

PT6



# PIOLUS



# DM's COMPANION

A Sourcebook By  
MONTE COOK

WALHAVOC PRESS

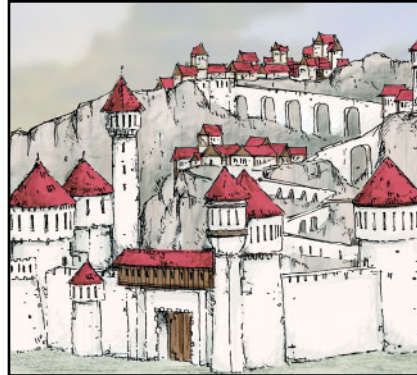


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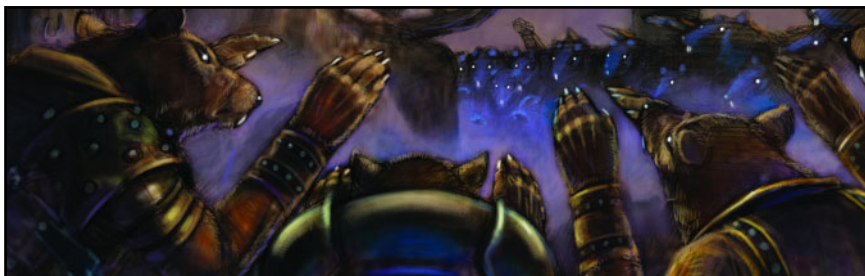
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### GUIDE TO THE PTOLUS PDFS

Throughout this book you will find references in the text and in the side-panels to other books in the PT series of *Ptolus* PDF editions. For your convenience, here's a listing of all the titles in the series and their corresponding title codes:

<i>A Player's Guide to Ptolus</i>	PT1
<i>The World of Praemal</i>	PT2
<i>Organizations</i>	PT3
<i>Districts of the City, Vol. 1</i>	PT4
<i>Districts of the City, Vol. 2</i>	PT5
<i>DM's Companion</i>	PT6
<i>Beneath the Streets</i>	PT7
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## INTRODUCTION

What's it like to actually live in the city of Ptolus? What's the typical home like, what do people do for entertainment, and what kinds of tools do they use? This book gives the reader an idea of how it feels to walk the streets of the City by the Spire plus a batch of DM-only rules material and urban campaigning tips.



### PAGE NUMBERING

Two sets of page numbers appear at the top of the pages that come after this introduction. The main page numbers correspond to this book's table of contents. The ones in parenthesis correspond to the page numbers of the Ptolus print book. They are there so you can properly check the side-panel cross-references of important words that you'll find boldfaced throughout this book. These cross-references tell you where to find more information about a given term, character, or place. They direct you to either a page number in this book, a chapter in another book, or a page number and title code of another installment of the PT series. We reference the page numbers from the print book so that, whatever edition of Ptolus you have, you can discuss page references with friends and not risk any confusion. Look for a rundown of all PT title codes in this book's Table of Contents.

Welcome to *DM's Companion*, designed to equip you, the DM, with the material you need to run an urban campaign within the City of Ptolus. The material in this book corresponds directly to Chapters 26 through 32 and Chapters 34 through 36 in *Ptolus: Monte Cook's City by the Spire*.

This is one in a series of nine Ptolus PDF releases from Malhavoc Press. When used together, they comprise the entirety of the Ptolus print book. Each one is also usable on its own for city-based fantasy d20 roleplaying campaigns.

### WHERE DO I START?

If you've purchased this book as a general sourcebook and you're not sure what *Ptolus* is, check out the sidebar on the next page for a primer on the product and the city it details. If on the other hand you're starting to plan your own Ptolus Campaign, here are a few guidelines on how to get started.

Whether you are a player or a DM, start by reading *A Player's Guide to Ptolus*. That book—free to download as a PDF at <[www.ptolus.com](http://www.ptolus.com)>—provides a quick overview of everything else in the book. Of course, it doesn't go into any of the secrets of the setting—

those are for the DM to reveal as time goes on. DMs should **print out a copy for each player**. Let everyone have a chance to learn about the city and get a feel for the setting.

Where you go next depends on how you're going to use Ptolus. If you want it to be your campaign setting, start reading PT2, *The World of Praemal* and learn all the basics of the world.

If Ptolus is destined to become a city in your existing world, jump straight to the *Districts of the City* PDFs (PT4 and PT5) and read about the various parts of town.

If you only want to mine the setting for ideas, flip through the various PDF releases that interest you and look at whatever strikes your fancy. You'll find interesting city locales, strange and fascinating NPCs, dungeon complexes, evil fortresses, haunted ruins, complex organizations, a few new races, monsters, prestige classes, spells, and a lot more.

Ready-made adventures for characters of level 1 to 4 are available in PT8, *Adventures*. For those of you who need adventures beyond those offered there, check out the ninety-six-page *Night of Dissolution* Ptolus adventure. It provides an exciting Ptolus-based adventure for 4th- to 9th-level characters.

If you want to read every last bit of information available on the city, look for two Ptolus-related products previously released by Malhavoc Press: *The Banewarrens* and *Chaositech*.

To delve even deeper into Ptolus, check out the official comic book, published by DB Pro, available from Diamond Comics. We're also proud to offer metal miniatures from Paizo Publishing, specialty map products from cartographer Ed Bourelle's SkeletonKey Games, and the *Ptolus Counter Collection* from Fiery Dragon Productions.

## RULES, TIPS, AND MORE

Besides showing you what life is like for an average Ptolusite, this book also gives you a feel for the life of an adventurer in Ptolus. Other chapters delve into Imperial law, scientific wonders (including firearms, clocks, printing presses, and more), and chaositech, the evil twin of technology.

This DMs' resource also discusses how to plan and run a campaign in the Ptolus setting. It lays out some differences between urban campaigns and other types and offers valuable new monsters, magic, and prestige classes needed for the Ptolus Campaign. A glossary and index in the Appendix covers the entire *Ptolus* PT series of PDFs.

Much of the information in this book may interest players, but it should remain a secret at first. Consider the majority of the details in these pages privileged information—facts the PCs might discover as the campaign progresses.

Throughout the *DM's Companion*, all references to spells, feats, and other rules come either from this book or from the v. 3.5 revision of the three Core Rulebooks: the *Player's Handbook*, *DMG*, and *MM*. This book is protected content except for items specifically called out as Open Game Content on the Legal page. For full details, please turn to the Appendix. Open content is not otherwise marked in the text of this book.

Bonus source material and ideas to augment the information in the *Ptolus* PDFs appear on my website. Find the links to these free web enhancements, my campaign journal, and much more online at <[www.ptolus.com](http://www.ptolus.com)>.

Thanks for trying the Ptolus Campaign! I hope you enjoy it as much as I do.




## ACKNOWLEDGMENTS

*These people and things played a significant part in the creation of Ptolus, even if indirectly, and thus they have my thanks:*

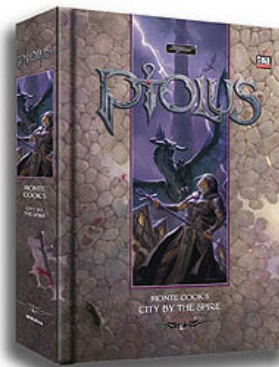
Kelley Barnes-Herrmann, Phil Boule, Ed Bourelle, Dean Burnham, Michele Carter, Mike Chaney, Andy Collins, Sue Cook, Bruce Cordell, Jesse Decker, Denmark (and new friends there), fans of *The Banewarrens*, Red Garland, Gateway Computers, Gen Con, Get Fuzzy, Brian Glass, Godspeed You Black Emperor, Gary Gygax, Conrad Hubbard, everyone working on *Lost*, H.P. Lovecraft, Marley, China Mieville, Matt Milberger, Erik Mona, Monster Energy Drink (lo-carb), Grant Morrison, Chris Perkins, Porcupine Tree, posters on our message boards, Jeff Quick, John Rateliff, Reduced Fat Wheat Thins, Sean Reynolds, Rufus, Charles Ryan, Seattle's weather, Morgan Spurlock, Sony Electronics, Source Comics and Games, Spock's Beard, Stan!, Tortoise, two different ergonomic keyboards and three (optical, not blind) mice, Aaron Voss, Steve Wieck, Stewart Wieck, Fred Yelk, and Yes.

## WHAT IS PTOLUS?

If you were to imagine the most deluxe roleplaying game product ever, what would be in it? More than 600 pages of fantasy source and adventure material from one of the industry's greatest designers? Check. Glorious full-color art? Check. Double-sided poster map? Player handouts? A CD-ROM packed with bonus material? Check, check, and check.

As a book, Ptolus is many things all at once. It is . . .

- The ultimate fantasy campaign in which adventurers plumb the depths of a gigantic underground labyrinth filled with treasure, monsters, and traps—or try to make names for themselves in a city filled with intrigues, politics, and mystery.
- The very first and longest-running 3rd Edition campaign, run by one of the game's designers for industry celebs including two editors of *Dragon*® magazine, two editors of *Dungeon*®, three Wizards of the Coast roleplaying designers and three editors, and even the former D&D business manager.
- A detailed city setting crammed with characters, locations, and enough adventures to take characters from 1st to 20th level.
- A work of unsurpassed usability, featuring extensive indexing and cross-referencing throughout, designed and tested by the author of the *Dungeon Master's Guide* and the "Dungeoncraft" column in *Dungeon* to make play even easier and more fun.
- The most deluxe RPG package ever designed; the 672-page print book includes more than 130 pages of color artwork and maps, three bound-in fabric bookmarks, four tear-out card-stock bookmarks, two dozen handouts, and a CD-ROM containing 700 pages of additional bonus products, Ptolus adventures, reference documents, and source material.
- For our readers who prefer electronic (PDF) versions of roleplaying products, we've made the entire book available as a series of PDFs: the PT series (see page 2). When you buy all nine PDFs, you have the same print items available in the physical *Ptolus* book.

