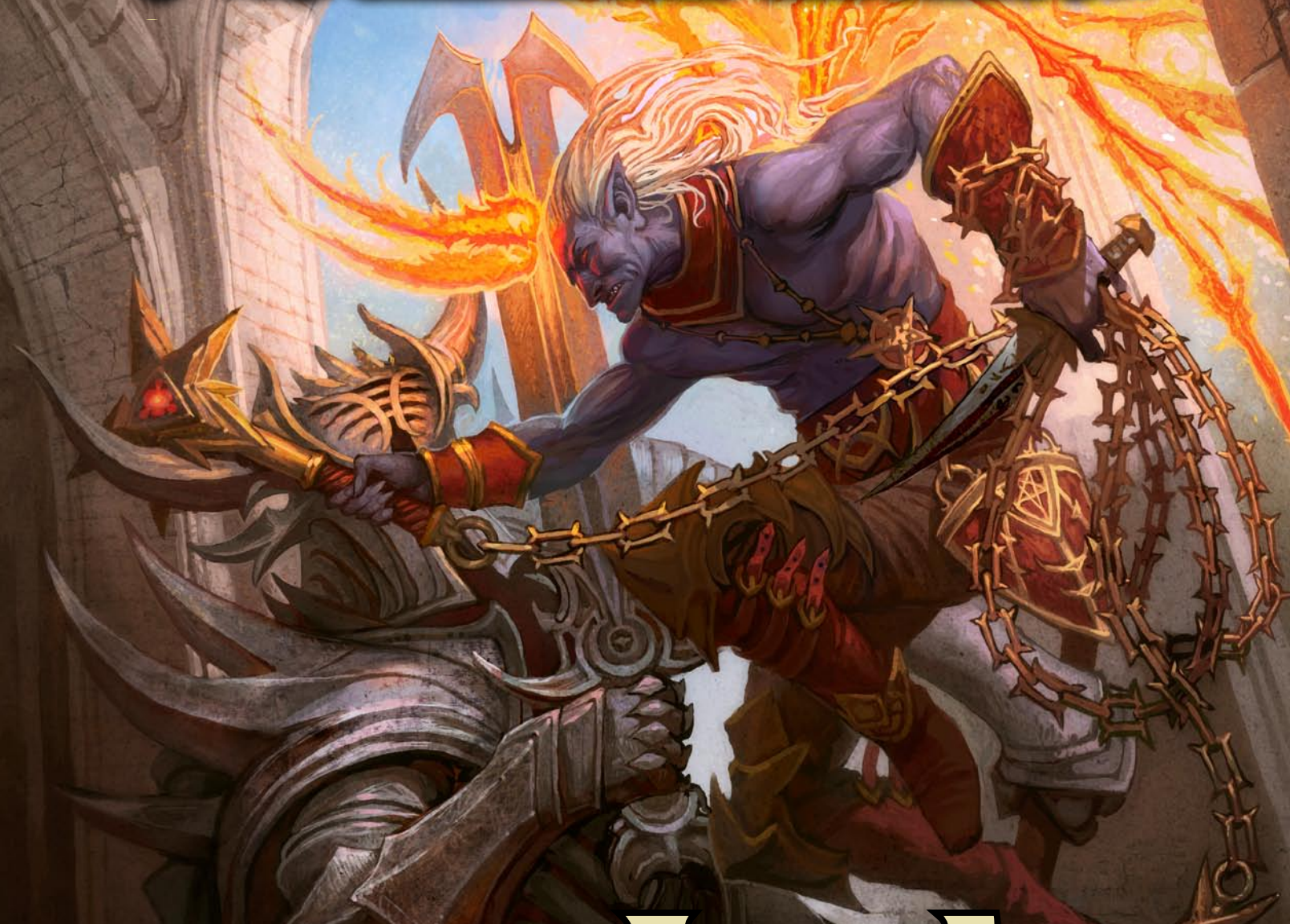


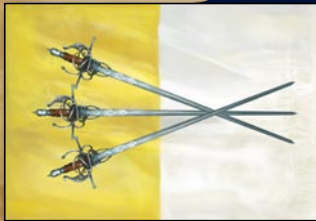
PATHFINDER

CAMPAIGN SETTING™



RIVAL GUIDE

Brandon Hodge, Colin McComb, and Jason Nelson



ARGENTATE BLADES (CR 13)

**DUELIST, FIGHTER,
ORACLE, WIZARD**

The Argentate Blades are four nonevil but nonetheless merciless mercenaries who often act as bounty hunters or treasure hunters.



KODAR KNEECAPPERS (CR 7)

**BARBARIAN/
FIGHTER/RANGER,
CLERIC, ILLUSIONIST,
RANGER/ROGUE**

The eager giant-slayers that make up this group aren't evil, but their foolhardy nature can get them and those around them in a lot of trouble.



CHILDREN OF STEEL (CR 23)

**CLERIC, FIGHTER, ROGUE,
WIZARD**

This exceptionally dangerous group of high-level adventurers is composed of cruel, sadistic, and remorseless villains.



MARROW REAVERS (CR 12)

**BARBARIAN, RANGER,
ROGUE, SORCERER**

Members of this group, led by a gnoll barbarian, work as mercenaries and slavers when they're not scouring ruins for treasure.



DUST COVEN (CR 19)

**CLERIC, RANGER, ROGUE,
WITCH**

This Darklands-based group (consisting of two drow, a drider, and a drow who's been reincarnated as an annis hag) follow the blood-soaked commands of Shax, the demon lord of murder.



NIGHT HARROWS (CR 17)

**ASSASSIN, CLERIC, FIGHTER/
RANGER, HARROWER**

Consisting of a vampire, a ghoulish priestess, a fortune-teller, and a murderous invisible man, the Night Harrows are one of the more sinister mercenary groups in this book.



HANDS OF SLAUGHTER (CR 11)

**ANTIPALADIN, BARD,
DRUID, SORCERER**

The Hands of Slaughter are loosely affiliated with the Aspis Consortium. They primarily serve as mercenaries and have a particular hatred of elves.



POISONED LODGE (CR 9)

**CLERIC, RANGER, ROGUE,
SORCERER**

Based in the city of Absalom, this group of poisoners and drug dealers has been giving the Pathfinders a bad name of late.



HELLBLOOD CORSAIRS (CR 21)

**BARBARIAN/SORCERER,
FIGHTER, ORACLE, RED
MANTIS ASSASSIN**

A sinister group of violent pirates, the Hellblood Corsairs mix melee and magic as they search for new treasures and eldritch secrets.



QUEEN'S HANDS (CR 15)

**BARD, CLERIC,
HELLKNIGHT,
SUMMONER**

This group of highly trained investigators works directly for the queen of Chelixa.

RIVAL GUIDE

A Pathfinder Campaign Setting Supplement

This book works best with the *Pathfinder Roleplaying Game Core Rulebook*. Although it is suitable for play in any fantasy world, it is optimized for use in the Pathfinder campaign setting.



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CREDITS

Contributing Authors • Brian Cortijo, Adam Daigle, Tim Hitchcock, Brandon Hodge, Colin McComb, Jason Nelson, Amber Scott, Neil Spicer, and Todd Stewart

Cover Artist • Alex Aparin

Interior Artists • Eric Belisle, Alberto Dal Lago, Carolina Eade, Sara Forlenza, Francesco Graziani, Paul Guzenko, Andrew Hou, Ryan Portillo, Allison Theus, Eva Widermann, and Kieran Yanner

Creative Director • James Jacobs

Senior Art Director • Sarah E. Robinson

Managing Editor • F. Wesley Schneider

Development Leads • James Jacobs and Stephen Radney-MacFarland

Editing and Development • Judy Bauer and Christopher Carey

Editorial Assistance • Jason Bulmahn, Rob McCreary, Mark Moreland, Sean K Reynolds, and James L. Sutter

Editorial Intern • Michael Kenway

Graphic Designer • Andrew Vallas

Production Specialist • Crystal Frasier

Publisher • Erik Mona

Paizo CEO • Lisa Stevens

Vice President of Operations • Jeffrey Alvarez

Director of Sales • Pierce Watters

Finance Manager • Christopher Self

Staff Accountant • Kunji Sedo

Technical Director • Vic Wertz

Marketing Manager • Hyrum Savage

Special Thanks • The Paizo Customer Service, Warehouse, and Website Teams



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INTRODUCTION

It's happened, sooner or later, to every GM. Your game's running along smoothly, when suddenly the unexpected need for a rival group of adventurers hits you out of the blue. Perhaps you just had the bad luck of rolling up the dreaded "adventuring group" on an old-school wandering monster encounter table. Or maybe the players latched on to an idle mention of another group of treasure-seekers who just left the tavern. Or the PCs may have done something to annoy someone with a lot of money—what do you do if that NPC decides to hire a group of adventurers to go after the PCs?

Building NPCs can be one of the most rewarding, most enjoyable parts of preparing a game, but when you get surprised, it's hard to look past the fact that building NPCs is also one of the most time-consuming and complicated parts. So what do you do when you roll up that rival adventuring group?

This book is an answer to that question. Presented in the following pages are 10 different adventuring groups, all designed to fill the role of "rival" against your PCs. Not all of the NPCs presented in this book are evil—a few of them are actually good, so fighting isn't always the best answer when these rivals show up to steal the glory or confront the PCs. Of course, fighting is a big part of what the game is all about, so each of the NPCs in this book receives a whole page of statistics to go along with the character's personality, goals, and desires. Each of these stat blocks ends with an entry for "PC Gear." In a pinch, any of the NPCs in this book can serve as a player character, perhaps to replace a PC who died an unfortunate death, or maybe to give a visiting friend a character to play during a single game session. All you need to do to make these NPCs work as PCs (apart from getting your GM's permission to do so—some of the characters presented in this book, particularly those who are monsters in addition to being characters, are relatively powerful) is to look at the NPC's "PC Gear" entry and spend the listed amount of gold pieces on additional gear.

THE RIVALS

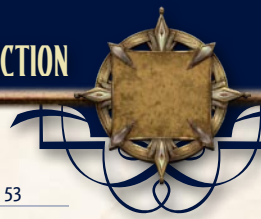
Ten rival adventuring groups are presented in this book. Each one of them has its own theme and unique set of goals, and each is composed of similarly powerful characters. Listed on the inside front cover of this book are quick summaries of each of these groups (along with their group's unique symbol or flag), allowing you to quickly scan which one might be the best suited to serve in your game as rivals.

NPC INDEX

While the NPCs presented in this book are organized into groups of four, there's nothing to prevent you from using this book as a sort of "NPC Bestiary" whenever you need a crusty mercenary, seductive rogue, sadistic cultist, or sinister spellcaster.

The following index lists all 40 of the NPCs detailed in this book (with the exception of animal companions and eidolons—these creatures are indexed under the "Creatures" rules on the facing page). The NPCs are listed alphabetically by CR, with the lowest-level NPCs listed first. Each name is followed by the NPC's class levels (along with its race, if the NPC has any racial Hit Dice). You can even mix and match NPCs from this book to create a customized adventuring party of your own!

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ARGENTATE BLADES

“The halfling gets visions of death, murder, and wars—that’s what struck her blind. Her gift, if you can call it that, is what keeps them winning time and time again. Left them superstitious, too. They won’t take payment all in gold, has to be at least one silver coin in there. They say it’s unlucky otherwise. If you find a silver piece lying on the bodies, there’s no point in looking for revenge. The Argentate Blades were there; they took their pay and moved on. And if you plan on going after them, their halfling already knows it. They’ll be waiting for you.”

—WARNING ISSUED BY A PATRON IN A LAMBRETH TAVERN

Originally a band of common mercenaries, hirelings to any with deep enough pockets, the Argentate Blades have since garnered a reputation as a reliable and deadly band willing to undertake jobs that less adroit mercenaries balk at.

The Argentate Blades originally numbered three: Tatius Cheriford, the leader; Estella Cheriford, his sister; and the halfling Dulci Bardwith, a strange oracle whose magic and eccentric personality have helped make the Blades’ reputation. While on an unrelated mission in the River Kingdoms 3 years ago, the group was ambushed by well-armed bandits. The fight was going against the Blades (who were not expecting trouble and weren’t prepared for a fight) until they freed a prisoner who frantically promised them aid if they would just cut loose his bonds. This man was a talented wizard named Exander whom the bandits had captured earlier and were holding for ransom. With Exander’s aid, the Blades defeated the bandits. Pleased with his performance in battle, Tatius uncharacteristically offered Exander a place in the group as the fourth Blade, an offer that Exander accepted and that Tatius’s sister Estella found (and still finds) somewhat distasteful, due to her dislike of arcanists. And when Tatius and Exander became lovers, Estella’s frustration with the wizard only increased.

Until recently, the Argentate Blades’ activities centered on the River Kingdoms. After a string of small successes as soldiers for hire, they entered Lambreth and made a name for themselves undertaking missions against Razmiran, where they worked as a strike team against groups of armed fanatics. They have since returned to Brevoy, where they turn their hands to any mission full of danger and reward, and have made mention of traveling to the Worldwound for a new sort of challenge.

IN TOWN

The Argentate Blades are known for their ability and successes, not their inherent goodness. Smart folks treat the group with distant respect. While the Blades prefer to never abandon missions, they will withdraw from conflicts that do not concern them.

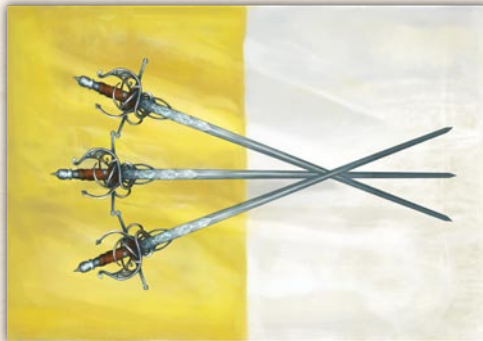
ADVENTURING

Although the Argentate Blades have no affection for authority, they follow Tatius’s lead, and honor any bargains struck with customers. Their time in the River Kingdoms has left them with a strong distaste for slavery, and they’re known to sometimes grant discounts to their fee if they have the chance to disrupt or defeat a band of slavers.

The Blades are most likely to come into conflict with the PCs as bounty hunters—especially if the PCs enrage or otherwise anger a rich noble or powerful merchant. The Blades have great respect for other adventuring parties, and may even apologize to the PCs as they spring a clever ambush or confront them in the wilds—but in the end, they have a job to do.

IN COMBAT

The Blades prefer to ambush their enemies, counting on the element of surprise to give them a strong advantage. Exander’s *wand of invisibility* and Tatius’s *elixirs of sneaking* assist with this. Exander opens with *deep slumber* to incapacitate as many enemies as possible, and his *wall of fire* helps block their opponents’ retreat. Tatius and Estella flank at every opportunity, Estella disarming her opponents while Tatius focuses on powerful strikes with his sword. Dulci focuses most on healing, although she uses offensive spells if the tide of battle turns against the group.





BLADES OF SILVER

The Argentate Blades take their name from the mithral weapons they wield. When the band first formed, they wielded silver weapons, but both Estella and Tadius were constantly frustrated with the less than optimal performance of the metal. They upgraded to mithral weapons as soon as they could afford the change.

Soon after Exander joined the group, he researched two spells to add even more shine and flair to the group's weapons—while Estella still doesn't fully trust his magic, she does enjoy the way *dazzling blade* makes her weapons shine in a battle, so she grudgingly accepts the illusion whenever Exander offers it in a battle.

DAZZLING BLADE

School illusion (pattern); **Level** bard 1, sorcerer/wizard 1

Casting Time 1 swift action

Components V, S

Range touch

Target one metal weapon

Duration 1 minute/level

Saving Throw Will negates (see text); **Spell Resistance** yes (harmless, object)

DESCRIPTION

Dazzling blade makes a weapon appear dazzlingly shiny, as if crafted from pure silver and heavily polished. In combat, the flashing movements of a *dazzling blade* become almost hypnotic. The wielder of a weapon under the effects of *dazzling blade* gains a +1 competence bonus on all Bluff checks made to feint in combat. The wielder also gains a +1 competence bonus on all CMD checks made to disarm a foe, and a +1 competence bonus to his CMD against disarm attempts made against the weapon bearing the *dazzling blade* effect. This bonus increases by +1 for every 3 caster levels, to a maximum bonus of +5 at 12th level.

The wielder of a *dazzling blade* can discharge the spell into a blinding burst of silvery light as a free action. The wielder selects an adjacent opponent as the focal point of this burst of light—that creature must make a Will save to avoid being blinded for 1 round (with a successful save, the creature is instead dazzled for 1 round).

Despite its shiny appearance, a *dazzling blade* grants no extra benefit against creatures that are vulnerable to silver.

DAZZLING BLADE, MASS

School illusion (pattern); **Level** sorcerer/wizard 3

Range close (25 ft. + 5 ft./2 levels)

Target One metal weapon/level, no two of which can be more than 30 ft. apart

This spell functions like *dazzling blade*, except that it affects multiple weapons. Each wielder of a *dazzling blade* can discharge the weapon's effect to attempt to blind a foe independently of the others.

DEFENSE AT ALL TIMES

When the Argentate Blades first formed, they realized their work would earn enemies. Estella commissioned this item to protect the group at night. These linen banners are embroidered with the symbol of the Argentate Blades.

BIVOUAC BANNERS

Aura faint abjuration and conjuration

CL 5th; **Slot** none; **Price** 3,200 gp; **Weight** 5 lbs. per banner

DESCRIPTION

All three of these banners must be planted in the ground, with no two banners more than 40 feet apart, before they activate. An illusory mastiff manifests once all three banners are planted and walks a triangular circuit from banner to banner, moving at a speed of 30 feet. The illusory hound lasts for as long as the banners remain planted, to a maximum of 8 hours. After 8 hours, the ward ceases to function. The banners cannot be replanted and reactivated for 12 hours.

Anytime a creature of Tiny or larger size crosses into the area delineated by the banners, the mastiff erupts in earsplitting barks. At the same time, the banners summon a riding dog (as per *summon nature's ally I*). The dog appears adjacent to the square in which the ward was breached; if the ward was breached in multiple areas, the dog appears adjacent to a randomly selected breached square. The dog attacks the nearest intruder immediately.

Any creatures standing within the warded area when the third banner is planted are excluded from the effects of the item, and can freely cross into and out of the area without triggering the mastiff's attack.

CONSTRUCTION

Requirements Craft Wondrous Item, *alarm*, *minor image*, *summon nature's ally I*; **Cost** 1,600 gp

A TOKEN OF LOVE

Exander commissioned the creation of a small magic item for Tadius as a token of their love. While the *aegeis of recovery* itself is small, its powers are significant.

AEGIS OF RECOVERY

Aura faint abjuration and conjuration

CL 3rd; **Slot** neck; **Price** 1,500 gp; **Weight** —

DESCRIPTION

An *aegeis of recovery* grants its wearer a +2 resistance bonus on all saving throws made to recover from an effect, such as poison or lingering damage from an attack. This bonus does not help against preliminary saving throws against such effects. Should the wearer ever drop below 0 hit points, the *aegeis* cures 2d8+3 points of damage to the wearer and then crumbles, becoming useless from then on.

CONSTRUCTION

Requirements Craft Wondrous Item, *barkskin*, *cure moderate wounds*; **Cost** 750 gp



DULCI BARDWITH

Dulci could not have asked for a better first 60 years of life. Her parents were servants in a noble manor home, and Dulci took her life's bearing from them. She had a good position in the house, rose to head servant once her parents retired, and enjoyed security and even education as benefits of her services to the nobility.

Then the attack came. Dulci had never seen violence before, and being forced to watch people she considered family dying in pools of blood was too much. Tatus and Estella, who had been hired as house guards and had decided to flee the battle when it became obvious the enemy had won, found her cowering near the kitchen door and pulled her along with them as they made their escape. Because of her rescue by the two siblings, Dulci remains beholden to them in her own mind.

Dulci's ordeal did not end when she left the estate, though. For weeks afterward, she was plagued with nightmares and visions of violence. At times she seemed to stand on battlefields in distant lands, or to watch as assassins killed strangers in their homes, only to wake up in her own bedroll. Her body, always small and frail even for a halfling, broke down under the strain. Her vision grew dim and clouded and her form almost too weak to carry the armor Estella and Tatus insist she wear. Eventually the visions came less frequently, and as they ebbed, Dulci found herself in command of powers she still does not fully understand. She now uses her powers and visions to aid and protect her friends. Kind and quiet by nature, this demure halfling is capable of great destruction and wrath during times of combat, especially if her comrades are in trouble.

In her good moments, Dulci is a placid and motherly presence in the camp, tending to Estella and Tatus as if they were her children and willingly using her gifts to aid them in their endeavors. In her dreams and nightmares, which still come from time to time, she walks in far lands and shrinks from the horrors she sees there. While not truly blind, Dulci often pretends to be sightless, in part because Estella thinks the image of a blind seer adds to the group's flair, but also because enemies often discount her abilities due to her seeming lack of sight. Dulci does not understand why she was granted these powers and afflicted with the curse that comes with them. While she supports the team wholeheartedly, she secretly longs for the day when death comes and she can rest.



She longs for the comfort of a warm hearth, rich foods instead of trail rations, and a soft bed.

DULCI BARDWITH

CR 9

XP 6,400

Female middle-aged halfling oracle 10 (*Pathfinder RPG Advanced Player's Guide* 42)

N Small humanoid

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +4

DEFENSE

AC 23, touch 15, flat-footed 19 (+8 armor, +3 Dex, +1 dodge, +1 size)
hp 63 (10d8+10)

Fort +5, **Ref** +7, **Will** +10; +2 vs. fear

OFFENSE

Speed 15 ft.

Melee alchemical silver dagger +6/+1 (1d3–3/19–20)

Oracle Spells Known (CL 10th; concentration +14)

5th (3)—*breath of life*

4th (4)—*blessing of fervor**, *cure critical wounds*, *divination*, *fog cloud*

3rd (6)—*bestow curse* (DC 16), *cure serious wounds*, *remove disease*, *searing light*

2nd (6)—*align weapon*, *cure moderate wounds*, *darkness*, *enlarge person*, *remove paralysis*, *sound burst* (DC 15)

1st (6)—*bane* (DC 14), *bless*, *cure light wounds*, *obscuring mist*, *remove fear*, *sanctuary* (DC 14)

o (at will)—*bleed*, *create water*, *detect magic*, *guidance*, *purify food and drink*, *resistance*, *spark**, *stabilize*, *virtue*

Mystery Battle

STATISTICS

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

Base Atk +7; **CMB** +4; **CMD** 18

Feats Combat Casting, Dodge, Extend Spell, Sickening Spell*, Silent Spell

Skills Acrobatics –1, Climb –6, Heal +15, Intimidate +13, Knowledge (history) +10, Knowledge (religion) +13, Perception +4, Spellcraft +13

Languages Common, Halfling

SQ oracle's curse (clouded vision), revelations (combat healer, resiliency, war sight)

Gear +1 mithral breastplate, mithral dagger, bag of holding (type I), bivouac banners, spell component pouch, 116 pp

PC Gear +33,250 gp

* See the *Advanced Player's Guide*.

Note: Even with mithral armor and a bag of holding, Dulci is so weak that she is continuously hindered by medium encumbrance. The effects of this condition are included in her stats.



ESTELLA CHERIFORD

Some people are capable of having only one great love in their entire lives, and Estella has no room in her heart for love beyond her familial devotion to her brother. Most people who meet the siblings assume that Tatius is the elder because he leads the group, but in fact, Estella was born 3 years earlier. She has always assumed the role of protector, especially after their parents died, and she is never more brutal or bloodthirsty than when facing down an enemy who threatens Tatius.

When Exander joined the Argentate Blades and fell in love with Tatius, Estella was much concerned. Her brother is no fool, and while he returns Exander's affections, he keeps their romance private. Still, Estella worries, particularly given Exander's obvious jealousy toward her and anyone else who shows an interest, romantic or otherwise, in Tatius. For now Estella bides her time, but if there is an unsoundness in the group dynamics, it is the growing enmity between Estella and Exander.

Were it not for this daily irritant, Estella would be enjoying the most exciting time in her life. She had only begun studying sword-fighting and dueling techniques when she, Tatius, and Dulci fled to the River Kingdoms. There she toyed with the idea of becoming an assassin, as her love of a good fight and her lax morals made the job seem appealing. Assassination is solitary work, though, and she knew Tatius did not entirely approve of the occupation. And when it came down to her first assignment, Estella found that she simply couldn't follow through with a murder for payment. She let her target live and convinced the Blades to move on, leaving behind an assassin's guild scandalized by her failure to follow through on her first assignment. Since then, Estella has turned her hand to a flashier fighting style.

Estella usually formulates the plans used to carry out the group's various missions. She is very conscious of reputation—it was her idea to create a superstition about silver coins to help make the group more memorable. She feels constrained by Tatius's insistence on working so aboveboard, but she understands his logic and obeys his directives. Still, whenever the temptation arises to use underhanded tactics or break the law in pursuit of a mission, Estella is usually the one pushing to set aside morality "just this once."



Estella enjoys occasional dalliances with men who catch her eye, but her first loyalty is to her brother. She's left more than one broken heart in the River Kingdoms as a result. This constant travel also helps to keep her old guildmates from tracking her down, but Estella still stays constantly alert for signs that the assassins are getting too close to her and the Blades.

ESTELLA CHERIFORD

CR 9

XP 6,400

Female human fighter 6/duelist 4

CN Medium humanoid

Init +11; Senses Perception +12

DEFENSE

AC 24, touch 18, flat-footed 18 (+6 armor, +2 canny defense, +5 Dex, +1 dodge)

hp 85 (10 HD; 6d10+4d10+26)

Fort +9, Ref +12, Will +3

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +1 mithral rapier

+18/+13 (1d6+5/18-20)

Ranged mwk composite longbow

+16/+11 (1d8+1/x3)

Special Attacks parry, precise strike (+4), weapon training (light blades +1)

STATISTICS

Str 12, Dex 20, Con 14, Int 14, Wis 8,

Cha 10

Base Atk +10; CMB +11; CMD 27

Feats Blind-Fight, Combat Expertise, Dodge, Greater Disarm, Improved Disarm, Improved Initiative, Mobility, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Acrobatics +14, Bluff +7, Climb +8,

Escape Artist +12, Intimidate +11,

Perception +12, Perform (string) +5,

Sense Motive +12, Survival +12

Languages Common, Halfling,

Varisian

SQ armor training 1, canny

defense, combat reflexes, enhanced mobility, grace, improved reaction

Combat Gear *potion of cure moderate*

wounds, tanglefoot bags (3); Other

Gear +2 chain shirt, +1 mithral rapier,

masterwork composite longbow

(+1 Str) with 40 arrows, belt of

incredible dexterity +2, cloak of

resistance +1, 228 gp

PC Gear +33,250 gp

EXANDER RUNTHORN

Exander wasn't always as paranoid and jealous as he is now, but a brief stint in the Worldwound changed him. Before, he was a touch greedy, a touch possessive, but overall a happy and engaging man. After he lost his friends to the twisted creatures of the north, Exander fell into a deep depression. His aimless wandering brought him south, where he was eventually captured by bandits. After the Blades rescued and recruited him, he fell in love with Tatius. Since then, he's become possessed of a deep and primal fear that Tatius will soon die in battle, leaving Exander alone. The wizard's jealousy is a cold and quiet thing, not loud or violent, but it has started taking its toll on his relationship with both Cherifords.

When not in one of his jealous moods, Exander is a pleasant and charming young man. His parents died when he was a young boy, but left him an inheritance large enough to pay for studies at a college of magic in Nex. After graduation, Exander made his way north, searching for lost knowledge and expanding his magical abilities. He toyed with the idea of joining the Pathfinders, but instead fell in with a group of warriors on their way to the Worldwound. Exander had no real knowledge of what such a quest entailed, and naively agreed to support the group with his abilities. The horrors of the Worldwound left him empty and struggling to answer larger questions about his place in the world. Tatius has been making plans to someday venture to the Worldwound to test the group's strength against a new kind of enemy, and Exander loyally supports these plans, even though the thought of entering the Worldwound again fills him with terror.

Exander is genuine in his devotion to Tatius and reacts with suspicion and veiled hostility to anyone who captures Tatius's interest, whether he sees that person as a romantic rival or not. He knows his jealousy creates tension between him and Estella, and secretly wants to put aside their differences and become true friends as well as allies. His attempts all end in failure, though, as the obvious bond of trust and love between the siblings always seems to trigger Exander's uncontrollable jealousy sooner or later.



EXANDER RUNTHORN

CR 9

XP 6,400

Male human wizard 10

NG Medium humanoid

Init +1; Senses Perception -1

DEFENSE

AC 16, touch 12, flat-footed 15 (+4 armor, +1 deflection, +1 Dex)

hp 62 (10d6+20)

Fort +5, Ref +4, Will +8

OFFENSE

Speed 30 ft.

Melee mwk alchemical silver dagger +6 (1d4-1/19-20)

Special Attacks hand of the apprentice (7/day), metamagic mastery (2/day)

Wizard Spells Prepared (CL 10th; concentration +14)

5th—empowered *lightning bolt* (DC 19), *prying eyes*

4th—*confusion* (DC 18), silent

deep slumber (DC 18),

dimension door, *wall of fire* (DC 18)

3rd—extended *acid*

arrow, *fireball* (DC 17), *mass dazzling blades**, *haste*

2nd—*fog cloud*, *resist energy* (2),

rope trick, *scorching ray*

1st—*alarm*, *mage armor* (pre-cast), *ray of enfeeblement* (DC 15), *shield*, *shocking grasp*

0 (at will)—*dancing lights*, *detect magic*, *open/close*, *read magic*

STATISTICS

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

Base Atk +5; CMB +5; CMD 17

Feats Brew Potion, Combat Casting, Craft Wand, Craft Wondrous Item, Empower Spell, Extend Spell, Iron Will, Scribe Scroll, Silent Spell

Skills Appraise +17, Fly +14, Knowledge (arcana) +17, Knowledge (geography) +17, Knowledge (history) +17, Knowledge (planes) +17, Ride +11, Spellcraft +17

Languages Abyssal, Common, Draconic, Elven, Infernal

SQ arcane bond (ring)

Combat Gear *potion of cure moderate wounds*, *wand of invisibility* (44 charges), *wand of mount* (28 charges); **Other Gear** masterwork alchemical silver dagger, *brooch of shielding*, *ring of counterspells (hold monster)*, *ring of protection +1*, spell component pouch, spellbook,

writing equipment, 243 gp

PC Gear +33,250 gp



TATIUS CHERIFORD

Tatius commands his group with a combination of cleverness and charm. Never a good scholar, he left “book learning” to his older sister and spent his time training on the sparring ground. He took naturally to the study of dueling and would probably have become an Aldori swordlord one day, if the coup on his cousin’s estate had not sent him and Estella fleeing into the River Kingdoms.

