+11	+9	+9
3	15	17	+3	30	2	5	+2/6/0	+12	+10	+10
4	19	17	+3	30	3	6	+2/7/0	+13	+11	+11
5	24	17	+3	30	3	6	+2/7/1	+14	+12	+12
6	28	22	+3	30	4	7	+3/8/2	+15	+13	+13
7	33	22	+3	30	5	8	+3/8/2	+16	+14	+14
8	46	22	+3	30	6/1	9/4	+4/9/2	+17	+15	+15
9	52	23	+3	30	6/1	9/4	+5/9/3	+18	+16	+16
10	55	23	+3	30	7/2	10/5	+5/10/3	+19	+17	+17
11	61	23	+3	30	8/3	11/6	+5/10/3	+20	+18	+18
12	66	24	+4	30	9/4	13/8	+6/12/4	+21	+19	+19
13	72	24	+4	30	9/4	13/8	+6/12/4	+22	+20	+20
14	77	24	+4	30	10/5	14/9	+6/13/4	+23	+21	+21
15	83	25	+4	30	11/6/1	15/10/5	+7/13/5	+24	+22	+22
16	88	25	+4	30	13/8/3	16/11/6	+7/14/5	+25	+23	+23
17	94	25	+4	30	13/8/3	16/11/6	+7/14/5	+26	+24	+24
18	99	26	+4	30	14/9/4	17/12/7	+8/15/6	+27	+25	+25
19	105	26	+4	30	15/10/5	18/13/8	+8/15/6	+28	+26	+26
20	110	26	+4	30	16/11/6	19/14/9	+8/16/6	+29	+27	+27

NPC Noble

Starting Ability Scores: Str 9, Dex 11, Con 13, Int 15, Wis 17, Cha 18.

Increased Ability Scores: 4th Wis 18; 8th Int 16; 12th Str 10; 16th Cha 19; 20th Cha 20.

Feats: 1st Natural Diplomat, Unarmored Defense Proficiency; 3rd Improved Initiative; 6th Alertness; 9th Keen Senses; 12th Sex Appeal; 15th Tagging; 18th Panache.

Class Features: 1st Commanding Presence +1, Friends in High Places; 3rd Seduction; 4th Taunt; 5th Commanding Presence +2; 6th Leadership; 8th Iron Glare 1/day; 10th Commanding Presence +3; 12th Iron Glare 2/day; 14th Improved Leadership; 15th Commanding Presence +4; 16th Iron Glare 3/day; 17th Command; 19th Great Leadership; 20th Commanding Presence +5, Iron Glare 4/day.

Armor: None.

Wpn1: 1st – 5th Masterwork Rapier; 6th – 10th Rapier +1; 11th – 13th Rapier +2; 14th – 16th Rapier +3; 17th – 20th Rapier +4.

Wpn2: Pistol.

Ammo: Powder Chamber and 25 “bullets.”

Potions: 1st – 5th Charisma; 1st – 2nd Cure Light Wounds (×3); 2nd – 6th Tongues; 3rd – 7th Cure Moderate Wounds (×3); 3rd – 6th Glibness (×2); 4th – 8th Fly; 6th – 20th Charisma (×3); 7th – 8th Glibness (×3); 7th – 20th Tongues (×2); 8th – 20th Cure Serious Wounds (×4); 9th – 20th Fly (×2), Glibness (×4).

Other Magic Gear (Optional): 4th – 11th Cloak of Charisma +2; 8th – 11th Bracers of Armor +2; 10th – 14th Ring of Protection +1; 12th – 13th Cloak of Charisma +4; 12th – 16th Amulet of Natural Armor +2; 12th – 16th Pearl of Wisdom +2; 14th – 15th Cloak of Charisma +6; 15th – 16th Bracers of Armor +4; 15th – 18th Ring of Protection +2; 17th – 20th Bracers of Armor +6; 17th – 18th Pearl of Wisdom +4; 19th – 20th Ring of Protection +3.

NPC Pirate

Starting Ability Scores: Str 15, Dex 18, Con 17, Int 13, Wis 11, Cha 9.

Increased Ability Scores: 4th Con 18; 8th Str 16; 12th Int 14; 16th Wis 12; 20th Cha 10.

Feats: 1st Able Drinker, Weapon Finesse (Cutlass); 3rd Expertise; 6th Captain; 9th Parry; 12th Continuous Parry; 15th Riposte; 18th Disarm Master.