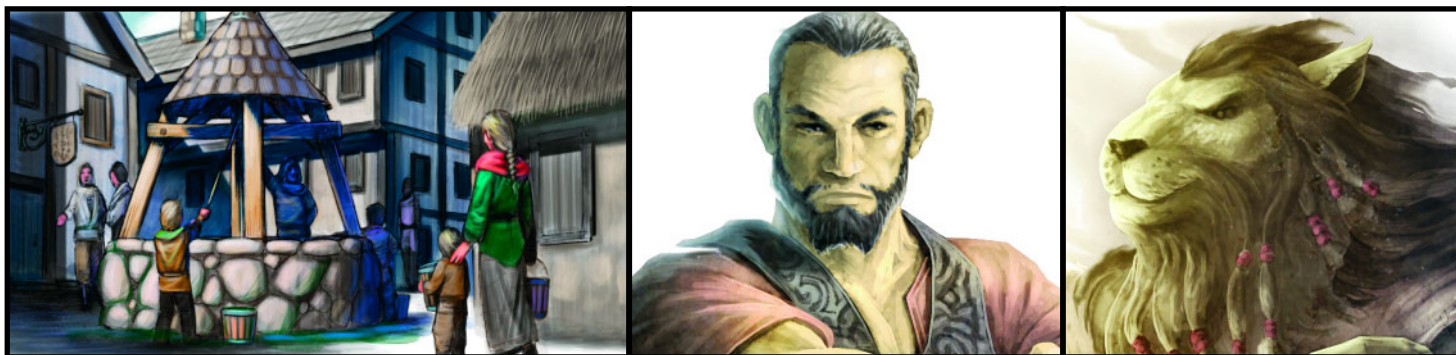


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## ON BEING A RESIDENT

How much does my rent cost me each month? What do I wear to the market? What is the current news of the day? These are all questions that we can answer easily for ourselves in modern-day life. But when we're asking them of our characters in the Ptolus Campaign, the answers seem a bit more elusive . . .



*Except for Tarsis itself, more people move to Ptolus each year than to any other city in the Empire.*

*It is held that every home develops a spirit, sometimes called a luritas. For details on house gifts, see PT1: page 29.*

*Broadsheets, PT4: page 166*

*For sample floor plans of Ptolus homes, see PT4: page 197; PT5: page 346; and PT5: page 347.*

This chapter describes what life is like for the most common resident of Ptolus: a human of lower middle class who is likely married with a small family. It explores issues of home, work, gender, religion, and the cost of living. To see life, and the city, through the eyes of such a character, this chapter has been written in the second person.

### WHERE YOU LIVE

You probably live in a two-room flat in a two- or three-story building that contains six or eight such flats. It has at least one glass window that opens on a hinge, with a latch. The door into your home locks (Open Lock, DC 20). Your kitchen has a hand-cranked pump that draws water through a pipe into a basin. The basin has a stoppered hole that drains down into the sewer, as does your garderobe, which also has a cover to keep out unwanted odors and rats.

Your furniture is wooden and handmade. Some of it likely has nice decorative work, while other pieces are crude but functional. Your home probably has a table or two, at least one chair for everyone in the household, and a bench. You light the place with candles and an oil lamp. You have one, or perhaps two fireplaces for warmth, and you might have a coal-burning stove. At

night you sleep in a bed with a mattress stuffed with straw or cloth, and you likely share that bed with at least one other person—in a family home with three children, it's common to have two beds: one for the parents and one for the children.

You decorate your home with a shelf of curios and mementos above the fireplace, and perhaps a few simple decorative cloth hangings on the walls. You might have a painting, likely a portrait of some elderly relative. Next to the main door is a small shelf for keeping **house gifts**.

You can read, at least slowly and simply. You own a few books—likely a holy book or two (depending on your religion), a primer for the children, and maybe a family record book or a book of poetry or love sonnets. Most of your reading skills are used on the various **broadsheets** published in the city.

You also own a set of ceramic dishes, a number of wooden or ceramic mugs, some kitchen knives and other utensils, some wooden spoons, a few large iron pots, a washtub, two basins, a ewer, a mirror, a comb, a brush, plenty of soap, other miscellaneous toiletries, a wooden chest (maybe with a lock), a wardrobe, many blankets, pillows, a number of barrels and crates (mostly for storing food, kept in a loft), a couple of

buckets, a few rugs and tablecloths, some towels and rags, a quill pen and ink, a few pieces of paper, chalk and a slate, oil for your lamp, and at least a week's worth of food for the household (and more of certain staple foods, like flour). If you have children, you likely have a few toys and entertainments for them as well. You might own a musical instrument and a game or two (some dice, *Dragonscales*, or some cards). You probably own some simple tools, like a mallet, an awl or chisel, a saw, a good knife or handaxe, and perhaps some tongs. You might own a dagger, but it's more likely that the only weapon you own is a club.

In the window(s), you keep a box of soil where you grow a few plants—probably for food, but maybe flowers. You use some of the **household waste** as fertilizer. There's a hefty fine for throwing your trash and waste out the window, so you dump it down into one of the pipes that leads into the sewer instead (those pipes frequently get clogged, and you are responsible for clearing them).

## WHAT YOU WEAR

If you're a man, you typically wear a linen shirt that ties in the front and some sturdy woolen breeches or trousers. If you work in a shop, you probably wear a colored vest with buttons, or perhaps a laced doublet. If you are a laborer, a coarse woolen tunic probably goes over the shirt. With the rain and wind common in the region, many people wear cloaks outside, but if you're at all fashion conscious and can afford it, you wear a coat with a lapel and buttons instead. Men wearing cloaks are often assumed to be out-of-towners. Hats are also quite common, likely with a brim to keep the rain off your face. At night you wear a long nightshirt to bed, even in summer. Most likely you own two or three shirts, but only one of everything else. Most of what you have has been patched more than once.

You own a pair of sturdy leather boots, woolen socks, and maybe some soft cloth slippers.

You wear your hair shoulder length and (if you're human) you keep your face clean shaven. Since it can be a fairly long time between baths, you sometimes wear cologne—unless you're a laborer, in which case you usually don't bother.

If you're a woman, you probably wear a long kirtle with an apron and a kerchief on your head. You likely own a single nice dress with a wide skirt that you save for special occasions. Wearing a hat with a veil in the back is fashionable, although more and more women are going out with no head covering at all these days. Outside, a hooded cloak of dyed wool is often

needed to keep out the cold and rain. It's not common for women to wear men's clothing—a shirt, tunic and breeches, for example—but it's not unheard of, either, particularly among women who work at hard physical labor in a workshop or elsewhere. At night you wear a long linen nightgown. You likely also own a robe, a shawl, and a scarf or two.

You wear cloth slippers inside and wooden-soled leather shoes outside.

You wear your hair long but tied, bound, or braided to keep it manageable when you're working. On special occasions you use cosmetics and perfumes. These are expensive, though, so you need to be frugal with them.

## HOW YOU LIVE

You likely eat most of your meals at home—a light breakfast in the morning and a hefty dinner at night. During the day, you take a break for lunch, but it's generally only a cup or two of tea or coffee with maybe a hard roll to dunk in it. A mid-day meal is for the rich.

Both men and women smoke tobacco of various types. Cigarillos are held in long, lightly filtered holders, while thick cigars are smoked directly. Pipes are usual among commoners, both men and women, with women's pipes often being small and ornamental.

You work long hours—usually six days a week, although if you run your own shop you likely work every day. There's always a great deal of work at home too: caring for the children, mending clothing, cleaning, and so forth. In your limited free time, you visit with friends and family, play games, or listen to your neighbor play the fiddle, the gittern, the flute, or the hurdy-gurdy. If you're athletic, you might get together with others for some sport from time to time, like wrestling or a ball game. Only on rare occasions do you go down to the tavern for a drink, although you and the neighbors frequently have homemade ale in the evenings. You almost never eat in a pub or restaurant, but occasionally you buy some sweets, baked goods, or cooked meat on a stick from a street vendor.

On holidays and special festivals (often organized by your church), you enjoy special meals and activities.

When you or someone in your family is sick, you can't afford to go to a cleric for a healing spell. Instead, you rely on home remedies that you learned from your own parents, and if that won't do, you go to a physicker or an herbalist. It might cost you a week's wages or more, but when you're sick, you're sick.

You try to keep yourself fresh and clean, but you only get a real bath once a week, at best.

*For details on the food the common person dines upon, see "Eating in Ptolus" in PT5 (the North Market chapter), page 306.*

*Dragonscales, PT5: page 359*

*The wealthy eat with utensils made of silver and are the only class of Ptolusite to use forks.*

*Although you keep it covered, the garderobe has a bad odor, so it is located far from where you keep the food and where you eat. Instead, it's located near where you hang your clothing, since the smell keeps away moths.*



*Some of the best diversions of the year for common folk occur at the Godsdays Festival and Tournament, described in PT4 (Temple District), page 392. For other festivals, see "Customs" in PT1: A Player's Guide to Ptolus on page 28.*

### THE COST OF LIVING

Living in Ptolus is a costly venture. The price of necessities is high, not to mention luxuries. For most items, use the prices provided in Chapter 7: Equipment of the *Player's Handbook*. The only alterations to those prices are as follows:

Item	Price
Spyglass	200 gp
Water Clock	150 gp

### Owning and Renting Property

Most people who live in houses do not own them—they rent. Wealthy landholders and investors own most local residential and other buildings.

Here's a rundown of the rent in Ptolus.

Residence*	Size	Rent/Month**
Apartment/flat	1 room	5 sp
Apartment/flat	2 rooms	1 gp
Apartment/flat	3–4 rooms	5 gp
House	Small	3 gp
House	Medium	10 gp
House	Large	50 gp+

\* Of average quality.

\*\* Triple the normal rent for the Nobles' Quarter. Halve it for the Warrens; many residents of the Warrens are squatters, however.

Many fortunate Ptolusites who do own their homes inherited them. See PT4 (Midtown, page 197) and PT5 (Rivergate District, pages 346–347) for some maps of typical Ptolus houses that you can adapt for your campaign. The table below shows the purchase price of a typical house, by district:

District	Price
Docks	500 gp
Guildsman District	3,000 gp
Midtown	5,000 gp
Necropolis*	N/A
Nobles' Quarter	50,000 gp
North Market	5,000 gp
Oldtown	10,000 gp
Rivergate District	8,000 gp
South Market	6,000 gp
Temple District	9,000 gp
Warrens**	N/A

\* Prices for burial in the Necropolis are in the table under "Other Expenses."

\*\* The availability of squatting opportunities makes the Warrens not a viable real estate market.

Many residents in Ptolus live in the same district in which they work, but that is by no means always the case. Shopkeepers who live above their stores may either own or rent the building.