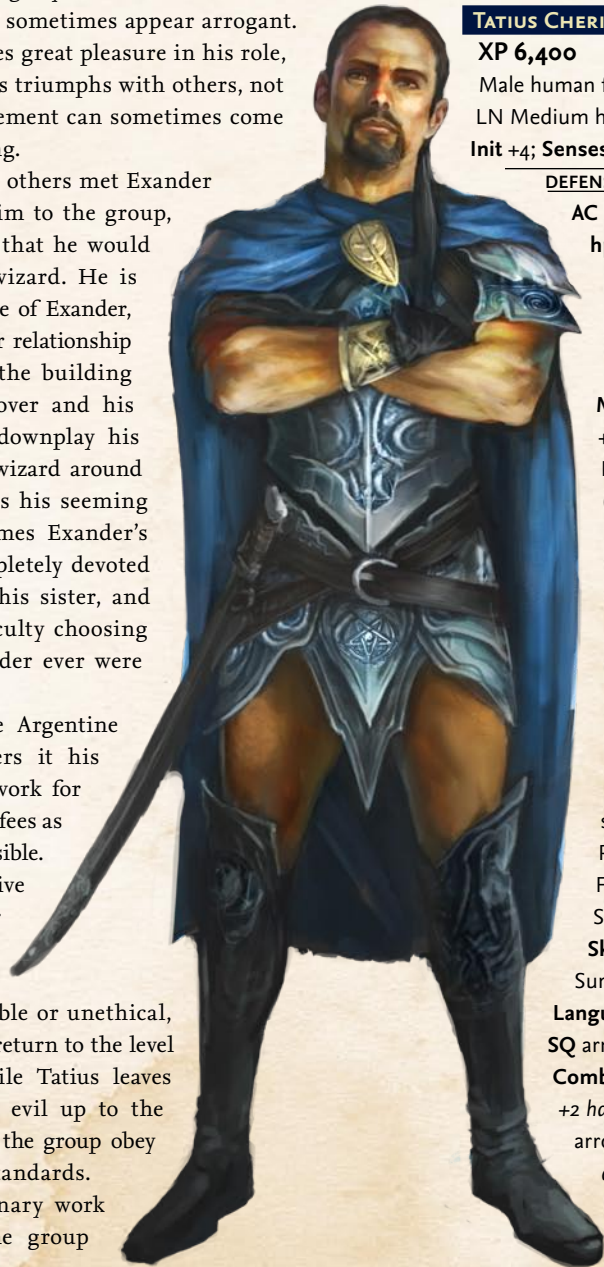
Tatius loves being a leader and never finds the responsibilities of command to be a burden. He willingly shoulders the blame when the group’s plans end in a tangle, and just as gladly accepts praise when the group triumphs. He tends to glory in his role a shade too much, though, and can sometimes appear arrogant. In truth, he simply takes great pleasure in his role, and is eager to share his triumphs with others, not realizing that his excitement can sometimes come across as vulgar boasting.

When Tatius and the others met Exander and agreed to admit him to the group, Tatius had no inkling that he would fall in love with the wizard. He is faithful to and protective of Exander, but prefers to keep their relationship discreet, as he senses the building tension between his lover and his sister. His efforts to downplay his relationship with the wizard around Estella often backfire, as his seeming withdrawal only inflames Exander’s jealousy. Tatius is completely devoted to both his lover and his sister, and would have great difficulty choosing a side if she and Exander ever were at loggerheads.

As the leader of the Argentine Blades, Tatius considers it his responsibility to find work for the team and keep their fees as high and frequent as possible. He is acutely sensitive to the quality of their reputation, believing that once they acquire a reputation as unreliable or unethical, it will be impossible to return to the level they now possess. While Tatius leaves questions of good and evil up to the philosophers, he insists the group obey local laws and ethical standards.

Tatius enjoys mercenary work and the fame that the group

has earned. The excitement of the job is not as intense as it used to be, though, and Tatius is looking for the next opportunity to test his skill and earn respect and praise. After hearing stories of the Worldwound from travelers and from Exander, he has decided that blighted land should be the group’s next goal—as soon as they save a little more money and can invest in better equipment. He knows that Exander isn’t one hundred percent behind the plan, but he doesn’t know just how reluctant the wizard truly is. He believes Exander simply needs a little more time to recover from his adventures before returning north, and since Exander himself hides his true fears out of loyalty, Tatius has no reason to doubt his plan.



TATIUS CHERIFORD CR 9

XP 6,400

Male human fighter 10

LN Medium humanoid

Init +4; **Senses** Perception +1

DEFENSE

AC 20, touch 10, flat-footed 20 (+10 armor)

hp 94 (10d10+30)

Fort +9, **Ref** +3, **Will** +4; +3 vs. fear

Defensive Abilities bravery +3

OFFENSE

Speed 30 ft.

Melee +1 mithral Aldori dueling sword

+19/+14 (1d8+11/19–20)

Ranged +1 composite longbow +12/+7

(1d8+6/x3)

Special Attacks weapon training (light blades +2, bows +1)

STATISTICS

Str 19, **Dex** 10, **Con** 14, **Int** 8, **Wis** 13,

Cha 12

Base Atk +10; **CMB** +14; **CMD** 24

Feats Cleave, Critical Focus, Dazzling Display, Furious Focus*, Great Cleave, Greater Weapon Focus (Aldori dueling sword), Improved Initiative, Lunge, Power Attack, Vital Strike, Weapon Focus (Aldori dueling sword), Weapon Specialization (Aldori dueling sword)

Skills Bluff +7, Intimidate +10, Ride +5, Survival +6

Languages Common

SQ armor training 2

Combat Gear elixir of hiding; **Other Gear**

+2 half-plate, +1 composite longbow with 20 arrows, +1 mithral Aldori dueling sword, aegis of recovery, 29 gp

PC Gear +33,250 gp

*See the *Advanced Player’s Guide*.



CHILDREN OF STEEL

“You ever seen a dwarf eviscerate a dragon in the time it’d take him to down a tankard, son? Want to know what it’s like to watch a halfling lass leap into its mate’s gullet and climb out its eye socket? How about giving a dirty look to a foppish elf and a moment later having fire erupt on every side of you—including below? No, I didn’t think so. Still want to carry my bags, do you? All right, but don’t say I didn’t warn you what’d happen... and try not to eat too heavy a lunch. I like these boots.”

—DERRAK STONESKULL, CHILD OF STEEL

Known throughout the Inner Sea region as a band of ruthlessly efficient and oft-times cruel mercenaries, the Children of Steel are a quartet of adventurers who care little for the desires of governments or the rule of law; they want coin, plain and simple, and are willing to do whatever it takes to acquire it.

The Children of Steel came together nearly 2 decades ago, when Inaris, a fledgling priestess of Gorum, sought allies to aid her in countering a threat to her local temple to the Lord in Iron. The dwarf Derrak Stoneskull joined her for the promise of worthy battle and a straightforward contract. Wotywina followed to “keep an eye on her favorite bodyguard” (Derrak), but also for the promise of the wealth to be had from the venture. Echean joined soon thereafter when he realized that a mercenary’s life would give him numerous opportunities to test out some of his new, more powerful spells on live targets.

Over the last 19 years, the Children of Steel have fought numerous threats around and beyond the Inner Sea. They have ventured east into Casmaron and fought for the throne of a mahajanapada—only narrowly failing due to a technicality of the language in their contract. They visited the inner satrapies of the Padishah Empire of Kelesh, but grew bored with the opulence before returning home to the more mundane pleasures of Avistan. They have adventured in nearly every nation in that continent and along the southeastern coast of Garund.

Most recently, the Children slew a mated pair of great wyrm white dragons—and one of their ancient progeny, who was visiting to pay homage—in a spectacular battle that took mere seconds to resolve. The wizard Echean cleverly employed a *time stop* spell and several *delayed blast fireballs*, leaving surprisingly little work for Derrak and Wotywina to do to complete the task.



IN TOWN

The Children of Steel radiate an aura of quiet, menacing power. Although they don’t go out of their way to offend or cross local authorities, their disdain for weak rulers is often clear. They are no longer welcome in Katheer, and Chelish and Taldan authorities keep close watch when the Children pay a visit.

ADVENTURING

The Children are not particularly selective when it comes to evaluating contracts; they refuse or accept a contract based on its pay, the level of excitement it offers, the clarity of their mission, and the distance they must travel.

The Children of Steel have been known to heartlessly slay other adventurers who get in their way. Rumors persist that the

Children often let other adventuring groups begin missions, only to swoop in when the other adventurers are exhausted to murder them, loot their bodies, and claim the glory and reward of the task entirely for themselves. The Children remain close-mouthed about these claims, but whether this is because the rumors are true or because they enjoy the reputation is unclear.

IN COMBAT

In battle, the Children of Steel are a sight to behold. They engage in efficient, deadly strikes, taking advantage of one another’s strengths and guarding their weaknesses. Echean casts area spells without care for Derrak’s well-being, and knowing full well that Wotywina will likely emerge unharmed. Derrak’s devastating attacks often leave his targets stunned, making them vulnerable to a quick, final slice from the always-nearby Wotywina and her sharp blade. Through all of this, Inaris keeps her allies hale and moving, blasting her foes with spells when the opportunity presents, and slicing them with her sword if they venture too close.

DEATH ON SWIFT WINGS

The Children of Steel have perfected a method of merciless violence in combat that combines speed with cruelty.

Slaying Sprint (Combat)

With swift feet and deadly intent, you finish off your target before anyone sees your blade.

Prerequisites: Dodge, Mobility, Spring Attack, base attack bonus +13

Benefit: You can move up to half your speed instead of taking a 5-foot step when taking a full-round action to perform a coup de grace. Performing a coup de grace does not provoke attacks of opportunity.

You can use this feat only when wielding a light or one-handed weapon.

STOLEN SECRETS

Developed by a secretive society of wizards who used gems and crystals, the method of crafting *metamagic gems* was for many generations a closely guarded secret. It wasn't until relatively recently that an elven wizard named Ilevashna managed to locate one of these gemcrafting sects of spellcasters, befriend them, and learn from them the secrets of crafting *metamagic gems*. Of course, those secrets spread quickly after an ambitious apprentice—young Echean—stole the secrets from Ilevashna's laboratory not long after her mysterious death.

METAMAGIC GEM

Aura strong (no school); **CL** 11th

Slot none; **Price** 2,000 gp (*empowering topaz*), 1,000 gp (*enlarging amethyst*), 1,000 gp (*extending garnet*), 4,000 gp (*maximizing sapphire*), 8,000 gp (*quickenning diamond*), 1,000 gp (*silent spinel*), 1,000 gp (*still amber*), 4,000 gp (*widening emerald*); **Weight** —

DESCRIPTION

Metamagic gems can be used to enhance spells with various metamagic effects, similar to the way *metamagic rods* are used, save that metamagic gems are consumed when they are used. To apply the effects of a *metamagic gem* to a spell, you need only use the metamagic gem as an additional material component for the spell in question.

When you apply a metamagic effect to a spell using a *metamagic gem*, the spell slot of the altered spell does not change. You may only use one metamagic gem on any given spell, and while that spell cannot be further enhanced by a *metamagic rod*, it can be used with spells already enhanced in the normal way via any metamagic feats you possess. In this case, only the feats possessed by you adjust the spell slot of the spell being cast.

Use of a *metamagic gem* does not confer the associated feat on the owner, only the one-time ability to use the given feat. A sorcerer or other spontaneous spellcaster must still take a full-

round action when using a *metamagic gem*, just as if using a metamagic feat he possesses (except for *quickenning diamonds*, which can be used as a swift action).

The *metamagic gems* presented here are not the only such gems that exist. Other *metamagic gems* based on metamagic feats from other sources could easily be created—their costs should follow the pattern presented here (1,000 gp for gems that alter a spell slot by 1 level, 2,000 gp for those that alter spell slots by 2 levels, and so on), and each new gem should have a corresponding unique gemstone type associated with it.

CONSTRUCTION

Requirements Craft Wondrous Item, appropriate metamagic feat; **Cost** 1,000 gp (*empowering topaz*), 500 gp (*enlarging amethyst*), 500 gp (*extending garnet*), 2,000 gp (*maximizing sapphire*), 4,000 gp (*quickenning diamond*), 500 gp (*silent spinel*), 500 gp (*still amber*), 2,000 gp (*widening emerald*)

NEW SPELLS

The following is a powerful new spell developed by Echean. The elf uses this fusing of *wall of force* and *antimagic field* to sequester enemies and to create a killing field for Derrak and his elven blade.

ECHEAN'S EXCELLENT ENCLOSURE

School abjuration (force); **Level** sorcerer/wizard 9

Casting Time 1 standard action

Components V, S, M (a sphere of glass worth 100 gp and an iron nail, with which you pierce the glass on casting)

Range touch

Area immobile 10-ft.-radius emanation

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** see text

You call into being around you an invisible barrier of force within which magic cannot persist. Within the area of the spell, effects are suppressed and creatures are affected as by *antimagic field*. An immobile sphere of impenetrable force surrounds the field, equivalent in all ways to a spherical *wall of force*, including its immunity to *dispel magic* and vulnerability to a *sphere of annihilation* or *rod of cancellation*. The barrier has hardness 40 and 20 hit points per caster level, and can be damaged by both mundane attacks and spells cast from outside the field. If the bubble of force is destroyed, the spell's duration ends.

Spells cannot be cast within, into, or out of the enclosure, and teleportation effects that ignore a *wall of force* (such as *dimension door* or *teleport*) are thwarted by the enclosure's field of antimagic.

Echean's excellent enclosure has the same effect on summoned creatures of any type and incorporeal undead that an *antimagic field* does, causing them to wink out of existence for the duration of *Echean's excellent enclosure* unless their spell resistance, if any, allows them to remain where they are within the field.

DERRAK STONESKULL

The consummate mercenary, Derrak Stoneskull has been slaying foes for coin for more years than he is able to recall—in part because he was too busy counting his gold to care. Derrak keeps the company focused on their mission with ruthless efficiency. He has no compunctions about burning down homes or temples, or with harming innocents—when it is part of the contract, of course.

Despite his general like for children (he occasionally gives spare coin to orphans and beggars), Derrak is not a particularly moral individual; he believes in keeping his word far more than following any particular law or listening to pangs of conscience.

Derrak earned his curve blade by defeating a skilled elven warrior early in his career. In combat, Derrak is quite vicious, making use of the splendid weapon to hew down foes in staggering numbers. He takes a particular joy in slaying wizards and sorcerers, in part due to the fact that Echean makes a habit of including him in the radius of his most damaging area spells.

Despite his abilities, Derrak has died several times in the course of his adventures, only to be resurrected again and again by Inaris. Most of the deaths have been due

to Echean's reckless spellcasting, which always seems to amuse the elf. Each time he is raised, Derrak chops off a chunk of beard, resulting in an odd, unkempt look unbecoming any civilized dwarf.

DERRAK STONESKULL

CR 19

XP 204,800

Male dwarf fighter (weapon master) 20 (*Pathfinder RPG Advanced Player's Guide* 109)

NE Medium humanoid

Init +1; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 30, touch 14, flat-footed 28 (+14 armor, +2 deflection, +1 Dex, +1 dodge, +2 natural)

hp 274 (20d10+160)

Fort +22, **Ref** +13, **Will** +14; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities mirror move +5*, weapon guard*

OFFENSE

Speed 20 ft.

Melee +5 adamantine elven curve blade +40 /+35/+30/+25 (1d10+21/15–20/x3)

Special Attacks deadly critical* 3/day, reliable strike* 4/day, unstoppable strike*, weapon mastery (elven curve blade), weapon training 5* (elven curve blade); +1 on attack rolls against goblinoid and orc humanoids

STATISTICS

Str 26, **Dex** 13, **Con** 22, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +20; **CMB** +27 (+31 sunder); **CMD** 41 (45 vs. bull rush, 45 vs. trip, 50 vs. sunder)

Feats Critical Focus, Dodge, Exotic Weapon Proficiency (elven curve blade), Furious Focus*, Greater Sunder, Greater Vital Strike, Greater Weapon Focus (elven curve blade), Greater Weapon Specialization (elven curve blade), Improved Critical (elven curve blade), Improved Sunder, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Slaying Sprint, Staggering Critical (DC 34), Stunning Critical (DC 34), Toughness, Vital Strike, Weapon Focus (elven curve blade), Weapon Specialization (elven curve blade)

Skills Appraise +5 (+7 nonmagical metals or gemstones), Intimidate +11, Knowledge (dungeoneering) +8, Perception +17 (+19 unusual stonework), Sense Motive +7;

Racial Modifiers Acrobatics (–4 jump)

Languages Common, Dwarven

Gear +5 full plate, +5 adamantine elven curve blade, amulet of natural armor +2, belt of physical might +6 (Constitution and Strength), cloak of resistance +4, ring of protection +2, golden bracelet (focus for sacred bond* spell), 5,170 gp

PC Gear +721,000 gp

* See the *Advanced Player's Guide*.



ECHEAN ANSOLANDI

Smooth of speech and coldly analytical, the wizard of the Children of Steel shares nothing of his past or cares with his comrades. He is concerned only with the mission and what magical secrets he can discover along the way.

ECHEAN

CR 19
XP 204,800

Male elf wizard 20

NE Medium humanoid

Init +3; **Senses** low-light vision; Perception +15

DEFENSE

AC 24, touch 16, flat-footed 21 (+8 armor, +3 deflection, +3 Dex)

hp 122 (20d6+40)

Fort +11, **Ref** +14, **Will** +17; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee +2 quarterstaff +11/+6 (1d6+1)

Special Attacks hand of the apprentice (12/day), metamagic mastery (7/day)

Wizard Spells Prepared (CL 20th; concentration +29)

 9th—empowered *delayed blast fireball* (DC 26), *Echean's excellent enclosure*, *meteor swarm* (2, DC 28), *time stop*

 8th—*polar ray* (2, DC 27), *power word stun* (2, DC 27), *prismatic wall* (DC 27)

 7th—*delayed blast fireball* (DC 26), *finger of death* (DC 26), *firebrand** (2, DC 26), *reverse gravity* (DC 26)

 6th—*chain lightning* (2, DC 25), *cloak of dreams** (DC 25), *greater dispel magic*, *mage's lubrication*

 5th—*cloudkill* (DC 24), *dominate person* (DC 24), *suffocation** (DC 24), *teleport* (2), *wall of force*

 4th—*bestow curse* (DC 23), *crushing despair* (DC 23), *enervation*, *greater invisibility*, *lesser globe of invulnerability*, *maximized magic missile*

 3rd—*dispel magic*, *fireball* (2, DC 22), *fly*, *haste* (2)

 2nd—*create treasure map**, *ghoul touch* (DC 21), *stilled magic missile*, *rope trick*, *scorching ray* (2)

 1st—*magic missile* (3), *ray of enfeeblement* (2, DC 20), *shield*, *true strike*

 o (at will)—*arcane mark*, *detect magic*, *prestidigitation*, *read magic*

STATISTICS

Str 8, **Dex** 16, **Con** 11, **Int** 28, **Wis** 10, **Cha** 12

Base Atk +10; **CMB** +9; **CMD** 35

Feats Combat Casting, Combat Expertise, Craft Wondrous Item, Defensive Combat Training, Empower Spell, Eschew Materials, Greater Spell Penetration, Heighten Spell, Improved Counterspell, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Penetration, Still Spell, Toughness

Skills Acrobatics +10, Appraise +32, Bluff +10, Craft (alchemy) +22, Diplomacy +21, Escape Artist +15, Fly +20, Knowledge (arcana) +32, Knowledge (dungeoneering) +17, Knowledge

(engineering) +17, Knowledge (geography) +17, Knowledge (history) +17, Knowledge (local) +17, Knowledge (nature) +17, Knowledge (nobility) +17, Knowledge (planes) +27, Knowledge (religion) +17, Perception +15, Perform (dance) +11, Spellcraft +32 (+34 identify magic item properties), Swim +12

Languages Celestial, Common, Draconic, Elven, Gnoll, Gnome, Goblin, Kelish, Orc, Sylvan, Tien

SQ arcane bond (quarterstaff), elven magic, weapon familiarity

Combat Gear *metamagic gems* (2 *empowering topazes*, 1 *maximizing sapphire*, 2 *quickenning diamonds*, 1 *widening emerald*); **Other Gear** +2 *quarterstaff*, *blessed book*, *bracers of armor* +8, *cloak of resistance* +5, *headband of vast intelligence* +6, *ring of protection* +3, *spell component pouch*
PC Gear +721,000 gp

 * See the *Advanced Player's Guide*.


INARIS JERVEEL

Inaris trained as a priestess of Gorum from the time that she was 12 years old. Always a bully as a child, she eventually decided it was better to focus those energies and efforts against worthy foes. She often starts fights with others out of no other provocation than boredom.

INARIS

CR 19

XP 204,800

Female human cleric of Gorum 20

CN Medium humanoid

Init +1; Senses Perception +9

DEFENSE

AC 28, touch 14, flat-footed 27 (+14 armor, +3 deflection, +1 Dex)



hp 133 (20d8+40)

Fort +18, Ref +12, Will +26

OFFENSE

Speed 20 ft.

Melee +5 greatsword +23/+18/+13 (2d6+8/17–20)

Special Attacks channel positive energy 8/day (DC 23, 10d6) might of the gods (+20, 20 rounds/day), weapon master (20 rounds/day)

Domain Spell-Like Abilities (CL 20th; concentration +29)

12/day—strength surge (+10)

12/day—battle rage (+10 damage)

Cleric Spells Prepared (CL 20th; concentration +29)

9th—*energy drain* (DC 28), *implosion* (2, DC 28), *mass heal*, *power word kill*^D (DC 28), *storm of vengeance* (DC 28)

8th—*antimagic field*, *earthquake* (DC 27), *fire storm* (2, DC 27), *power word stun*^D (DC 27), *stormbolts** (DC 27)

7th—*destruction* (2, DC 26), *grasping hand*^D, *greater restoration*, *regenerate*, *repulsion*

6th—*banishment*, *blade barrier*^D (DC 25), *greater dispel magic*, *harm*, *heal* (2)

5th—*break enchantment*, *breath of life*, *cleanse**, *flame strike*^D (DC 24), *slay living* (DC 24), *spell resistance*, *true seeing*

4th—*blessing of fervor*, *death ward*, *divine power*^D, *freedom of movement*, *inflict critical wounds* (DC 23), *restoration*, *spell immunity*

3rd—*bestow curse* (DC 22), *daylight*, *dispel magic* (2), *inflict serious wounds* (DC 22), *magic vestment*^D, *sacred bond** (already cast on Derrak)

2nd—*lesser restoration* (2), *silence*, *spiritual weapon*^D, *status*, *weapon of awe** (2)

1st—*bane* (2, DC 20), *doom* (DC 20), *enlarge person*^D, *inflict light wounds* (3, DC 20), *shield of faith*

o (at will)—*bleed* (DC 19), *create water*, *mending*, *stabilize*

D Domain spell; **Domains** Strength, War

STATISTICS

Str 14, Dex 13, Con 12, Int 8, Wis 28, Cha 16

Base Atk +15; CMB +17; CMD 31

Feats Cleave, Combat Casting, Extra Channel, Great Cleave, Great Fortitude, Improved Critical (greatsword), Iron Will, Lightning Reflexes, Power Attack, Quick Draw, Weapon Focus (greatsword)

Skills Diplomacy +9, Heal +23, Knowledge (history) +7, Knowledge (nobility) +4, Knowledge (planes) +6, Knowledge (religion) +17

Languages Common

Combat Gear *potions of cure serious wounds* (2); **Other Gear** +5 full plate, +5 greatsword, cloak of resistance +3, figurine of wondrous power (silver raven), headband of mental prowess +6 (Charisma and Wisdom), ring of protection +3, diamond (3,000 gp value), golden bracelet (focus for *sacred bond** spell), 1,900 gp

PC Gear +721,000 gp

* See the *Advanced Player's Guide*.

WOTYWINA TURNCOIN

The smallest member of the Children of Steel is also the deadliest. Capable of squeezing into the narrowest spaces and of disappearing entirely into cracks in walls, behind beams and ceiling supports, or even between a target's legs, Wotywina "Wynn" Turncoin is a viciously efficient killer, willing and able to slide a blade between one's ribs (to say nothing of other, less comfortable anatomical regions) before her presence is even noticed.

In social situations, the halfling does a great measure of the talking for the Children, relying on her winning smile and her ability to lie without conscience to get them through the day. This ability has served her well with the others in her group, who are often (though not as often as she believes) fooled by her lies about why it took longer than expected to disarm a lock or a trap standing in their way—lies constructed to conceal her minor thefts along the way.

Despite being deceptively cute, Wynn makes no effort to use her appearance to her advantage in combat. Instead, she uses her smaller size, her speed, and her incredible agility to locate and eliminate her targets with ruthless efficiency. She takes special care to stay near enough to Derrak to take advantage of his ability to stun his opponents—a great many foes have been killed by being stunned by a critical hit from Derrak, and then run through by Wynn's needle-thin blade. When Echean throws his spells, Wynn has total confidence that her nimble reactions (in the form of improved evasion) will protect her from whatever danger might arise.

The only time that Wynn creates strife with her comrades is when selecting contracts; she prefers those with a greater chance of danger and significant physical challenges to straightforward assignments that will merely lead to copious bloodshed. It is not that she shies away from killing—quite the opposite—but she finds more challenge and excitement when forced to employ stealth and acrobatics than in simple, boring killing.

WOTYWINA CR 19

XP 204,800

Female halfling rogue 20

CE Small humanoid

Init +9; Senses Perception +19

DEFENSE

AC 29 (35 vs. traps), touch 24, flat-footed 19 (+5 armor, +3 deflection, +9 Dex, +1 dodge, +1 size)

hp 183 (20d8+80)

Fort +14, Ref +26 (+32 vs. traps), Will +10; +2 vs. fear

Defensive Abilities improved evasion, trap sense +6, improved uncanny dodge

OFFENSE

Speed 35 ft.

Melee +3 rapier +28/+23/+18 (1d4+6/15–20)

Ranged +2 hand crossbow +27 (1d3+2/19–20)

Special Attacks master strike (DC 22), sneak attack +10d6

STATISTICS

Str 16, Dex 28, Con 16, Int 14, Wis 8, Cha 15

Base Atk +15; CMB +17; CMD 40

Feats Combat Expertise, Dastardly Finish*, Dodge, Fleet (3), Go Unnoticed*, Improved Critical (rapier), Mobility, Slaying Sprint*, Spring Attack, Weapon Finesse

Skills Acrobatics +34, Appraise +15, Bluff +25, Climb +28, Diplomacy +10, Disable Device +37, Disguise +10, Escape Artist +32, Perception +19 (+29 to find traps), Sense Motive +7, Sleight of Hand +32, Stealth +36, Swim +11, Use Magic Device +25

Languages Common, Elven, Goblin, Halfling

SQ rogue talents (crippling strike, fast stealth, feat [Fleet], finesse rogue, improved evasion, ledge walker, opportunist, skill mastery [Acrobatics, Climb, Disable Device, Escape Artist, Stealth], stand up, surprise attack), trapfinding +10

Combat Gear *potion of cure serious wounds, potion of invisibility*; **Other Gear** +2 hand crossbow with 20 bolts, +3 rapier, belt of physical perfection, bracers of armor +5, cloak of resistance +4, +6 ring of protection +3, 230 gp

PC Gear +721,000 gp

* See the *Advanced Player's Guide*.



DUST COVEN

“In nine years I’ve gathered little evidence supporting the existence of these killers. A single survivor reported two cowed creatures at the Raven’s Cup Tavern who slaughtered all within, and described them as dark-skinned elves who faded into the shadows. The Merrymead Incident is largely attributed to this group because of bloodstained webs at the scene that evaporated at sunrise. And Rickett’s Mercenaries? Not a soul found with an unbroken bone in his body, their cursed corpses twisted like wet rags. I am afraid if the events are connected, these are no ordinary assassins.”

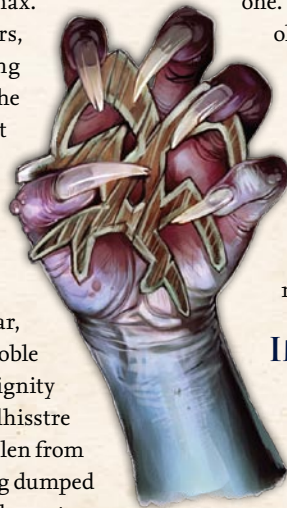
—CRIME REPORT OF CAPTAIN ASHER RHODS

A cult of remorseless murderers and insane killers led by a monstrous witch, the Dust Coven wanders the upper reaches of the Darklands below Avistan, enacting the mad will of the murderous demon lord Shax. The group seeks out and destroys holy warriors, heroic adventurers, and all who might bring light and hope into the world, emerging from the darkened tunnels below as needed to seek out new victims from those who dwell above.

The Dust Coven members are drow exiles from House Vexidyre of Zirnakaynin. When Matron Ulavakasa came to believe that the aging advisor Mizzinastre had fallen too far under the sway of her muttering quasit familiar, Malkasar, the matron ordered the old drow noble executed after forcing her to suffer the indignity of witnessing her favored daughter Vhalhisstre transformed into a drider. As a drow who had fallen from favor, Mizzinastre’s body was disposed of by being dumped into the pits of magma below Zirnakaynin, but the matron decided to have the witch’s head preserved as a decoration. While the witch’s head was being preserved, Mizzinastre’s loyal sons staged a daring raid on the alchemist’s lab, murdering him and stealing their mother’s preserved head and her favorite magic item—a *marionette crux*. They fled into exile with their drider sister and Mizzinastre’s quasit familiar, wandering up into the higher reaches of the Darklands as they searched for a way to have their mother restored to life. But without a large amount of funds or an intact body, their options were limited. Eventually, the drow siblings decided to engage the services of a half-mad troglodyte druid they captured to reincarnate their mother.

The spell worked far better than the drow or troglodyte could have hoped for, as the demon lord Shax intervened to boost the power of the spell in order to restore one of his favorite minions. Mizzinastre was restored to life in the body of an annis hag (albeit in a body closer in size to her original body rather than the Large-sized body of most annis hags). When Mizzinastre realized that her “new” body was hideous,

she flew into a rage and slew the troglodyte druid in anger, but since then, she has come to enjoy her new body—for it possesses greater strength and power than her previous one. Since her return to life, Mizzinastre has left her old life behind. Now calling themselves the Dust Coven (despite the fact that the group is not a proper coven), she and her offspring stay close to the surface world, bringing the gospel of their murderous patron Shax to unprepared towns above as directed by the whispers of the quasit Malkasar, who periodically uses his *commune* ability to receive new missions of murder from Shax himself.



IN TOWN

Few are ever aware of the Dust Coven’s passing. Rarely seen and never heard, they do not interact with civilization apart from seeking out new victims to murder, and rely entirely upon looting their victims for supplies.

ADVENTURING

The chaotic dictates of Mizzinastre’s familiar make deciphering the group’s motivations difficult, if not impossible, but their acts always involve the murder of good men and women. They are likely to become involved with the PCs only after the PCs have tracked the murderers down to their latest cavern lair, perhaps after the PCs are hired by victims eager to obtain justice and, perhaps, an explanation for a recent rash of murders.

IN COMBAT

The secret to the Dust Coven’s power is their uncanny ability to remotely divine targets, then *shadow walk* or *teleport* nearby to assassinate their quarry before their presence is detected. The coven’s rogue and ranger often trail the mark and harass it with sniping shots, steering the target toward their sister and mother, who lie in ambush in dark caves or alleys.

A HANDFUL OF DUST

The magical powders the Dust Coven uses (and from which they have derived their name) are created by Mizzinastre.

COCKATRICE GRIT

Aura moderate transmutation; **CL** 11th

Slot none; **Price** 2,000 gp; **Weight** —

DESCRIPTION

This magical grit is used by flinging a dose at a creature within 15 feet by as a ranged touch attack. If the grit hits, the target takes 1d4 points of Dexterity damage and is slowed (as the spell) for 1 round as its body starts slowly turning to stone. Each round that follows, the victim can attempt a DC 17 Fortitude save at the start of its turn as a free action to end the effect; otherwise, it takes an additional 1d4 points of Dexterity damage and is slowed for 1 more round. This effect can last for a maximum of 11 rounds. If this Dexterity damage ever meets or exceeds the victim's actual Dexterity score, the creature becomes petrified permanently, as if by *flesh to stone*. A dose of *cockatrice grit* is consumed when it is used, and doesn't activate until it has been thrown—the grit can be handled safely.