Class Features: 1st Ambidexterity, Pirate Trick; 2nd Two Weapon Fighting; 3rd Seasoned; 4th Roguish Style; 5th Seasoned; 6th Weapon Specialization; 7th Seasoned; 8th Sea Legs; 9th Seasoned; 10th Improved Two Weapon Fighting; 11th Seasoned; 12th Swinging Assault; 13th Seasoned; 14th Improved Critical; 15th Seasoned; 16th Stalwart Combatant; 17th Seasoned; 18th Dirty Tactics; 19th Seasoned; 20th Deadly Foe.

Armor: 1st – 5th Masterwork Chain Shirt; 2nd – 9th Chain Shirt +1; 10th – 16th Chain Shirt +2; 17th – 19th Chain Shirt +3; 20th Chain Shirt +4.

Wpn1: 1st – 5th Masterwork Cutlass; 6th – 10th Cutlass +1; 11th – 13th Cutlass +2; 14th – 16th Cutlass +3; 17th – 20th Cutlass +4.

Wpn2: 1st – 5th Masterwork Sailor's Knife; 6th – 10th Sailor's Knife +1; 11th – 15th Sailor's Knife +2; 16th – 20th Sailor's Knife +3.

Potions: 1st Cure Light Wounds (×2), Hiding, Sneak, Spider Climb (×2); 2nd – 4th Cure Light Wounds (×4); 2nd – 8th Darkvision; 2nd – 4th Neutralize Poison; 5th Cure Light Wounds (×6); 5th – 20th Neutralize Poison (×2); 6th – 11th Cure Serious Wounds; 6th – 20th Haste; 12th – 20th Alter Self; 12th – 20th Cure Serious Wounds (×2); 12th – 15th Invisibility; 18th – 20th Gaseous Form.

Other Magic Gear (Optional): 5th – 10th Cloak of Resistance +1; 11th – 17th Cloak of Resistance +2; 12th – 16th Gloves of Dexterity +2; 11th – 15th Ring of Protection +1; 13th – 20th Boots of Speed; 14th – 20th Amulet of Natural Armor +2; 16th – 19th Ring of Protection +2; 17th – 18th Belt of Giant Strength +4; 17th – 20th Rope of Climbing; 18th – 20th Cloak of Resistance +3; 19th – 20th Belt of Giant Strength +6; 20th Ring of Protection +4, Gloves of Dexterity +4.

NPC Spy

Starting Ability Scores: Str 11, Dex 17, Con 13, Int 15, Wis 9, Cha 18.

Increased Ability Scores: 4th Wis 10; 8th Con 14; 12th Dex 18; 16th Str 12; 20th Int 16.

Feats: 1st Assassin's Hand, Appearance-Above Average; 3rd Dashing and Daring; 6th Unarmored Defense Proficiency; 9th Sex Appeal; 12th Improved Sneak Attack; 15th Sniper; 18th Linguist.

Class Features: 1st Alias, Sneak Attack +1d6; 2nd Contacts; 3rd Brilliant Getaway, Sneak Attack +2d6; 5th Sneak Attack +3d6; 6th Face in the Crowd; 7th Sneak Attack +4d6; 9th Sneak Attack +5d6; 10th Alias; 11th Innocent Smile, Sneak Attack +6d6; 13th Sneak Attack +7d6, Quick Wits; 14th Slippery in The Grasp; 15th Sneak Attack +8d6; 17th Alias, Sneak Attack +9d6; 19th Alias, Sneak Attack +10d6; 20th Quicker Than The Eye.



Armor: None.

Wpn1: 1st – 5th Masterwork Smallsword; 6th – 11th Smallsword +1; 12th – 17th Smallsword +2; 18th – 20th Smallsword +3.

Wpn2: Musket Carbine.

Ammo: Powder Chamber and 50 “bullets.”

Potions: 1st Cure Light Wounds (×2), Hiding, Sneak, Spider Climb (×2); 2nd – 4th Cure Light Wounds (×4); 2nd – 8th Darkvision; 2nd – 4th Neutralize Poison; 5th Cure Light Wounds (×6); 5th – 20th Neutralize Poison (×2); 6th – 11th Cure Serious Wounds; 6th – 20th Haste; 12th – 20th Alter Self; 12th – 20th Cure Serious Wounds (×2); 12th – 15th Invisibility; 18th – 20th Gaseous Form.