### Other Expenses

Ptolus offers unusual goods that some player characters may want to purchase and various services they may want to take advantage of. Such goods and gear not available in the *Player's Handbook* appear in the table below. (Also see the Technology chapter for additional goods one can purchase in Ptolus.)

Goods/Service	Price	Notes
Messenger	1 sp	To anywhere in the city
Carriage ride	1 sp	To anywhere in the city
Bath	1 cp	—
Shave/haircut	1 cp	—
Massage	2 cp	—
Furnishings (one room)	—	—
Expensive	800 gp+	—
Average	100 gp	—
Poor	15 gp	—
Taxidermy services	10–500 gp	—
Custom tailoring	5–50 gp	—
Custom armor enhancement	100–500 gp+	—
Custom weapon enhancement	20–200 gp+	—
Personal taxes	3 gp/year	Or 9% of total wealth/year
Leather coat	200 gp	+4 armor bonus, +6 max. Dex, –2 check penalty, spell failure 10%, speed 30 feet, 20 lbs.
Burial (Necropolis)	—	—
Common grave	1 sp	—
Headstone	5 gp	—
Individual plot	10 gp	—
Expensive crypt	500 gp	—
Mausoleum	5,000 gp	—

### Upkeep Costs

One easy way to handle living expenses in the Ptolus Campaign is to have each player character pay a monthly upkeep cost. This is the amount the character spends on accommodations, food, drink, clothing, and items each month. It does not include the cost of adventuring gear, magic items, bribes, and so forth. The amount is paid on a regular basis (such as the first of each month), although it's assumed that character actually spends the money over the course of the entire month.

Upkeep costs are determined by the player, not the DM, based on how the player wants the character to live (assuming funds are available to maintain the desired lifestyle). DMs may wish to play out the details of dramatic changes in upkeep costs. Someone going from a poor to a high lifestyle has







A typical house in the Rivergate District.

to move and spend a few days buying new things. Someone going from a luxurious lifestyle to an average one has to move, fire his servants, and so forth. DMs should disallow dramatic changes in upkeep costs from month to month in order to maintain realism. It's unlikely someone could live a poor lifestyle one month, a high lifestyle the next, and meager the month after that. (It's possible, however. An adventurer might score a major haul and then blow it on wine, women, and song in a single month—although the character will end up looking like a fool who can't handle his money.)

Lifestyle	Upkeep/Month
Subsistence	2 gp
Meager	3–5 gp
Poor	6–10 gp
Average	11–20 gp
Good	21–50 gp
High	51–100 gp
Luxurious	101+ gp

### Subsistence

This is the amount of money required simply to stay alive. It assumes living either in a very cheap abode, probably shared with others, on the streets, or in a place like the Mane (PT4, page 200). Unless the character has access to free food

(including food grown in a garden), all she eats is potatoes, broth, and bread. She never eats in restaurants or pubs, virtually never drinks in taverns, and has no luxuries. She wears shabby, dirty clothes (probably covered in patches and mending) and rarely bathes. This character either lives in the Warrens (or the really poor parts of the Guildsman District or Midtown), or people just assume that she does.

### Meager

This is the lifestyle of the common laborer in Ptolus. The character lives in a one-room apartment, eats poorly, and drinks only cheap, watery ale at low-class taverns. He probably gets a new article of clothing once a year, so what he wears is often tattered and stained.

### Poor

The character lives comfortably, but completely without luxury. Meals are simple, but she doesn't go hungry and can afford a mug or two of ale regularly. The character's clothing is simple, but not shabby or dirty.

### Average

This is a middle-class lifestyle. The character has a decent place to live, perhaps even with more than one room. He eats fairly well, occasionally eating in restaurants or pubs. He can afford to indulge in extravagances such as decent wine or the occasional new clothing item or even a bit of jewelry.

### Good

The character lives very well. Her rented house or apartment has multiple rooms, and she dines on quality food at every meal. The character can adopt an expensive habit, such as fine wines, perfumes, gambling, or fancy clothing, but she still needs to be mindful of the price of things.

### High

The character lives in a large house with expensive furniture and silk sheets on the beds. He eats fine foods, drinks quality beverages, and wears fashionable clothing. Perfumes, jewelry, and

expensive tobaccos are just some of the luxuries the character can afford. He might even have a servant or two.



### Luxurious

If the character sees something she wants, she buys it. No extravagance is too great. She takes every meal at a fine restaurant or an elegant dinner party. Her wardrobes overflow with articles of expensive clothing, and she wears jewelry and high-priced cologne at all times. This character almost certainly employs a personal servant

(or a staff) to look after her home and possessions. She almost certainly lives in the Nobles' Quarter.

*Citizenship, page 552*

*Citizenship papers: See the Appendix of this book.*



*Administration Building, PT5: page 314  
Vock Row, PT5: page 333*

*Guilds, PT3: page 114*

*Platinum Imperial coins are dragons and gold pieces are thrones. Silver pieces are shields (although slang terms include "shinies" and "moons"). Copper pieces are pennies (also known as "jennies," "bobs," or "jacks"). For more on Imperial money and the currency in Ptolus, see "The Economy" in PT4 (page 154).*

*Iron Mage, PT5: page 340  
Chaos cults, PT2: page 71*

*Godsday, PT5: page 392*

## THE CITY IN WHICH YOU LIVE

Although the city is full of all different races, you probably live in a neighborhood made up mostly of residents who share your race. You see members of other races in the market and on the street frequently, however. Some people harbor various prejudices about one race or another, but considering all the differences, the various races live together in relative harmony.

Most of the time, you stay in your own district of the city, traveling to one of the two markets (if you don't already live there) perhaps once a week. You have probably never been to the Nobles' Quarter unless your job required it. If you did go there, you felt uncomfortable because it seemed as though everyone was watching you, expecting you to do something bad. It seems at times that you have more in common with the folk of other races than with the noble or extremely wealthy members of your own.

Occasionally, the law requires that you go to one of the government buildings in Oldtown to get a license or permit or register for some new tax. Imperial bureaucracy can be trying sometimes. A trip to the **Administration Building** often requires a full day of standing in lines and filling out forms. On the way there, though, you might make a point of passing through **Vock Row**, on the chance you'll see a wizard doing something interesting.

You probably consider magic and spells fascinating but strange. It's certainly nothing to believe or disbelieve in—magic's demonstrably as real and true as gravity and the cycle of night and day. You likely don't enjoy many of its wonders and advantages, however; it's just rare enough to be beyond your means. You may know someone who has a torch in his home that never burns itself out, though, or someone who has spent her life's savings on a miraculous cure from a priest in the Temple District. And you see the evidence of magic almost every day—a wizard flies overhead, a cleric heals someone hurt, or an adventurer walks down the street carrying a glowing sword or with strange magic bits orbiting his head. Magic is clearly real—you'd never question that. It's just expensive.

## MONETARY ISSUES

Speaking of life's savings, you likely have little or no savings; you earn just enough to pay for what you and your family need to live, with perhaps a bit more to splurge occasionally. Perhaps you buy a nice turkey or goose for dinner on **Godsday**, or some small gifts for the children on their birthdays. If you've got anything approaching savings, it comes in the form of an old gold ring, locket, or other heirloom handed down by your family.

You receive a visit from the tax collector three times a year, with the visits usually spaced equally apart, although the times differ for everyone. On each visit, an **average citizen** pays ten silver coins—that's ten shinies per adult, not per family. The tax collector can instead choose to assess the value of your current wealth and levy a tax upon you of 3 percent of the total on each visit, but you don't own enough to have to worry about that.

Noncitizens do not pay taxes. *However*, at any time, virtually any government official can demand one silver shield from a noncitizen as an Imperial services levy, if the noncitizen has spent the previous week in the bounds of the Empire (which is, according to the Empire, everywhere). Technically, a noncitizen only needs to pay this once per week, but since there is no way to prove that one has already paid the levy, someone without **citizenship papers** could get charged over and over. This isn't fair, but there's not much you can do about it, particularly if you're a noncitizen.

The most common profession is simply "laborer," which, of course, means many things. A laborer might work the bellows for a blacksmith, move cargo on the Docks or in a warehouse, deliver goods to homes or businesses, tote construction materials for a master carpenter, dig foundations, or a hundred other menial tasks that require little training or skill—just a strong arm.

If you're lucky, you might have a job that is less strenuous and pays better, like working as a clerk in a shop, as a construction worker, or as a real craftsman. You may not belong to a **guild**, but you know how powerful they are in controlling the economics of the city, the welfare of the workers (including yourself, most likely), and other issues.

## RELIGIOUS ISSUES

It's likely that religion plays some role in your life. If you're a Ptolusite, like most people in the city, you probably attend services on Theoday. Being that you're not of the higher classes, the service you attend is most likely in the afternoon or evening.

No matter what your religion, though, you just don't have much time in your daily life to think about things like gods, religions, and the afterlife. It's easier to let the priests worry about that for you, and just do what you're told as much as you're able.

That said, you have little doubt that the gods exist. It's comforting to know that there are powers even higher than the nobles and the wealthy. Even the **Iron Mage** will have to answer to the gods someday, right? There's talk today of new religions worming their way into the city; although you wouldn't even try to account for all of them, these new faiths are different, or so folks say. Word on the street is that these **chaos cults** are interested in destruction and mayhem. That sounds horrid to you, of course—although you have to

## GENDER IN PTOLUS

Generally speaking, men and women are treated more or less equally under the law of the Empire, unlike localized governments of the past or those in far-off lands like Uraq. Both men and women can own property, hold titles, and own weapons and other items. They are also treated equally when accused of a crime (see the “Crime and the Law” chapter in this book).

The truth is, among the common races, there is nothing to keep a woman from becoming as good a fighter, a wizard, a merchant, or an accountant as a man. Still, about 75 percent of all outside-the-home occupations are filled by men, simply because so many married women stay home to care for their children.

### Gender Terminology

That said, it is not uncommon for locals to use gender-specific terms for general things. Humanity (and sometimes all intelligent races) is often referred to as “mankind.” The reptilian creatures that call themselves assarai are known to most others as “lizard men” (as opposed to the gender neutral “lizardfolk”). Even the *Guildsman* District suggests this nomenclature bias, a holdover from a much earlier time. Still, rather than being offended, most women in Ptolus (and throughout the Empire) have seized the opportunity and have adopted such terms as gender-neutral terms. A “man at arms” does not imply a male mercenary, for example, and most women would not balk at being a City Watchman or a City Councilman. Similarly, a female sorcerer is a “sorcerer,” not a “sorceress.”