CONSTRUCTION

Requirements Craft Wondrous Item, *calcific touch* or *flesh to stone*; **Cost** 1,000 gp

DESICCATING DUST

Aura moderate necromancy; **CL** 5th

Slot none; **Price** 1,500 gp; **Weight** —

DESCRIPTION

This yellowish gray powder is composed of grave dirt and ground snakeskin. The user spreads the dust in two 5-foot squares, typically across doorways frequented by the intended victims—this takes 1d4 rounds to accomplish.

A creature stepping into an area warded by *desiccating dust* must make a DC 19 Fortitude save to avoid suddenly becoming horrifically thirsty and wracked with pain, taking 5d6 points of nonlethal damage, and immediately becoming fatigued. The nonlethal damage caused by this effect cannot be healed until the creature can drink some water. A creature that remains in an area warded by *desiccating dust* need not make additional saves to avoid the effect, but if it steps out of the area, it must save again as soon as it reenters the warded area. A creature already taking nonlethal damage or fatigue from *desiccating dust* suffers no additional ill effect from passing through an area protected by this magical dust. Once a dose of *desiccating dust* is applied to an area, that area remains warded by the effect for 24 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, *cup of dust*; **Cost** 750 gp

FIREFOOT POWDER

Aura faint necromancy; **CL** 5th

Slot none; **Price** 1,000 gp; **Weight** —

DESCRIPTION

This bright red powder contains a mixture of rare herbs and black salt. One dose of *fire foot powder* is enough powder to spread over two 5-foot squares, usually around doorways. The first creature to enter a powdered square must succeed on a DC 14 Fortitude save or immediately become overwhelmed by waves of fiery pain as if its legs and feet were being burned to ashes. The victim takes 1d6 points of nonlethal damage per round for 5 rounds, during which time it is also sickened.

Once a dose of *desiccating dust* is applied to an area, that area remains warded by the effect for 24 hours, or until a creature is affected by the dust, at which point the entire dusted area expends its magic and becomes harmless.

CONSTRUCTION

Requirements Craft Wondrous Item, *pain strike*; **Cost** 500 gp

SALVAGED MAGIC

Mizzinastre's favorite magic item is her *marionette crux*, the only one of her items the drow managed to bring with her when she escaped Zirnakaynin.

MARIONETTE CRUX

Aura strong enchantment; **CL** 9th

Slot none; **Price** 36,000 gp; **Weight** 5 lbs.

DESCRIPTION

Short lengths of twine dangle sharp metal needles from each end of this cross-shaped wooden bar. To use a *marionette crux*, the wielder points the item at any humanoid within 25 feet and makes a ranged touch attack as a standard action as the strings suddenly extend out. If the attack hits, the needles pierce the victim's wrists and ankles, causing the victim to become sickened for 1 round by the momentary flash of pain. In addition, the victim must make a DC 17 Will save to avoid being dominated by the *crux*, as if via *dominate person*.

The needles immediately retract back to the *crux* an instant after they strike a foe, but if the victim has been dominated, the *crux*'s wielder can control its actions. Control lies with the *crux*, not the person who made the initial attack—passing the *crux* to another creature allows that creature to take control of the dominated humanoid. If the *crux* is given to the victim, the effect ends. The *crux* must be held in the user's hand in order for the user to issue a new command to the victim. Otherwise, the domination effect caused by a *marionette crux* lasts for a day, but additional uses of the *crux* can effectively extend the effect over a victim indefinitely. A *marionette crux* can maintain domination over only one creature at a time—if a second humanoid is dominated by the *crux*, the previously dominated human is released from the effect immediately.

A *marionette crux* can be activated up to two times per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *dominate person*; **Cost** 18,000 gp



MIZZINASTRE VEXIDYRE

Mizzinastre has long worshiped Shax and considers herself a direct conduit of her lord's murderous will. The irony of shedding a venerable but still beautiful drow body for a young but aged-looking hag's body vexes the witch, so she often uses *alter self* to change back to a more beautiful form, similar to the one she bore in her previous life.

MIZZINASTRE VEXIDYRE

CR 15

XP 76,800

Female annis hag (reincarnated drow noble) witch 15
(*Pathfinder RPG Bestiary* 114, *Pathfinder RPG Bonus Bestiary* 11, *Pathfinder RPG Advanced Player's Guide* 65)

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 31, touch 16, flat-footed 27 (+4 armor, +1 deflection, +4 Dex, +1 dodge, +11 natural)

hp 145 (15d6+90)

Fort +8, **Ref** +9, **Will** +10; +2 vs. enchantment

DR 2/bludgeoning; **Immune** sleep; **SR** 26

OFFENSE

Speed 40 ft.



Melee bite +9 (1d4+2), 2 claws +9 (1d4+2 plus grab)

Special Attacks hexes (blight [150 feet], cackle, evil eye [-4, 10 rounds], flight [feather fall at will, levitate 1/day, fly 15 minutes/day], major healing [cure critical], misfortune [2 rounds], retribution [7 rounds], waxen image [7 uses/image]), poison use, rend (2 claws, 2d4+3),

Spell-Like Abilities (CL 15th; concentration +18)

Constant—*detect magic*

At will—*dancing lights*, *deeper darkness*, *faerie fire*, *feather fall*, *levitate*

1/day—*divine favor*, *dispel magic*, *suggestion* (DC 16)

Witch Spells Prepared (CL 15th; concentration +22)

8th—*horrid wilting* (DC 25)

7th—*harm* (DC 25), *power word blind*, *reverse gravity*

6th—*cone of cold* (DC 25), *greater dispel magic*, *mass fester** (DC 25), *mislead* (DC 25)

5th—*feeblemind* (DC 25), *mind fog*, *suffocation** (DC 25), *teleport*, *waves of fatigue*

4th—*crushing despair* (DC 25), *cure serious wounds*, *dimension door*, *enervation* (DC 25), *phantasmal killer* (DC 25)

3rd—*bestow curse* (DC 25), *dispel magic*, *major image* (DC 25), *ray of exhaustion* (DC 25), *screech** (DC 25), *vampiric touch*

2nd—*alter self* (2), *false life* (already cast), *mirror image*, *spectral hand*, *web* (DC 25)

1st—*charm person* (DC 25), *chill touch* (DC 25), *ill omen** (DC 25), *mage armor* (already cast), *obscuring mist*, *ray of enfeeblement*

o (at will)—*bleed* (DC 25), *daze* (DC 25), *read magic*, *touch of fatigue* (DC 25)

Patron Trickery

STATISTICS

Str 14, **Dex** 18, **Con** 16, **Int** 24, **Wis** 12, **Cha** 18

Base Atk +7; **CMB** +9; **CMD** 24

Feats Arcane Strike, Craft Staff, Craft Wondrous Item, Dodge, Greater Spell Focus (enchantment), Improved Familiar, Spell Focus (enchantment), Toughness

Skills Intimidate +21, Knowledge (arcana) +25, Knowledge (dungeoneering) +22, Knowledge (nature) +25, Knowledge (nobility) +22, Knowledge (planes) +25, Knowledge (religion) +22, Perception +16, Spellcraft +25, Swim +6

Languages Abyssal, Aklo, Common, Dwarven, Elven, Giant, Necril, Terran, Undercommon

SQ witch's familiar (quasit named Malkasar)

Combat Gear *staff of cackling wrath**; **Other Gear** *amulet of natural armor* +1, *headband of vast intelligence* +4, *marionette crux*, *ring of protection* +1, spell component pouch, unholy symbol of Shax, 158 pp

PC Gear +195,000 gp

* See the *Advanced Player's Guide*.

VHALHISSTRE VEXIDYRE

As the favored daughter of Mizzinastre, Vhalhisstre's position in House Vexidyre was tied to her mother's fate. Forced into her current accursed form in a torturous fleshwarping ritual, Vhalhisstre has turned the hate that wells within her hollow heart into deeper devotion to Shax. She has recently come to realize that her power may now have eclipsed that of her mother (since the time she aided the reincarnation of her mother, Vhalhisstre has, ironically, become powerful enough to cast *resurrection* herself), and she has begun setting into motion long-term plans to eventually replace her mother as the leader of the Dust Coven.

VHALHISSTRE VEXIDYRE

CR 15

XP 51,200

Female drider cleric of Shax 8 (*Pathfinder RPG Bestiary* 113)

CE Large aberration

Init +3; **Senses** darkvision 120 ft.; Perception +18

DEFENSE

AC 35, touch 13, flat-footed 31 (+9 armor, +3 Dex, +1 dodge, +8 natural, +5 shield, -1 size)**hp** 169 (17 HD; 9d8+8d8+89)**Fort** +15, **Ref** +11, **Will** +19**DR** 2/—; **Immune** sleep; **SR** 26

OFFENSE

Speed 30 ft., climb 20 ft.**Melee** +3 *unholy heavy mace* +17/+12/+7 (1d8+5), bite +9 (1d4+1 plus poison)**Ranged** mwk javelin +15 (1d6+2)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** channel negative energy 10/day (DC 22, 7d6), destructive smite (+7, 9/day), destructive aura (+7, 14 rounds/day), poison (DC 19), scythe of evil (7 rounds, 2/day), web (+15 ranged, DC 23, 17 hp)**Spell-Like Abilities** (CL 9th; concentration +14)Constant—*detect good*, *detect law*, *detect magic*At will—*dancing lights*, *darkness*, *faerie fire*1/day—*clairaudience/clairvoyance*, *deeper darkness*, *dispel magic*, *levitate*, *suggestion* (DC 18)**Domain Spell-Like Abilities** (CL 14th; concentration +20)9/day—*touch of evil* (7 rounds)**Cleric Spells Prepared** (CL 14th; concentration +20)7th—*blasphemy*^D (DC 23), *destruction* (DC 23), *mass cure serious wounds*6th—*blade barrier* (DC 22), *harm*^D (DC 22), *heal*, *mass inflict moderate wounds* (DC 22), *word of recall*5th—*breath of life*, *flame strike* (DC 21), *greater magic weapon* (already cast), *shout*^D (DC 21), *slay living* (DC 21)4th—*chaos hammer* (DC 20), *divine power*, *magic vestment* (both already cast), *poison* (DC 20), *unholy blight*^D (DC 20)3rd—*bestow curse* (DC 19), *cure serious wounds*, *deeper darkness*, *invisibility purge*, *magic circle against good*^D, *prayer*2nd—*augury*, *bear's endurance*, *cure moderate wounds*, *death knell*, *shatter*^D, *spiritual weapon*1st—*bane* (DC 17), *cure light wounds*, *divine favor*, *doom*(DC 17), *entropic shield*, *protection from good*^D, *shield of faith*0 (at will)—*bleed* (DC 16), *detect magic*, *guidance*, *read magic***D** Domain spell; **Domains** Destruction, Evil

STATISTICS

Str 15, **Dex** 17, **Con** 20, **Int** 13, **Wis** 22, **Cha** 20**Base Atk** +12; **CMB** +15; **CMD** 28 (40 vs. trip)**Feats** Blind-Fight, Channel Smite, Combat Casting, Dodge, Extra Channel, Lightning Reflexes, Selective Channeling, Weapon Focus (heavy mace), Weapon Focus (bite)**Skills** Climb +22, Diplomacy +18, Heal +13, Intimidate +17, Knowledge (religion) +17, Linguistics +5, Perception +18, Spellcraft +13, Stealth +15**Languages** Abyssal, Common, Elven, Undercommon**SQ** undersized weapons**Combat Gear** *scroll of break enchantment*, *scrolls of cure moderate wounds* (3), *scroll of heal*, *scroll of planar ally*, *scroll of scrying*, *wand of cure serious wounds* (15 charges); **Other Gear** +1 *adamantine breastplate*, +1 *light shield*, +1 *unholy heavy mace*, masterwork javelin (3), *cloak of resistance* +1, *handy haversack*, silver unholy symbol of Shax, 10 pp**PC Gear** +195,000 gp

XEYOG VEXIDYRE

Mizzinastre's faithful eldest son, Xeyog is a sadistic hunter and talented tracker, fond of picking off marks from a great distance before they know they are even being followed. His years spent eluding Darklands patrols after his exile serve him well, and his survival talents facilitate the Dust Coven's frequent forays onto the surface, where they now thrive. While a capable hand-to-hand fighter, Xeyog prefers to strike from shadow, bolstering himself with spells to enhance the use of his magical longbow—a reward from a demonic servant of Shax for years of unswerving loyalty in the name of the demon lord. While his hate for surface dwellers knows few bounds, he is particularly wrathful toward humans, elves, and dwarves, and takes great pleasure in drawing out the torment and pain of these victims.

Naturally distrustful, Xeyog is the only one among his peers who resents the influence of the quasit Malkasar, believing



his mother is the true voice of Shax and the familiar merely a fawning tool. He understands her mother's need for the familiar—he only wishes there were a way to silence the demon without crippling his mother's power. For now, he suffers the quasit's often inane banter in silence.

XEYOG VEXIDYRE

CR 15

XP 51,200

Male drow ranger 16 (*Pathfinder RPG Bestiary* 114)

CE Medium humanoid (elf)

Init +9; Senses darkvision 120 ft.; Perception +23

DEFENSE

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

hp 128 (16d10+40)

Fort +12, Ref +16, Will +8; +2 vs. enchantment spells

Defensive Abilities improved evasion, Immune sleep; SR 22

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee +1 rapier +22/+17/+12/+7 (1d6+3/18–20)

Ranged +2 unholy composite longbow (+2) +24/+20/+15/+10 (1d8+4+2d6/19–20/x3)

Special Attacks favored enemy (humans +8, elves +6, dwarves +4, outsiders [good] +2)

Spell-Like Abilities (CL 16th; concentration +16)

1/day—*dancing lights*, *darkness*, *faerie fire*

Ranger Spells Prepared (CL 13th; concentration +15)

4th—*aspect of the wolf**

3rd—*instant enemy**, *tireless pursuers**

2nd—*arrow eruption**, *cat's grace*, *versatile weapon**

1st—*aspect of the falcon**, *gravity bow**, *longstrider*

STATISTICS

Str 15, Dex 21, Con 12, Int 10, Wis 14, Cha 10

Base Atk +16; CMB +18; CMD 33

Feats Deadly Aim, Endurance, Improved Critical (composite longbow), Improved Initiative, Improved Precise Shot, Pinpoint Targeting, Point-Blank Shot, Precise Shot, Rapid Shot, Toughness, Vital Strike, Weapon Finesse, Weapon Focus (composite longbow)

Skills Acrobatics +14, Climb +10, Handle Animal +9, Heal +10, Knowledge (geography) +11, Knowledge (local) +8, Knowledge (nature) +16, Linguistics +1, Perception +23, Spellcraft +10, Stealth +28, Swim +12

Languages Abyssal, Common, Elven, Undercommon

SQ camouflage, improved evasion, poison use, quarry, swift tracker, track +8, wild empathy +16

Combat Gear *potions of cure serious wounds* (2), *wand of aspect of the wolf** (5 charges); Other Gear +2 mithral chain shirt of shadow, +2 unholy composite longbow with 40 arrows, +1 rapier, *belt of physical might* (Str and Dex) +2, *cloak of resistance* +1, spell component pouch, 143 gp

PC Gear +256,500

* See the *Advanced Player's Guide*.

ZELFANE VEXIDYRE

The saboteur of the Dust Coven, Zelfane enjoys toying with his victims by setting out his mother's cursing powders in their doorways or using poisons to weaken them, then harassing the unfortunates from a distance to corral them toward his awaiting companions. Tall, lithe, and perpetually cloaked in darkness, Zelfane is rarely without his shadow companion Muurq, whom he views as a gift granted by the demon lord Shax for years of murderous service.

Zelfane works in perfect concert with his elder brother Xeyog, but also has a competitive streak that results in him often abusing his scout position. The rogue has no compunctions about walking into a busy tavern and detonating his ring of retribution, relying on his own reflexes to escape unharmed, but killing everyone inside just to guarantee that another target's death is credited to his name. He considers the collateral murders a means of earning his patron's favor.

ZELFANE VEXIDYRE

CR 15

XP 51,200

Male drow rogue 6/shadowdancer 10 (*Pathfinder RPG Bestiary* 114)

CE Medium humanoid (elf)

Init +5; **Senses** darkvision 150 ft.; Perception +17

DEFENSE

AC 24, touch 18, flat-footed 17 (+4 armor, +1 deflection, +6 Dex, +1 dodge, +1 natural, +1 shield)**hp** 113 (16 HD; 6d8+10d8+38)**Fort** +9, **Ref** +18, **Will** +7; +2 vs. enchantment**Defensive Abilities** defensive roll, improved evasion, improved uncanny dodge, slippery mind, trap sense +2, **Immune** sleep; **SR** 22**Weaknesses** light blindness

OFFENSE

Speed 30 ft.**Melee** 2 +1 *short swords* +19/+17/+12/+12/+9 (1d6+3/19–20)**Ranged** +1 *hand crossbow* +18/+13/+8 (1d4+1 plus poison/19–20)**Special Attacks** sneak attack +3d6**Spell-Like Abilities** (CL 16th; concentration +16)5/day—*silent image* (DC 11)4/day—*greater shadow conjuration* (DC 17)2/day—*shadow evocation* (DC 15)1/day—*dancing lights, darkness, faerie fire*

STATISTICS

Str 14, **Dex** 22, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10**Base Atk** +11; **CMB** +13; **CMD** 32**Feats** Combat Reflexes, Dodge, Double Slice, Improved Two-Weapon Fighting, Mobility, Rapid Reload, Two-Weapon Defense, Two-Weapon Fighting, Two-Weapon Rend, Weapon Finesse, Weapon Focus (short sword)**Skills** Acrobatics +17, Appraise +10, Bluff +10, Climb +15, Craft (alchemy) +9, Disable Device +18, Disguise +10, Escape Artist +18, Knowledge (local) +10, Linguistics +5,

Perception +17, Perform (dance) +9, Sleight of Hand +13, Stealth +29, Use Magic Device +12

Languages Common, Elven, Undercommon**SQ** defensive roll, hide in plain sight, improved evasion, improved uncanny dodge, poison use, rogue talents (bleeding attack +3, combat trick, fast stealth, finesse rogue, swift poisoner*, weapon training), shadow call, shadow illusion, shadow jump 320 ft., shadow master, shadow power, slippery mind, summon shadow, trapfinding +3**Combat Gear** *cockatrice grit* (2), *desiccating dust* (2), *fire foot powder* (3), *potions of cure moderate wounds* (4), *potions of cure serious wounds* (3), *potions of invisibility* (2), *drow poison* (5); **Other Gear** +3 *shadow leather armor*, +1 *hand crossbow* with 40 bolts, +1 *short swords* (2), *amulet of natural armor* +1, *belt of physical might (Con and Dex)* +2, *cloak of resistance* +2, *ring of protection* +1, *ring of retribution**, 41 gp**PC Gear** +256,500* See the *Advanced Player's Guide*.

HANDS OF SLAUGHTER

“Blood is a simple thing—one part water, one part life. It ties and it binds, but always it seeks freedom; freedom from this pathetic flesh. Don’t you love freedom? I am a patriot, you see, a partisan for those unable to speak for themselves. Do you not hear your blood crying out for freedom? I do, and I will answer its plea, but first I just want you to know why I do this. It’s only personal with those damnable elves. For you, this is your final step towards liberty. Come; let your blood run free at last.”

—WARLORD YRURE’TUGALA TO PATHFINDER ANASTACIO SANTICA

The Hands of Slaughter are the terrible synthesis of the ambitions of an Andoren exile, the obsessions of a Sargavan sorcerer, and the brutal vengeance of bitter dwarven druid and a violent ape warlord. Together, they have become a roving terror of central Garund, from Port Peril to the Barrier Mountains, from the Screaming Jungles to the frontiers of Thuvia and Rahadom. They are most feared by the Ekujae elves, as the Hands of Slaughter have taken as their avowed mission the utter destruction of the Ekujae—not only the extirpation of their entire race, but also the eradication of their culture and civilization. Their predations have ranged across the wildlands of central Garund, and attempts at counterattack have met with dismal failure. They have sniffed out and evaded ambushes, simply melting into the jungle in defiance of the Ekujae’s most devoted trackers.

Over the last 2 years, the Hands have perpetrated the massacres of several Ekujae villages and are believed to have plundered countless ruins in the Mwangi Expanse. More worrisome, they have made numerous journeys to the desert realms of northern Garund to recruit the aid of stranger beasts like lamias and the vile fiends known as divs.

The Hands of Slaughter maintain safe houses in Bloodcove, Eleder, and Usaro, where they recruit soldiers and killers to their cause. Their presence in towns where the Aspis Consortium has a strong presence has led many to suspect a connection between the two, while others assume their ape leader must be a servant of Ruthazek the Gorilla King, though all parties deny such alliances exist.

IN TOWN

The Hands of Slaughter find a varying welcome depending on where they visit. In places where elves in general (or the Ekujae in particular) are in disfavor, the Hands of Slaughter

have free rein and, at times, support from the locals. Their purloined elven relics fetch a good price in such places, as well as in places like Port Peril or Bloodcove, where the weight of gold counts for far more than the weight of sin. In more cosmopolitan cities, they are regarded as cutthroats and savage killers, though those speaking too freely against them often meet a grisly end.



ADVENTURING

The Hands of Slaughter spend most of their time combing the Mwangi Expanse and the surrounding regions for ruins and remnants of ancient elven kingdoms or planning ambushes of their living foes. They also frequently raid naga-guarded ruins and occasionally slave camps elsewhere in the Mwangi Expanse. They maintain generally favorable relations with the charau-ka and the Gorilla King’s minions, often fleeing to these deep jungle villages to hide out, but are careful not to overstay their welcome.

The Hands are not welcoming of potential rivals, and do not suffer fools or those they perceive as weaklings for long. The best way to get the group to parley is a swift and sudden show of force or cunning.

IN COMBAT

The Hands of Slaughter make use of their many minions in combat. Their monstrous servants dive into enemies, with Isai strengthening these creatures with his magic as appropriate. Aliciette supports her more martially inclined allies with her magic and combines *true strike* with her lashing whip, while charmed servants cut off avenues of escape. Azygos uses his nature magic to empower himself, his companion, and his ape master, while Yrure’tugala himself terrorizes enemies with his brutal strikes. Azygos and his companion pounce upon routed enemies as they try to flee, and all combatants use their strength to drive enemies into Isai’s magical pits, webs, and vines.

MONSTROUS ALLIES

The Hands of Slaughter usually travel with a number of dangerous and exotic allies gained through coercion, magic, or reputation. Their most common allies, organized by member, are listed below.

Aliciette: A charmed girallon named Muaalagu (see *Pathfinder RPG Bestiary* 154).

Azygos: A lion animal companion named Trazel.

TRAZEL

Male lion animal companion

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 20, touch 11, flat-footed 18 (+3 armor, +2 Dex, +6 natural, –1 size)

hp 52 (7d8+21)

Fort +8, **Ref** +7, **Will** +6; +4 vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee bite +10 (2d6+6), 2 claws +10 (1d6+6)

Space 10 ft.; Reach 10 ft.

Special Attacks grab, pounce, rake (1d6+6)

STATISTICS

Str 22, **Dex** 15, **Con** 17, **Int** 2, **Wis** 15, **Cha** 10

Base Atk +5; **CMB** +12 (+16 grapple); **CMD** 24 (28 vs. trip)

Feats Blind-Fight, Improved Natural Attack (bite), Iron Will, Power Attack

Skills Acrobatics +6 (+10 jump), Climb +10, Perception +8, Stealth +2, Swim +10

Other Gear masterwork studded leather barding

Isai: A shambling mound (*Pathfinder RPG Bestiary* 246) made compliant via *command plants*.

Yrure'tugala: A dretch demon fiendish servant named Mezistrano, (*Pathfinder RPG Bestiary* 60), and a young lamia (*Pathfinder RPG Bestiary* 186) named Hamsa Yagiz as his cohort.

WHERE THERE'S A WHIP...

Aliciette has mastered some unusual and highly effective talents with her favorite weapon, the whip.

Greater Serpent Lash (Combat)

Your ability to disarm and pull foes off balance with your whip is impressive.

Prerequisites: Serpent Lash, base attack bonus +4

Benefit: When you make a successful disarm or trip maneuver using the Serpent Lash feat, you can make your additional disarm or trip attempt against any target within your whip's reach. With a reposition maneuver, you can move the target creature to any point within your whip's reach.

Serpent Lash (Combat)

You are adept at vexing multiple foes with your whip.

Prerequisites: Weapon Finesse, proficient in whip.

Benefit: As a standard action, you can make a disarm or trip maneuver with your whip. If it succeeds, you can make an additional disarm or trip maneuver with the same bonus against a target adjacent to the first and also within your whip's reach.

In addition, you can use your whip to perform reposition maneuvers, though you take a –4 penalty on your CMB and you may only move the target toward you from its original position.

This feat originally appeared in *Pathfinder Campaign Setting: Osirion, Land of the Pharaohs*.

MWANGI MAGIC

The Hands of Slaughter have discovered several strange spells in their travels within the Mwangi Expanse. The two detailed below have become favorites of the group.

GREENSIGHT

School transmutation; **Level** druid 2, ranger 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a leaf)

Range touch

Target creature touched

Duration 10 minutes/level

Saving Throw Will negates (harmless); **Spell Resistance** no

Upon casting this spell, the recipient is empowered to see up to 60 feet through thick plant matter as though it were transparent. Leaves, vines, and greenery—even moss, lichen, and slime—offer no concealment to the recipient's sight, though her vision still can be blocked by solid wood, as if from trees or wooden structures. Undergrowth does not grant concealment to a creature against a recipient of the effects of *greensight*.

SHEET LIGHTNING

School evocation (electricity); **Level** druid 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target 20-ft.-radius spread

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

You create a dazzling flash of electricity that fills the target area. Sheet lightning inflicts 1 point of electricity damage to all creatures within the area of effect (no save). The true power of the spell, though, lies not in the damage it inflicts but in the overwhelming pain the lightning creates. The sudden flash and jolt dazes living creatures for 1 round if they fail a saving throw. Creatures that save are instead dazzled for 1 round. Any creature wearing metal armor takes a –2 penalty to its saving throw against this spell.



ALICIETTE CARDOSO

Aliciette Cardoso is an Andoren exile, her family having been forced to flee after a scandal involving an underground slaver ring. Her father, crippled while working as a dock laborer, spent his last coin on passage to Westcrown. Distant relatives welcomed the exiled Cardosos with a feast followed by poisoned wine, and Aliciette's cousins put her to work as their messenger and spy, a newcomer beneath the notice of the family's rivals. Aliciette proved herself to be as clever and conniving as any Cardoso, to the point that her cousins worried she might make her own play for power. To distance her from Westcrown, she was appointed the family's factor in the Aspis Consortium, and swiftly packed off to Osirion. She served with distinction for half a dozen years, equally adept at smuggling and political maneuvering. After becoming a Silver agent in the Consortium, she moved on to Sargava to organize the pillage of elven ruins in the Mwangi Expanse.

While Aliciette's predecessors had focused on mercenaries and compelled servants, she resolved to use agents who had their own reasons to hate the elves, who would work with the Consortium rather than for them. As long as their interests aligned, their dedication to the end goals of the Consortium would be assured, even if their motives differed. After months combing Sargava and the Mwangi Expanse, she managed to recruit a trio of like-minded sadists—a sinister sorcerer with a yen for elven flesh, a filthy and violent dwarven druid, and a would-be ape warlord. These would be her ideal tools for claiming elven riches, fueling her personal rise to glory and power while keeping the Consortium's involvement well hidden.

Aliciette has brown eyes, brownish-blond hair with golden highlights, and skin both deeply tanned and freckled. Her hair is neatly coiffed, and her tabard embossed with the family sigil of a golden harpy over her left breast. Aliciette typically travels with a whip and a crossbow, but prefers to let her magic and her minions fight her fights.

ALICIETTE CARDOSO CR 6

XP 2,400

Female human bard 7

CE Medium humanoid

Init +2; Senses Perception +10



DEFENSE

AC 13, touch 12, flat-footed 11 (+1 armor, +2 Dex)

hp 47 (7d8+9)

Fort +4, Ref +8, Will +6; +4 vs. bardic performance, language-dependent, and sonic

DR 3/— against small ranged piercing weapons

OFFENSE

Speed 30 ft.

Melee whip +7 (1d3–1)

Ranged light crossbow +7 (1d8/19–20)

Special Attacks bardic performance 21 rounds/day (countersong, distraction, fascinate, inspire competence +3, inspire courage +2, suggestion)

Bard Spells Known (CL 7th; concentration +12)

3rd (2)—*charm monster* (DC 18), *good hope*

2nd (4)—*alter self*, *gallant inspiration**, *invisibility*, *mirror image*, *suggestion* (DC 17)

1st (6)—*beguiling gift** (DC 16), *charm person* (DC 16), *expeditious retreat*, *hideous laughter* (DC 16), *memory lapse** (DC 16), *saving finale**, *touch of gracelessness** (DC 16), *ventriloquism* (DC 16)

o (at will)—*detect magic*, *ghost sound* (DC 15), *light*, *message*, *prestidigitation*, *sift**

STATISTICS

Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 20

Base Atk +5; CMB +4; CMD 16

Feats Arcane Strike, Greater Serpent Lash*, Lingering Performance*, Serpent Lash, Weapon Finesse

Skills Acrobatics +12, Appraise +5, Knowledge (arcana) +8, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Knowledge (geography) +8, Knowledge (history) +8, Knowledge (local) +10, Knowledge (nobility) +10, Linguistics +6, Perception +10, Perform (act) +15, Perform (oratory) +15, Sleight of Hand +6, Spellcraft +5, Stealth +11, Use Magic Device +15

Languages Common, Elven, Osiriani, Polyglot
SQ bardic knowledge +3, lore master 1/day, versatile performance (oratory, act)

Combat Gear *scroll of comprehend languages*, *scrolls of disguise self* (2), *scroll of restful sleep**, *wand of cure light wounds* (50 charges), *wand of grease* (50 charges); Other Gear quilted cloth armor*, light crossbow with 10 bolts, whip, *cloak of resistance* +1, *headband of alluring charisma* +2, backpack, spell component pouch, 25 gp

PC Gear +17,500 gp

* See the *Advanced Player's Guide*.

AZYGOS QURASHI

Azygos Qurashi was born in the western Mwangi to an unusual tribe of dwarves who had abandoned the stone halls of their ancestors for the rugged hills of the Terwa Uplands. In his youth, his clans warred with the Ekujae elves, fighting alongside the black-maned lions of the region, which his clan had befriended. However, after the Ekujae mounted a particularly violent counterattack that left his entire clan slaughtered, Azygos was forced to flee into the wilds. He dwelt among his beloved lions for a time, until he was finally captured via a *charm person* spell cast by the leader of a band of slavers from the Shackles.