Other Magic Gear (Optional): 4th – 11th Cloak of Resistance +1; 8th – 11th Bracers of Armor +2; 10th – 14th Ring of Protection +1; 12th – 13th Cloak of Resistance +2; 12th – 16th Amulet of Natural Armor +2; 12th – 16th Gloves of Dexterity +2; 14th – 15th Cloak of Resistance +3; 15th – 16th Bracers of Armor +4; 15th – 18th Ring of Protection +2; 17th – 20th Bracers of Armor +6; 17th – 18th Gloves of Dexterity +4; 19th – 20th Gloves of Dexterity +6; 19th – 20th Ring of Protection +3.

NPC Swashbuckler

Ability Scores: Str 13, Dex 18, Con 11, Int 9, Wis 17, Cha 15.

Increased Ability Scores: 4th Int 10; 8th Con 12; 12th Wis 18; 16th Cha 16; 20th Str 14.

Feats: 1st Improved Initiative, Combat Reflexes; 3rd Bruiser; 4th Dodge; 6th Counterattack, Acrobatic Dodge; 9th Lightning Reflexes; 10th Lightning Reflexes; 12th Expertise, Lunge; 15th Parry; 16th Odd Sleeping Habits; 18th Riposte, Quick Chamber; 20th Quick Reload.

Class Features: 1st Light Footed; 2nd Dexterous; 4th Dexterous Strike; 8th With Style 1/day; 13th With Style 2/day; 14th Armor Penetration; 19th With Style 3/day.

Armor: 1st – 5th Masterwork Chain Shirt; 6th – 10th Chain Shirt +1; 11th – 14th Chain Shirt +2; 15th – 17th Chain Shirt +3; 18th – 20th Chain Shirt +4.

Wpn1: 1st – 5th Masterwork Cutlass; 6th – 10th Cutlass +1; 11th – 13th Cutlass +2; 14th – 16th Cutlass +3; 17th – 18th Cutlass +4; 19th – 20th Cutlass +4.

Wpn2: Pistol.

Ammo: Powder Chamber and 50 “bullets.”

Potions: 1st Cure Light Wounds (×2), Hiding, Sneak, Spider Climb (×2); 2nd – 4th Cure Light Wounds (×4); 2nd – 8th Darkvision; 2nd – 4th Neutralize Poison; 5th Cure Light Wounds (×6); 5th – 20th Neutralize Poison (×2); 6th – 11th Cure Serious Wounds; 6th – 20th Haste; 12th – 20th Alter Self;

12th – 20th Cure Serious Wounds (×2); 12th – 15th Invisibility; 18th – 20th Gaseous Form.

Other Magic Gear (Optional): 5th – 10th Cloak of Resistance +1; 11th – 17th Cloak of Resistance +2; 12th – 16th Gloves of Dexterity +2; 11th – 15th Ring of Protection +1; 13th – 20th Boots of Speed; 14th – 20th Amulet of Natural Armor +2; 16th – 19th Ring of Protection +2; 17th – 18th Belt of Giant Strength +4; 17th – 20th Rope of Climbing; 18th – 20th Cloak of Resistance +3; 19th – 20th Belt of Giant Strength +6; 20th Ring of Protection +4, Gloves of Dexterity +4.

NPC Wanderer

Starting Ability Scores: Str 13, Dex 15, Con 18, Int 17, Wis 11, Cha 9.

Increased Ability Scores: 4th Int 18; 8th Dex 16; 12th Str 14; 16th Wis 12; 20th Cha 10.



Feats: 1st Unarmored Defense Proficiency (Beginner), Martial Weapon Proficiency (Cutlass); 3rd Exotic Weapon Proficiency (Firearms); 6th Improved Initiative; 9th Craftsman; 12th Tinker; 15th Spark of Genius; 18th Linguist.

Class Features: 1st Evasion, Tradesman; 2nd Ward of the Albatross; 3rd Uncanny Dodge (Dex Bonus to AC); 4th Bonus Feat; 6th Uncanny Dodge (Can't be Flanked); 8th Bonus Feat; 9th Wanderer's Knowledge; 11th Uncanny Dodge (Reflex Save to Avoid Surprise); 12th Bonus Feat; 14th Uncanny Dodge (Defensive Roll); 16th Bonus Feat; 18th Wanderer's Luck; 20th Bonus Feat.

Armor: None.