Still, some gender-specific terms remain offensive. For instance, no woman with any self-respect likes being referred to as a “wench” or by similar terms.

### Marriage and Children

All the major races share similar beliefs involving marriage. Within the traditional family unit, the male is usually expected to earn most of the money, because the female traditionally cares for the home and children. There are plenty of exceptions, however—so many as to make them not even particularly notable. Further, even as they care for the children, many women also contribute to the family’s financial well-being by growing vegetables, sewing, taking in wash, or other at-home duties. And of course, if the family business is indeed in the home (or vice versa), the female parent may take an equal or greater role. Many shopkeepers and artisans, for example, live in the back of their stores or above their workshops with their families. In such cases, either the male or the female, or both, tends to the business.

Legally, the Empire recognizes that parents are entirely responsible for the upbringing and welfare of their children. They are also responsible for their children’s actions. This means

that if a young child commits a crime, the parent faces the punishment—even if that punishment is imprisonment or death.

Both boys and girls attend formalized school from around age six to at least age ten. There they learn the basics of reading (Imperial Common), math, and history. The only exception to this is in small villages where no school or teachers are available. In Ptolus, only the very poorest children do not attend school.

Residential districts like Midtown, Oldtown, Rivergate, and of course the Nobles’ Quarter all have many schools for the local children. Such schools are usually run by the Empire, through the auspices of the Church of Lothian. There are cases, however, in which a neighborhood sponsors its own school. This is particularly true in some of Midtown’s racial neighborhoods—there is an Elvish school in Emerald Hill, for example—or in the case of an organization sponsoring a school, such as the Shuul’s plan for a technical institute (see PT5, page 334).

After they finish school, many children as young as age ten go to work, often for a relative. Young children serve as stablehands, messengers, or other assistants. Many go on to become apprentices and learn a trade. Those who do not may become manual laborers. Children who show scholastic aptitude have the opportunity to go to either an advanced school or a trade school until age sixteen. Those who finish the advanced school often go on to university and careers like advocate, physicker, judge, administrator, sage, and so forth. Trade schools teach advanced craftwork or other skills, going beyond that which a typical apprenticeship can grant. Trade schools produce accountants, master crafters, and similar professions.

Sixteen years is the generally accepted “age of responsibility,” in which a person becomes accountable for his own actions and welfare. However, that’s an extremely humanocentric custom. Elves, gnomes, and dwarves are not considered adults by their own custom until at least age twenty, and sometimes as old as twenty-four. (Among their own kind, elves have a custom of the “carefree adult” that lasts from about age twenty until as old as one hundred ten, although many elves ignore this tradition while living among humans and other races.)

### Homosexuality

Same-gender relationships are accepted among most races, although the human middle and lower classes discourage the practice—a holdover from older, agrarian societies in which having the maximum number of children possible was considered vital to the survival of the entire society.

In the crowded streets of a place like Ptolus, however, such mores are easily forgotten. Dwarves are the one exception; they look upon homosexuality as deviant behavior—a type of mild madness.





*Rivals to the Imperial Throne,*  
PT2: page 79

*The Commissar, PT4: page 149*  
*City Council, PT4: page 148*

*Dungeon, PT7: page 415*

*Republican movement,*  
PT4: page 150

*Broadsheets, PT4: page 166*  
*House Vladaam, PT3: page 96*  
*House Sadar, PT3: page 94*  
*Keepers of the Veil,*  
PT3: page 119  
*Knights of the Pale,*  
PT3: page 125  
*Knights of the Chord,*  
PT3: page 123

*More weather, PT4: page 162*



For details on the celebrations and holidays observed in Ptolus, see the calendar handout in PT2: *The World of Praemal*.

admit, things get so frustrating some days that you wouldn't mind seeing this city in flames. It would serve them right, in fact. You don't actually want to hurt anyone, but you can see how someone could get pushed just too far. . . .

When others talk of good and evil, those are concepts you can identify with—it all seems pretty obvious. But when someone starts in about law and chaos, that's a bit too esoteric for your tastes. Let the clerics and philosophers worry about that kind of thing.

**POLITICAL ISSUES**

Today, three different people claim the **Imperial Throne**, but is one of them really any different from the others as far as you're concerned? It seems unlikely. It's difficult enough to keep abreast of city politics, let alone Imperial tangles.

You probably like the **Commissar**. He has a reputation as a war hero and a good civic leader. Unlike some commissars of the past, he seems interested in what the people want. Nevertheless, you still refer to the **City Council** as the "Council of Coin." As always, it's the rich that rule over the poor, and make sure that they stay rich while you stay poor. At least you don't have it as bad as the folks who live outside the city. You've heard about how they live: digging in the mud for their dinner and living in terrible, dirty little shacks. That's what you think of country life, anyway.

You've probably heard of the so-called **republican movement**. Talk of such things goes hand-in-hand with discussion of whether Ptolus should break away from the Empire. Such talk surprises you; in your grandparents' time, discussing such matters would have been almost unthinkable. The Empire is so old, the very thought of not being a part of it is strange, although somewhat compelling. The republicans, of course, want to take it a step farther, and have common folk decide who the rulers should be. That would be great, but it sounds like pure fantasy to you.

**CURRENT EVENTS**

It's obvious that some things in the city are worse than they used to be. There are manufactories in the **Guildsman District** that no longer produce anything, for example. Fewer people seem to understand how to make some of the more technical devices work. News from elsewhere in the Empire arrives more slowly than when you were a child. The roads outside of town, you've heard, are less safe than in years past.

On the other hand, more gold flows through the city than ever. Those delvers who explore the strange catacombs beneath the city are a dangerous and rough lot, but their activities bring coin into the shops and taverns, which then trickles into everyone's pockets. Of course, along with that comes inflation—prices are higher than they were ten, or even five years ago.

You hear all kinds of stories about the strange things delvers find down there in the **Dungeon**. Ancient treasures and wonders, to be sure, but odd magic and horrible monsters, as well. Is it all linked to the **Spire**, somehow? Probably. Those unnameable lords that caused so many travails hundreds of years back built their castles up on the **Spire**, but they burrowed down below it as well. It unnerves you to think about that kind of thing too much. Luckily, the grey clouds so common in the region usually obscure the **Spire**. Sometimes, you'd rather have a cloudy or rainy day than a clear day with the likes of **Jabel Shammar** staring down at you from thousands of feet up.

You try to keep up on the news by reading the **broadsheets**. You don't trust most noble families, but **House Vladaam** clearly seems to be the worst, and **House Sadar** is likely up to no good as well. On the other hand, the knightly orders—the **Keepers of the Veil**, the **Knights of the Pale**, the **Knights of the Chord**—these are people you can look up to.

The city's far from perfect, that's for certain. But there's more good than bad and, more importantly, it's home.

**Your Ptolus Weather (Averages)**

Month	Temperature (high/low ° F)	Precipitation (inches)	Number of Days Clear/P. Cloudy/Cloudy	Windspeed (mph)	Daylight Hours
Newyear	45/30	5.3	3/5/23	11	7
Birth	48/35	4	3/6/21	11	8
Wind	52/38	3.8	4/8/18	12	10
Rain	58/44	3.5	5/9/17	10	13
Bloom	65/49	2	7/10/15	10	16
Sun	75/56	1	7/8/15	9	19
Growth	73/55	0.8	12/10/9	9	17
Blessing	69/53	1.2	10/10/10	8	16
Toil	60/48	1.9	9/8/13	8	13
Harvest	51/41	3.3	5/8/18	9	10
Moons	48/49	5.7	3/6/21	9	9
Yearsend	46/31	6	3/5/22	10	7



## ON BEING A DELVER

In recent years, Ptolus has become something of a magnet, drawing in adventurers from across the Empire to venture down into the infamous Dungeon and emerge with a fortune—or at least a few good stories. The lifestyle of the delver is possible nowhere else in the Empire as it is in Ptolus.



This chapter details what life is like for the common adventurer living in Ptolus and illustrates some ways in which a delver's life in this city differs from the experience elsewhere. To see life, and the city, through his or her eyes, the chapter has been written in the second person.

### PTOLUS VS. THE REST OF THE EMPIRE

“Delver” is a term unique to the city of Ptolus. Nowhere else in the world do they refer to adventurers as such. In fact, outside of Ptolus, even the word “adventurer” is used only rarely, most often to denote a mercenary or other freelance explorer or rogue. It's not a complimentary word, and people think poorly of folk such as yourself. To them, you are lawless, uncontrolled, and a danger to society. There are laws to restrict carrying weapons and wearing armor without Imperial permits.

In Ptolus, things are different. Sure, some of the people here don't trust you, and some steer clear of you when you walk down the street—but in the eyes of others, you're a brave hero. They wish they could do the exciting things you do and see the wondrous sights you've seen. Most folks treat you well enough. At the very least, no worse

than any other resident, and in many cases much better, assuming you've got more coin than the commoners. And you probably do.

You don't always help your cause by walking through the city covered in sewage, blood, and grime, but no one's installed bathhouses next to all the Dungeon entrances, so what are you going to do?

Plus, there are just more adventurers here than anywhere else. And why not? This is where you come if you want to strike it rich. Surely there are fortunes enough for you and all your friends below Ptolus. And you're brave and bold enough to go down there and take them.

Of course, many people in the city don't fully understand what it is you do. They don't even really know what lies beneath their own city. They know about the **ratmen**, and maybe the goblins. They know there are other monsters down there too, as well as undead—particularly in the Necropolis. But they don't really understand what they live above day after day. Not like you do.

And it's likely that, if they did truly understand, most of them would probably want to leave town as fast as possible. So, perhaps it's best if nobody tells them.