Azygos proved a valuable commodity to the slavers. An expert hunter and beast-tamer, he was sold or traded from slaver to slaver many times, sometimes for only a few months, but once for a decade, spent hunting the Footsteps of Rovagug in Osirion. Over these years, he watched his captors, learning the secrets of magic. On returning to the Mwangi Expanse by way of the Ruins of Kho, the unstable magic in that place partially unraveled the mystic charm the slavers wove over him. Outnumbered, he feigned continued allegiance until they returned to a slave arena in the jungles north of Kibwe. Working in the slave pits there, he met a savage but brilliant talking ape, a fearsome warrior burning not only for freedom from captivity but for vengeance upon the selfsame Ekujae who had destroyed Azygos's clan. The two organized a bloody slave revolt, and the survivors pledged their allegiance to the bestial blood brothers. Their army has grown as their private war has continued, watering the jungle with rivers of blood.

Azygos is a stoutly built dwarf with wild, tangled black hair and beard and dark eyes. He wears a loose tunic of quilted animal pelts, belted with the red and black striped hide of a spirit naga. He carries a long spear as he sits astride his black-maned lion animal companion, Trazel.

AZYGOS QURASHI

CR 7
XP 3,200

 Male druid (lion shaman) 8 (*Pathfinder*
RPG Advanced Player's Guide 103)

NE Medium humanoid

Init +2; **Senses** Perception +15

DEFENSE

AC 13, touch 12, flat-footed 11 (+1 armor, +2 Dex)

hp 59 (8d8+16)

Fort +8, **Ref** +4, **Will** +10; +2 vs. poison, spells, and spell-like abilities; +4 vs. fey effects and plant-targeted effects

Defensive Abilities resist nature's lure; **DR** 3/— against small ranged piercing weapons

OFFENSE

Speed 20 ft.

Melee longspear +10/+5 (1d8+4/x3)

Ranged sling +8/+3 (1d4+3)

Special Attacks wild shape (2/day as 6th-level druid; +2/day as 10th-level druid [feline form only]), +1 on attack rolls against humanoids with the elf subtype

Druid Spells Prepared (CL 8th; concentration +12; +1 caster level with earth spells)

 4th—*air walk*, *strong jaw**, *thorn body**

 3rd—*greater magic fang* (3), *shifting sand** (DC 17)

 2nd—*barkskin*, *greensight*, *natural rhythm**, *stone call**

 1st—*charm animal* (DC 15), *cure light wounds*, *endure elements*, *faerie fire* (DC 15), *longstrider*

 o (at will)—*guidance*, *light*, *purify food and drink*, *stabilize*

STATISTICS

Str 16, **Dex** 14, **Con** 14, **Int** 10, **Wis** 18, **Cha** 6

Base Atk +6; **CMB** +9 (+13 bull rush, +11 grapple vs. aberrations, +11 overrun); **CMD** 21 (23 vs. bull rush)

Feats Improved Bull Rush, Natural Spell, Power Attack, Weapon Focus (longspear)

Skills Climb +7, Fly +6, Handle Animal +9, Heal +8, Knowledge (dungeoneering) +4, Knowledge (geography) +4, Knowledge (nature) +6, Perception +15, Ride +6, Spellcraft +11, Survival +17, Swim +7

Languages Common, Druidic, Dwarven

SQ ancient enmity*, deep warrior*, nature bond (animal companion), nature sense, relentless*, stonemaster*, totem transformation (8 minutes/day), totemic summons, trackless step, wild empathy +6 (+10 vs. felines), woodland stride

Combat Gear *lesser extend metamagic rod*, *potion of lesser restoration*; **Other Gear** quilted cloth armor*, longspear, sling with 20 bullets, *belt of giant strength* +2, spell component pouch, 85 gp

PC Gear +25,200 gp

 * See the *Advanced Player's Guide*.




ISAI ODIGHUZUA

Isai Odighuzua is a native of Jiwadi, a small village on the edge of the Screaming Jungle. A follower of the shamanic faiths of his people, Isai was fascinated at an early age by plants and herbs and apprenticed to his village shaman. His gifts were undeniable, but he was easily bored by the mundanities, much preferring to work with poisonous and even carnivorous plants. He would experiment in secret on pets, livestock, or small animals he would capture and breed for his cruel experiments. When the shaman seemed about to discover his illicit activities, Isai poisoned him, and, feigning sadness at the loss of his mentor, pillaged his master's secret treasures and left Jiwadi, never to return.

Isai wandered the jungles, discovering new toxins and traveling from village to village while testing the effects of his discoveries, but his plans were interrupted when he encountered a shambling mound in the midst of consuming a dead elf in order to infect it and calve a sproutling. Fascinated, Isai became obsessed with the creatures, capturing and dissecting them to study their physiology as he observed them and studied their habits. He was particularly intrigued with how well elven bodies served to nourish young shamblers, and took to helping his shambling allies locate, ambush, and capture Ekujae elves for more elf flesh to aid in the growth of yet more shambling mounds.

It was while aiding his growing collection of shambling mounds that he encountered Aliciette Cardoso, an agent of the Aspis Consortium whose masters sought to plunder the elven ruins of the Mwangi Expanse. Although Isai himself remained more interested in studying the habits and pseudo-society of shambling mounds than in the material wealth of ancient empires, he accepted Aliciette's offer. After all, with her aid, he would be able to investigate even more dangerous corners of the Expanse.

Isai stands over 6 feet tall, with long spidery limbs and a mane of dreadlocks. His skin is chocolate brown but laced with elaborate dark traceries of greenish-black under his flesh. He wears loose green and white clothing adorned with numerous small animal and plant fetishes.



ISAI ODIGHUZUA

CR 8

XP 4,800

Human male sorcerer 9

CE Medium humanoid

Init +6; Senses Perception +0

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 58 (9d6+27)

Fort +6, Ref +6, Will +7; +4 vs. poison and sleep

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d4-1/19-20)

Ranged dagger +6 (1d4-1/19-20)

Bloodline Spell-Like Abilities (CL 9th; concentration +14)
8/day—tanglevine

Sorcerer Spells Known (CL 9th; concentration +14)

4th (5)—*acid pit** (DC 19), *command plants* (DC 19),
shadow conjuration (DC 19)

3rd (7)—*blink*, *dispel magic*, *fly*, *haste*,
invisibility sphere, *sheet lightning* (DC 18),
speak with plants, *tiny hut*

2nd (7)—*barkskin*, *false life*, *greensight*,
mirror image, *scorching ray* (2), *stone*
call, *web* (DC 17)

1st (8)—*color spray* (DC 16), *endure*
elements, *entangle* (DC 16), *feather fall*,
*hydraulic push**, *jump*, *mage armor*,
magic missile, *shocking grasp*

0 (at will)—*dancing lights*, *detect magic*,
ghost sound (DC 15), *mage hand*, *mending*,
message, *prestidigitation*, *read magic*

Bloodline verdant*

STATISTICS

Str 8, Dex 14, Con 14, Int 12, Wis 10,
Cha 20

Base Atk +4; CMB +3; CMD 15

Feats Combat Casting,

Eschew Materials,

Expanded Arcana, Extend

Spell, Improved Initiative,

Lingering Spell, Persistent Spell, Toughness

Skills Bluff +10, Craft (alchemy) +10, Fly +10,

Handle Animal +9, Intimidate +9, Knowledge

(arcana) +5, Knowledge (nature) +10, Profession

(gardener) +4, Profession (herbalist) +4, Spellcraft +13,

Use Magic Device +15

Languages Common, Polyglot, Sylvan

SQ bloodline arcana, massmorph, photosynthesis

Combat Gear *lesser metamagic rod* (lingering)*; Other Gear

dagger, *cloak of resistance* +1, *headband of alluring charisma* +2,
portable alchemist's lab*, spell component pouch

PC Gear +24,923 gp

* See the *Advanced Player's Guide*.

YRURE'TUGALA

The dire ape previously known as Tugala once served an Ekujae druid as a charmed slave. But when the pair came upon a ruined temple devoted to Angazhan, the demon lord of the jungle, a hateful intelligence magically awoke in Tugala's mind. He turned on his mistress, tearing her limb from limb as he realized she had held him as little more than a slave. Driven to sacrifice the elf on the long-disused altar of Angazhan, the newly awakened dire ape took the name Yrure'tugala—"Eater of Elves."

YRURE'TUGALA

CR 8
XP 4,800

Male awakened dire ape antipaladin 5 (*Pathfinder RPG Advanced Player's Guide* 118, *Pathfinder RPG Bestiary* 17)

CE Large magical beast (augmented animal)

Init +1; **Senses** low-light vision, scent; Perception +16

Aura cowardice (10 ft.)

DEFENSE

AC 27, touch 11, flat-footed 26 (+10 armor, +1 deflection, +1 Dex, +6 natural, -1 size)

hp 128 (11d10+66)

Fort +19, **Ref** +11, **Will** +13

Immune disease, fear

OFFENSE

Speed 30 ft. climb 30 ft.

Melee bite +18 (1d6+8), 2 claws +19 (1d4+8/19-20) or +1 *guisarme* +19/+14/+9 (2d6+13/x3)

Ranged spear +11 (2d6+8/x3)

Space 10 ft.; Reach 10 ft. (15 ft. with +1 *guisarme*)

Special Attacks channel negative energy (DC 16, 3d6), demon fever, rend (2 claws, 1d4+12), smite good (+4 attack and AC, +5 damage)

Paladin Spell-Like Abilities (CL 5th; concentration +9)

At will—*detect evil*

Paladin Spells Prepared (CL 2nd; concentration +6)

1st—*death knell* (DC 15), *protection from good*

STATISTICS

Str 26, **Dex** 12, **Con** 23, **Int** 16, **Wis** 16, **Cha** 18

Base Atk +11; **CMB** +20; **CMD** 31

Feats Cleave, Improved Critical (claw), Intimidating Prowess, Leadership, Power Attack, Weapon Focus (claw)

Skills Acrobatics +10, Climb +15, Craft (armor) +7, Craft (weapons) +7, Diplomacy +8, Disguise +10, Handle Animal +8, Intimidate +26 (+30 vs. Medium or smaller), Knowledge (nobility) +7, Knowledge (religion) +7, Perception +16, Profession (gladiator) +7, Profession (torturer) +7, Sense Motive +10, Stealth +6, Swim +7

Languages Abyssal, Common, Elven, Polyglot

SQ aura of evil, code of conduct, cruelty (shaken [DC 16], 5 rounds), fiendish boon (fiendish servant), touch of corruption (2d6, 6/day), unholy resilience

Combat Gear scroll of command; **Other Gear** +1 full plate,

+1 *guisarme*, ring of protection +1, unholy symbol of Angazhan, 615 gp

PC Gear +25,200 gp

SPECIAL ABILITIES

Disease (Ex) *Demon Fever*: Bite or claw—injury; save Fort DC 18; onset 1 day; frequency 1 day; effect 1d6 Con damage, target must make second save or 1 point is drain instead; cure 2 consecutive saves.



HELLBLOOD CORSAIRS

“Despite the tales of every privateer that sails western coast, these Hellblood Corsairs are not pirates. They seek something. What this could be, I dare not even speculate. They count in their number a barbaric spellcaster, a master of shadow and slaughter, and a zealous assassin of the Red Mantis, yet it was the waif who frightened me the most. Whereas the others looked the part of corsairs, she was slim and attractive. Until she spoke. Whereupon I realized she was the most horrifying of them all.”

—“PEG-LEG” DAVVEN KOVEKI, SOLE SURVIVOR OF THE SINKING OF THE SAPPHIRE QUEEN

For over a decade, the Hellblood Corsairs have savaged the western coast of Garund, leaving behind them a wake of destruction and madness. For the last few years, their exploits have centered upon the Shackles and the Sodden Lands. While they are most notorious for their brazen acts of piracy, the group’s motivation is far more complex and sinister than mere profit and power, for the fates of all four members are controlled by the occult whispers of the ancient supernatural entity that possesses Belia.

The band’s spiritual soul is Belia, a haunted oracle who murdered her fellow cult members along with a platoon of Rahadoumi soldiers before abandoning her homeland. Belia’s closest ally is Shavaran, a Red Mantis assassin originally contracted to slay her and with whom she later became romantically involved. The third member, Molatunde, is a hulking former headhunter from the untamed southern jungles who was drawn to Belia’s side through visions and now serves as her guardian. Lastly, Captain Casault, a former Gray Corsair forced into piracy, serves as the group’s public face.

The Hellblood Corsairs have a reputation for scouring the western coast, plundering ships almost at random, without regard for the lives of those aboard. Despite their pillaging, their primary goals lie elsewhere. The Hellbloods frequently disappear for months, hunting out lost isles and ancient ruins in pursuit of mysteries concerning the dark entities that have shaped their lives. Still, none can deny the brutal and merciless violence that follows whenever they resurface. They fearlessly target warships as well as merchants. Yet above all else, the Hellblood Corsairs target Pathfinders, for they consider these knowledge-seekers prey to be hunted, slain, and stripped of their precious artifacts and chronicles.



IN TOWN

The Hellblood Corsairs typically acquire their supplies through plunder, and rarely pull into civilized ports. Fearing little in the lawless ports of the western coast, the Corsairs don’t discourage local myths surrounding their appearance. The only social dealings they have with outsiders occur when they issue demands. The focus of the group remains entirely upon fulfilling their own missions. These may include seeking out and conversing with sages or madmen, exhuming bodies, pillaging archives, or seizing obscure artifacts.

ADVENTURING

In addition to plundering and piracy, the Hellblood Corsairs specialize in the exploration of the lost civilization of Ghol-Gan. They explore lost civilizations and have ventured into both the Temple of Xanthuun and the sunken ruins beneath Golden Phoenix Aviary. While they aren’t mercenaries, they occasionally sell their services to the right employer. Their willingness to bargain with others hinges on the exchange of occult knowledge or lost artifacts. Those who attempt to cross them risk relentless vengeance.

IN COMBAT

The Hellbloods rely on their appearances to mislead opponents. When initiating combat, the group pairs off, Molatunde working with Ozrin and Shavaran covering Belia so she can unleash her more powerful spells. Molatunde’s favorite tactic is to cast *magic jar* on opponents and drive them toward Ozrin’s life-drinking blade. Shavaran works with Ozrin to set up flanking opportunities when possible, and all three work to protect their oracle. Of course, when the Corsairs really think something might be a true test of their skills, Belia uses *astral projection* to help minimize the repercussions of a possibly catastrophic plan.

HAUNTED ONES

Haunted ones are mortals who share their bodies with strange intelligences of supernatural origin. While technically undead, these disembodied intellects exist only as thought—they cannot directly interact with the world until they find a host willing to share both body and mind.

In essence, a haunted one is two creatures—a living host (almost always a humanoid with at least a modicum of intelligence) and its rider (the unbodied entity). The term “haunted one” specifically refers to the host as influenced by its rider.

While all riders possess their own intelligence and have unique goals and motivations, they are similar enough to present them as related entities. Riders attempt to influence their hosts by disseminating cryptic ideas and motivations among the host’s own thoughts and memories. A rider’s methods of influencing its host are subtle yet effective, though ultimately it has no ability to override the host creature. It cannot take control of the host’s body, and throughout the “possession” the host retains its free will. Instead, the rider can strong-arm its host, much like when casting *geas/quest*—a host who fails to act upon the rider’s “requests” suffers increasingly adverse physical and mental ailments. These effects can, at their most potent, cause the host permanent damage or even death. Typically, the rider departs after its host perishes, though it is unclear whether the adverse effects are produced to attempt to further sway the host, or as a result of the rider choosing to depart because the host continually disregards its suggestions.

Still, being a haunted one is not without some benefits. Haunted ones possess the uncanny ability to recall fantastic amounts of knowledge in areas of study previously unknown to them, often including information beyond the scope of the greatest scholars. Typically, this knowledge concerns something ancient and occult, forbidden things that most would find horrifying and maddening, which the host feels compelled to seek out and explore. Similarly, riders inherently sense the presence of others like themselves, and often use the host to track their rivals down. While these urges are not inherently beneficial, hosts who appease them begin to develop stronger connections with their riders. As a result, the rider becomes more efficient at transferring greater amounts of lost knowledge to the host.

The circumstances by which a creature can be exposed to an unbodied entity capable of transforming it into a haunted one are numerous, but if the targeted creature wishes to resist the attempt by the rider to invade its mind, the host-to-be can attempt a DC 15 Will save. If the save is successful, the unbodied entity fails to possess the host, and may not try again for 24 hours.

Creating a Haunted One

“Haunted one” is an acquired template that can be added to any corporeal creature of average intellect or better (Intelligence 10 or higher). Typically, the base creature is a humanoid—although other creatures are not unheard of.

Challenge Rating: As base creature +1.

Alignment: All riders have an alignment—most are chaotic, evil, or both. When a host becomes a haunted one, its alignment changes to match the rider’s. Typically, when a host attempts an act out of keeping with this alignment, the rider punishes the host (see “Weaknesses” below).

Weaknesses: A haunted one gains the following weakness.

Haunted (Ex): If at any point a haunted one’s rider spirit feels the haunted one needs “persuasion” to follow its demands, the spirit can inflict 1d6 points of Constitution damage upon the haunted one as a free action, up to once per round. The haunted one can resist this Constitution damage by making a DC 20 Fortitude save—with a successful save, the spirit cannot attempt to harm the haunted one in this manner again for 24 hours.

Special Abilities: A haunted one gains the following four special abilities.

True Lore (Su): Once per day, a haunted one can gain a +20 insight bonus on any Knowledge skill check that it makes, provided that the haunted one possesses at least one skill rank in that Knowledge skill. Every 5 HD possessed by the haunted one grants an additional daily use of this ability.

Vision (Sp): Once a day, a haunted one can use *vision* as a spell-like ability (Caster Level equals the haunted one’s HD). Every 5 HD possessed by the haunted one grants an additional daily use of this ability.

Skills: Knowledge skills are always class skills for a haunted one.

Abilities: Con +4, Int +2, Wis +2, Cha +2.

Languages: A haunted one gains a bonus language possessed by the rider—unless otherwise specified, this bonus language is Aklo. Additionally, haunted ones possess telepathy with other haunted ones, to a range of 100 feet.

Ex-Haunted Ones

At any time, as a free action, a rider may choose to vacate its host—doing so immediately causes 3d6 points of Constitution and Intelligence drain to the host (DC 20 Fort halves). Once a haunted one’s rider departs, the base creature can never again be the host of a rider, and can thus never again become a haunted one.

An *atonement* spell cast on a haunted one by a spellcaster of the same alignment that the host had before becoming a haunted one allows the host a new DC 15 Will save to expel the rider, if the haunted one so wishes. In this case, the host loses the template as if the rider had departed the host voluntarily, but does not suffer the ability drain effect.

BELIA OF ZADOTH

The Sisters of Zadoth were never much more than a minor cult hidden in the southern mountains of Rahadoum until Belia was born. Belia was the product of a virgin birth that caused her mother's death, so the cult knew she was special from the start. As she grew, a strange voice in her head claiming to be none other than Zadoth, the cult's mysterious patron, guided Belia into the role of a powerful oracle.

As the years passed, Belia demanded greater and grislier sacrifices for Zadoth, forcing her cult to seek farther afield for victims. Eventually, the authorities tracked the cult down and launched an attack on the shrine. Enraged, Belia slaughtered soldiers and cultists alike, then abandoned her blood-soaked home forever. Since that day, Belia has followed Zadoth's whispers exclusively, even though she knows little of what Zadoth might actually be.

BELIA OF ZADOTH

CR 18

XP 153,600

Female human haunted one oracle 18 (*Pathfinder RPG Advanced*

Player's Guide 42)

NE Medium humanoid

Init +4; **Senses** Perception +20



DEFENSE

AC 30, touch 18, flat-footed 25 (+10 armor, +3 deflection, +4 Dex, +1 dodge, +2 natural)

hp 192 (18d8+108)

Fort +15, **Ref** +15, **Will** +18

DR 5/bludgeoning

Weaknesses haunted

OFFENSE

Speed 30 ft.

Melee +4 *human bane dagger* +21/+16/+11 (1d4+3/17–20)

Spell-Like Abilities (CL 18th; concentration +24)

4/day—*vision*

Oracle Spells Known (CL 18th; concentration +24)

9th (3/day)—*astral projection*, *wail of the banshee* (DC 25)

8th (5/day)—*earthquake* (DC 24), *horrid wilting* (DC 24), *mass cure critical wounds*, *mass inflict critical wounds* (DC 24)

7th (6/day)—*blasphemy* (DC 23), *control undead*, *destruction* (DC 23), *mass inflict serious wounds* (DC 23) *repulsion* (DC 23)

6th (7/day)—*blade barrier* (DC 22), *circle of death* (DC 22), *geas/quest* (DC 22), *heal*, *mass inflict moderate wounds* (DC 22)

5th (7/day)—*breath of life*, *insect plague*, *mass inflict light wounds* (DC 21), *raise dead*, *slay living* (DC 21), *true seeing*

4th (7/day)—*air walk*, *fear* (DC 20), *greater magic weapon*, *inflict critical wounds* (DC 20), *poison* (DC 20), *sending*

3rd (7/day)—*animate dead*, *bestow curse* (DC 19), *dispel magic*, *inflict serious wounds* (DC 19), *prayer*, *water walk*

2nd (8/day)—*death knell* (DC 18), *false life*, *hold person* (DC 18), *inflict moderate wounds* (DC 18), *silence* (DC 18), *undetectable alignment*, *zone of truth* (DC 18)

1st (8/day)—*cause fear* (DC 17), *command* (DC 17), *cure light wounds*, *doom* (DC 17), *inflict light wounds* (DC 17), *obscuring mist*, *sanctuary* (DC 17)

o (at will)—*bleed* (DC 16), *detect magic*, *detect poison*, *guidance*, *purify food and drink*, *read magic*, *resistance*, *stabilize*, *virtue*

Mystery bones

STATISTICS

Str 8, **Dex** 18, **Con** 18, **Int** 12, **Wis** 14, **Cha** 22

Base Atk +13; **CMB** +12; **CMD** 30

Feats Bleeding Critical, Critical Focus, Dodge, Great

Fortitude, Improved Critical (dagger), Iron Will, Lightning Reflexes, Quicken Spell, Toughness, Weapon Finesse

Skills Intimidate +27, Knowledge (history) +22, Knowledge (religion) +22, Perception +20, Sense Motive +23, Spellcraft +22

Languages Abyssal, Aklo, Common, Polyglot; *tongues*, telepathy with haunted ones 100 ft.

SQ oracle's curse (tongues), revelations (armor of bones, death's touch, soul siphon, spirit walk, voice of the grave), true lore 4/day

Gear +1 *human bane dagger*, *amulet of natural armor* +2, *belt of incredible dexterity* +4, *cloak of resistance* +3, *true seeing ointment* (3 doses), *ring of force shield*, *ring of protection* +3, 2 *jacinths* (1,000 gp each), 80 *onyx* (2,000 gp in all), spell component pouch, ritual knives, 184 pp

PC Gear + 434,000 gp

MOLATUNDE NAVOON

Molatunde hails from a stretch of wild jungle along the Sargavan border. A highly skilled headhunter, Molatunde sought out the oracle Belia after he received a potent vision in which the severed head of a great ape spoke to him the oracle's name. Since joining her side, Molatunde feels complete for the first time, as if he has finally found his true destiny. Molatunde serves Belia as a bodyguard, although he generally doesn't enter his barbarian rage at once, preferring to use his spells to protect her in the first few rounds of combat.

MOLATUNDE NAVOON

CR 16
XP 76,800

Male human barbarian 5/sorcerer 12

CE Medium humanoid

Init +2; **Senses** Perception +8

DEFENSE
AC 20, touch 10, flat-footed 18 (+8 armor, +2 Dex, +2 natural, -2 rage)

hp 154 (17 HD; 5d12+12d6+74)

Fort +11, **Ref** +7, **Will** +11; fated (+3 on all saves when surprised)

Defensive Abilities improved uncanny dodge, trap sense +1

OFFENSE
Speed 40 ft.

Melee +3 shortspear +20/+15/+10 (1d6+8), +2 spiked gauntlet +19 (1d4+4)

Special Attacks it was meant to be 1/day, rage (13 rounds/day), rage powers (moment of clarity, quick reflexes)

Bloodline Spell-Like Abilities (CL 12th; concentration +15) 6/day—touch of destiny

Sorcerer Spells Known (CL 12th; concentration +15)

 6th (3)—*disintegrate* (DC 19)

 5th (5)—*break enchantment*, *magic jar* (DC 18), *shadow evocation* (DC 18)

 4th (6)—*confusion* (DC 17), *freedom of movement*, *phantasmal killer* (DC 17), *solid fog*

 3rd (7)—*blink*, *fireball* (DC 16), *fly*, *protection from energy*, *vampiric touch* (DC 16)

 2nd (7)—*blur*, *ghoul touch* (DC 15), *gust of wind*, *mirror image*, *shatter* (DC 15), *spider climb*

 1st (7)—*alarm*, *burning hands* (DC 14), *chill touch* (DC 14), *enlarge person* (DC 14), *mage armor*, *shocking grasp* (DC 14)

 o (at will)—*bleed* (DC 13), *detect magic*, *detect poison*, *ghost sound*, *mage hand*, *mending*, *read magic*, *resistance*, *touch of fatigue*
Bloodline destined

STATISTICS
Str 20, **Dex** 15, **Con** 16, **Int** 8, **Wis** 10, **Cha** 17

Base Atk +11; **CMB** +16; **CMD** 26

Feats Arcane Armor Mastery, Arcane Armor Training, Arcane Strike, Blind-Fight, Combat Casting, Eschew Materials, Quick Draw, Toughness, Two-Weapon Fighting, Weapon

Focus (shortspear), Weapon Focus (spiked gauntlet)

Skills Acrobatics +8, Bluff +11, Climb +11, Craft (alchemy) +7, Intimidate +11, Knowledge (arcana) +19, Knowledge (history) +6, Knowledge (nature) +7, Perception +8, Spellcraft +12

SQ bloodline arcana, fast movement

Combat Gear *potions of cure serious wounds* (2), *scroll of teleport*, *wand of detect secret doors* (50 charges), *wand of protection from arrows* (50 charges); **Other Gear** +4 hide armor, +2 spiked gauntlet, +2 shortspear, mask of the skull, 3,093 gp

PC Gear +335,000 gp


OZRIN CASAULT

Ozrin was an Eagle Knight and promising member of the Gray Corsairs until circumstance forced him to abandon the organization after a bloody altercation with a superior. With a price upon his head, he dodged the wrath of his order by taking a position aboard the *Hellblood*, a pirate ship under the command of the notorious captain, Ironhand Jessan. Ozrin served on the *Hellblood* for years until the crew mutinied against Captain Jessan. Ozrin found himself with the opportunity to seize power, and he made his move—he's been the captain of the *Hellblood* ever since.

Ozrin was the last to join Belia's group—she'd already recruited Molatunde and Shavarán, and was looking for someone who could serve as a public

“face” for her plans. Ozrin had not only the diplomatic skills she was looking for, but command of a ship as well. Since many of Belia's plans involved exploring various Ghol-Gan ruins in the Shackles, having a mobile base of operations like the *Hellblood* made perfect sense.

Of course, Captain Casault was given little choice about joining Belia's group—she keeps a *geas/quest* spell cast on him at all times to ensure his cooperation. Ozrin enjoys the money he's made serving the Corsairs, but longs to someday be free of Belia's control.



CAPTAIN OZRIN CASAULT

CR 17

XP 102,400

Male human fighter 18 (free hand fighter; *Pathfinder RPG Advanced Player's Guide* 105)

NE Medium humanoid

Init +5; Senses Perception -1

DEFENSE

AC 30, touch 23, flat-footed 19 (+7 armor, +2 deflection, +5 Dex, +6 dodge)

hp 211 (18d10+108)

Fort +18, Ref +13, Will +9

Weakness under a *geas* to serve Belia

OFFENSE

Speed 35 ft.

Melee *scimitar of life stealing* +26/+21/+16/+11 (1d6+10/15-20)

Ranged +1 *composite longbow* +26/+21/+16/+11 (1d8+7/x3 plus 1d6 fire)

Special Attacks *deceptive strike** +5, *interference**, *timely tip**, *weapon training* (heavy blades +1)

STATISTICS

Str 14, Dex 20, Con 16, Int 10, Wis 8, Cha 12

Base Atk +18; **CMB** +20 (+25 disarm); **CMD** 43 (48 vs. disarm)

Feats *Bleeding Critical*, *Combat Reflexes*, *Critical Focus*, *Dodge*, *Fleet*, *Greater Weapon Focus* (composite longbow, scimitar), *Greater Weapon Specialization* (composite longbow, scimitar), *Improved Critical* (scimitar), *Improved Iron Will*, *Iron Will*, *Power Attack*, *Skill Focus* (Diplomacy), *Toughness*, *Weapon Finesse*, *Weapon Focus* (composite longbow, scimitar), *Weapon Specialization* (composite longbow, scimitar)

Skills *Acrobatics* +23, *Diplomacy* +25, *Profession* (sailor) +20, *Sense Motive* +17

Languages Common

SQ *elusive**, *singleton**

Gear +4 *studded leather*, +1 *composite longbow* with 20 arrows, *scimitar of life stealing* (as *sword of life stealing*, but a scimitar rather than a longsword), *belt of mighty constitution* +4, *cloak of resistance* +2, *pearl of the sirines*, *ring of protection* +2, *deep red sphere ioun stone*, 410 gp

PC Gear +434,000 gp

* See the *Advanced Player's Guide*.

SHAVARAN

After Belia slaughtered an entire platoon of Rahadoumi soldiers, a vengeful and desperate commander turned to the Red Mantis for aid. He secretly hired an assassin to track down and murder her, but when that assassin, an eccentric but deadly man named Shavarán, finally tracked the oracle down, he was smitten. The two became lovers, and by returning to his employer to murder him rather than the woman he had been hired to slay, Shavarán became a pariah among the Red Mantis. Content to serve at his lover's side, he has to date survived every attempt by the Red Mantis to assassinate him for abandoning the order. Although his fall from the order prevents him from progressing further as a Red Mantis assassin, those skills he had already learned have been quite helpful to the Hellblood Corsairs.

SHAVARAN

CR 17

XP 102,400

Male human rogue 13/Red Mantis Assassin 5 (*Pathfinder Campaign Setting: The Inner Sea World Guide* 282)

NE Medium humanoid

Init +5; Senses Perception +24

DEFENSE

AC 25, touch 19, flat-footed 19 (+5 armor, +3 deflection, +5 Dex, +1 dodge, +1 shield)

hp 185 (18d8+103)

Fort +10, Ref +16, Will +5

Defensive Abilities improved evasion, improved uncanny dodge, red shroud* 4 rounds/day, trap sense +4

OFFENSE

Speed 30 ft.

Melee +1 *elf bane sawtooth sabre** +18/+13/+8 (1d8+3/17–20),
+1 *human bane sawtooth sabre** +18/+13/+8 (1d8+3/17–20)

Special Attacks prayer attack* (DC 19), sneak attack +9d6

Spell-Like Abilities (CL 5th; concentration +7)

1/day—*summon mantis**

Red Mantis Spells Known (CL 5th; concentration +6)

2nd (3)—*bull's strength*, *invisibility*, *summon swarm*1st (5)—*enlarge person*, *expeditious retreat*, *feather fall*,
obscuring mist

STATISTICS

Str 10, Dex 20, Con 18, Int 12, Wis 8, Cha 14

Base Atk +12; CMB +12; CMD 31

Feats Alertness, Arcane Strike, Combat Reflexes, Dodge, Exotic Weapon Proficiency (sawtooth sabre), Greater Weapon Focus (sawtooth sabre), Improved Critical (sawtooth sabre), Improved Two-Weapon Fighting, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (sawtooth sabre), Weapon Specialization (sawtooth sabre)

Skills Acrobatics +26, Bluff +23, Climb +21, Intimidate +23, Knowledge (local) +22, Knowledge (religion) +12, Perception +24,

Sense Motive +24, Stealth +26, Use Magic Device +23

Languages Common, Polyglot

SQ resurrection sense*, rogue talents (bleeding attack +9, combat trick, finesse rogue, improved evasion, opportunist, surprise attack), trapfinding +6

Gear +1 *elf bane sawtooth sabre*, +1 *human bane sawtooth sabre*, *belt of physical might* (Dex and Con) +2, *bracers of armor* +5, *mask of the mantis**, *ring of protection* +3, spell component pouch, 330 gp

PC Gear + 434,000 gp

* See the *Inner Sea World Guide*.