Wpn1: 1st – 5th Masterwork Cutlass; 6th – 10th Cutlass +1; 11th – 15th Cutlass +2; 16th – 18th Cutlass +3; 19th – 20th Cutlass +4.

Wpn2: Musket.

Potions: 1st Cure Light Wounds (×2), Hiding, Sneak, Spider Climb (×2); 2nd – 4th Cure Light Wounds (×4);

2nd – 8th Darkvision; 2nd – 4th Neutralize Poison; 5th Cure Light Wounds (×6); 5th – 20th Neutralize Poison (×2); 6th – 11th Cure Serious Wounds; 6th – 20th Haste; 12th – 20th Alter Self; 12th – 20th Cure Serious Wounds (×2); 12th – 15th Invisibility; 18th – 20th Gaseous Form.

Other Magic Gear (Optional): 2nd – 6th Bracers of Armor +2; 5th – 10th Cloak of Resistance +1; 7th – 11th Bracers of Armor +3; 11th – 17th Cloak of Resistance +2, Periapt of Health +2; 12th – 16th Gloves of Dexterity +2; 11th – 15th Ring of Protection +1; 12th – 17th Bracers of Armor +4; 13th – 20th Boots of Speed; 14th – 20th Amulet of Natural Armor +2; 16th – 19th Ring of Protection +2; 17th – 18th Belt of Giant Strength +4; 17th – 20th Rope of Climbing; 18th – 19th Bracers of Armor +5; 18th – 20th Cloak of Resistance +3, Periapt of Health +4; 19th – 20th Belt of Giant Strength +6; 20th Ring of Protection +4, Gloves of Dexterity +4, Bracers of Armor +6.

TABLE 1-10: NPC SWASHBUCKLER

Lvl	hp	AC	Init	Spd	Wpn1	Wpn2	F/R/W	Bluff	Jump	Tumble
1	4	21	+8	30	2	5	+0/9/3	+6	+5	+8
2	7	21	+8	30	6	6	+0/10/3	+7	+6	+9
3	11	21	+8	30	7	7	+1/10/4	+8	+7	+10
4	14	21	+8	30	8	8	+1/11/4	+9	+8	+11
5	18	21	+8	30	9	9	+1/11/4	+10	+9	+12
6	21	21	+8	30	10/5	10/5	+2/12/5	+11	+10	+13
7	25	21	+8	30	11/6	11/6	+2/12/5	+12	+11	+14
8	36	21	+8	30	12/7	12/7	+3/13/5	+13	+12	+15
9	41	21	+8	30	13/8	13/8	+4/13/6	+14	+13	+16
10	45	21	+8	30	14/9	14/9	+4/14/6	+15	+14	+17
11	50	21	+8	30	15/10/5	15/10/5	+4/14/6	+16	+15	+18
12	54	21	+8	30	16/11/6	16/11/6	+5/16/8	+17	+16	+19
13	59	22	+8	30	17/12/7	17/12/7	+5/16/8	+18	+17	+20
14	63	22	+8	30	18/13/8	18/13/8	+5/17/8	+19	+18	+21
15	68	22	+8	30	19/14/9	19/14/9	+6/17/9	+20	+19	+22
16	72	22	+8	30	20/15/10/5	20/15/10/5	+6/18/9	+22	+20	+23
17	77	22	+8	30	21/16/11/6	21/16/11/6	+6/18/9	+23	+21	+24
18	81	22	+8	30	22/17/12/7	22/17/12/7	+7/19/10	+24	+22	+25
19	86	22	+8	30	23/18/13/8	23/18/13/8	+7/19/10	+25	+23	+26
20	90	22	+8	30	24/19/14/9	24/19/14/9	+7/20/10	+26	+25	+27