*For important delver information and tips on such issues as buying adventuring gear, selling loot, getting healed, and so on, see the two “Filling Campaign Needs” pages in the Appendix of this book.*



*Ratmen, page 625*

*Dohrinthas, PT2: page 43*  
*Tarsis, PT2: page 44*  
*Firearm permits, page 559*

*The Conciliators, a fervent group within the Church of Lothian (see PT2: page 68), oppose any exploration of the areas beneath the city, as they fear that delvers will find more chaositech and stir up more ancient evils.*

*St. Gustav's Chapel, PT4: page 219*  
*St. Valien's Cathedral, PT5: page 376*

*Leather coat, page 542*

*In its effort to impose a "salvage" tax on treasure that delvers find on their adventures, the Imperial government keeps a tax assayer's table in the Undercity Market, where delvers are instructed to register all of their finds and pay a 10 percent tax. See "Taxes" in the "Crime and the Law" chapter (page 558).*



*The Delver's Guild can be an adventurer's best friend. Membership starts at 10 gp per year, and benefits include access to the guild's substantial catalog of Dungeon information and a 10 percent discount on essential gear at Ebbert's Outfitters. For more on the Guild, see PT3: Organizations (page 108).*

## HOW YOU LIVE

You probably don't have a family, so you live in a cheap, one-room flat in a two- or three-story building with six or eight such flats. You might share an apartment or small house with friends, as well. You most likely live in Midtown, so you can be close to Delver's Square.

You likely eat most of your meals in pubs and taverns—a light breakfast in the morning and a hefty dinner at night. Obviously, delvers keep their own schedule. Most go on a mission beneath the city (or elsewhere) for a day or two and then relax for a week, living high on the spoils they've brought back with them.

Unless you are a divine spellcaster, you are less likely than the typical citizen to be religious, or at least devout. If you're a Lothianite, you likely attend services at **St. Gustav's Chapel** off of Delver's Square. The main temple, **St. Valien's Cathedral**, has made it clear that your kind isn't welcome there.

## WHAT YOU WEAR

While you're exploring beneath the city, you're likely to wear your full suit of magical plate armor and carry around a large selection of weapons for all different situations.

When you're not down in the Dungeon garbed in your delving gear and armor, around town you might wear some tough leather breeches, a cotton shirt, and a vest or jacket. This apparel is standard for both men and women.

On the other hand, you might wear around town exactly what you wear in the Dungeon, not caring what you look like (or even smell like!). Such adventurers, however, are exactly the people who give their kind a bad name and turn those who dislike delvers even more against them.

## GETTING ALONG IN THE CITY

There are no laws restricting weapon ownership or bearing arms within Ptolus, unlike in other large cities, such as **Dohrinthas** or **Tarsis**. (The exception, of course, is that you need a **permit** to carry a firearm.) That said, if you go into a restaurant for a meal or to a guildhall to talk with the guildmaster, and you're carrying two different swords, a crossbow, two quivers of bolts, a spear, and two daggers, as well as a full pack of gear, six torches, a ten-foot pole, and a hefty sack of miscellaneous equipment, you'll get some strange looks. In fact, you'll look quite the fool, and other adventurers will mock you. The classy adventurer casually going about town carries a weapon or two, but just his best. Either that, or you get very good at concealing your weapons and gear.

If you wear armor, you might very well wear it around the city. There's no prohibition against it, and plenty of people do. However, if you can afford it, you might opt for a chain shirt or a **leather coat** rather than wearing your heavy armor as you hang about the tavern drinking with your friends or conduct research in the library. It's more comfortable, and you can get around a lot faster.

Most people who own horses, even knights and paladins, stable them for their entire stay in the city. Only the main roads can easily accommodate people on horseback, and in many places a mount will slow you down rather than improve your speed. Most delvers don't own horses or other mounts, as they never need them in the city, and have no plans to leave anytime soon.

Enough adventurers have animal companions that people in Ptolus have grown accustomed to them. The sight of a bear or wolf at the side of some capable-looking individual draws attention, but not alarm.

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## THE CULT OF HEROISM

Some adventurers rise above their lowly station to gain reputations as heroes (and the fact that such heroes often have gained great wealth in the process doesn't hurt). Heroes in Ptolus are celebrated. No better evidence is needed than the statue of Abesh Runihan in Delver's Square (which is technically called Runihan Square), erected as a tribute to the hero who died defeating the ghost-lich Kagrisos. If word gets around that a group of delvers performed some heroic deed, even unintentionally, people around town may think well of them. Depending on the specific deed, the likability of the characters, and the mood of the city, this "fame" could mean anything from a few pats on the back to a few drinks on the house at a tavern, to a parade around Delver's Square.

Why has Ptolus always respected its heroes? Maybe it's because the history of the region shows that it has always needed them. Although there were armies, generals, and perhaps even gods involved, it was a stalwart band of heroes that brought down the Dread One. Likewise, the Great Seven finished off Ghul, the Skull-King. Common folk may not know much about history, but most of them are aware that they owe a great deal to heroes such as these. And who are they to say that the adventurer they pass on the street isn't about to become a hero just like them?

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### WHAT THE OTHERS THINK

While there are more adventurers in Ptolus than anywhere else, the non-adventurers outnumber you by at least two hundred to one.

### COMMON FOLK

Adventurers are not unknown to the people of Ptolus. However, most commoners look upon them as dangerous individuals. Folk who carry more weapons than a soldier, wield all manner of strange powers, and earn their keep by fighting monsters are best avoided, they must think. Oh, the shopkeepers and tavern owners are usually happy to take your gold, but how many of them are willing to strike up a genial conversation with you? Not many. Of course, you probably prefer it that way: You don't bother them, and they don't bother you. Plus, you know that a lot of delvers *aren't* trustworthy and would slit their own grandmothers' throats for a couple silver moons.

It's best not to spook the locals—although you're constantly surprised at how hard they are to spook. You expect them to blanch at the sight of a wizard casting spells or a druid talking to her lion in the streets, but they usually don't. They keep their distance and often watch with interest but in Ptolus, it seems, they've probably seen stranger things.

### THE AUTHORITIES

It may go without saying, but it's best to keep the authorities happy. **City Watch** guards look at you (and your weapons) suspiciously when they pass by on the street, but you just keep on walking. Relying on the Watch is a sure way to be disappointed—not because they're not capable, and not because they're not trustworthy, but because you frequently get yourself into scrapes that only you or others like you can get out of. The City Watch is there to protect the common folk, not to deal with delver-related problems. They're not eager to help you, and they certainly won't go under the city to take care of a problem you tell them about.

That said, the City Watch and the **Commissar's Men** are not your enemies, either. Even if you could take on a whole Watch patrol in a fair fight and win, what good could that possibly accomplish? You have learned to use the system, not work against it. Just like you've learned that often you've got to fight your own battles and solve your own problems.

You know the laws of the city and avoid breaking them, at least obviously so, as often as you can. You know enough not to use enchantment magic on people in the city, particularly not officials, shopkeepers, or figures of importance. You know that when you get into a fight in the city, you need to be able to claim self-defense when someone gets a blade between his ribs.

*Unless you have a very secure home, rent a vault to store your valuables (see "Hammersong Vaults" in Oldtown, PT5). Don't carry around 500 pp and 3,000 gp with you. No matter how good you are at securing your coins, some pickpocket is better.*

### Delver Statistics

*It is estimated that for every ten delvers that go down into the Dungeon each week, one does not come back. About a hundred new adventurers come to Ptolus every week, and about twenty-five are raised from the dead.*

*Since the Delver's Guild began keeping records three years ago, about eight thousand adventures died permanently while exploring the Dungeon. Another two hundred thirty have retired, either in the city or elsewhere.*

*City Watch, PT4: page 150*



*Adventurers can find some unique and interesting equipment at Ebbert's Outfitters in Delver's Square (PT4: page 202). Some of it is designed by Ebbert himself.*

*Commissar's Men, PT4: page 149*

*See also the "Crime and the Law" chapter (page 551).*

**Ten Things Smart Delvers Know (or Have Learned)**

1. Remember that underground you have to think in all three dimensions—the best path might not be the most direct one.
2. The most valuable hauls come from those areas not yet explored by anyone else.
3. Any chamber or passage you stand within may have had multiple inhabitants and uses over the centuries.
4. Sleeping or resting below the city is dangerous, but often necessary. Spike the doors and post a guard.
5. Doors that look like huge gears lead into Dwarvenhearth. A chamber beyond a door of bluish steel likely holds great treasure. An intact glass and bronze door may open up whole new regions to explore.
6. Others have likely gone where you are about to go, and others will go there after you. Research records and maps before you explore. Keep your own records and maps, and sell them when you're done.
7. A membership in the Delver's Guild pays for itself relatively quickly.
8. Monsters and Dungeon natives have an ecology all their own. Understand how it works, and you'll be better off.
9. The Dungeon is vast—any location in the city might hold an entrance.
10. There is safety in numbers.

*Ebbert's Outfitters,*  
PT4: page 202

*Sheva Callister,* PT4: page 222

There are some things that are technically illegal that you know you can get away with as long as the Watch doesn't catch you in the act: breaking and entering, dumping a body into the river, and even murder, if the victim is a known criminal or otherwise obviously dangerous individual. In other words, you know that if you take that sword you wear and use it to deal your own justice now and again, you're not likely to run afoul of the law. And if you do legitimately beat a foe in combat, particularly if the foe attacked you first, the authorities will not look twice if you rifle through his purse or take his belongings.

**THE ARISTOCRACY AND THE WEALTHY**

You have a strange relationship with the wealthy. On one hand, you're a bit worse than the lowest commoner in their eyes. You're not only of low birth, but you willingly delve under the ground and into the sewer, living by the might of sword and spell rather than the rule of law. You're often dirty, scarred, and even bloody. Who knows what kind of diseases and afflictions you're bringing up with you from down in the Dungeon? On the other hand, you're highly skilled, competent, smart—even dangerous. You might also have a good deal of money. People like you have their uses, the nobles probably think.

Thus, you interact with the nobility and the wealthy far more than the average citizen does. Maybe they want to purchase something you've found on your adventures, or maybe they want to hire you to take care of some problem. Maybe they seek to invest in your missions, staking your expenses for a share of the loot you recover. In either case, the wealthy of the Nobles' District might send a trusted servant to scour Delver's Square looking for the adventurers that his master needs. They even employ agents to hang around places that adventurers frequent with standing orders to purchase some of the interesting treasures that adventurers uncover. Some delvers even learn what various aristocrats want and venture up to the Nobles' Quarter with their valuables to sell.

**AFTER THE DELVING'S DONE**

The sad truth is that most delvers die in pursuit of their adventuring goals, and you know it. But you also know that some entirely unsuccessful delvers just quit—they make a little money by selling off their gear, and then they find regular jobs around town.