KODAR KNEECAPPERS

“What we do isn’t murder. It’s gardening. Varisia is overgrown, and we are pruning a vile crop, a ‘forest of foul flesh’ (like that? I came up with it myself!) that would happily make every one of us their slave, or their dinner. Our lives are worth nothing; our families, nothing; our hopes and dreams, nothing. We are cattle to them, so they are gonna be weeds to us. Big weeds, but weeds all the same.”

—KLAAS FJORTOFT, FOUNDER OF THE KODAR KNEECAPPERS

The Kodar Kneecappers were founded a generation ago by Klaas Fjortoft, a doughty dwarf from the Lands of the Linnorm Kings, and Shaleera Priymak of Janderhoff. Their renown as giant-killers extraordinaire quickly spread from Kalsgard to Korvosa and all points in between. After eventually settling in the town of Harse, they were lured out of retirement with the goal of finally sacking the legendary giant’s graveyard known as Chorak’s Tomb. They gathered new allies, ventured forth... and while the two were never seen again, they must have had some sort of impact on the giants, for not 2 months after they vanished, a group of giants came to Harse and destroyed the dwarves’ home and most of their family before they were themselves driven off. The only survivor of the attack on the Fjortoft hold was their daughter, Thortona.

Since that tragic event, Thortona has worked to gather a new team of Kneecappers to carry on her parents’ tradition and to avenge the deaths of every man, woman, and child slain by giants. Although the Kneecappers are based out of Harse, they spend very little time at home. With a combination of clever tactics, courage, and sheer determination, they have brought down ogrekin, ogres, and even an ettin—but the group has yet to confront a true giant.

Regardless, the Kneecappers are folk heroes to many, ever ready to defend the common folk. Korvosan officials are less impressed with the eager band, however, for they often launch ill-conceived attacks on outlying groups of giants, resulting in reprisal strikes that force local militias to risk life and limb defending distant villages. City officials have begun painting the Kneecappers as dangerous rabble-rousers, an affront that is increasingly vexing and frustrating to the reactionary Kneecappers, who want only to be left alone to hunt and kill giants.

IN TOWN

The Kneecappers have a mixed reputation, as they have proven their mettle against the enemy on more than one occasion. Still, they are seen as headstrong, impetuous, and even foolhardy, eager to arouse the wrath of giant tribes better left alone. They take grave risks in challenging foes of great strength, but what worries those around them is the possibility that their exploits will arouse a menace too great for them to handle. Individually, the Kneecappers are pleasant, rollicking, even boisterous, but as a group, they bring trouble in their wake.



ADVENTURING

The Kneecappers are found wherever giants are rumored to dwell. They happily hire on to jobs involving crushing giants of all sorts, and often compete against other adventurers in the area with parallel goals. They might follow a rival party of giant-killers and use them to draw out giants before swooping in to finish off the targets and steal the glory. Although good-aligned, their reckless ways and seeming inability to comply with an increasing number of laws meant to protect rural folk may well see the Kneecappers come into conflict with the PCs—particularly parties composed of lawful members who work for Korvosan interests.

IN COMBAT

The Kneecappers prefer to attack from ambush when possible; if taken unawares, they use magic to cover their withdrawal so they can regroup. Marnay uses her magic to paralyze or lure enemies toward her, while Matrena lays down a relentless hail of arrows. Thortona charges into melee with her trained war dogs to flank. The group’s favorite giant-killing tactic uses *create pit* spells (often combined with a *silent image* to hide the pit) to immobilize a giant, allowing the Kneecappers to use ranged attacks on the victim without fear of melee reprisals.

KNEECAPPER TRAINING

Some dwarves train from a young age in the best tactics to fight against giants. As a result, all of the dwarves in the Kneecappers have the following variant racial traits (variant racial traits were first detailed in the *Pathfinder RPG Advanced Player's Guide*).

Giant Hunter: Kneecapper dwarves gain a +1 bonus on attack rolls against humanoids with the giant subtype. Furthermore, they gain a +2 bonus on Survival checks to find and follow tracks made by humanoids with the giant subtype. This racial trait replaces the hatred racial trait.

Rock Stepper: Kneecapper dwarves can skillfully negotiate rocky terrain. They can ignore difficult terrain created by rubble, broken ground, or steep stairs when they take a 5-foot step. This racial trait replaces stonecunning.

THE BIGGER THEY ARE...

Two of the new feats presented here are teamwork feats. Teamwork feats were first introduced in the *Advanced Player's Guide*—in most cases, these feats require an ally who also possesses the feat in order to work. While none of the Kneecappers are currently skilled enough to utilize the Topple Foe feat, the techniques for this feat and the others presented here are detailed in Klaas's journal—and the Kneecappers might agree to share this knowledge with allies who impress them. Certainly, given time and experience, several of the Kneecappers themselves will master this feat.

Circling Offense (Combat, Teamwork)

You are skilled at approaching large foes with an ally in a way that makes it difficult for your foes to find an advantage against you or your ally.

Prerequisites: Dodge, Mobility, base attack bonus +3.

Benefit: You receive a +1 dodge bonus to your Armor Class against attacks of opportunity provoked by moving through a creature's reach, provided the creature is of a larger size category than you and provided at least one other ally with Circling Offense is within the creature's reach. If a creature that you're receiving this dodge bonus against attacks you and misses with the attack, it provokes attacks of opportunity from any of your allies who possess Circling Offense.

Footslasher (Combat)

You are trained to strike at a large foe's feet to impede its movement and cause great pain.

Benefit: If you damage a foe that is of a larger size category than you with a weapon that does piercing or slashing damage, you can attempt to damage the creature's feet in a way that impedes its movement. Attacking a foe in this way is a standard action—you cannot use Footslasher as part of a full-attack action. When you use Footslasher, you take a –2 penalty on your attack roll, but if you hit and

deal at least 1 point of damage to the target, it is affected as if by caltrops—its speed is reduced by half. This penalty lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check or receives at least 1 point of magical healing. Footslasher does not stack with itself—once a foe has been wounded by this attack, its speed cannot be further reduced by additional attacks (or by damage from caltrops).

Topple Foe (Combat, Teamwork)

You and your allies can work together to trip larger foes.

Prerequisites: Combat Expertise, Improved Trip.

Benefit: If you attempt to trip a foe that is larger than you, you gain a +1 bonus on your CMD check to trip the foe as long as an ally with Topple Foe is flanking the foe with you. If multiple allies with Topple Foe are flanking the foe with you, you gain an additional +2 bonus on your CMD check for each additional ally that's flanking the target. The bonuses granted by this feat stack with those granted by Improved Trip and Greater Trip.

Each time you attempt to trip the same foe in consecutive rounds, the bonus granted to your trip attempt increases by +1 per ally, to a maximum bonus of +4 per flanking ally on the 4th round of consecutive trip attempts.

...THE HARDER THEY FALL

Shaleera Priymak was a cleric of Torag, and before she vanished into Chorak's Tomb, she researched several spells specifically designed to aid in the fight against giantkind—or any particularly large foes, for that matter. While many of these spells were of a higher level, and thus cannot be cast yet by the new group of Kneecappers, one in particular, *staggering fall*, is low-level enough to have become a favorite of the group.

STAGGERING FALL

School transmutation; **Level** cleric 2, sorcerer/wizard 2, witch 2

Casting Time 1 immediate action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one falling creature

Duration 1 round/level (see below)

Saving Throw Fort. partial (see below); **Spell Resistance** yes

This spell must be cast on a creature as it falls, either from a height or after being knocked prone or tripped. The magic of this spell causes the creature to hit the ground particularly hard, knocking the wind from it. The creature takes an additional 1d6 points of damage from the fall. In addition, the creature becomes staggered for the duration of the spell unless it makes a Will save. Each round the spell's effects persist, the creature may attempt a new Will save as a free action to end the staggered effect early. A creature under the effects of this spell must take a standard action to stand up.

MARNAY ZYRVANA

Marnay Zyrvana did not grow up expecting a life of adventure. Her father was a drunk and a gambler who would disappear for long periods throughout her childhood, while her mother was a singer and a charlatan harrow reader. She grew up amid the dregs of society in Korvosa, learning to read people as she read cards.

Marnay's life changed when her mother's sister, Niona Goldthorpe, came to visit from the city of Harse. Where her mother seemed careworn and tired, Niona was vibrant and energetic. Her mother's warnings that Niona led a dangerous life only made Marnay more determined to follow. It was not long after that Marnay ran away. She sought out her aunt, but upon arriving at Harse found the village recovering from a violent attack by giants. Niona had been one of the heroes who helped drive off the giants, but in doing so she had been killed by a parting hurled rock from a wounded hill giant.



Devastated by her aunt's death and horrified by the damage the giants inflicted on the village, Marnay did much to help Harse recover from the attack. When her cousin, Niona's daughter Matrena, told Marnay that another dwarf orphaned by the attack was reviving her family's traditional role as giant hunters, Marnay knew she'd found her calling at last. She joined the Kneecappers soon thereafter, and hasn't regretted a day of it.

MARNAY ZYRVANA

CR 2

XP 600

Female dwarf cleric of Desna 3

CG Medium humanoid

Init +1; **Senses** Perception +5

DEFENSE

AC 19, touch 11, flat-footed 18 (+7 armor, +1 Dex, +1 shield)
(+4 dodge vs. giants)

hp 23 (3d8+6)

Fort +5, **Ref** +2, **Will** +6; +2 against poison, spells, and spell-like abilities

OFFENSE

Speed 30 ft.

Melee starknife +1 (1d4-1/x3)

Ranged mwk light crossbow +4 (1d8/19-20) or
starknife +3 (1d4-1/x3)

Special Attacks channel positive energy 4/day (DC 12, 2d6),
+1 on attack rolls against giants

Domain Spell-Like Abilities (CL 3rd; concentration +6)
6/day—agile feet, bit of luck

Cleric Spells Prepared (CL 3rd; concentration +6)

2nd—*aid*^D, *hold person* (DC 15), *staggering fall* (DC 15)

1st—*command* (DC 14), *doom* (DC 14), *sanctuary* (DC 14),
true strike^D

o (at will)—*detect magic*, *guidance*, *resistance*, *stabilize*

D Domain spell; **Domains** Luck, Travel

STATISTICS

Str 8, **Dex** 13, **Con** 14, **Int** 10, **Wis** 16, **Cha** 13

Base Atk +2; **CMB** +1; **CMD** 12 (16 vs. bull rush, 16 vs. trip)

Feats Combat Casting, Footslasher

Skills Diplomacy +5, Heal +7, Knowledge (history) +4 (+6 dwarves
or their enemies), Knowledge (religion) +4, Perception +5
(+7 unusual stonework), Profession (gambler) +7, Sense
Motive +7, Spellcraft +4

Languages Common, Dwarven

SQ aura, giant hunter (replaces hatred), lorekeeper*

Combat Gear *scrolls of longstrider* (2), *scrolls of magic
weapon* (2), *scrolls of obscuring mist* (2), *wand of cure light
wounds* (50 charges), tanglefoot bag; **Other Gear** banded
mail, buckler, masterwork light crossbow with 20 bolts,
starknife, healer's kit, spell component pouch, silver holy
symbol of Desna, 19 gp

PC Gear +1,350 gp

* See the *Advanced Player's Guide*.

MATRENA GOLDTHORPE

Matrena Goldthorpe grew up in Harse, the child of Virany “Two-Fingers” Goldthorpe and his wife, Niona. Although her mother was a priest of Desna, and although Matrena herself would likely have made an excellent cleric, she took after her father Virany’s ways. One of Harse’s best archers, Virany boasted an accuracy with the bow that wasn’t compromised in the slightest by his two-fingered shooting hand (the result of a close encounter with a bear trap as a child).

Matrena idolized her father, and did her best to follow in his footsteps. She proved an apt pupil, but when the giants came to Harse, her father locked her in the cellar, knowing she’d try to help protect the town. She still hasn’t forgiven him for this overprotective act, for she feels that had she been at his side, her parents would still be alive.

When she learned that her childhood companion Thortona (already an orphan) had lost her brothers and sisters as well as her home in the fight, Matrena reached out to her forlorn friend. Together, they swore a pact of vengeance against all giants, vowing to resurrect the Kneecappers and to purge Varisia of the giant menace wherever and whenever they could.

The pair despaired of finding faithful allies until their call for heroes was answered by Matrena’s own younger cousin and an ambitious cyphermage. Although they now have a full group, Matrena worries a bit about Marnay’s naiveté and her willingness to simply trust to luck, but Marnay has shown more guile than expected on many occasions, a helpful compensation for Matrena’s own indifferent social graces. Matrena has no illusions about Phethean’s loyalty, but as long as their interests coincide and they are able to help others while exacting vengeance upon all of giantkind, she is grateful for his contributions.

MATRENA GOLDTHORPE

CR 4

XP 1,200

Female dwarf ranger 2/rogue (sniper) 3 (*Pathfinder RPG*)

Advanced Player’s Guide 134

CG Medium humanoid

Init +3; **Senses** Perception +10

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 shield)

(+4 dodge vs. giants)

hp 40 (2d10+3d8+13)

Fort +6, **Ref** +9, **Will** +3; +2 vs. poison, spells, and spell-like abilities; +2 vs. falling and falling objects

Defensive Abilities deadly range (40 feet), evasion

OFFENSE

Speed 20 ft.

Melee mwk longsword +7 (1d8+2/19–20), dagger +6 (1d4+3/19–20)

Ranged composite longbow +7 (1d8+2/x3)

Special Attacks favored enemy (giants +2), sneak attack +2d6,

+1 on attack rolls against humanoids with the giant subtype

STATISTICS

Str 14, **Dex** 16, **Con** 15, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +4; **CMB** +6; **CMD** 19 (21 vs. overrun, 21 vs. trip)

Feats Circling Offense, Dodge, Footslasher, Mobility, Point-Blank Shot

Skills Acrobatics +10 (+6 jump), Appraise +5 (+7 nonmagical metals or gemstones), Climb +10, Disable Device +10, Knowledge (geography) +5, Knowledge (local) +5, Knowledge (nature) +5, Linguistics +4, Perception +10 (+12 unusual stonework), Ride +6, Stealth +10, Survival +10

Languages Common, Dwarven, Giant

SQ accuracy*, giant hunter, rock stepper, rogue talents (combat trick), track +1, wild empathy +2

Combat Gear smoke pellets (2), tanglefoot bags (2); **Other Gear** masterwork chain shirt, masterwork buckler, dagger, composite longbow (+2) with 60 arrows, longsword, climber’s kit, light horse (combat trained) with military saddle, saddlebags, thieves’ tools

PC Gear +4,887 gp

* See the *Advanced Player’s Guide*.



PHETHEAN KLEXIUS

Phethean Klexius was born the son of successful brewers in the city of Riddleport, but he seemed more interested in the city's Thassilonian ruins than in learning how to make ale. Frustrated, his parents apprenticed him to the Cypherimages, hoping the wizards there could make better use of the boy's gifts.

Phethean proved a quick study, with a voracious appetite for runes and writings. Yet he had little patience for study, and after a particularly heated argument with a teacher ended in his expulsion from the Cypher Lodge, Phethean stole funds from his parents and purchased passage on a ship, hoping to find a better life far from home.



His travels eventually brought him to Harse, where he learned that the Kneecappers were looking to hire an arcanist. When he learned the group was focused on fighting giants, he approached them at once, for he knew well that Varisia's giants often dwelt in close proximity to the mysterious rune-carved ruins that so intrigued him.

Phethean has no investment in the Kneecappers' quest for vengeance. More important to him is the chance to discover giant lore, relics, and ruins. While his lack of interest in slaying giants annoys the others in the group, they value his magic too much to complain too loudly.

PHETHEAN KLEXIUS

CR 3

XP 800

Male human wizard (illusionist) 4

CG Medium humanoid

Init +1; **Senses** Perception +5

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 30 (4d6+12)

Fort +3, **Ref** +2, **Will** +5

OFFENSE

Speed 30 ft.

Melee dagger +1 (1d4–1/19–20)

Ranged light crossbow +3 (1d8/19–20)

Illusionist Spells Prepared (CL 4th; concentration +8)

2nd—*create pit** (DC 16), *hypnotic pattern* (DC 18),
invisibility, *staggering fall* (DC 16)

1st—*color spray* (DC 17), *grease* (DC 15), *mage armor*, *silent image* (DC 17),

o (at will)—*dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *read magic*

Opposition Schools Evocation, Necromancy

STATISTICS

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

Base Atk +2; **CMB** +1; **CMD** 12

Feats Cypher Magic**, Greater Spell Focus (illusion), Scribe Scroll, Spell Focus (illusion)

Skills Appraise +8, Craft (alchemy) +8, Intimidate +4, Knowledge (arcana) +13, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Knowledge (geography) +8, Knowledge (history) +8, Knowledge (local) +11, Knowledge (nature) +8, Knowledge (nobility) +8, Knowledge (planes) +8, Knowledge (religion) +8, Linguistics +8, Perception +5, Spellcraft +13

Languages Common, Draconic, Giant, Goblin, Orc, Sylvan
SQ arcane bond (amulet), extended illusions +2 rounds

Combat Gear *scrolls of hold person* (3), *scrolls of identify* (3),
wand of magic missile (CL 3rd, 25 charges); **Other Gear** light crossbow with 20 bolts, dagger, backpack, 10 ink pens, spell component pouch, spellbook, sunrods (2), 2 vials of ink, 9 gp

PC Gear +3,600 gp

* See the *Advanced Player's Guide*.

** See *The Inner Sea World Guide*.

THORTONA FJORTOFT

The eldest (and only surviving) daughter of the legendary giantslayers who comprised the original Kneecappers, Thortona showed an early affinity for the art of combat and a fiery temper that combined into an uncanny knack for breaking things.

Thortona enjoyed roughhousing with her brothers and sisters, but soon grew annoyed by their lack of interest in fighting. She resented it when her parents left her to care for her younger siblings while they went off on their fateful final adventure. She increasingly left her siblings in care of the maids while she explored the hills and valleys surrounding Harse. She was on one such trip when the giants came to Harse and destroyed her home, slaying everyone within. Everyone and everything that had once been hers was lost, with the exception of one of her father's journals—a book that contains much of the Kneecappers' fighting techniques and philosophies.

Taking that book as her talisman, Thortona dedicated her life to vengeance upon the giants who destroyed her family and her home. She can appreciate the bitter irony that giants have brought death to her family just as her family had long brought death to them, but that cold comfort only fuels her chill fires of vengeance.

THORTONA FJORTOFT

CR 4

XP 1,200

Female barbarian 1/fighter 3 (two-handed fighter)/ranger 1
(*Pathfinder RPG Advance Player's Guide* 108)

CG Medium humanoid

Init +1; Senses Perception +7

DEFENSE

AC 16, touch 10, flat-footed 15 (+6 armor, +1 Dex, +1 dodge, -2 rage) (+4 dodge vs. giants)

hp 59 (5 HD; 1d12+3d10+1d10+25)

Fort +12, Ref +4, Will +3; +2 vs. poison, spells, and spell-like abilities

OFFENSE

Speed 30 ft.

Melee +1 *bardiche** +11 (1d10+8/19–20), mwk spiked armor +11 (1d6+5)

Ranged spear +6 (1d8+5/x3), sling +6 (1d4+5)

Special Attacks favored enemy (giants +2), overhand chop*, rage (13 rounds/day), relentless*, shattering strike*, +1 on attack rolls against humanoids with the giant subtype

TACTICS

Base Statistics When not raging, the barbarian's statistics are

AC 18, touch 12, flat-footed 17; hp 49; Melee +1 *bardiche* +9 (1d10+5/19–20), mwk spiked armor +9 (1d6+3); Str 16, Con 16; CMB +8, CMD 20; Climb +3, Swim +3

STATISTICS

Str 20, Dex 13, Con 20, Int 10, Wis 10, Cha 10

Base Atk +5; CMB +10 (+12 overrun, +14 bull rush); CMD 20 (22 vs. bull rush)

Feats Circling Offense, Dodge, Extra Rage, Mobility, Power Attack

Skills Climb +5, Handle Animal +8, Intimidate +8, Linguistics +1, Perception +6 (+8 to notice unusual stonework), Ride +1, Stealth +1, Survival +4 (+6 to find tracks and follow tracks of humanoids with the giant subtype), Swim +5

Languages Common, Dwarven, Giant

SQ fast movement, giant hunter* (replaces hatred), track +1, wild empathy +1

Combat Gear *potion of cure light wounds*, tanglefoot bag; Other Gear masterwork chainmail with masterwork armor spikes, +1 *bardiche*, sling with 10 bullets, spear, riding dog with studded leather barding (2), mules with pack saddles (2), Klaas's journal

PC Gear +2,509 gp

* See the *Advanced Player's Guide*.



MARROW REAVERS

“There’s something fascinating about her—even though she’s just a mortal. Something I admire certainly. Perhaps that’s why I’m here. I’m not the only one who sees it in her. Others have flocked to her side like flies to a carcass—her sorcerer plaything and the half-elf are only the latest additions to her band. It will be interesting to see how long they last, or if they’ll consign themselves to her growing list of victims. She’s a thing of beauty to me: merciless and amazing and not all there as far as sanity goes; it’s in the blood, and there’s plenty of that to go around.”

—AZRIKALIS, ON THE VIRTUES OF THE GNOLL BARBARIAN NAJAK

The Marrow Reavers are a gathering desert storm. The group came to be when an unlikely pair—a gnoll named Najak and a quasit named Azrikalis—hired Lamya Nilawi, a jackalwere-blooded ranger, and then bought the Nexian sorcerer Narim Al-Rhad out of slavery. Known as both saviors and marauders, they cycle between mercenary work, gleefully butchering bands of Carrion Tribe gnolls simply because they can, and waylaying foreign merchant caravans. They vanish for months at a time, striking off to plunder Katapesh’s and Osirion’s lost ruins with a never-ending, never-satiated lust for treasure and magic.

Outside of their legitimate mercenary work, the Marrow Reavers’ adventures are recorded largely as unconfirmed rumors: they searched Suketh’ma for months, they twice delved under El-Fatar, and they work as agents of Rath Sandstalker. In one of the most disturbing rumors, they killed, cooked, and ate a pair of paladins in service to the Dawn Vigil of Solku. Twice each year, the Marrow Reavers venture below the hidden Temple of Lamashtu in the capital city of Katapesh to engage in a night of depraved rituals. The most-whispered tale claims they saved the life of Noor the Red Sultana at the Siege of Solku, though others say Noor was already dead when they found her, and that they brought her back to life, strangely altered by the ordeal. Noor and the Reavers alike vanished for 2 years afterward—a blank spot in both their histories. Others say the Marrow Reavers claimed the relic known as the Brazen Claw, something which has not endeared them to its former wielder. Najak confirms no rumors, but smiles and licks her lips at them nonetheless. But one story about the Marrow Reavers is absolutely confirmed—they have little love for other adventuring parties, particularly those who call themselves heroes. For to the Reavers, these victims are, by far, the most profitable to slay.



IN TOWN

The Reavers rarely visit civilization, given their monstrous nature. When forced to do so, they take care to follow the law and avoid negative attention. Najak has a standing price on her head from a brothel owner in Okeno for the deaths of two male slaves who spent an evening in her company.

Narim is hated by the clergy of Urgathoa. Lamya lacks any outstanding enemies, and has considerable friendly contacts in the Nightstalls of Katapesh. Azrikalis prefers to avoid encounters with civilized folk entirely, spending the majority of the group’s visits to cities invisible and in hiding.

ADVENTURING

The Marrow Reavers adopt civilization’s trappings so long as it benefits them, but shed such veneers when on their own out in the field. Najak’s personality is always in play, balancing between cold professionalism and brutal sadism. As such, they prefer to take jobs where they have unrestrained leeway in doing what is required, and employers that don’t care to ask questions in the aftermath. They’re most likely to cross paths with the PCs when they hear of the PCs’ exploits and decide to hunt them down as trophies.

IN COMBAT

As Azrikalis is unharmed by electricity, he frequently enters into melee range while invisible, allowing Narim to hurl *lightning bolts* into the fray without risk of harming the quasit. Once there, the quasit alternates between invisibility and sneak attacks to avoid provoking attacks of opportunity due to his size. Lamya tends to stay at a distance, attacking from range, while Najak hurls herself into the fray after the initial assault, preferring to slaughter her victims with her melee attacks. If possible, she times her attacks against her victims so that she can strike with her barbaric bite as the killing blow.

SIREN BY JACKALS

The ranger Lamy Nilawi hides a shameful secret about her heritage: her grandfather was a jackalwere—a foul combination of humanoid and jackal.

Jackal Heritage

A jackalwere crouches somewhere in your family tree.

Prerequisites: Humanoid, must be taken at 1st level.

Benefit: You gain a +2 racial bonus on saving throws against mind-affecting effects, and a +2 racial bonus on Perception checks.

BLOOD AND CURSES

The quasit Azrikalis carries three unusual items—one of which is, in fact, an intelligent cursed item.

CHOMPER (INTELLIGENT BAG OF DEVOURING)

Aura strong conjuration; **CL** 17th

Slot none; **Weight** 15 lbs.

STATISTICS

Alignment chaotic evil

Int 10, **Wis** 14, **Cha** 13, **Ego** 13 (17 against any non-demon)

Senses 30 ft., blindsense

Languages speech (Abyssal)

DESCRIPTION

Most *bags of devouring* appear as normal sacks, but *Chomper* is unlike most *bags of devouring*. Sporting rows of vicious teeth, a bad attitude, and a thirst to devour all things, this intelligent cursed item believes it is the favored maw and most important appendage of a creature it refers to as the Eater of All. *Chomper* hates all creatures except for demons, whom it considers kindred spirits of destruction.

Chomper has all of the magical abilities of a regular *bag of devouring* (*Pathfinder RPG Core Rulebook* 539), along with the following additional powers.

Bite: As a standard action, *Chomper's* possessor can swing the bag by its straps in an attempt to strike any target within a 5-foot radius. The possessor targets a single creature or unattended item with this attack. *Chomper* (not the wielder) makes a single bite attack against the creature or item targeted: bite +14 (1d10+5 and bleed 2). This action does not provoke attacks of opportunity, despite the quasit's Tiny size. Attacks made in this way are never modified by the wielder's abilities—Azrikalis cannot modify his attack roll with his Dexterity modifier, for example, nor can he use *Chomper* to make sneak attacks.

Hateful Curse: When a non-demon is in possession of *Chomper*, the bag's cursed aura imparts a –1 penalty on all of its wielder's attack rolls, saving throws, skill checks, and ability checks. If *Chomper* manages to seize control of a non-demon host through personality conflict, it directs its host to seek out victims to feed to it.

CONSTRUCTION

Requirements *bag of holding type III*

PENDANT OF THE BLOOD SCARAB

Aura faint divination; **CL** 3rd

Slot neck; **Price** 1,000 gp; **Weight** —

DESCRIPTION

A carved ruby in the shape of a scarab set in gold, this magic amulet grants its wearer insight on where to strike a creature so as to maximize pain and distress. This pendant must be worn against bare flesh in order to function. Once per day, as an immediate action, when the wearer of a *pendant of the blood scarab* threatens a critical hit with any attack, he may automatically confirm the critical hit. When the user activates this ability, the pendant's spiky little legs momentarily animate and clutch against the wearer's skin, dealing 1d6 points of damage as the amulet burrows and digs into the wearer's body in apparent delight at the devastating blow inflicted on the enemy.

CONSTRUCTION

Requirements Craft Wondrous Item, *true strike*; **Cost** 500 gp

SOULBOUND EYE

Aura strong necromancy; **CL** 16th

Slot headband; **Cost** 30,000 gp; **Weight** —

DESCRIPTION

Appearing at first like an expensive, masochistic adornment, this almond-sized star-ruby is set in a gold clasp, one side of which is festooned with several long spikes. A *soulbound eye* is not an item that most creatures would voluntarily wear—they are instead crafted by powerful creatures who wish to use another creature as a sort of remote-viewing slave. A *soulbound eye* must be attached to a willing or helpless creature by pressing the spike-covered surface to the creature's brow—the gem swiftly and painfully embeds itself in the victim's forehead, immediately activating to forge a shared link between the user and the victim.

Once implanted, the *soulbound eye* allows the user to observe the world around the victim through the victim's senses. It also allows for telepathic communication between the victim and the master. Neither of these features function across planar boundaries. While the *soulbound eye's* victim is not compelled to obey its master's telepathic commands, the master can use the *soulbound eye* as a conduit for *hold monster*, *modify memory*, *pain strike* (see page 234 of the *Advanced Player's Guide*), or *suggestion* spells cast by the master, treating the wearer as the target of the spell, no matter the distance between the master and victim. The victim is allowed any normal saves or spell resistance against spells cast through the *soulbound eye*.

An implanted *soulbound eye* functions like a cursed item once it is in place—it can only be removed if the curse is first lifted via an effect like *remove curse* or *break enchantment*. Once removed, a *soulbound eye* crumbles to fragments.

CONSTRUCTION

Requirements Craft Wondrous Item, *scrying*; **Cost** 15,000 gp

AZRIKALIS

Azrikalis claims to be unbound to any mortal spellcaster and free to roam Golarion as he chooses, yet the *soulbound eye* he wears on his brow suggests otherwise. The quasit once served as a familiar to the Osirian necromancer Khasekhem, formed from a splinter of that wizard's own soul. The archmage died over 2 centuries ago, executed by the last Kelishite sultan of Osirion, and Azrikalis was stranded on the Material Plane as a result.

Because of his long association with Najak and the strangely undemonic loyalty the quasit displays to her and (to a lesser extent) her followers, many suspect that Azrikalis is bound to the gnoll in some manner. In truth, it is Najak's mother, a powerful witch named Alashra, who secretly controls and manipulates the quasit's actions through the *soulbound eye* she implanted on the demon's brow. She used a *modify memory* spell (cast via a scroll and her Use Magic Device skill) to adjust Azrikalis's memories of the implantation—the quasit honestly believes the gem to have been placed upon his brow by the imaginary demon he calls the "Eater of All."

Looking very much like the stylized third eye in the holy symbol of Lamashtu, the *soulbound eye* remains in place on the quasit's brow regardless of what form he takes—quasit, centipede, or wolf—adjusting in size to match. Alashra uses the link provided to the quasit to keep a remote eye on her daughter, along with her associates. The gnoll witch's purpose for observing the actions of the Marrow Reavers is her own secret.



Tethered or not, Azrikalis often hides his true nature, taking the form of a wolf and acting the part of Lamyra's animal companion, or lurking invisibly, often startling those nearby by speaking or hurling something if he takes offense. Loyalty—be it forced or otherwise—doesn't alter the quasit's sarcastic, mocking sense of humor, or his venomous and foul-mouthed manner of speaking.