TABLE 1-11: NPC WANDERER

Lvl	hp	AC	Init	Spd	Wpn1	Wpn2	F/R/W	Knowl	Craft	Prof
1	9	15	+2	30	1	2	+4/4/0	+7	+7	+4
2	17	15	+2	30	2	3	+4/5/0	+8	+8	+5
3	26	16	+2	30	3	4	+5/5/1	+9	+9	+6
4	34	16	+2	30	4	5	+5/6/1	+11	+11	+7
5	43	16	+2	30	4	5	+5/6/1	+12	+12	+8
6	51	17	+6	30	5	6	+6/7/2	+13	+13	+9
7	60	17	+6	30	6	7	+6/7/2	+14	+14	+10
8	68	18	+7	30	7/2	9/4	+6/9/2	+15	+15	+11
9	77	19	+7	30	7/2	9/4	+7/9/3	+16	+16	+12
10	85	19	+7	30	8/3	10/5	+7/10/3	+17	+17	+13
11	94	19	+7	30	9/4	11/6	+7/10/3	+18	+18	+14
12	102	20	+7	30	11/6	12/7	+8/11/4	+19	+19	+15
13	111	20	+7	30	11/6	12/7	+8/11/4	+20	+20	+16
14	119	20	+7	30	12/7	13/8	+8/12/4	+21	+21	+17
15	128	21	+7	30	13/8/3	14/9/4	+9/12/5	+22	+22	+18
16	136	21	+7	30	14/9/4	15/10/5	+9/13/6	+23	+23	+20
17	145	21	+7	30	14/9/4	15/10/5	+9/13/6	+24	+24	+21
18	153	22	+7	30	15/10/5	16/11/6	+10/14/7	+25	+25	+22
19	162	22	+7	30	16/11/6	17/12/7	+10/14/7	+26	+26	+23
20	170	23	+7	30	17/12/7	18/13/8	+10/15/7	+27	+27	+24

NPC Witch

Starting Ability Scores: Str 9, Dex 11, Con 13, Int 17, Wis 18, Cha 15.

Increased Ability Scores: 4th Wis 19; 8th Int 18; 12th Wis 20; 16th Con 14; 20th Cha 16.

Feats: 1st Coven Member, Scribe Scroll; 3rd Brew Potion; 6th Craft Wondrous Item; 9th Craft Wand; 12th Craft Rod; 15th Craft Staff; 18th Forge Ring.

Class Features: 1st Summon Familiar, Manipulate Spell.

Armor: None.

Wpn1: 1st – 7th Masterwork Quarterstaff; 8th – 14th Quarterstaff +1; 15th – 17th Quarterstaff +2; 18th – 20th Staff of Fire.

Wpn2: 1st – 9th Masterwork Sling; 10th – 17th Sling +1; 18th – 20th Sling +2.

Ammo: 1st – 10th 25 sling bullets; 11th – 20th 25 Sling Bullets +1.

Potions: 1st Cure Light Wounds (×2), Hiding, Sneak, Spider Climb (×2); 2nd – 4th Cure Light Wounds (×4); 2nd – 8th Darkvision; 2nd – 4th Neutralize Poison; 5th Cure Light Wounds (×6); 5th – 20th Neutralize Poison (×2); 6th – 11th Cure Serious Wounds; 6th – 20th Haste; 12th – 20th Alter Self; 12th – 20th Cure Serious Wounds (×2); 12th – 15th Invisibility; 18th – 20th Gaseous Form.

Other Magic Gear (Optional): 3rd – 8th Bracers of Armor +2; 5th – 12th Cloak of Resistance +2, Pearl of Wisdom +2; 9th – 12th Bracers of Armor +3, Mirror of Vanity +2; 13th – 16th Bracers of Armor +4; 13th – 17th Pearl of Wisdom +4, Mirror of Vanity +4, Ring of Protection +2; 14th – 15th Amulet of Natural Armor +2, Gloves of Dexterity +2; 15th Cloak of Resistance +3; 17th – 19th Bracers of Armor +5; 18th – 20th Pearl of Wisdom +6, Mirror of Vanity +6; 18th – 19th Ring of Protection +4; 20th Bracers of Armor +6, Ring of Protection +5, Rod of Thunder and Lightning.