A few enjoy moderately successful adventuring careers but decide to give it up for one reason or another. They use what money they earned in their missions to start a stake in a business, open up a tavern, and so forth. Such entrepreneurs tend to stay in familiar areas, operating their businesses in the Undercity Market or out of Delver's Square, where they can interact with other adventurers. You appreciate this; most delvers prefer to do business with those who truly understand them. The dwarf Ebbert Boltcrafter of *Ebbert's Outfitters* is one example—when his brother took one too many blows to the head, he gave up his adventuring career and opened his shop.

Of course, some do get rich and retire, and that's what every delver dreams about: living long enough to retire usually very wealthy. *Sheva Callister* is one such notable example that you and every other delver in Ptolus knows about. Somewhere in the Dungeon she found an artifact called the *Crown of Ki-Lias* and now, although she's still fairly young, she lives off the proceeds she made from selling it. She never has to adventure or work again. Some retirees use their wealth to live among the rich in the Nobles' Quarter. But you know that most find it difficult to remove themselves so much from their roots. Instead they find themselves nice houses in Oldtown or Midtown. Few can handle the quiet lifestyle of Rivergate or the hustle and bustle of the markets and the Guildsman District.

Some delvers never actually retire but simply find other ways to use their adventuring skills. Fighters become bodyguards, the castellans of noble estates, or even captains of the City Watch. A wizard might not "retire," but find that she spends less time going on adventures and more time studying and making magic items, until she is no longer really an adventurer at all.







## CRIME AND THE LAW

Imperial law is extensive and complicated. This chapter gives DMs an idea of what is and isn't legal, how the authorities deal with crimes, and the various punishments handed down by the courts.



Crime poses probably the greatest problem in Ptolus today. Crime has worsened over the last two decades, most noticeably in the last five years. Many blame the lawlessness encouraged by “delver culture.” Others blame the rising power of the city’s criminal organizations. The ranks of the Watch increase each year, but the Commissar believes it is better to suffer some controlled amount of crime than risk open warfare with such formidable forces as the **Balacazar** family and the **Killraven Crime League**—or worse yet, both at the same time).

### THE LAW

Ptolus operates under Imperial law, which places the Commissar, as the Emperor’s representative, as the ultimate judge in all legal affairs. However, the Commissar almost never exercises this privilege, instead allowing the courts to dispense justice in his name. The Commissar’s position also makes him the ultimate authority in enforcing the law, which is something he does do, through his administration of the **City Watch** and his own personal military force known as the **Commissar’s Men**, not to mention the covert **Imperial Eyes**. In times of serious public disorder, such as a **riot**, or other emergency (a particularly **serious fire** raging through dozens of buildings, for example), the

Commissar takes direct control of the city’s forces to deal with it. In fact, he often goes right to the site of the trouble and leads his people “in the field,” as it were, just like he did when he was a military general years ago.

### IMPERIAL LAW

Imperial law is codified within the *Vast Codex*, a series of twenty-three volumes totaling more than twelve thousand pages—over ten thousand discrete laws, regulations, edicts, and codes. This complex system of rules covers specific cases rather than providing general guidelines. Imperial law affords greater rights and freedoms to Imperial citizens than to noncitizens, and greater rights and freedoms to Imperial officials (including priests of Lothian) than to Imperial citizens.

### PTOLUS LAW

Thanks to a Commissar who understands the importance of tradition (and its value in keeping the people happy), Ptolus observes some modicum of traditional Palastani law. This means, for example, that members of the nobility are afforded the same privileges under the law as Imperial officials. So are members of the **City Council**. It also means that occasionally criminals are branded or even mutilated as part of

*Typically, a recidivist thief has his forehead branded to warn potential victims. Sometimes a pickpocket has a finger removed, and castration as punishment for serial rapists is actually standard in the city.*

*Balacazars, PT3: page 100  
Killraven Crime League,  
PT3: page 121*

*City Watch, PT4: page 150  
Commissar’s Men, PT4: page 149  
Imperial Eyes, PT3: page 153  
A riot, page 587  
Serious fire, page 586*

*City Council, PT4: page 148*

*Bounties on well-known criminals are commonplace. Usually the Empire puts up the reward money, but sometimes the victim or the victim's family will do so. Earning a bounty involves actually bringing a criminal to justice—physically. Telling the authorities where the criminal can be found usually earns one a tenth of the posted bounty.*

*The Prison, PT7: page 436*

*The punishment for falsely reporting a crime can be as severe as the punishment for the crime in question.*

*The Ennin, PT3: page 131*

*Sisterhood of Silence, PT3: page 134*

*Watchhouse, PT4: page 151*

### DM TIPS

*It's dangerous to try to equate the City Watch with a modern police force. They are closer to an occupying military force and are more interested in order than justice, and more interested in the well-being of the city as a whole than in the needs of a particular citizen.*



their punishment, even though such sentences are not part of the *Vast Codex*.

### THE PROCESS OF LAW

From crime to punishment, the process of law typically follows four steps.

1. A crime is observed, reported, or investigated.
2. The criminal is hunted down and apprehended. He is placed in a jail at one of the Watchhouses. If the appropriate punishment for his crime is a fine, he can pay it at any time to secure his release.
3. The criminal is brought to trial, typically within one to two weeks.
4. The criminal is fined, sent to the **Prison**, or executed.

### OBSERVING CRIMES

A City Watch guard observing a crime has the authority to apprehend and detain the criminal immediately. If the criminal resists, the guard can use lethal force to deal with him, if necessary. Brutality to criminals and even suspected criminals is expected.

The **Sisterhood of Silence** has the same authority as the City Watch when it comes to apprehending criminals observed committing a crime. The Sisterhood does not detain criminals, however, but turns them over to the custody of the City Watch.

### REPORTING CRIMES

If a citizen goes to a **Watchhouse** or finds a guard on the street, he can report a crime he has seen. (Noncitizens can report crimes, but the city guards are under no compunction to act.) The City Watch takes the person's statement. If the chance to apprehend the accused is high (which

is to say, the crime is occurring at the time), the members of the Watch act immediately. Otherwise, they take the report and thank the person but make no assurances that anything will be done. If the citizen reporting the crime is the victim of the crime, he is usually given more attention than someone who is just a witness.

### The Reality of the Situation

The wheels of justice turn slowly. The City Watch exists first and foremost to preserve order—stopping crime, let alone investigating crime, is a secondary concern. Reporting a crime or providing information about a criminal does not automatically get results. Other factors include the current manpower level of the local Watchhouse and the personalities involved.

Ptolus is an unabashedly classist society. The Watch will almost certainly ignore a noncitizen accusing a wealthy citizen of a crime. A wealthy citizen reporting a crime gets better results than someone without wealth or prestige to back her up.

Say the player characters learn of the **Ennin** slaver base in the Docks and report that location to the City Watch. The Watch members will use the information as they see fit, but they will not necessarily storm the place. In fact, almost assuredly they will not.

This is not to say that the Watch is entirely corrupt, and certainly not that it is incompetent. Its priorities, however, may not always be the same as those of a victim of or witness to a crime.

### The Sisterhood of Silence

The Sisterhood of Silence does not take statements or listen to reports of a crime, unless that

### IMPERIAL CITIZENSHIP

Most people in the Empire are citizens. Originally the purview of humans of Prustan descent and Grailwarden dwarves only, citizenship was slowly bequeathed across the Empire during its more than seven hundred years. The child of a citizen is automatically a citizen, and for 250 gp, virtually anyone can go through the process of procuring citizenship.

All citizens are issued papers proving their citizenship. These Imperial Citizenship Papers show a person's name, age, place of birth, place of residence, family members, employment, and a general physical description. They also record past residences and major travels. These identification papers are an important tool for the Empire to keep tabs on—and therefore control—its population. They also give City Watch guards, officials, and others an idea of how they ought to treat a given person.

Typically, all humans, all dwarves, all halflings, most elves (including half-elves and Cherubim elves), most half-orcs, and most gnomes are citizens. Some litorians and centaurs are citizens. Very few lizardfolk or Harrow elves are citizens. Virtually no goblins, orcs, minotaurs, or similar creatures are citizens. Dark elves, ratmen, demons, and truly monstrous creatures are never citizens. Imperial citizenship ends upon one's death (although it is reinstated if the person is raised), so undead are never citizens.

You can find sample Imperial Citizenship Papers (and Identification Papers for noncitizens) among the handouts in the Appendix of this book.

crime is occurring at that very moment. Those who come to the **Priory of Introspection** to make a report are turned away unheard. Approaching a Sister and telling her that you saw a man steal an apple from an appcart twenty minutes ago obtains no results, but if you tell her that there's a woman setting fire to the pub around the corner right this moment, she's likely to run off to find her. The Sisterhood cannot allow itself to become entangled in disputes and potentially false accusations. Mainly, they apprehend criminals whom they observe breaking the law, and nothing more. That's why they focus so much on patrols.

### CRIMINAL INVESTIGATIONS

It can't be stressed enough: The members of the City Watch don't really investigate crimes, at least not in the modern sense. They might question witnesses, but they don't look for clues. Mostly, they just care about stopping crimes as—or before—they happen.

One could say, as many have, that justice under Imperial law is extremely precarious. It is, in fact, frightfully easy for a person to be blamed for a crime unjustly, particularly if the person belongs to the lower classes or is a noncitizen.

Take the example of a high-stakes game of **Dragonscales**. During the game, one player drops dead, the victim of poison (revealed through a Heal check or a *detect poison* spell). The other player immediately becomes a suspect for the murder. If the suspect has a criminal history known to the City Watch, he'll likely be arrested and detained. If not, he might still be arrested and detained if he is not a citizen with a respectable job or a family. And it would just take one person claiming to have seen the suspect put something in the victim's drink for even an upstanding citizen to be arrested. Arresting an upper-class citizen, or an official (including a priest of the Church) would require more substantial evidence, however.

The point is that, either way, there is little in the way of an investigation. The person who seems most likely to be guilty (if anyone) is assumed to be just that; the word of one eyewitness is sometimes all it takes to send a person to prison for decades.