AZRIKALIS

CR 8

XP 4,800

Male quasit rogue 6 (*Pathfinder RPG Bestiary* 66)

CE Tiny outsider (chaotic, evil, demon, extraplanar)

Init +8; Senses darkvision 60 ft.; Perception +12

DEFENSE

AC 22, touch 17, flat-footed 17 (+3 armor, +4 Dex, +1 dodge, +2 natural, +2 size)

hp 56 (3d10+6d8+13); fast healing 2

Fort +6, Ref +10, Will +5

Defensive Abilities evasion, trap sense +2, uncanny dodge; **DR** 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10.

OFFENSE

Speed 20 ft., fly 50 ft. (perfect)

Melee bite +13 (1d3–1), 2 claws +13 (1d2–1 plus poison)

Space 2–1/2 ft.; **Reach** 0 ft.

Special Attacks: sneak attack +3d6, poison

Spell-Like Abilities (CL 6th; concentration +8)

At will—*detect good*, *detect magic*, *invisibility* (self only)

1/day—*cause fear* (30-ft. radius, DC 13)

1/week—*commune* (six questions)

STATISTICS

Str 8, **Dex** 19, **Con** 13, **Int** 13, **Wis** 10, **Cha** 15

Base Atk +7; **CMB** +9; **CMD** 19

Feats Dodge, Flyby Attack, Improved Initiative, Vital Strike, Weapon Finesse

Skills Acrobatics +9 (+5 jump), Bluff +12, Disable Device +16, Fly +28, Knowledge (engineering, local) +6, Knowledge (planes) +7, Perception +12, Sense Motive +8, Sleight of Hand +16, Spellcraft +6, Stealth +24, Use Magic Device +14

Languages Abyssal, Common; telepathy (touch)

SQ change shape (Small centipede, wolf; *polymorph*), rogue talents (bleeding attack +3, fast stealth, surprise attack), trapfinding +2

Combat Gear *potions of cure serious wounds* (2), *scroll of curse water*, *scroll of speak with dead*, *wand of cure light wounds* (50 charges), tanglefoot bag, acid (2); **Other Gear** +1 leather armor, Chomper, handy haversack, pendant of the blood scarab, soulbound eye, caltrops (5), masterwork thieves' tools, 95 gp

PC Gear +25,200

SPECIAL ABILITIES

Poison (Ex) Claw—injury; *save* Fortitude DC 13;

frequency 1/round for 6 rounds; *effect* 1d2 Dexterity;

cure 2 consecutive saves.

LAMYA NILAWI

Lamya Nilawi has never been one to linger long in a place before moving on, and her membership in the Marrow Reavers—the latest in a string of mercenary groups—may be a transitory thing as well. She first appeared in Katapeshi records as a member of the Gilded Tusks, a small mercenary group that descended into the catacombs of El-Fatar, and was the only one to survive the descent. She subsequently served as a member of the Severed Paw out of Fort Longjaw before a falling out with Giana Secondstride over rumors that she hunted down some groups of gnolls but left others unmolested. The rumors were true, for years prior to her appearance in formal mercenary records, she'd been initiated into the worship of Lamashtu, who could sense in her blood the lineage of jackals. Lamya herself knows little about the jackalwere in her ancestry, other than that the lineage has given her keen senses and a strong will.

This same jackalwere bloodline served her well when she first encountered the Marrow Reavers. Despite her violent personality, her contacts among the Nightstalls of Katapesh make her an important member of the Reavers, if only from a supply standpoint. She doesn't particularly trust the members of this latest mercenary group she finds herself a part of (particularly the quasit, whom she suspects works for one of her many enemies), but this distrust is nothing new for the half-elf. As long as the division of wealth remains fair, she's content to continue serving with the Marrow Reavers.

LAMYA NILAWI

CR 7

XP 3,200

Female half-elf ranger 8

NE Medium humanoid (elf, human)

Init +3; **Senses** low-light vision; Perception +16

DEFENSE

AC 22, touch 13, flat-footed 19 (+7 armor, +3 Dex, +1 natural, +1 shield)

hp 64 (8d10+20)

Fort +8, **Ref** +9, **Will** +3; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 20 ft.

Melee longsword +9/+4 (1d8+1/19–20)

Ranged +1 composite longbow +13/+8 (1d8+2/x3)

Special Attacks favored enemy (humans +4, gnolls +2)

Spells Prepared (CL 5th)

2nd—*cat's grace*

1st—*entangle* (DC 11), *speak with animals*

STATISTICS

Str 13, **Dex** 16, **Con** 14, **Int** 11, **Wis** 12, **Cha** 10

Base Atk +8; **CMB** +9; **CMD** 22

Feats Endurance, Far Shot, Jackal Heritage, Point-Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Perception), Weapon Focus (composite longbow)

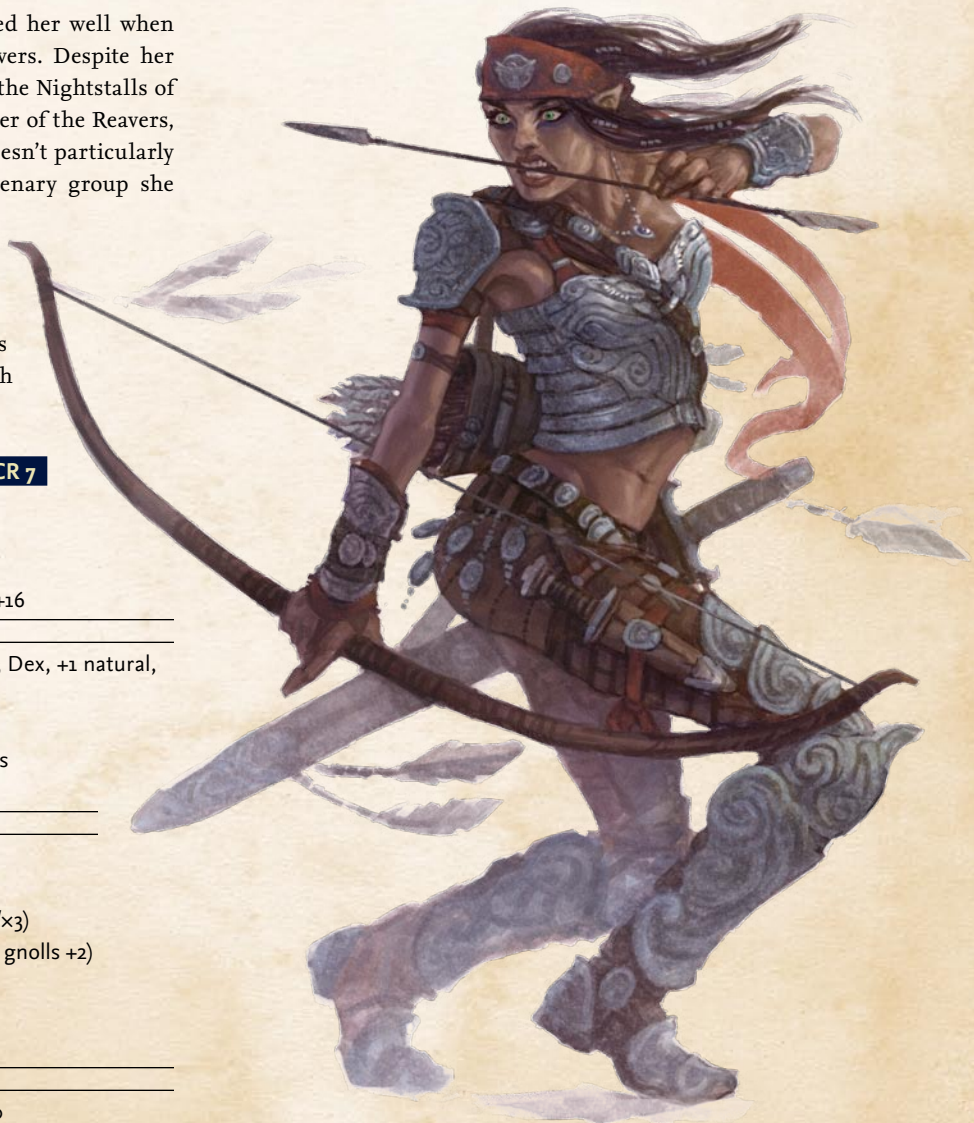
Skills Climb +2, Handle Animal +7, Heal +6, Intimidate +5, Knowledge (dungeoneering) +6, Knowledge (geography) +6, Knowledge (nature) +6, Linguistics +2, Perception +16, Ride +6, Spellcraft +4, Stealth +10, Survival +12, Swim +2

Languages Common, Elven, Gnoll

SQ favored terrain (desert +8, plains +6), hunter's bond (companions), swift tracker, track +4, wild empathy +8

Combat Gear *potions of cure light wounds* (2); **Other Gear** +1 breastplate, buckler, +1 composite longbow (+1 Str) with 20 arrows, longsword, *amulet of natural armor* +1, *hat of disguise*, backpack, bedroll, tent, waterskin, 6 gp

PC Gear +25,200



NAJAK

Najak is both an oddity for a gnoll and a remarkable paragon of her kind. Originally from Osirion, she was born the daughter of the gnoll warlord Nathrek the Pale and his werehyena consort Alashra—the self-proclaimed Eighth Witch of Lamashtu. As a monstrous lycanthrope, Alashra's birth was considered a blessing by the Mother of Monsters. Najak's frame is slighter than most other gnolls, but she has always made up for that with a spark of intelligence and a brutally sadistic personality.

Remarkably cold and methodical in her actions, Najak is prone to exceeding cruelty. She keeps a tight leash on that part of herself when in civilized areas or among those whom she needs to maintain as allies, presenting a cultured but oftentimes thin veneer of civility. She lets her inner demons out when she must or when it pleases her to do so—usually against enemies in battle or with a lover—the former usually die, and while the latter usually survive, they rarely do so unmarked or entirely intact. Her current lover, Narim, is unique thus far in having survived her embrace for so

long. The scandal of a non-gnoll lover appeals to Najak, who delights in the horrified reactions her relationship evokes from both humanity and her own kind.

As for why Najak left Osirion in the first place, it's a matter of speculation. She may have left Osirion to be out from her mother's shadow, but others suspect she didn't leave her home voluntarily.



NAJAK **CR 9**

XP 6,400

Female gnoll barbarian 8 (*Pathfinder RPG Bestiary* 155)

CE Medium humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 19, touch 10, flat-footed 17 (+8 armor, +2 Dex, +1 natural, -2 rage)

hp 88 (2d8+8d12+27)

Fort +9, **Ref** +8, **Will** +6

Defensive Abilities improved uncanny dodge, trap sense +2;

DR 1/—

OFFENSE

Speed 30 ft.

Melee +1 *khopesh** +17/+12 (1d8+11/19-20), bite +11 (1d4+3)

Ranged dagger +11/+6 (1d4+7/19-20)

Special Attacks rage (18 rounds/day), rage powers (animal fury, lesser elemental rage*, no escape, powerful blow +3)

TACTICS

Base Statistics When not raging, Najak's statistics are **AC** 21, touch 12, flat-footed 19; **hp** 68; **Melee** +1 *khopesh* (two-handed) +15/+10 (1d8+8/1-20); **Str** 20, **Con** 11; **CMB** 14, **CMD** 26; **Climb** +5, **Swim** +5

STATISTICS

Str 24, **Dex** 14, **Con** 15, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +9; **CMB** +16; **CMD** 26

Feats Cleave, Exotic Weapon Proficiency (*khopesh*), Furious

Focus*, Power Attack, Vital Strike

Skills Acrobatics +3 (+7 jump), Climb +7,

Diplomacy +3, Handle Animal +4, Heal +5,

Intimidate +9, Knowledge (religion) +2,

Linguistics +2, Perception +11, Ride +6, Survival +10,

Swim +7

Languages Abyssal, Common, Gnoll

SQ fast movement

Combat Gear *potion of cure serious wounds*; **Other Gear** +2 chainmail, +1 *khopesh**, daggers (4), brooch of shielding, cloak of resistance +1, backpack, masterwork manacles, hemp rope, silver holy symbol of Lamashtu, waterskin, 43 gp

PC Gear +35,950

* See the *Advanced Player's Guide*.

NARIM AL-RHAD

Born in Katapesh's southern neighbor of Nex, Narim Al-Rhad ventured north to learn the Katapeshi and Osirian traditions of elemental magic, but quickly found it much more immediately profitable to sell his services as a mage. Given his Nexian origins and cultural background, he loathes undead, especially the intelligent kind.

Impetuous as the lightning in his blood, he quickly took to the delights of Katapesh, and flush with the gold that came from mercenary work, he discovered pesh, much to his downfall. Within a year he was hopelessly addicted, massively in debt, and then sold into slavery. His future leader and lover Najak found him at the House of Whips in Katapesh, and after buying his services from the Red Lady, she outright purchased him. Her first act was breaking his pesh addiction, and he still bears a deep scar on his chest from where she impressed a white-hot pesh vial. Narim now wears a jeweled pesh vial on a cord around his neck to remind him of his weakness.

Although owned by the gnoll, Narim has come to believe he truly loves her. In fact, he's merely replaced one dangerous addiction for another.

NARIM AL-RHAD

CR 7

XP 3,200

Male human sorcerer 8

NE Medium humanoid

Init +6; Senses Perception +4

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +1 deflection, +2 Dex, +1 dodge)

hp 48 (8d6+20)

Fort +6, Ref +4, Will +6

Resist electricity 10

OFFENSE

Speed 30 ft.

Melee mwk spear +4 (1d8-1/x3)

Ranged mwk spear +7 (1d8-1/x3)

Bloodline Spell-Like Abilities (CL 8th; concentration +12)

7/day—elemental ray (1d6+4 electricity)

Sorcerer Spells Known (CL 8th; concentration +12)

4th (4/day)—ball lightning* (DC 19)

3rd (6/day)—fly, lightning bolt (DC 18), protection from energy

2nd (7/day)—invisibility, mirror image, scorching ray

1st (7/day)—burning hands (DC 16), identify, mage armor, magic missile, shield, unseen servant

0 (at will)—acid splash (DC 14), arcane mark, detect magic, light, mage hand, prestidigitation, ray of frost (DC 15), read magic

Bloodline elemental (air)

STATISTICS

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

Base Atk +4; CMB +3; CMD 17

Feats Combat Casting, Dodge, Eschew Materials,

Great Fortitude, Improved Initiative, Spell Focus (evocation)

Skills Appraise +6, Fly +9, Heal +1, Knowledge (arcane) +12, Knowledge (history) +3, Linguistics +2, Perception +4, Ride +6, Spellcraft +12, Use Magic Device +12

Languages Common, Draconic, Gnoll

SQ bloodline arcana

Combat Gear elixir of fire breath, potion of bear's endurance, potions of cure moderate wounds (2), potion of cure serious wounds, potion of eagle's splendor; Other Gear masterwork spear, handy haversack, ring of protection +1, bedroll, tent, bejeweled pesh vial (400 gp), 38 gp

PC Gear +25,200

* See the *Advanced Player's Guide*.



NIGHT HARROWS

“The cards brought them together, binding them one to another. First, the ambitious Queen Mother—a Varisian harrower descended from a bloodline of death; yet now she craves undeath. Her readings found the others. The Survivor—a vampire lord from the Tyrant’s army, reluctantly ready to serve anew. The Sickness—a disease-ravaged daughter of Thuvia; she who shunned the Pallid Princess to embrace Him Who Gnaws. Last comes the Lost One—victimized by alchemy; an unseen killer carrying out his Reaper’s murderous will. All of them, dangerous adherents of the Whispering Way.”

—A NIGHTTIME HARROW READING BY MADAME AISHE TRINOWA, 4710 AR

Of all the secret societies based in the Inner Sea region, few match the fame of the Whispering Way—a philosophy whose chief tenet is the embrace of nothing less than a worldwide undead apocalypse. The Night Harrows represent a single cell of these vile philosophers, agents of undeath who seek out those who oppose the Whispering Way and transform them into undead slaves. Renowned harrower Mierela Tsilda first brought the Night Harrows together after reading her own fortune and becoming obsessed with a future she saw for herself in her cards. Mierela believes she’s destined to become a consort to the Way’s greatest champion—the Whispering Tyrant, Tar-Baphon. To that end, Mierela routinely consults the harrow to guide her choices, seeking enough power and influence to free the lich-king from Gallowspire. She has made several allies along the way, including the ancient vampire Vesnic Demicci, who once served Tar-Baphon as a scout during the Shining Crusade. The ghoul priestess Nuetetia Irsinoo also joined Mierela as another devout follower of the Whispering Way. And, more recently, they solicited the aid of a psychopath named Adgrif Yoderbie after admiring his handiwork as a serial killer and alchemical genius.

As a group, the Night Harrows rely mostly on Mierela’s wagon as a base of operations, though they sometimes separate to pursue personal goals. In Ustalav, their handiwork has caused entire hamlets to disappear in southwest Canterwall, the citizenry supposedly set loose in their own fields as walking dead. In the Hold of Belkzen, Vesnic keeps a minor orc warlord named Kourzek as a thrall, ready to amass an undead horde when they free the Whispering Tyrant. A recent trip to Kaer Maga left a trail of undead in their wake, and they successfully assassinated the powerful bloatmage, Davanor, for his blasphemous research into hemotheurgy and its effect on vampires.

IN TOWN

Because of Vesnic’s aversion to sunlight, the Night Harrows usually delay their activities until well after dusk. Mierela acts as the group’s intermediary, making friends with her sultry Varisian dances, magic shows, and harrow readings. Adgrif and Vesnic take advantage of these distractions to isolate victims or follow them home. To avoid attention, they rarely stay in one place very long. After slaying their victims, Vesnic takes shelter in his coffin, which Mierela has disguised as a magic box. Nuetetia often visits local graveyards to animate the dead as a parting gift before they journey to the next town.



ADVENTURING

The Night Harrows deal in death, taking paid missions as assassins, arranged or foretold by Adgrif or Mierela. As a group, they search for ancient treasure and lore that can help them defeat the guardians of Gallowspire and free the Whispering Tyrant. Sometimes, they parley or trade information in support of this goal. More often, they take what they want by force, transforming those who hold such secrets into newly enslaved spawn.

IN COMBAT

The Night Harrows carefully choose their battles by luring opponents into ambushes. Sometimes Mierela serves as bait, a role she relishes when it involves seduction. The group makes regular use of charmed allies and undead thralls to deceive or wear down their foes. They count on Vesnic and Nuetetia’s resilience in battle, while Mierela and Adgrif support them with spells and sneak attacks. Nuetetia channels negative energy to heal herself and Vesnic, but Mierela and Adgrif must rely on wands and scrolls. The Night Harrows never fight to the death, using *teleport* or *plane shift* to escape and regroup.

CHILDREN OF THE NIGHT

Upon becoming a vampire, Vesnic lost his original animal companion. Since then, he learned to use his abilities to call a wolf to serve him instead, transforming it into a more powerful vampiric animal companion.

Although the vampire wolf Ivaru is no more intelligent than a typical wolf, the undead companion shares the same emotional link that all vampires share with their spawn. She appears as a coal-black wolf with red eyes and particularly large fangs that jut down over her lower jaw, even when her mouth is shut. The vampire wolf's howl is particularly mournful—although it possesses no supernatural qualities of its own, it carries in it a deeply sinister quality that makes it impossible to mistake for the howl of a normal wolf.

IVARU

Female vampiric wolf animal companion

N Medium undead (augmented animal)

Init +4; **Senses** darkvision 60 ft., scent; Perception +7

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 33 (6d8+6); fast healing 2

Fort +2, **Ref** +8, **Will** +6; +4 vs. enchantment

Defensive Abilities channel resistance +2, devotion, evasion; **DR** 5/silver; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 50 ft.

Melee bite +9 (1d6+6 plus energy drain, trip)

Special Attacks energy drain (1 level, DC 13)

STATISTICS

Str 18, **Dex** 19, **Con** —, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +8; **CMD** 22 (26 vs. trip)

Feats Lightning Reflexes, Toughness, Weapon Focus (bite)

Skills Acrobatics +5 (+13 jump), Perception +7, Stealth +8,

Survival +2 (+6 when tracking by scent)

SQ gaseous form, link, shadowless, share spells

Vampiric Animal Companion

As a vampire, you may use your create spawn ability to transform a dire bat, dire rat, or wolf into a more powerful vampiric companion.

Prerequisites: Vampire, Charisma 18, animal companion class ability, sufficiently high level (see below).

Benefit: A vampire with this feat can elect to use its create spawn ability on an animal summoned using the child of the night ability (such as a dire bat, dire rat, or wolf) to create a vampiric animal companion. This decision must be made as a free action as the vampire slays the animal with its blood drain or energy drain ability. The animal rises from death in 1d4 days as a vampiric animal bonded with the vampire who spawned it. Thereafter, the vampiric animal advances in abilities like a normal animal

companion as the vampire gains further class levels in the class that granted the animal companion.

In order to gain a dire rat as a vampiric companion, a vampire's effective druid level must be 4th. To gain a wolf as an vampiric companion, the vampire's effective druid level must be 6th. To gain a dire bat vampiric companion, the vampire's effective druid level must be 9th. At your option, additional animals could be added to this list—use these examples as guides to set minimum levels.

Vampiric animal companions count toward the total number of Hit Dice a vampire may enslave, as well as toward the limit of animal companions the character may have at any one time. Any vampiric animal companion the vampire creates that would exceed such limits becomes a free-willed undead. A vampire may also free a vampiric companion in order to enslave a new one, but once freed, the vampiric animal cannot be enslaved again.

A vampiric animal's statistics are identical to those of the original animal, save for the following changes.

- Its type changes to undead with the augmented animal subtype.
- It gains a +4 natural armor bonus.
- It gains the blood drain vampire special attack.
- It gains an energy drain attack (1 level, DC equal to 10 + 1/2 the animal companion's racial HD + the animal companion's Charisma modifier).
- It gains the dominate vampire special attack with respect to animals of its type.
- It gains channel resistance +2, DR 5/silver, resist cold and electricity 10, fast healing 2, and the vampire qualities of gaseous form and shadowless.
- It gains all of the standard vampire weaknesses.
- It gains Str +2, Dex +2, and Cha +4.
- It does not gain the vampire's children of the night or create spawn abilities.

ALCHEMICAL AFFLICTIONS

The transformative mutagens of experimental alchemy have caused many strange and unexplained conditions throughout Golarion's history. Although they often provide potent abilities, alchemical alterations invariably come with unwanted side effects. The method by which a creature can become afflicted with an alchemical alteration should be unique for each creature. An alchemical alteration is treated as a simple template—the following example is the alteration suffered by Adgrif Yoderbie.

Alchemically Invisible (CR +2)

A creature that is alchemically invisible also suffers from bouts of madness as a result of its condition.

Quick/Rebuild Rules: The creature is naturally invisible, but must make a DC 15 Will save at the start of each round of combat to avoid being confused for 1 round.

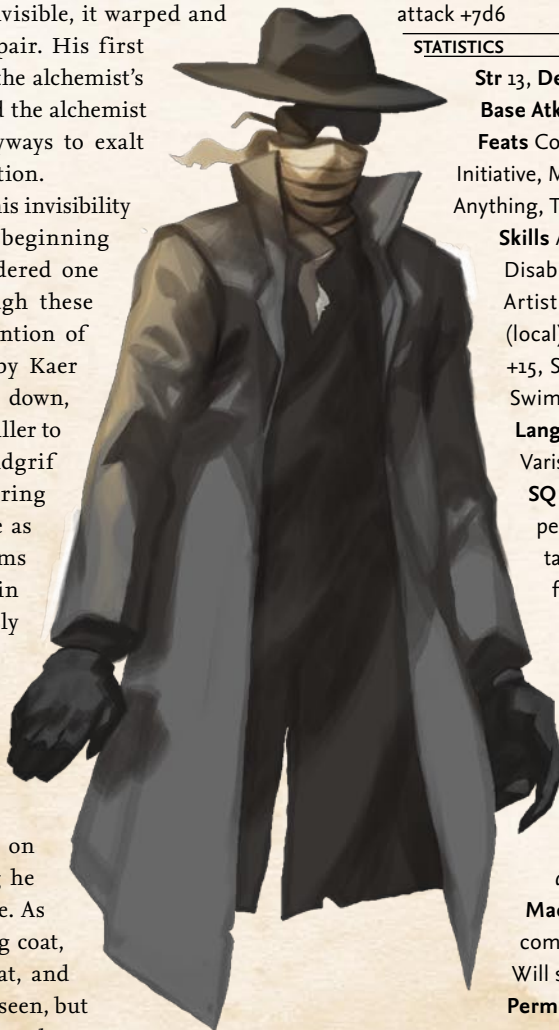


ADGRIF YODERBIE

Adgrif Yoderbie has known every extreme life has to offer, from Taldor's wealth to the worst squalor of Cheliax's slums. His luck always granted him the narrowest escapes and the most lucrative heists, and he made a name for himself as a skilled burglar and brigand. More recently, however, his luck abandoned him to the curse of a lifetime. Ever wasteful, Adgrif spent his fortune pursuing hedonist dreams in every port from Cassomir to Korvosa. Soon destitute, he found himself on the streets of Kaer Maga, surviving on the kindness of strangers or, more commonly, the purses of those whose throats he slit in the city's back alleys. Desperate for funds, Adgrif gladly accepted when a strange alchemist offered to pay him to be a test subject for an experimental elixir. Yet while the elixir granted him an incredible boon by turning him permanently invisible, it warped and twisted his mind beyond repair. His first act of madness was, much to the alchemist's horror, murder—Adgrif killed the alchemist and fled to the dismal alleyways to exult and despair in his new condition.

From then on, Adgrif used his invisibility to take whatever he wanted, beginning a reign of terror as he murdered one victim after another. Through these actions, he came to the attention of the Night Harrows. Hired by Kaer Magan officials to hunt him down, Mierela coaxed the efficient killer to join them instead. Though Adgrif cares little for the Whispering Way or its promised afterlife as an undead, Mierela's charms and his newfound faith in Norgorber keep him relatively in control under the Night Harrows' watch.

While the alchemist's strange elixir has made Adgrif Yoderbie unnaturally and permanently invisible, any objects that he carries on his person and any clothing he wears do not become invisible. As a result, he often wears a long coat, gloves, a facial bandage, a hat, and goggles when he wishes to be seen, but this gear is easy for Adgrif to discard. He can strip down to his invisible armor and knife for combat with surprising speed, requiring a single full-round action to shed his visible garments entirely.



ADGRIF YODERBIE

CR 15

XP 51,200

Male alchemically invisible human rogue 6/assassin 8
CE Medium humanoid

Init +9; **Senses** darkvision 60 ft., *see invisibility*; Perception +10

DEFENSE

AC 21, touch 16, flat-footed 15 (+5 armor, +5 Dex, +1 dodge)

hp 103 (14d8+34)

Fort +7, **Ref** +15, **Will** +6; +4 vs. poison

Defensive Abilities evasion, improved uncanny dodge, natural invisibility, trap sense +2

Weaknesses madness

OFFENSE

Speed 30 ft.

Melee +2 *assassin's dagger* +17/+12 (1d4+3/19–20)

Special Attacks death attack (DC 21), poison use, sneak attack +7d6

STATISTICS

Str 13, **Dex** 20, **Con** 12, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +10; **CMB** +11; **CMD** 27

Feats Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Stealthy, Throw Anything, Toughness, Weapon Finesse

Skills Acrobatics +20, Bluff +15, Climb +15, Disable Device +15, Disguise +15, Escape Artist +15, Intimidate +10, Knowledge (local) +10, Perception +10, Sense Motive +15, Sleight of Hand +20, Stealth +25, Swim +8

Languages Common, Undercommon, Varisian

SQ hidden weapons, hide in plain sight, permanent spells, quiet death, rogue talents (bleeding attack +7, fast stealth, finesse rogue), trapfinding +3, true death

Gear +2 *studded leather* (invisible), *assassin's dagger* (invisible), gloves, goggles, hat, longcoat, 66 gp

PC Gear +158,000 gp

SPECIAL ABILITIES

Natural Invisibility (Ex) As

Adgrif's invisibility is inherent, it is not subject to *invisibility purge* or *dispel magic*.

Madness (Ex) At the beginning of any combat round, Adgrif must make a DC 15 Will save or be confused for 1 round.

Permanent Spells Adgrif benefits from permanent *darkvision*, *resistance*, and *see invisibility* spells. In addition, he has had permanent *invisibility* placed on his armor and dagger, so that he can wear and wield these tools without becoming partially visible.

MIERELA TSILDA

Members of the once-proud Tsilda family have always honored the traditions of the harrow, letting the cards guide their actions and, perhaps more importantly, using them to delve into their haunted pasts. Additionally, the family's lineage has long been guided and shaped by the machinations of the spirit world over the years, granting the Tsildas a spark of innate sorcery from beyond the grave. Mierela inherited this gift from her mother, Siflorica, whose spirit lingers on to guide her in life.

Mierela recently learned one of her ancestors served the Whispering Tyrant as an undead necromancer during the Age of Enthronement. Obsessed with the possibility of reclaiming this heritage, she hopes to become a lich-queen worthy of Tar-Baphon's praise. She has made the pursuit of this goal her life's work, and now reads the harrow cards to ensure her success on her path to ever greater power. Through her efforts, she formed a team she eventually named the Night Harrows, securing the support of a vampire lord, a ghoulish priestess, and a deadly psychopath. Together, they've taken it upon themselves to remake the world into a realm worthy of the Whispering Tyrant's return. Her divinations have set them on a course to free the lich-king in the hope he'll reward them with prominent positions in his world-spanning empire. Mierela relishes the day she can learn further secrets at her lord's feet, and even hopes to be accepted as his unliving consort after he is freed.

MIERELA TSILDA CR 13

XP 25,600

Female human sorcerer 7/harrower 7
(*The Inner Sea World Guide* 276)

NE Medium humanoid

Init +1; **Senses** Perception +5

DEFENSE

AC 20, touch 14, flat-footed 18
(+4 Dex, +2 deflection, +1 Dex, +1 dodge, +2 natural)

hp 98 (14 HD; 6d6+8d6+43)

Fort +8, **Ref** +7, **Will** +12

DR 5/— (vs. nonlethal only); **Resist** cold 5

OFFENSE

Speed 30 ft.

Melee +1 dagger +6/+1 (1d4/19–20)

Special Attacks spirit deck (30 ft., 7/day)

Harrower Spell-Like Abilities (CL 14th; concentration +20)
1/day—*divination*

Bloodline Spell-Like Abilities (CL 14th; concentration +20)
9/day—*grave touch* (3 rounds)

Sorcerer Spells Known (CL 14th; concentration +20)

7th (3)—*finger of death* (DC 25)

6th (6)—*freezing sphere* (DC 22), *geas/quest* (DC 22), *unwilling shield** (DC 24)

5th (7)—*cone of cold* (DC 21), *dominate person* (DC 21), *mass pain strike** (DC 23), *teleport*

4th (7)—*bestow curse* (DC 22), *enervation*, *fear* (DC 22), *phantasmal killer* (DC 20), *shadow projection**

3rd (7)—*dispel magic*, *fly*, *lightning bolt* (DC 19), *protection from energy*, *seek thoughts** (DC 19), *suggestion* (DC 19), *vampiric touch*

2nd (8)—*blindness/deafness* (DC 20), *command undead* (DC 20), *darkvision*, *false life*, *hypnotic pattern* (DC 18), *locate object*, *scorching ray*

1st (8)—*charm person* (DC 17), *chill touch* (DC 19), *detect undead*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 19), *vanish**

o (at will)—*dancing lights*, *detect magic*, *disrupt undead*, *ghost sound* (DC 16), *mage hand*, *message*, *prestidigitation*, *read magic*, *touch of fatigue* (DC 18)

Bloodline undead

STATISTICS

Str 8, **Dex** 13, **Con** 14, **Int** 12, **Wis** 12, **Cha** 22

Base Atk +6; **CMB** +5; **CMD** 19

Feats Combat Casting, Craft Wand, Dodge, Eschew Materials, Extend Spell, Greater Spell Focus (necromancy), Harrowed, Quicken Spell, Spell Focus (necromancy), Toughness

Skills Bluff +15, Diplomacy +15, Fly +9, Knowledge (arcana) +15, Linguistics +2, Perception +5, Perform (dance) +15, Spellcraft +15, Use Magic Device +15

Languages Common, Draconic, Varisian

SQ blessing of the harrow, bloodline arcana, harrow casting (Towers of Charisma, Constitution, Intelligence, and Strength)

Combat Gear scroll of cure serious wounds, wand of cure moderate wounds (50 charges), wand of magic missile (50 charges); **Other Gear** +1 dagger, amulet of natural armor +2, bag of holding (type I), cloak of resistance +2, headband of mental prowess (Cha and Wis) +2,

ring of protection +2, harrow deck, spell component pouch, 67 gp

PC Gear +150, 200 gp

* See the *Advanced Player's Guide*.