TABLE 1-12: NPC WITCH

Lvl	hp	AC	Init	Spd	Wpn1	Wpn2	F/R/W	Alch	Scry	Spellc
1	5	10	+0	30	-1	0	1/0/6	+7	+8	+7
2	9	10	+0	30	0	1	1/0/7	+8	+9	+8
3	14	10	+0	30	0	1	2/1/7	+9	+10	+9
4	18	10	+0	30	1	2	2/1/8	+10	+11	+10
5	23	10	+0	30	1	2	2/1/8	+11	+12	+11
6	27	10	+0	30	2	3	3/2/9	+12	+13	+12
7	32	10	+0	30	2	3	3/2/9	+13	+14	+13
8	36	10	+0	30	3	4	3/2/10	+15	+15	+15
9	41	10	+0	30	3	4	4/3/10	+16	+16	+16
10	45	10	+0	30	4	5	4/3/11	+17	+17	+17
11	50	10	+0	30	4	5	4/3/11	+18	+18	+18
12	54	10	+0	30	5/0	6/1	5/4/13	+19	+20	+19
13	59	10	+0	30	5/0	6/1	5/4/13	+20	+21	+20
14	63	10	+0	30	6/1	7/2	5/4/14	+21	+22	+21
15	68	10	+0	30	6/1	7/2	6/5/14	+22	+23	+22
16	88	10	+0	30	7/2	8/3	7/5/15	+23	+24	+23
17	94	10	+0	30	7/2	8/3	7/5/15	+24	+25	+24
18	99	10	+0	30	8/3	9/4	8/6/16	+25	+26	+25
19	105	10	+0	30	8/3	9/4	8/6/16	+26	+27	+26
20	110	10	+0	30	9/4	10/5	8/6/17	+27	+28	+27

WITCH SPELLS PER DAY

LVL	0	1	2	3	4	5	6
1	4	2	—	—	—	—	—
2	5	3	—	—	—	—	—
3	5	3	—	—	—	—	—
4	5	4	2	—	—	—	—
5	5	4	3	—	—	—	—
6	5	4	3	—	—	—	—
7	5	5	4	2	—	—	—
8	5	5	4	3	—	—	—
9	5	5	4	3	—	—	—
10	5	5	5	4	2	—	—
11	5	5	5	4	3	—	—
12	5	5	5	5	3	—	—
13	5	5	5	5	4	2	—
14	5	5	5	5	4	3	—
15	5	5	5	5	4	3	—
16	5	5	5	5	5	4	2
17	5	5	5	5	5	4	3
18	5	5	5	5	5	4	3
19	5	5	5	5	5	5	4
20	5	5	5	5	5	5	4

WITCH INNATE SPELLS

LVL	0	1	2	3	4	5	6
1	1	—	—	—	—	—	—
2	2	1	—	—	—	—	—
3	2	1	—	—	—	—	—
4	3	1	—	—	—	—	—
5	3	2	1	—	—	—	—
6	3	2	1	—	—	—	—
7	3	2	1	—	—	—	—
8	4	2	1	1	—	—	—
9	4	2	2	1	—	—	—
10	4	3	2	1	—	—	—
11	4	3	2	1	1	—	—
12	4	3	2	2	1	—	—
13	5	3	2	2	1	—	—
14	5	3	3	2	1	1	—
15	5	3	3	2	2	1	—
16	5	4	3	2	2	1	—
17	5	4	3	3	2	1	—
18	5	4	3	3	2	2	1
19	6	4	3	3	2	2	1
20	6	4	4	3	3	2	1

List of Entries by Challenge Rating

Villain	CR
The Monster	4
The Weakling	7
The Fop	8
The Bureaucrat	9
The Mad Scientist	12
The Fallen Hero	14
The Priest	14
The Betrayer	15
The Mastermind	17
The Zealot	18
The Fanatic	19
The Pirate	20

Hero	CR
The Avenger (Jacques)	6
The Avenger (The Kire)	7
The Musketeer	7
The Rogue	8
The Smuggler	8
The Scholar	9
The Soldier	10
The Bewitched	11
The Adventurer	12
The Guardian	13
The Redeemed	14
The Vigilante	15
The Spy	17



Monster	CR
Forest Fiend	1/8
Zombie, Théan	1/4
Ghoul, Théan	1/2
Crypt Ghoul	1
Kobold/Gargoyle, Théan	1
Succubus, Théan	1
Swamp Spider	1
Ruin Monster	2
Jimmy Squarefoot	2
Siren, Théan	2
Black Freighter Skeleton	3
Domae	3
Pooka	3
Leshii	4
Echo	5
Hounds of Night and Fog	5
Schattensoldat	5
Tundra Beast	5
Jenny Greenteeth	7
Thalusai	7
Zalozhniy	7
Jack-in-Irons	9
Sidhe, Lords and Ladies	9
The Unraveled	9
Sea Serpent	12
Fire Bird	14
The Schattenmann	14
The Black Siren	15
Tessera	15
The Verschlingen	16
Drachen	18
The Great Grey	19
Leviathan	21
The Vodanken	25
Nights	as in life +1
Talking Beast	as base creature +1
Black Freighter Officer	as in life +2
Mirror Ghost	as base creature +2
Black Freighter Captain	as in life +3

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