Once detained, a suspect might be questioned or interrogated. The Watch may beat or torture a lower-class suspect, particularly if he is thought to have committed a particularly heinous crime. Some suspects are questioned under the effects of a *zone of truth* or *discern lies* spell cast by a cleric of Lothian—usually an **itinerant priest** on retainer of the **City Courts**, but in truth any cleric will do. This process is expensive (the courts must pay the cleric), and thus not undertaken lightly. No one requests magical assistance in cases involving minor crimes unless the suspect is prominent in some way. And even so, if the divination reveals



A typical Watchhouse; for details, see PT4: page 151. You can find the Watchhouse for each district on the poster map of the city and the district maps in PT4 and PT5 by looking for this icon: 🏠

Priory of Introspection, PT5: page 374

Since real criminal investigations are rare, this means that the player characters can break into a crime lord's safe house, kill all the thugs and cutthroats inside, and—as long as they make good on their escape before the Watch shows up—they can get away without fear of punishment.

In Ptolus, if a child commits a crime, his parents are legally responsible for facing the punishment.

Dragonscales, PT5: page 359

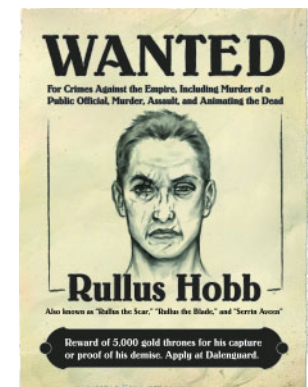
the suspect's innocence, the interrogators ask him further questions about other possible crimes he may have committed, based on some digging they did ahead of time. The City Courts want to get their money's worth—if they pay for a spell to be cast, they want a conviction. This is why even innocent people rarely demand a divination to reveal their innocence.

A cleric can volunteer to cast the divinations necessary to ascertain truth, even if it is not requested. In such a case, however, the authorities also scrutinize the caster closely. If she is a friend of the suspect, the results of the spell may be called into question. This goes double if the cleric is not a Lothianite—or if the caster is not a cleric at all, but a wizard casting *detect thoughts*, for example.

And in the end, even the word of a cleric of Lothian is not beyond reproach. The courts are well aware that every kind of spell has its counter, and that the cleric herself might be controlled or charmed to say something she otherwise would not. Though most clerics called to perform these duties check for such counters, the system is not foolproof.

### APPREHENDING CRIMINALS

As previously stated, the City Watch (and the Sisterhood of Silence) can use any amount of force deemed necessary to apprehend and detain a criminal. The law affords them great leeway in committing any act in the name of doing their duty.



It is possible for an individual to hire a freelance investigator (often a spellcaster with access to divinatory magic) to look into a crime. Most charge 10 gp to 50 gp per day, plus the cost of spells, so this is a service available only to the wealthy. The findings of such an investigator do carry weight in a trial, though, so it may be money well spent.

Itinerant priest, PT2: page 65  
City Courts, PT5: page 318

### Vigilante Justice

*The concept of citizens "taking the law into their own hands" is not considered a bad thing in Ptolus. Local authorities, from the lowest-ranking guard to the Commissar himself, are quite practical in this regard. In an effort to maintain order, they do what's best for the city rather than strictly uphold all the laws of the Vast Codex. If an angry mob finds and lynches a kidnaper of children, the authorities not only don't intervene, they don't make arrests. They go out of their way not to get involved.*

*This means an adventuring group can slay a Vai assassin or a human-sacrificing cultist without fear of the law. In most cases, the City Watch would rather not even know about it, to avoid the bureaucratic paperwork. The guards are happy to look the other way in such instances.*

*Demon Gods, PT2: page 68*

*Clogged sewers, PT7: page 440*

### Slavery

*Owning a slave is not illegal in Ptolus—although it does raise eyebrows. Kidnapping people to sell as slaves is illegal, as is selling slaves. Abuse of anyone, including slaves, is also illegal. Of course, all these things still go on, more in some circles than others. For more on the slave trade, see PT7: page 428.*

*Administration Building, PT5: page 314*

*Imperial lawmakers recognize the need to defend oneself against aggression. "Self-defense," a very common defense in murder or assault cases, often results in acquittal and complete exoneration for the accused.*

The Watch guards have considerable discretion at this stage of the process to arrest whom they choose. This means that if a person holding a bloody sword is found standing over the body of some half-fiend sorcerer who was about make a human sacrifice to one of the **Demon Gods**, they're unlikely to arrest the murderer. In other words, if player characters are careful, kill mainly evil foes, and don't cause too much destruction, they will rarely have to worry about being arrested (see the "Vigilante Justice" sidebar as well).

The City Watch usually puts captured prisoners in manacles, with a black hood over their heads to help disorient (and therefore control) them. Then they march them to the nearest Watchhouse and put them in a small and ill-kept jail cell. For some offenses, a criminal can immediately pay a fine and leave, but in the case of a drunk apprehended in a brawl or similar misconduct, the Watch captain may order a mandatory night in a cell on top of the fine.

Jailers frequently commit acts of brutality against prisoners, often in the name of justice, retribution on behalf of a victim, or even rehabilitation.

### TRIALS IN PTOLUS

Trials are brief and weighted heavily against the defendant, with the idea that if things have progressed this far, the suspect is probably guilty. A single judge presides over a case, with an advocate and an Imperial prosecutor to present evidence and argue applicable passages in the *Vast Codex*. Imperial law is not one of generalities or extrapolation, but of specifics, with different laws and codes for every particular situation. Advocates and prosecutors focus far more on knowledge of the law than on persuasion. Arguments come into play regarding which statute specifically applies.

Trials can be public or private, at the discretion of the judge. In fact, everything that occurs during the course of the trial is at the discretion of the judge, although a higher-ranking judge or other official can overrule these decisions.

There are three ranks of judge in the city: *judges*, *high judges*, and *grand judges*. The higher a judge's rank, the more important the cases he hears. Promotions come from the Commissar's office. Today, Ptolus has about fifty judges.

Advocates usually charge anywhere from 10 gp to 1,000 gp per case, depending on the case, the client, and the advocate. More skilled and well-known advocates get paid more.

Of course, not everyone arrested for a crime goes to trial. If the City Watch apprehends a criminal in the act of committing a very serious crime, a Watch captain has the authority to mete out justice immediately. Because officials can challenge this authority after the fact and even reverse a decision,

guard captains use this privilege sparingly and limit their summary sentences to fines and/or imprisonment—almost never death. (Captains found to have handed out an unwarranted sentence of death can be stripped of their rank.)

The Commissar himself can sentence anyone to serve a term in prison any time he wishes, as can the Holy Emperor and the Emperor.

### PUNISHMENTS

Punishments in Ptolus are swift and harsh. Only aristocrats, Imperial officials, and the very rich can contest a verdict—an appeal requires the order of a powerful official, so only highly influential folks can attempt one.

Some crimes are punishable by death. Executions, usually hangings, are public events held in a square in Oldtown appropriately called Gallows Square.

A criminal who cannot pay a fine typically stays in prison until he or his family can pay, up to one year for every 100 gp of the original fine.

Sometimes a criminal is sentenced to labor rather than imprisonment—usually for one-quarter to one-half the length a sentence of imprisonment would carry. Labor means hard labor during the day and imprisonment at night. Construction projects are the most common sources for labor, although clearing **clogged sewers** remains a favorite among some judges. Usually sentences of labor have more to do with the current need for laborers than with anything having to do with the case.

The system deals harshly with recidivists. A criminal up on charges who is found to have committed similar (or worse) crimes in the past is typically given double the normal punishment.

The table on the next page shows a list of many crimes and typical punishments. Actual punishments can vary considerably.

### LICENSES AND PERMITS

Imperial bureaucracy is extensive and difficult to navigate. Licenses and permits are required for many activities, and obtaining them is usually an expensive and time-consuming process. Forms must be filed, and often bribes must be paid. Ptolus residents apply for licenses and permits at the **Administration Building** in Oldtown.

Permits and licenses create revenue for the government and, more importantly, they register the applicant for appropriate taxes, which bring in even more revenue (see page 558). They also allow the Imperial government to monitor activities they consider worth monitoring, such as firearm ownership and book printing.

The list at the top of page 558 shows a few examples of activities that require permits or licenses, and their cost.

**Crime and Punishment**

Crime	Typical Punishment*
Murder of an official	Death
Murder of a citizen	20 years imprisonment
Murder of a noncitizen	5 years imprisonment
Assault** upon an official	5–20 years imprisonment or death
Assault** upon a citizen	6 months – 20 years imprisonment
Assault** upon a noncitizen	1 month – 10 years imprisonment
Kidnapping an official	10 years imprisonment
Kidnapping a citizen	1 year imprisonment
Kidnapping a noncitizen	6 months imprisonment
Threatening the Holy Emperor/Prince of the Church	Death
Theft/destruction of the property of an official (or of city property)***	Petty: 1 month imprisonment + 10 gp fine; Lesser: 1 year imprisonment + 200 gp fine; Major: 10 years imprisonment + 500 gp fine
Theft/destruction of the property of a citizen***	Petty: 10 gp fine; Lesser: 6 months imprisonment + 200 gp fine; Major: 5 years imprisonment + 500 gp fine
Theft/destruction of the property of a noncitizen***	Petty: 3 gp fine; Lesser: 100 gp fine; Major: 1 year imprisonment + 500 gp fine
Trafficking in illegal goods†	1 year imprisonment + 500 gp fine (magic-related goods: 5 years + 800 gp)
Possession of illegal goods†	250 gp fine
Coercion of another	Of an official: 1 year imprisonment; a citizen: 500 gp fine; a noncitizen: 100 gp fine
Using magic to influence the mind of another	Of an official: 1 year imprisonment + 500 gp fine; a citizen: 6 months imprisonment + 100 gp fine; a noncitizen: 100 gp fine
Casting spells of mass destruction in the city††	1 year imprisonment + 200 gp fine
Intentionally using evil magic (evil descriptor)	1 year imprisonment + 500 gp fine
Creating an undead creature/bringing one into the city	10 years imprisonment
Grave-robbing	Death
Calling a demon	Death
Intentionally spreading plague	Death
Inappropriate disposal of waste/trash	10–1,000 gp fine (inappropriate disposal of a corpse: 250 gp fine)
Disturbing the peace	5–50 gp fine
Inciting a riot	1 year imprisonment
Arson (in addition to destruction of property charge)	5 years imprisonment
Falsifying Imperial documents	Imperial documents: 1 year imprisonment + 200 gp fine (other documents: 200 gp fine)
Perjury in court	6 months imprisonment
Defaming the character of an official	6 months imprisonment
Bribing an official	250 gp fine
Tax evasion	Imprisonment until taxes are paid (plus 10% interest)
Failure to produce a license/permit when required‡	100–500 gp fine
Being a dark elf within city limits	Death
Harboring a dark elf within city limits	2 years imprisonment
Sacrilege against Lothian	Blaspheming: 50 gp fine; defiling a sacred site: 1–20 years imprisonment
Worshipping an illegal god (e.g. Destor)	1–20 years imprisonment
Treason	Death

An “official” is someone with a role of leadership and/or enforcement in local or Imperial government. This honorific applies to those in positions of responsibility (managers, administrators, etc.) and to all members of the City Watch and clerics and paladins of Lothian. Anyone who works for the government isn’t necessarily an official; low-ranking employees (clerks, street sweepers) can only aspire to such a rank.