NUETETIA IRSINOE

As a child, Nuetetia Irsinoe suffered from a genetic malady that ravaged her body well into her teenage years. Her father desperately sought a cure, but the affliction had no outside pathogen—for her flesh was the disease. Nuetetia's father spent his considerable fortune on a few drops of *sun orchid elixir*, hoping to extend her life, but this only prolonged her agony. With the Whispering Way, he finally found a solution, and consigned her to Nemret Noktoria, giving Nuetetia to Kabriri's Temple so the ghouls could make her into one of them. Strengthened in undeath, she too now follows the Whispering Way, transforming the living into undead to alleviate all such suffering. Ironically, after her transformation from living into undeath, Nuetetia's affliction seemed to clear on its own. Although she is a true ghoul, she has the appearance of a beautiful, pale-skinned woman.

NUETETIA IRSINOE **CR 14**

XP 38,400

Female ghoul aristocrat 3/cleric of Kabriri 13 (*Pathfinder RPG Bestiary* 146)

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 28, touch 15, flat-footed 25 (+9 Dex, +2 deflection, +3 Dex, +2 natural, +2 shield)

hp 188 (18 HD; 2d8+16d8+103)

Fort +14, **Ref** +9, **Will** +20

Defensive Abilities channel resistance +4;

Immune undead traits

OFFENSE

Speed 20 ft.

Melee +1 *wounding flail*

+16/+11/+6 (1d8+4/19–20) or

+1 bite +16 (1d6+4 plus

disease, paralysis),

2 +1 claws +16 (1d4+4

plus paralysis)

Ranged +1 *light crossbow* +17

(1d8+1/19–20)

Special Attacks channel negative energy

8/day (DC 23, 7d6), disease, killing blow

(6 bleed, 2/day), paralysis (1d4+1

rounds, DC 16, elves are

immune to this effect),

scythe of evil (6 rounds,

2/day)

Domain Spell-

Like Abilities (CL 13th;

concentration +19)

9/day—bleeding touch (6 rounds),

touch of evil (6 rounds)



Cleric Spells Prepared (CL 13th; concentration +19)

7th—*destruction*^D (DC 24), *ethereal jaunt*

6th—*antilife shell*, *create undead*^D, *greater dispel magic*, *harm* (DC 23)

5th—*plane shift* (DC 21), *righteous might*, *slay living* (DC 22), *suffocation*^{*D} (DC 22), *true seeing*

4th—*divine power*, *freedom of movement*, *inflict critical wounds* (DC 21), *sending*, *spell immunity*, *unholy blight*^D (DC 20)

3rd—*animate dead*, *bestow curse* (DC 20), *deeper darkness*, *dispel magic*, *inflict serious wounds* (DC 20), *magic circle against good*^D

2nd—*bull's strength*, *death knell*^D (DC 19), *desecrate*, *eagle's splendor*, *inflict moderate wounds* (DC 19), *shatter* (DC 18), *spiritual weapon*

1st—*bane* (DC 17), *cause fear*^D (DC 18), *deathwatch*, *divine favor*, *inflict light wounds* (DC 18), *obscuring mist*, *shield of faith*

0 (at will)—*bleed* (DC 17), *detect magic*, *guidance*, *read magic*

D Domain spell; Domains Death (Murder subdomain*), Evil

STATISTICS

Str 16, **Dex** 18, **Con** —, **Int** 13, **Wis** 22, **Cha** 20

Base Atk +12; **CMB** +15 (+19 to trip); **CMD** 31 (33 vs. trip)

Feats Civilized Ghouliness**, Combat Expertise,

Command Undead, Greater Trip, Improved Channel,

Improved Critical (flail), Improved Trip, Selective

Channeling, Spell Focus (necromancy)

Skills Acrobatics +10 (+6 jump), Climb +10,

Diplomacy +10, Disguise +10 (+20 to appear

human), Knowledge (history) +10, Knowledge

(nobility) +5, Knowledge (planes) +10,

Knowledge (religion) +20, Linguistics +5,

Perception +10, Sense Motive +10,

Spellcraft +10,

Stealth +10

Languages

Abysal, Common,

Necril, Osiriani

SQ aura,

permanent spells

Combat Gear *screaming bolts* (2),

scrolls of dispel magic, *scroll of magic*

circle against good, *scroll of invisibility purge*

(on *caster's shield*); **Other Gear** +3 *breastplate*,

caster's shield, +1 *light crossbow* with 20 bolts, +1

wounding flail, *headband of mental prowess* (Cha

and Wis) +2, *ring of protection* +2, *unholy symbol*

of Kabriri, 91 gp

PC Gear +265,500 gp

SPECIAL ABILITIES

Permanent Spells Nuetetia's natural attacks

benefit from a permanent *greater magic fang* spell.

* See the *Advanced Player's Guide*.

** See *Classic Horrors Revisited*.

VESNIC DEMICCI

Long ago, Vesnic Demicci roamed Ustalav as a bounty hunter, pursuing men and beasts alike. The resurrection of Tar-Baphon, however, doomed him to an entirely different fate. Pressed to defend his homeland against the lich-king's incursion, he was defeated by a vampire serving the invader. Vesnic languished thereafter as its undead spawn, forced to support Ustalav's inevitable defeat. Years later, the Shining Crusade unwittingly freed him when holy warriors slew his master, and Vesnic fled deep into the Virlych highlands. When Mierela first approached him many years later about freeing the Whispering Tyrant, he refused—he was more interested in establishing his own dominance than returning the lich-king to power. But Mierela was not so easily spurned. She used a *command undead* spell to initially secure Vesnic's cooperation. After that, her ability to affect once-humanoid undead with spells allows her to control him quite efficiently using *geas*.

Although Mierela's magic prevents him from acting out against her, Vesnic has quietly seethed in resentment against the harrower. He dreams of the day he can escape her magic. His ultimate goal is to make his captor a vampire, if only to see how she fares as the thrall of another. Then, when together when they free Tar-Baphon, he plans on presenting her to the lich-king as a prize, knowing that the Whispering Tyrant's cruelties will far outstrip any he can imagine.

VESNIC DEMICCI

CR 14

XP 38,400

Male human vampire fighter 4/ranger 9

(Pathfinder RPG Bestiary 270)

LE Medium undead (augmented humanoid, human)

Init +8; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 29, touch 15, flat-footed 24 (+7 armor, +4 Dex, +1 dodge, +6 natural, +1 shield)**hp** 182 (13d10+100); fast healing 5**Fort** +19, **Ref** +16, **Will** +9; +1 vs. fear**Defensive Abilities** bravery +1, channel resistance +4, evasion; **DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10**Weaknesses** vampire weaknesses

OFFENSE

Speed 30 ft.**Melee** +2 *short sword* +19/+14/+9 (1d6+9/17–20), +2 *short sword* +19/+14/+9 (1d6+9/17–20) or **slam** +18 (1d4+7 plus energy drain)**Ranged** mwk dagger +18/+13/+8 (1d4+5/19–20)**Special Attacks** blood drain, children of the night, create spawn, dominate (DC 22), favored enemy (humans +4, undead +2), energy drain (2 levels, DC 22)**Ranger Spells Prepared** (CL 6th; concentration +8)2nd—*cat's grace*, *protection from energy*1st—*alarm*, *longstrider*, *pass without trace*

STATISTICS

Str 20, **Dex** 19, **Con** —, **Int** 13, **Wis** 14, **Cha** 22**Base Atk** +13; **CMB** +18; **CMD** 33**Feats** Alertness, Bleeding Critical, Combat Reflexes, Critical Focus, Dodge, Double Slice, Endurance, Greater Two-Weapon Fighting, Improved Critical (short sword), Improved Initiative, Improved Two-Weapon Fighting, Lightning Reflexes, Staggering Critical, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Two-Weapon Rend, Vampiric Animal Companion, Weapon Focus (short sword), Weapon Specialization (short sword)**Skills** Bluff +20, Diplomacy +15, Fly +10,

Handle Animal +10, Intimidate +20,

Knowledge (history) +10, Knowledge

(local) +5, Knowledge (nature) +10,

Linguistics +3, Perception +20, Ride +7, Sense

Motive +15, Stealth +25, Survival +15 (+19 to

follow or identify tracks); **Racial Modifiers**

+8 Bluff, +8 Perception, +8 Sense Motive,

+8 Stealth

Languages Common, Draconic, Infernal, Varisian**SQ** armor training 1, change shape(dire bat or wolf, *beast shape II*), evasion,

gaseous form, hunter's bond

(vampiric wolf), shadowless, spider

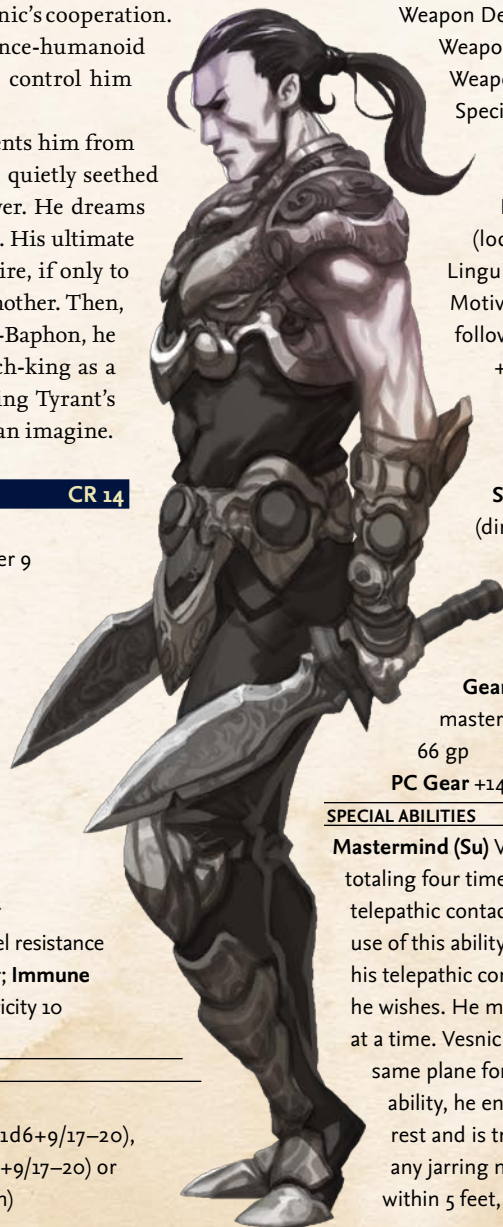
climb, swift tracker, track +4, wild

empathy +15, woodland stride

Gear +1 *breastplate*, +2 *short swords* (2), masterwork daggers (2), *cloak of resistance* +3, 66 gp**PC Gear** +148,000 gp

SPECIAL ABILITIES

Mastermind (Su) Vesnic can control a number of spawn totaling four times his Hit Dice, while also maintaining telepathic contact with them. He may exercise or end his use of this ability as a standard action and may maintain his telepathic connection with his spawn for as long as he wishes. He may only use this ability with one spawn at a time. Vesnic and his vampire spawn must be on the same plane for this ability to function. While using this ability, he enters a catatonic state similar to his daily rest and is treated as helpless, though he is alerted to any jarring noises, the presence of any visible creature within 5 feet, or any damage that befalls his body.



POISONED LODGE

“Pathfinders, eh? Never heard that about the Poisoned Lodge, but it wouldn’t surprise me. You didn’t hear this from me, mind you, but they’re not folks you might want to be fixin’ to fight. Just last week some lads came by looking to rough ‘em up, and no one’s heard from them since! Now you say they’re Pathfinders! Ha! That’s the best one I’ve heard all day, and I hear a ton of ‘em, here in the Coins.”

—BANABUS LIVENTCHI, PROPRIETOR OF THE WINKING CYCLOPS TAVERN

While the reputation of the Pathfinder Society fits different descriptions throughout the world, in their hometown of Absalom, they find a warm reception. Those who claim to be Pathfinders, or claim to be associated with the Pathfinders, often find themselves welcomed in taverns, shops, and establishments throughout the city.

It should come as no surprise, then, that many groups seek to capitalize upon this popularity, claiming to be Pathfinders themselves in order to reap the easy rewards. Most of these charlatans don’t last long, as the Pathfinders are quite good at quashing pretenders when they overstep their bounds.

The Poisoned Lodge is but the latest in a long line of such pretenders, yet the members of this small group are more than mere pretenders. Three of their number are former Pathfinders, and as such, have a unique insight into what makes the popular group tick, as well as how far they can go in their antics without arousing backlash from their former companions.

The Poisoned Lodge’s primary source of income is from the drug and poison trade. Over the past several months, the Poisoned Lodge has made great strides in becoming one of the most successful traffickers in dangerous toxins in the Coins District of Absalom, and emboldened by this success, its members have recently branched out into the assassination trade as well. They are as likely to hire themselves out as murderers as they are to simply sell poison to assassins; the only difference to the Poisoned Lodge is the payout.

The Poisoned Lodge has been responsible for numerous recent blemishes on the Pathfinder Society’s record. Before leaving the Society to form their own group, the members of the Poisoned Lodge stole several key bits of sensitive information that they’ve been using to blackmail a number of minor venture-captains. All that they ask in

return for not divulging these stolen secrets is that the Pathfinder Society stay out of their way. To date, their puppet venture-captains have managed to successfully defuse possible retribution from the Pathfinders, and the Poisoned Lodge’s skill at not overstepping the unspoken line between what its corrupt contacts in the Society are willing to sweep under the rug and what cannot be ignored has ensured its continued success.



IN TOWN

The Poisoned Lodge operates with incredible stealth. Most of the people its members deal with on a day-to-day basis have no idea of their actual goals, and frankly don’t care one way or another.

ADVENTURING

The PCs are most likely to become involved with the Poisoned Lodge when they’re approached by a nervous, desperate venture-captain. He promises a sizable reward if the PCs can find the Poisoned Lodge’s headquarters, take out the group’s leaders, and recover several sensitive bits of information—all without alerting the authorities or upper echelons of the Pathfinder Society. Of course, what the PCs do with the information if they do recover it from the Poisoned Lodge is up to them.

IN COMBAT

The Lodge prefers to lay ambushes, luring their enemies into abandoned buildings or dead end alleyways. They attack from different sides, hoping to sow confusion. Ish confronts attackers threatening Sussessa or Mattie, while Areen uses stealth to snipe at her foes with poisoned darts. The tie binding them (in addition to their mutual addictions) is their copious use of strange and exotic poisons. Areen brews the nasty concoctions and passes out blackfingers paste to members of the group who are unskilled at applying poison to their weapons.

A POISONER'S MISCELLANY

The Poisoned Lodge creates and employs a diverse and ever-changing list of drugs, poisons, and toxins.

Blackfingers Paste

Developed by followers of Norgorber, this inky paste aids unskilled poison-users. When smeared on the fingers, a dose of blackfingers paste prevents accidental poisoning while applying poison to a weapon, as if the user possessed the poison use ability. A single dose of blackfingers paste lasts for 1d6 hours, but the black stains the stuff creates on the user's fingers lasts for days. A single dose of this alchemical item costs 50 gp.

Poisons

The Poisoned Lodge utilizes all manner of poisons, but they do not limit their use of toxins to the commonplace ones found in most apothecary shops. The following unusual and exotic poisons are their current favorites, both to sell and to use.

COCKATRICE SPIT

Type poison, contact, injury, ingested; **Save** Fortitude DC 12
Frequency 1/round for 4 rounds
Effect 1d2 Dex damage (a creature who takes Dexterity damage equal to its Dexterity score from this poison becomes petrified; each day, a petrified victim can attempt a new DC 12 Fortitude save to recover from the venom and become unpetrified with an amount of Dexterity damage equal to 1 point less than its Dexterity score);
Cure 1 save
Price 1,000 gp

FIDDLEBACK VENOM

Type poison, injury, ingested; **Save** Fortitude DC 13
Onset 1 minute; **Frequency** 1/minute for 6 minutes
Initial Effect nauseated 1d4 rounds; **Secondary Effect** 1d3 Str damage and 1d4 Con damage; **Cure** 2 saves
Price 500 gp

HAG SPIT

Type poison, injury, ingested; **Save** Fortitude DC 16
Frequency 1/round for 6 rounds
Initial Effect blindness for 1d10 rounds; **Secondary Effect** 1d4 Wis damage; **Cure** 2 saves
Price 1,500 gp

RAINBOW JELLYFISH TOXIN

Type poison, contact, injury; **Save** Fortitude DC 14
Frequency 1/round for 2 rounds
Initial Effect staggered for 1d6 rounds; **Secondary Effect** paralyzed for 1d6 minutes; **Cure** 1 save
Price 400 gp

Drugs

Similar to poisons in some ways, drugs carry with them an additional peril—the chance of becoming addicted. Full rules for drugs and addiction can be found on pages 236–237 of the *GameMastery Guide*. The following drugs represent current favorites among the Poisoned Lodge.

BLOOD SAP

Type ingested; **Addiction** moderate, Fortitude DC 20
Price 150 gp
Effect 30 minutes; +1d4 Str and +1d3 Dex, then slowed (as per the spell *slow*) for 3 hours
Damage 1d4 Con
 Blood sap is distilled from the crimson sap exuded by a pale green vine native to swamplands in the Mwangi Expanse. Users of this deep red syrup justify the negative effects of the drug with their increased agility and strength. Blood sap addicts often display vividly red lips and teeth.

DREAMTIME TEA

Type ingested; **Addiction** moderate, Fortitude DC 20
Price 120 gp
Effect 2d12 minutes; unconscious, gain vivid dreams acting as the *augury* spell, but with only a 60% chance of receiving a meaningful reply
Damage 1d3 Wis damage
 This tea carries a complex aroma combining the unlikely mix of citrus and dung. Originally developed in Vudra from a mix of rare herbs and flowers, dreamtime tea is gaining popularity in many cities in the Inner Sea region, particularly among those who seek dreams as an escape from reality.

HARLOT SWEETS

Type ingested; **Addiction** moderate, Fortitude DC 18
Price 60 gp
Effect 1 hour; +1d4 Cha and +1 Dex
Damage 1d2 Int damage
 These amber-colored lozenges instill within the user a slightly increased agility and enhance both physical beauty and speech. So named for the fact that prostitutes often abuse the drug, harlot sweets are gaining popularity among certain circles in the aristocracy as well.

SLAVER'S DROPS

Type ingested; **Addiction** minor, Fortitude DC 13
Price 20 gp
Effect 3 hours; –3 on Will saves, +3 on Perception checks
Damage 1d2 Str damage
 Dropped into the eyes, this clear liquid awakens the senses but makes the user mentally pliant and open to suggestion. This drug is often used during interrogations or by slavers who seek to force compliance via enchantment effects or similar methods of mind-control.

AREEN MARDESSEN

Raised in Tymon, Areen learned her trade as a poisoner from her mother. Recruited as an assistant as soon as she could handle bottles and read labels, Areen helped her mother brew deadly concoctions over a smoldering fire, mashed berries and extracts in a mortar, and wandered the surrounding woodlands looking for spider venom, poisonous roots, and toxic minerals from the earth.

Growing up, Areen had few friends and shied away from the leering ruffians who populated the neighborhood, so she threw herself into her mother's work, already outpacing her mother's skill by the time she was a teenager. Despite her solitude, she still received a fair amount of unwanted advances from locals who noticed the strange little girl was growing into a woman. The summer of her 15th year, a man cornered her in her workshop while her mother was shopping. Pressed against the workbench, Areen defended herself with a broken flask, cutting her attacker and lethally poisoning him. Knowing the man was a popular local gladiator, Areen fled Tymon to a place where she knew her talents would be fully appreciated—Daggermark.

The poisoners' guild there welcomed her warmly, no doubt in part because of the books of rare and toxic recipes tucked in her satchel. It was in these advanced labs, among equally bright and scientific peers, that Areen blossomed. With none of the filth, poverty, and drama she had to endure in Tymon's slums hindering her education here, Areen rose through the ranks to become one of the most respected young poisoners in the guild. In time, this notoriety brought ire from some of her peers. Rivalries were bitter within the guild, and when she attracted the attention of richer and better connected students, she decided that discretion was the better part of valor. Instead of ending up bloated and blackened in Daggermark's back alleys, she decided to relocate to Absalom, where it would be much easier to blend in with the crowd.

In Absalom, Areen set up a lab in the Coins District and sold poisons and drugs to any who had the gold to pay for them. It was during this time that she met

a shifty venture-captain who admitted her into the Pathfinder Society. Areen befriended fellow Pathfinders Mattie Red and Sussessa Amakye, whom she soon found to be kindred souls. The decision to break from the Society and take with them documents to blackmail vulnerable venture-captains may have been Areen's idea, but she would never have been able to pull off such a daring stunt without her newfound friends. Always at work unless needed for an ambush, Areen constantly cooks up a tainted cornucopia of drugs, poisons, and toxins to aid her foul group.

AREEN MARDESSEN

CR 5

XP 1,600

Female humanoid (poisoner) 6 (*Pathfinder RPG Advanced Player's Guide* 134)

NE Medium humanoid

Init +3; Senses Perception +9

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 45 (6d8+18)

Fort +2, Ref +8, Will +4

Defensive Abilities evasion, uncanny dodge

OFFENSE

Speed 30 ft.

Melee dagger +7, (1d4+1/19–20 plus poison)

Ranged +1 blowgun +8 (1d2+1 plus poison)

Special Attacks sneak attack +3d6

STATISTICS

Str 12, Dex 17, Con 14, Int 14, Wis 10, Cha 8

Base Atk +4; CMB +5; CMD 18

Feats Far Shot, Point-Blank Shot, Precise Shot, Skill Focus (Craft [alchemy]), Weapon Finesse

Skills Acrobatics +11, Appraise +6, Climb +9, Craft (alchemy) +17, Disable Device +11, Escape Artist +11, Knowledge (local) +6, Knowledge (nature) +6, Perception +19, Sense Motive +9, Sleight of Hand +12, Stealth +11, Use Magic Device +8

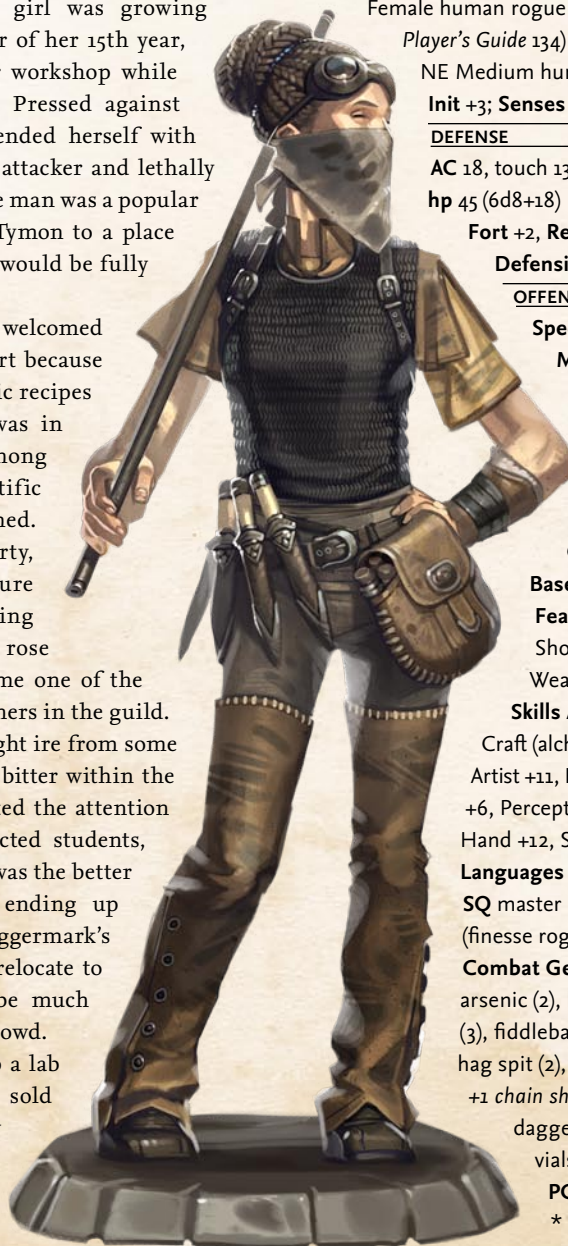
Languages Common, Skald, Sylvan

SQ master poisoner*, poison use, rogue talents (finesse rogue, lasting poison*, swift poison*)

Combat Gear *potions of cure light wounds* (2), arsenic (2), black adder venom (3), cockatrice spit (3), fiddleback venom (2), giant wasp poison (3), hag spit (2), rainbow jellyfish toxin (4); Other Gear +1 chain shirt, +1 blowgun with 40 blowgun darts, dagger, alchemist's lab, recipe book, empty vials (6), 10 gp

PC Gear +11,478 gp

* See the *Advanced Player's Guide*.



ISH TOROVAN

Ish worked for the Absalom city guard in a special division geared toward the extermination of dangerous sewer creatures. More often than not, Ish found himself saddled with the dirty but straightforward job of ridding a sewer system of a wayward crocodile or tangle of snakes or rats. Though a bit dense, he was good at his job, and though he wasn't particularly proud of what amounted to little more than a glorified exterminator position, he was happy with the pay and content with his life.

Then he met Sussessa.

Ish was immediately infatuated with the beautiful woman, and even more delighted that she seemed to return his interest. Sussessa soon seduced him, but her plans for him were far from romantic. The Poisoned Lodge was looking for muscle, and the down-on-his-luck, somewhat naive guard fit the bill perfectly. Sussessa worked her charms on him—both social and magical—and further dug her claws into Ish's psyche by getting him addicted to drugs. Today, the man is nearly a thrall to these three women, especially Sussessa.

Now Ish harbors an addiction to dreamtime tea and slaver's drops, using as much as Sussessa doles out to him. Deep down, he knows that he's spiraling into deeper trouble with each passing day. For that reason the young man also drinks to excess and accepts any offered intoxicant, the more dangerous the better, hoping to hide from the guilt and shame his situation has put him in. Whenever the group needs his brawn, Mattie makes sure he's back in peak condition by way of restorative magic, though she does nothing to help him recover from the long-term effects of his addictions.

Provided with poison by Areen and Mattie, Ish Torovan coats his weapons before an ambush. If pressed for time, he treats only his throwing axe, preferring the option of a ranged or melee attack to deliver the crippling toxins. Even if he is not benefiting from the protective effects of blackfingers paste, Ish still poisons his weapons before an attack, taking the risk of poisoning himself. These days, he barely even notices the difference between poison and drugs.

When not overly intoxicated and still capable of casting spells, Ish casts *magic fang* on Sussessa to augment her bite attack.

Before falling under the influence of this group, Ish was a simple man. If someone manages to wrest him from the grip of addiction and enchantment, he has a good chance at redemption. His original alignment was chaotic good, but if he doesn't find redemption soon, his descent may soon see him becoming truly evil.

ISH TOROVAN

CR 4
XP 1,200

 Male human ranger (urban ranger) 5 (*Pathfinder RPG Advanced Player's Guide* 129)

CN Medium humanoid

Init +6; **Senses** Perception +11

DEFENSE

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

hp 44 (5d10+10)

Fort +5, **Ref** +8, **Will** +2

OFFENSE

Speed 30 ft.

Melee +1 *longsword* +9 (1d8+3/19–20 plus poison), *handaxe* +7 (1d6+3/x3 plus poison)

Special Attacks favored enemy (aberrations +4, humans +2)

Ranger Spells Prepared (CL 2nd; concentration +3)

 1st—*resist energy*, *magic fang*

STATISTICS

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

Base Atk +5; **CMB** +7; **CMD** 21

Feats Combat Reflexes, Double Slice, Step Up, Two-Weapon Fighting, Weapon Focus (*longsword*)

Skills Climb +8, Disable Device +9, Heal +5, Knowledge (dungeoneering) +5, Knowledge (local) +7, Perception +11 Sense Motive +2, Stealth +12 Survival +11, Swim +5

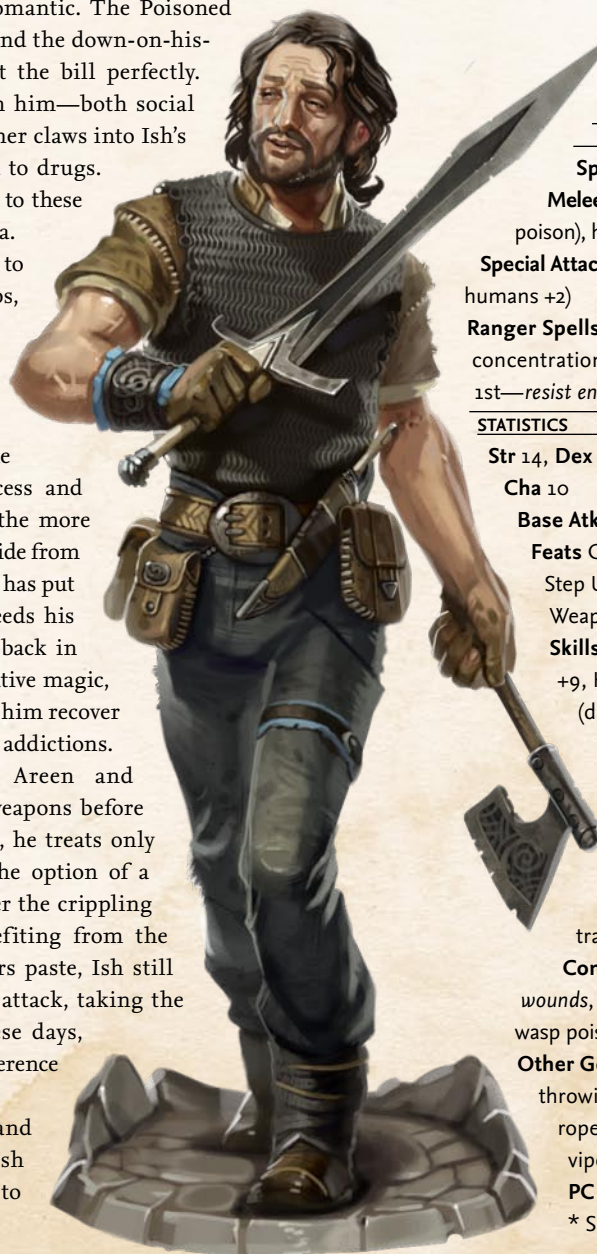
Languages Common **SQ** favored community* (Absalom +2), track +2,

trapfinding, wild empathy +5

Combat Gear *potion of cure light wounds*, blackfingers paste (2), giant wasp poison (2), rainbow jellyfish toxin (4);

Other Gear +1 *chain shirt*, +1 *longsword*, throwing axes (3), grappling hook, silk rope, syringe made from jade and a viper fang, thieves' tools

PC Gear +6,322 gp

 * See the *Advanced Player's Guide*.


MATTIE RED

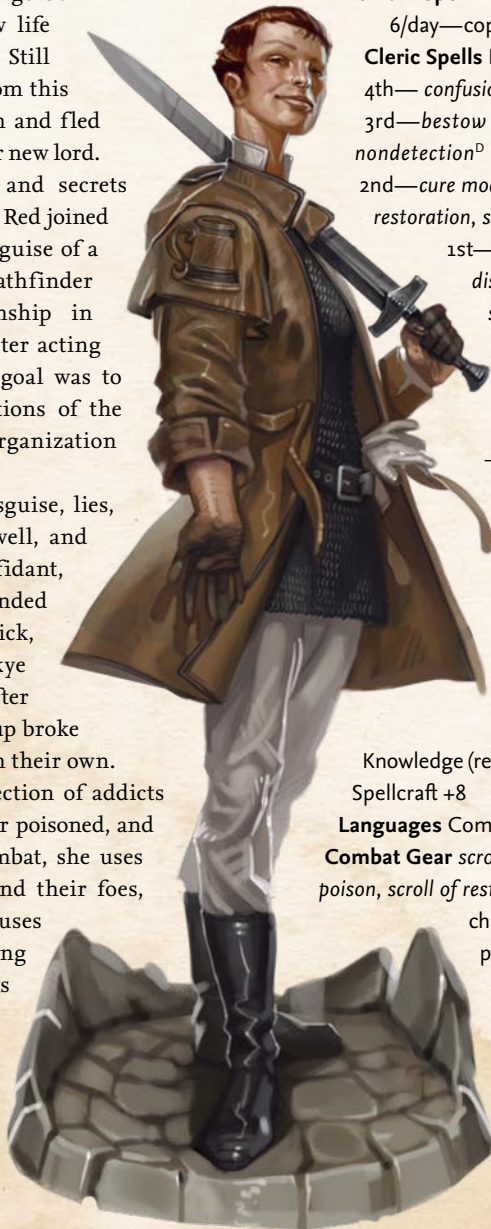
Mattie has been poisoning people since she was a small child. Growing up in Galt in a minor house, Mattie's earliest memories were of executions and bloody politics. Always struggling to be noticed in a house overflowing with siblings, Mattie first experimented on one of the family dogs, killing it with mashed up oleander. From there, she began to cull her competition for house control by poisoning her siblings' food.

Years later, after joining with a group of revolutionaries, Mattie used her skills at subterfuge and poisoning to further a number of secret assassinations in the anarchic state. One day, as she was mixing a batch of poison, she accidentally dosed herself and nearly died. While writhing on the floor in agony, she saw a vision of Norgorber in which he promised her a new life of murder if she walked his path. Still partially crippled and withered from this experience, Mattie chose this path and fled Galt for Absalom, eager to serve her new lord.

Following subsequent visions and secrets whispered through dreams, Mattie Red joined the Pathfinder Society under the guise of a cleric of Cayden Cailean. In the Pathfinder Society, Mattie Red found kinship in another citizen of Galt, an imposter acting as a venture-captain whose real goal was to completely subvert the machinations of the Decemvirate and establish an organization within the organization.

Sent on missions requiring disguise, lies, and murder, Mattie performed well, and at the request of her shadowy confidant, she gathered a group of like-minded Pathfinders. Areen was her first pick, soon followed by Sussessa Amakye (and Sussessa's toy, Ish Torovan). After several marked successes, the group broke from the Pathfinders to operate on their own.

Mattie Red considers this collection of addicts and murderers the family she never poisoned, and protects them at all costs. In combat, she uses her spells to cripple and confound their foes, while outside of combat, she focuses her magic on healing and restoring her group. When the outcome looks bleak, she never hesitates to use her channeling, though she's careful to protect her family from the destructive blast. Most importantly, Mattie Red uses subterfuge to keep the group safe and secret.



MATTIE RED

CR 6

XP 2,400

Female human cleric of Norgorber 7

NE Medium humanoid

Init +0; Senses Perception +6

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 armor)

hp 50 (7d8+12)

Fort +6, Ref +2, Will +8

OFFENSE

Speed 30 ft.

Melee mwk short sword +5 (1d6–1/19–20 plus poison)

Ranged dagger +5 (1d4–1/19–20 plus poison)

Special Attacks channel negative energy 8/day (DC 18, 4d6)

Domain Spell-Like Abilities (CL 7th; concentration +10)

6/day—copycat (7 rounds)

Cleric Spells Prepared (CL 7th; concentration +10)

4th—*confusion*^D (DC 17), *poison* (DC 17)

3rd—*bestow curse* (DC 16), *cure serious wounds* (2), *nondetection*^D

2nd—*cure moderate wounds* (2), *invisibility*^D, *lesser restoration*, *silence* (DC 15)

1st—*cure light wounds* (2), *command* (DC 14), *disguise self*^D, *protection from good*, *sanctuary* (DC 14)

o (at will)—*bleed* (DC 13), *detect magic*, *purify food and drink*, *stabilize*

D domain spell; Domains Death (Murder subdomain*) Trickery

STATISTICS

Str 8, Dex 10, Con 13, Int 12, Wis 16, Cha 16

Base Atk +5; CMB +4; CMD 14

Feats Combat Casting, Deceitful, Extra Channel, Improved Channel, Selective Channeling

Skills Bluff +15, Craft (alchemy) +8, Diplomacy +9, Disguise +9, Heal +10,

Knowledge (religion) +6, Perception +6, Sense Motive +8, Spellcraft +8

Languages Common, Polyglot

Combat Gear *scroll of delay poison* (2), *scroll of neutralize poison*, *scroll of restoration*, *wand of lesser restoration* (17

charges), black adder venom (4), blackfingers paste (2), cockatrice spit, drow poison (3), fiddleback venom (3), hag spit (2); Other

Gear +2 *chain shirt*, dagger, masterwork short sword, dreamtime tea (2), spell component pouch, holy symbol of Cayden Cailean, unholy symbol of Norgorber, 20 gp

PC Gear +16,960 gp

* See the *Advanced Player's Guide*.

SUSSESSA AMAKYE

Sussessa got her first taste of manipulation watching her father deal with foreign traders in her hometown of Kibwe in the Mwangi expanse. Bargaining is a form of art in Kibwe, and Sussessa picked it up early on—by adolescence, she was a master. Her arcane talents manifested at the same time. Initially fearful of what she saw as blood tainted by serpents, she hid these talents, only using them in dire circumstances. Relying on this restraint only strengthened her talents at verbal manipulation and ruthless bargaining. A true gem in her father's eye, Sussessa helped his mining business by protecting him from shoddy deals and outright exploitation.

One of these sources of exploitation came from the Aspis Consortium, which had developed a strong presence in the city. Her negotiations earned her father protection and a fair price on the precious metals that his workers pulled from the earth. Years later, a group of Pathfinders investigating the Aspis Consortium came to Kibwe, and soon called on her and her father regarding the discovery of an ancient artifact at one of their claims. Suddenly intrigued that interest in her culture had spread so far, she helped the Pathfinders work against the Consortium, earning not only the Consortium's ire, but also numerous threats. Two days after the Pathfinders left the city, her father's office burned to the ground with her father inside. Fearful for her life, Sussessa tracked down the Pathfinders in the jungle, and persuaded them to take her back to Absalom with them.

Impressed by her determination and talents, the Pathfinders brought Sussessa to the Grand Lodge to begin her training. But after 5 years of petty tasks, bureaucratic nonsense, constant reprimands, and flaccid leadership, Sussessa began to lose faith in the organization. Disillusionment, along with ire at being treated as a pawn, sent her looking for other Pathfinders who were equally disheartened. Eventually, she found Mattie and Aren, and began spending nearly

all her time with them, twisting her own Pathfinder missions to subvert the intent of the Decemvirate with her silvered tongue, and corrupting Ish Torovan into her service. When the group finally went its own way, Sussessa never looked back.

SUSSESSA AMAKYE

CR 5

XP 1,600

Female sorcerer 6

CN Medium humanoid

Init +2; Senses Perception +1

DEFENSE

AC 14, touch 14, flat-footed 11 (+1 deflection, +2 Dex, +1 dodge)
hp 44 (6d6+18)

Fort +3, Ref +4, Will +6

OFFENSE

Speed 30 ft.

Melee dagger +2 (1d4–1/19–20 plus poison)

Ranged light crossbow +5 (1d8/19–20 plus poison)

Special Attacks serpent's fang* 7 rounds/day

Sorcerer Spells Known (CL 6th; concentration +10)

3rd (4)—*lightning bolt* (DC 17)2nd (6)—*bear's endurance*, *delay poison*, *touch of idiocy*1st (7)—*charm person* (DC 16), *hypnotism* (DC 16), *magic missile*, *ray of enfeeblement* (DC 15), *shield*

Bloodline serpentine*

STATISTICS

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

Base Atk +3; CMB +2; CMD 16

Feats Arcane Strike, Dodge, Eschew Materials, Spell Focus (enchantment), Toughness

Skills Bluff +14, Diplomacy +10, Knowledge (arcana) +5, Spellcraft +9, Use Magic Device +10

Languages Common, Polyglot

SQ serpent's friend*, viper familiar (named Veskavesh)

Combat Gear *scrolls of bull's strength* (2), *scroll of expeditious retreat*, *scroll of glitterdust*, *scroll of mage armor*, *scroll of summon swarm*, black adder venom (3), blackfingers paste, blood sap (2), dreamtime tea (3), harlot sweets (2), slaver's drops (4); OtherGear light crossbow with 20 bolts, dagger, *ring of protection* +1, emerald earrings (50 gp), emerald pendant (125 gp)

PC Gear +12,497 gp

* See the *Advanced Player's Guide*.

QUEEN'S HANDS

“By the authority of Her Most Exalted Majesty, we have the honor of keeping the peace of Cheliox. We are not a large organization. We are agile and supple in ways that larger groups cannot be. We have the trust of Her Majesty, and thus the authority of House Throne across Cheliox. We have our reputation because we have earned it. We hunt the enemies of the state, wherever they may be, and we bring them to the justice of the Majestrix. They might not think themselves criminals, but they are. And when we capture and arrest them, they shall know the error of their ignorant ways.”

—ANYA JEGGARE, LEADER OF THE QUEEN'S HANDS

When House Throne took control of Cheliox over 70 years ago, it inherited a broken nation. The civil war that nearly destroyed Cheliox after the death of Aroden had left the nation without a strong core, and in order to swiftly establish law and order, House Throne recruited the aid of two already extant organizations—the church of Asmodeus and the Hellknights. With the aid of these groups, House Throne quickly brought peace (if a draconian and jack-booted version of it) back to Cheliox.

But as loyal and dependable as these organizations were, both lacked true devotion to House Throne—the church's first loyalty lay with Asmodeus, and the Hellknights remained their own arbiters of law and judgment. The leaders of House Throne quickly realized that if they were to maintain their power, they needed their own enforcers and agents who served House Throne first and all others second.

House Throne has established several different groups over the years, and while many of them have proven themselves failures, others have been great successes. One such success story is the elite group of investigators known as the Queen's Hands. Founded only 5 years ago, its members hand-picked by Queen Abrogail II, the Queen's Hands are charged with the task of investigating political crimes and rooting out acts of subversion before they can escalate into full-blown treason. Although the Queen's Hands are Cheliox's newest law enforcement agency, they have already met with dozens of successes in rooting out acts of rebellion, anarchy, and sedition. Critics of the Queen's Hands—who, in a more lenient society, might complain that the Queen's Hands' authority to arrest suspects and detain them indefinitely on the flimsiest of charges is far too easy to abuse—know better than to openly speak against the group.



IN TOWN

When they first receive tips of subversion or rebellion in a region, the Queen's Hands prepare by adopting disguises. They arrive in the region of suspected treachery dressed in plain and functional clothes, often in the guise of adventurers, merchants, or even visiting dignitaries from other countries. Using such disguises, they infiltrate the local populace and gather what information they need until they feel they have enough to don their official garb and begin making arrests. In Cheliox, their word is law, and only the foolish or the desperate would dream of crossing them once they have revealed themselves—but Cheliox has more than its share of fools and desperate, would-be heroes.

ADVENTURING

The Queen's Hands have a great deal of latitude in the missions they take, unless directly ordered otherwise by a member of House Throne. Their primary job is to act as a check on the people and laws of Cheliox, to ensure that all glory flows to the throne. They are most likely to become involved with the PCs when the characters have dealings with an organization that could be interpreted as a threat to the government, in which case the Queen's Hands are likely to pose as an allied adventuring party in an attempt to learn all they can about the PCs' strengths, weaknesses, politics, and goals.

IN COMBAT

The Queen's Hands work well together. In battle, each has her place, and they fight with a coordinated grace that is as efficient as it is intimidating. The combination of Anya and Victus's summoned minions, Lerwynn's support magic, and Ogoshae and Wil's strength in combat makes them dangerous foes in battle indeed.



AN INFERNAL EIDOLON

Anya Jeggare, the summoner of the group, has a potent bond with an unusual outsider from the depths of Hell. This creature is known as Ogoshae—to the untrained eye, it appears little more than an enormous serpent, but in combat, it quickly becomes apparent that Ogoshae is far more than a typical giant snake.

Whether Ogoshae was once a devil, some other spawn of the Pit, or something else entirely is beside the point; its form has twisted and changed in answer to its summoner's call, and it no longer truly remembers what it once was. Still, the eidolon possesses faint memories of another time and another Jeggare, from long ago, whom the eidolon believes it eventually slew and devoured. Its energies are now spent pleasing its mistress and showing her a serpentine route to power.

Ogoshae takes the form of a powerfully muscled snake, its eyes alight with flames that it can extinguish at will, leaving empty black sockets behind. When it is wounded, it spills not blood but glowing purple ichor, the light of which fades after a moment or two.

Anya's eidolon is a vicious but inquisitive creature, and it takes pleasure in new discoveries. A natural linguist, it has helped Anya master the many languages she knows. Although it recognizes its intellectual limitations, it also knows that its abilities help its mistress explore her strengths, and it is eager to help her expand them.

Ogoshae recognizes the value of its terrifying form and behavior, and it slithers through the blood of the slain and wounded to leave its signature mark. It smells of dried blood, ozone, and rank evil.

OGOSHAE	CR 8
XP 4,800	
Eidolon (serpentine base form; <i>Advanced Player's Guide</i> 58)	
LE Large outsider	
Init +5; Senses darkvision 60 ft.; Perception +2	
DEFENSE	
AC 23, touch 13, flat-footed 18 (+4 Dex, +10 natural, -1 size)	
hp 85 (9d10+36)	
Fort +7, Ref +10, Will +6; +4 morale bonus on Will saves against enchantment spells and effects	
Defensive Abilities evasion; SR 22	
OFFENSE	
Speed 20 ft., climb 40 ft.	
Melee bite +15 (1d10+10), tail slap +13 (1d8+3)	
Space 10 ft.; Reach 10 ft. (15 ft. with bite)	
Special Attacks constrict (1d8), grab, poison	
STATISTICS	
Str 24, Dex 18, Con 19, Int 7, Wis 10, Cha 11	
Base Atk +9; CMB +17 (+21 grapple); CMD 32 (can't be tripped)	
Feats Alertness, Critical Focus, Power Attack, Stealthy, Vital Strike	
Skills Climb +27, Escape Artist +5, Intimidate +9, Knowledge	

(history) +7, Knowledge (planes) +7, Linguistics +9, Perception +2, Sense Motive +6, Stealth +1

Languages Abyssal, Aklo, Celestial, Common, Draconic, Infernal
SQ devotion, evasion, evolutions (bite [2], climb, constrict, grab, large, improved damage, reach [bite], spell resistance, tail slap), link, share spells

SPECIAL ABILITIES

Poison (Ex) Bite—*injury*; save Fort DC 19; *frequency* 1/round for 4 rounds; *effect* 1d4 Str damage; *cure* 1 save. This poison can only be used once per round.

INFERNAL INVOCATIONS

While the various *planar ally*, *planar binding*, and *summon monster* spells work well for summoning the more commonly known types of devils and infernal creatures, Chelish spellcasters have developed numerous specialized conjurations to call upon other denizens of Hell for use as tools and guardians. Two spells often used by the Queen's Hands appear below.

SUMMON ACCUSER

School conjuration (summoning) [evil, lawful]; **Level** bard 4, cleric 4, sorcerer/wizard 4, summoner 4, witch 4

Casting Time 1 round

Components V, S, F/DF (chunk of rotten meat)

Range close (25 ft. + 5 ft./2 levels)

Effect 1 accuser devil

Duration 10 minutes/level

Saving Throw none; **Spell Resistance** no

This spell summons a single accuser devil from Hell to do the spellcaster's bidding, similar to how *summon monster* spells function. Accuser devils, known to diabolists as zebubs, are hideous flying creatures with the torso of a plump human infant and the body and wings of an enormous fly. They make excellent spies, for they have the ability to grant visions of what they have witnessed to others—the Queen's Hands sometimes use summoned zebubs to observe suspects from afar. Accuser devils are detailed on page 84 of the *Pathfinder RPG Bestiary* 2.

SUMMON INFERNAL HOST

School conjuration (summoning) [evil, lawful]; **Level** bard 5, cleric 5, sorcerer/wizard 5, summoner 5, witch 5

Casting Time 1 round

Components V, S, F/DF (strip of rune-inscribed parchment)

Range close (25 ft. + 5 ft./2 levels)

Effect 1d4+1 lesser host devils or 1 greater host devil

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

This spell functions as *summon monster* V, save that it can only be used to summon host devils. These noxious flying devils, known also as gaavs and magaavs, are detailed on page 58 of *Pathfinder Campaign Setting: Princes of Darkness, Book of the Damned, Vol. 1*.

ANYA JEGGARE

As a scion of House Jeggare, Anya Jeggare led a comfortable but empty life as a child. Surrounded at all times by attentive servants but having no true friends, she found herself inventing imaginary playmates, and in the fullness of time, one of those playmates spoke to her. When it devoured one of the servants, she—and her delighted parents—knew it was real. They spared no expense in tutors for their gifted daughter or sacrifices for her serpentine pet.

However, Anya's wealth and station insulated her from challenges, and so she sought a way to prove herself. When word came that the queen herself was

forming a specialized group of investigators, Anya applied for the position. Though she passed with the highest marks and was personally inducted by the queen, the other members of her team believe she bought her way into the group. This may be nothing more than jealousy, though, for despite the fact that she is the least experienced of the four, the queen saw fit to give Anya the role of leader among the Queen's Hands. The others are loyal and follow her command without hesitation, but still harbor hidden resentment that they were not chosen for this position.



ANYA JEGGARE CR 10

XP 9,600

Female human summoner 11 (*Advanced Player's Guide* 54)

LE Medium humanoid

Init +1; **Senses** Perception +2

DEFENSE

AC 18, touch 12, flat-footed 17 (+6 armor, +1 deflection, +1 Dex)
hp 68 (11d8++10)

Fort +3, **Ref** +6, **Will** +9

OFFENSE

Speed 30 ft.

Melee +2 scythe +9/+4 (2d4+1)

Spell-Like Abilities (CL 11th; concentration +15)

7/day—*summon monster VI*

Summoner Spells Prepared (CL 11th; concentration +15)

4th—*acid pit**, *summon accuser*, *wall of stone*

3rd—*dispel magic*, *fire shield*, *heroism*, *rejuvenate eidolon**, *stoneskin*

2nd—*blur*, *bull's strength (2)*, *create pit**, *haste*

1st—*endure elements*, *enlarge person*, *grease*, *identify*, *lesser rejuvenate eidolon**, *unfetter**

0—*acid splash* (DC 14), *detect magic*, *mending*, *message*, *read magic*, *resistance*

STATISTICS

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

Base Atk +8; **CMB** +7; **CMD** 19

Feats Augment Summoning, Empower Spell, Eschew

Materials, Lightning Reflexes, Magical Aptitude, Martial

Weapon Proficiency (scythe), Spell Focus (conjuration)

Skills Craft (alchemy) +9, Knowledge (arcana) +9, Knowledge

(engineering) +9, Knowledge (local) +9, Knowledge

(planes) +11, Knowledge (religion) +7, Linguistics +16,

Ride +10, Spellcraft +20, Use Magic Device +17

Languages Aklo, Common, Draconic, Dwarven, Elven,

Giant, Gnome, Goblin, Halfling, Ignan, Infernal, Terran,

Undercommon

SQ aspect, bond senses, eidolon, life link, maker's call,

shield ally, transposition

Combat Gear *potions of cure light wounds* (3), *potion of cure*

moderate wounds; **Other Gear** +2 mithral chain shirt, +2 scythe,

ring of protection +1, spell component pouch, 67 gp

PC Gear +65,650 gp

* See the *Advanced Player's Guide*.

LERWYNN SKATHOS

At 91 years old, Lerwynn Skathos is at the outer limit of middle age. He was a young bard in Cheliaz in 4640 AR, passionately devoted to the forgotten cause of a Chelish noble, when House Thrune made its move to take the vacant throne. When it became clear that Abrogail Thrune was unstoppable, he broke old ties and signed on to the Thrune revolution.

Lerwynn is a cynic who doesn't care that the innocent occasionally go under the infernal knife. But he rarely lets this cynicism show; most of the time he puts on a friendly face and worms his way into the hearts of his targets.

LERWYNN SKATHOS **CR 12**

XP 19,200

Male middle-aged half-elf bard 13 (detective) (*Pathfinder RPG Advanced Player's Guide* 81)

LE Medium humanoid (elf, human)

Init +1; **Senses** low-light vision; Perception +21

DEFENSE

AC 19, touch 12, flat-footed 17 (+6 armor, +1 Dex, +1 Dodge, +1 natural)

hp 53 (12d8-15)

Fort +3, **Ref** +10, **Will** 9; +2 vs. enchantments, +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee +1 *keen rapier* +12/+7 (1d6+2/15-20)

Ranged mwk shortbow +11/+6 (1d6/x3)

Special Attacks bardic performance 33 rounds/day (move action, careful teamwork*, countersong, dirge of doom, distraction, fascinate, inspire competence +4, inspire courage +2, inspire greatness, soothing performance, suggestion), true confession* (DC 20 saves)

Bard Spells Known (CL 13th; concentration +18)

- 5th (1)—*bard's escape**, *greater heroism*
- 4th (4)—*discern lies*, *discordant blast**, *freedom of movement*, *legend lore*, *modify memories*
- 3rd (5)—*good hope*, *invisibility sphere*, *jester's jaunt**, *scrying*, *seek thoughts**, *speak with dead*
- 2nd (6)—*blood biography**, *detect thoughts*, *gallant inspiration**, *hidden speech**, *honeyed tongue**, *zone of truth*
- 1st (6)—*charm person*, *disguise self*, *grease*, *saving finale**, *touch of gracelessness**, *vanish**
- 0 (at will)—*detect magic*, *flare*, *light*, *message*, *spark**, *unwitting ally**

STATISTICS

Str 12, **Dex** 14, **Con** 8, **Int** 14, **Wis** 10, **Cha** 19

Base Atk +9; **CMB** +9; **CMD** 21

Feats Acrobatic, Athletic, Catch Off-Guard, Dodge, Silent Spell, Skill Focus (Perception), Weapon Finesse

Skills Acrobatics +3, Bluff +20, Climb +2, Diplomacy +21, Disguise +14, Fly +3, Knowledge (history) +18, Knowledge

(local) +18, Knowledge (nobility) +18, Linguistics +6, Perception +21, Perform (act) +20, Perform (sing) +21, Perform (string) +20, Sense Motive +13, Sleight of Hand +8, Stealth +8, Swim +2, Use Magic Device +13; **Racial Modifiers** +2 Perception

Languages Common, Dwarven, Elven, Halfling, Gnome
SQ *arcane insight**, *arcane investigation**, *bardic knowledge* +5, *elf blood*, *eye for detail**, *jack-of-all-trades* (use any skill), *lore master* 2/day

Combat Gear *dust of tracelessness*, *potions of cure serious wounds* (2); **Other Gear** +3 *studded leather*, +1 *keen rapier*, *masterwork shortbow* with 20 arrows, *amulet of natural armor* +1, *cloak of resistance* +1, *elemental gem* (earth), *pipes of sounding*, *spell component pouch*, 469 gp

PC Gear + 113,000 gp

* See the *Advanced Player's Guide*.



VICTUS CARRAZINION

Victus Carrazinion, a scion of a paranoble house that has long been in the good graces of House Thrune, rose through the academies of Egorian with startling speed—while not the strongest or the smartest in his class, he showed a penchant for the diabolical from an early age. He has a smooth and oily manner, and while Anya is the official leader of the group, he often serves as the Queen's Hands' public face.

Queen Abrogail II selected Victus in a political move to appease the church of Asmodeus—by including a member of the church among this group, she helps to maintain the perception that she values the church's advice. Yet the fact that she chose to make Anya the leader of the group has not been lost on Victus. He keeps a close eye on Anya, hoping someday to catch her in a mistake that he could use to petition the queen for a promotion to leader of the group. He also dislikes Wil Telaxxis as a person, yet grudgingly admits that the Hellknight is good at what he does—fight and enforce law. Despite this hidden insubordination and dislike of some of his companions, Victus's first loyalty is to the Queen's Hands.



VICTUS CARRAZINION

CR 11

XP 12,800

Male human cleric of Asmodeus 12

LE Medium humanoid

Init +1; Senses Perception +7

DEFENSE

AC 23, touch 12, flat-footed 22 (+8 armor, +1 deflection, +1 Dex, +3 shield)

hp 73 (12d8+22)

Fort +7, Ref +5, Will +13; Resist fire 20

OFFENSE

Speed 20 ft.

Melee +1 flaming heavy mace, +9/+4 (1d6/1d8 plus 1d6 fire)

Special Attacks channel negative energy 4/day (DC 17, 6d6)

Domain Spell-Like Abilities (CL 12th; concentration +17)

At will—master's illusion (12 rounds/day)

8/day—copycat (12 rounds), fire bolt (1d6+6 fire)

Cleric Spells Prepared (CL 12th; concentration +17)

6th—*mass cure moderate wounds*, *mislead*^D, *summon monster VI*

5th—*breath of life*, *false vision*^D, *mark of justice*, *slay living* (DC 20), *summon infernal host*

4th—*air walk*, *discern lies* (DC 19), *summon accuser*, *unholy blight* (DC 19), *wall of fire*^D

3rd—*animate dead*, *fireball*^D (DC 18), *protection from energy*, *remove curse*, *speak with dead*, *wind wall*

2nd—*bull's strength*, *calm emotions* (DC 17), *desecrate*, *eagle's splendor*, *invisibility*^D, *zone of truth* (DC 17)

1st—*bane* (DC 16), *cause fear* (DC 16), *command* (DC 16), *comprehend languages*, *disguise self*^D, *entropic shield*, *sanctuary* (DC 16)

0 (at will)—*bleed* (DC 15), *detect magic*, *mending*, *read magic*

D Domain spell; **Domains** Fire, Trickery

STATISTICS

Str 10, Dex 12, Con 8, Int 14, Wis 20, Cha 13

Base Atk +9; CMB +9; CMD 21

Feats Alertness, Channel Smite, Command Undead, Deceitful, Extend Spell, Persuasive, Spell Penetration

Skills Bluff +14, Diplomacy +20, Disguise +3,

Intimidate +9, Knowledge (history) +9,

Knowledge (nobility) +11, Knowledge (planes) +11,

Knowledge (religion) +17, Perception +7, Sense

Motive +16

Languages Common, Infernal, Osiriani

Combat Gear *elixir of truth*, *potion of cure light wounds*, *potions of cure moderate wounds* (2), *scroll of atonement*, *scroll of raise dead*, *scroll of restoration*, *scroll of scrying*;

Other Gear +2 breastplate, +2 light steel shield, +1 flaming heavy mace, cloak of resistance +1, ring of protection +1, spell component pouch, unholy symbol of Asmodeus, 28 gp

PC Gear +87,000 gp

WIL TELAXXIS

Wil Telaxxis was born to serve the Hellknights. Groomed from childhood to fill the ideals upheld by the Order of the Rack, he fulfilled his destiny well, becoming a successful and highly decorated Hellknight by the age of 20. When Wil discovered that his father helped secure his position among the Order of the Rack by poisoning a close competitor, he turned his father over to the Order for punishment. As a reward for this loyalty, Will was given the honor of carrying out his own father's execution.

Wil's appointment to the Queen's Hands was largely political, as was the case for Victus. The queen knew that including a Hellknight among her specialized group would not only bolster relations with the organization, but would give the Queen's Hands a much needed boost in both prestige and physical power. Wil sees this appointment as a duty assigned him more by his Order than by the queen, but his loyalty to the group is no less. That his presence helps to keep Victus somewhat distracted from focusing his jealousy on Anya is another welcome feature he brings to the group.

Wil is hard and proud, and not above using his strength and his tools to extract information from unwilling informants. He has little use for sneaking around in disguise, but accepts the tactics of his companions as a way to reach the enemies of the throne. For him, the ends always justify the means.

Intimidating Prowess, Mobility, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Disguise +4, Intimidate +18, Knowledge (local) +12, Knowledge (nobility) +12, Linguistics +6, Perception +10, Ride +5, Sense Motive +12

SQ armor training 2, aura of law, force of will* (vs. compulsion), Hellknight armor* 1

Combat Gear *potions of cure light wounds* (3), *potions of cure moderate wounds* (2), *potion of cure serious wounds*; **Other Gear** +2 Hellknight plate*, +1 thundering longsword, amulet of natural armor +1, cloak of resistance +1, ring of protection +1

PC Gear +87,000 gp

* See *The Inner Sea World Guide*.

WIL TELAXXIS

CR 11

XP 12,800

Male human fighter 8/Hellknight (Order of the Rack) 4 (*Pathfinder Campaign Setting: The Inner Sea World Guide* 278)

LE Medium humanoid

Init +1; **Senses** Perception +10

DEFENSE

AC 25, touch 13, flat-footed 23 (+11 armor, +1 deflection, +1 Dex, +1 dodge, +1 natural)

hp 98 (12d10+20)

Fort +10, **Ref** +5, **Will** +3; +2 vs. fear, +2 bonus on Will saves against spells with the compulsion descriptor

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +1 thundering longsword +19/+14/+9 (1d8+10/19-20)

Special Attacks censor* 1/day, smite chaos* 2/day, weapon training (heavy blades +1)

Hellknight Spell-Like Abilities (CL 12th; concentration +12)

At-will—*detect chaos*

3/day—*discern lies*

STATISTICS

Str 19, **Dex** 13, **Con** 12, **Int** 14, **Wis** 9, **Cha** 10

Base Atk +11; **CMB** +15; **CMD** 28

Feats Bleeding Critical, Cleave, Combat Reflexes, Critical Focus, Disruptive, Dodge, Greater Weapon Focus (longsword),



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MEET THE COMPETITION

The *Rival Guide* presents 10 fully detailed rival adventuring groups, complete with specialized spells, equipment, magic items, and unusual minions. These groups cover a wide range of themes, from haunted pirates to drow death cultists, monstrous slavers to nigh-unstoppable arch-villains, and much, much more! Inside this book, you'll find:

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The *Rival Guide* is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but can easily be incorporated into any fantasy game setting.



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