\* Punishments are cumulative. Thus, murdering two citizens is punishable by 40 years imprisonment. Typically for humans, a sentence of more than 50 years imprisonment is altered to death.

\*\* “Assault” covers a broad range of crimes, from a physical strike to rape to draining ability scores or blasting with magical fire. Thus, the range of punishments is broad as well. Typically, assault implies the intent to maim or kill. Barroom brawlers, for example, are usually charged with disturbing the peace, not assault.

\*\*\* Petty = property worth less than 1 gp; Lesser = property worth 1–100 gp; Major = property worth 101 gp or more.

† Smuggling otherwise legal goods into the city to avoid the tariff is considered trafficking in illegal goods.

†† Spells of mass destruction include *fireball*, *lightning bolt*, and similar magic that threatens life and property. Spellcasters can obtain special permits for limited use of such spells for specific sanctioned purposes.

‡ This extremely broad category can include unlicensed firearm use, unlicensed prostitution, building without a permit, and so on.

## VICES

The availability of substances or services that are illegal, dangerous, or addictive—or some combination thereof—makes Ptolus a den of iniquity in the minds of some.

To make things easy, each addictive substance has been given an **addiction Difficulty Class**. This is the DC of both a Fortitude save and a Will save (Fortitude first). If both saves fail, the user is addicted and suffers some drawback when he does not have his regular dose. The drawback, usually damage inflicted for each day the user goes without the substance, is presented after the Difficulty Class in the substance descriptions that follow.

Overcoming addiction requires one to give up the addictive substance and make successful saves (both Fortitude and Will) for a number of consecutive days equal to the addiction DC. Further doses addict the user immediately, however. Some spells, such as *neutralize poison*, *greater restoration*, and *heal*, also alleviate addiction.

## Tobacco, Alcohol, and Legal Drugs

Smoking is a common practice in Ptolus. Tobacco grows in fields south of the city, and local merchants import it. It is rolled into cigarettes and cigars and smoked in pipes. Tobacco prices range from 1 cp to 50 gp per smoke. At the low end, the leaves are dry, old, and often mixed with bits of common grass or trash paper. At the high end, it is not only fresh and pure but mixed with expensive herbs, oils, and even magical substances to produce enhanced flavors, scents, and sometimes colors. Smoking is considered very sophisticated and those who do not like the smell of smoke are thought uncultured. Most tobaccos have an addiction DC of 10 (Constitution damage, 1 point). Dosage is usually twice daily. Long-term use (twenty to thirty years) inflicts a one-time permanent Constitution drain of 1d4 points.

**Note:** A rare type of tobacco called ghostweed, imported from lands far to the west, allows ghosts to continue to interact with living friends.

Alcohol flows more freely than water in Ptolus. Ale, beer, wine, rum, whisky, and brandy are all common. There are no special laws against drunkenness, but the Watch knows that drunk people are likely to get rowdy, so the guards patrol the area around taverns late at night with regularity. Intoxicated drinkers, in addition to losing some of their inhibitions, suffer a temporary penalty to all ability scores of –1d4 points, which lasts for 1d3 hours. Alcohol has an addiction DC of 5 (all scores damaged 2 points). Dosage is usually three times daily, although each dose for an addict is a prodigious amount. Long-term use (ten to twenty years) inflicts a one-time drain of 1d4 on all ability scores. (DMs may want to simply ignore the addictive quality of alcohol.)

Most tobaccos and alcohols are legal in the Empire (but see below). However, because they are heavily taxed, they both are smuggled into the city frequently, alcohol more often than tobacco. Smuggled goods are considered illegal substances and confiscated or destroyed if found.

The city's physickers and herbalists use a wide variety of medicinal herbs and drugs to alleviate pain, treat symptoms, and even cure conditions such as baldness or warts. The effects of these treatments, usually brewed or applied as poultices, vary wildly. Only some are addictive and, if used as prescribed, pose little problem.

## Illegal Drugs

Illegal drugs usually get that way because of their highly addictive nature coupled with a dangerous effect. The Empire, in conjunction with the Church of Lothian, has outlawed substances known to be deadly, either through their use or the lack thereof. The following substances are the more well-known illegal drugs.

### Ayorith

Also known as smokeweed, ayorith is an intoxicating weed that one smokes like tobacco in cigarettes or pipes. It is a powerful relaxant, but every time one smokes it after the first 1d12 times, the user must make a Fortitude save (DC 10) or become so relaxed that she dies of heart failure. Ayorith has an addiction DC of 12 (Constitution damage, 2 points). The required dosage is once daily. Long-term use (one year or more) results in an annual Constitution drain of 1d4 points.

### Gravebloom

Gravebloom is an extremely rare plant that grows only on the graves of those consecrated in the name of Blurrah, Goddess of Comfort in Sadness, an obscure deity with a very small following. Gravebloom flowers, however, contain a potent narcotic worth 50 gp per dose. The drug creates a feeling of utter euphoria in those who use it, producing a near catatonic state for 1d4+2 hours. It has an addiction DC of 16 (Intelligence drain, 1 point). The required dosage is once daily. Long-term use (one year or more) results in an annual Intelligence drain of 1d3 points, and the required dosage becomes twice daily.

Because of gravebloom, followers of Blurrah keep their burials a secret, so that would-be drug merchants do not desecrate the graves of their fallen.

### Murlch

When beer is brewed not with hops but with the pollen of a flower called yillow that grows in the Dragonsbirth Mountains, it becomes murlch. This potent alcohol becomes a stimulant, adding an enhancement bonus of +2 to Strength and Constitution, and a penalty of –4 to Intelligence, Wisdom, and Charisma. These modifiers last for 1d3 hours. The drink also gives one distinctively foul breath. Murlch has an addiction DC of 13 (Strength damage, 1d2 points). The required dosage is once daily. Long-term use (six months or more) results in 1 point of Intelligence, Wisdom, and Charisma drain per month, and the required dosage becomes twice daily.

A few taverns sell murlch on the sly, while there are secret murlch bars that serve nothing but the stimulant. Most of these secret bars are only open for a few hours at a time each day and their location moves to stay ahead of the City Watch.

### Nightsong

The magical/alchemical substance known as nightsong derives from an extremely rare plant found only in Cherubar. This substance changes ordinary people into powerful figures at night, able to ignore pain and perform amazing physical feats. While not addictive, the drug inflicts terrible damage on a user's body, burning him out and eventually opening him up to control by an otherwise bodiless evil fey spirit.

This drug, which functions only at night, grants Strength, Constitution, and Dexterity enhancement bonuses that depend on the user's original score. If the score is 8 or less, the increase is +12. If the score is 9 to 14, the bonus is +8, and if the score is 15 or higher, the bonus is +4. Further, the user gains DR 3/— and an immunity to daze, stun, nausea or sleep effects. The effects last for 1d3+1 hours. The Challenge Rating of someone using night-song increases by +2.

The first use of the drug inflicts 1d3 points of temporary Wisdom and Intelligence damage one hour after using. The second use inflicts 1d6 points of temporary Wisdom and Intelligence damage. The third use inflicts 2d6 points of temporary Wisdom and Intelligence damage and 1 point of permanent drain to all ability scores. All subsequent uses inflict 3d6 points of permanent drain to all scores. A user who falls to 0 or below in a mental ability score but remains alive is possessed by a sly, murderous, evil fey spirit that controls him until the ability score is somehow restored.

Nightsong is for sale from the gnomes who own the North Point Restaurant in the Fairbriar neighborhood of Midtown (800 gp per dose; see PT4: page 214).

### Shivvel

Called the “pleasant poison” or “black sea-powder,” shivvel is developed from a black seaweed that grows near the shoreline of certain islands in the Whitewind Sea. The weed is harvested, dried, and eventually rendered into flakes or powder. When mixed with other substances, it becomes a powerful narcotic. A dose costs around 20 gp, although the price can vary greatly depending on the time of year and the seller. It has an addiction DC of 18 (Constitution drain, 1 point). The required dosage is once daily. Long-term use of shivvel is almost always deadly, but only after a prolonged period of madness. After 1d10 doses, regardless of addiction, the user suffers 2 points of temporary Wisdom damage each day that he does not use the drug and 3 points on any day he does use it. When a user's Wisdom score falls to 0 or below, rather than becoming catatonic, he goes mad as described in the *insanity* spell. After this occurs, a user generally dies 1d8 weeks later, unless healed via a *heal* or *greater restoration* spell.

Rumor has it that the secret of creating shivvel was passed on to humans by a demon. The Balacazars control virtually all of the shivvel traffic in Ptolus. It is the most commonly used illegal drug. (See PT8: *Adventures* for a scenario involving a shivvel dealer named Linech Cran.)

### Enhancing Drugs

Once prescribed by healers, the following drugs, distilled from various plants and flowers, have been declared illegal because of their strong addictive factor and the dire consequences of that addiction. Most people cannot survive the withdrawal damage without powerful magical assistance. These drugs inflict no harm based on long-term use. Prices below are per dose.



**Alstalan:** If the imbiber's Dexterity score is below 12, this drug grants it a +4 enhancement bonus. If magically enhanced, alstalan adds +8, although the total score cannot exceed 16 without an additional enhancement, doubling the price a second time.

Price 35 gp; dosage: twice daily; addiction DC 18 (Dexterity drain, 2 points).

**Ravalan:** If the imbiber's Strength score is below 12, this drug grants it a +4 enhancement bonus. If magically enhanced, ravalan adds +8, doubling the price; the total score cannot exceed 16 without an additional enhancement, doubling the price a second time.

Price 35 gp; dosage: twice daily; addiction DC 17 (Strength drain, 2 points).

**Vistaran:** If the imbiber's Constitution score is below 12, this drug grants it a +4 enhancement bonus. If magically enhanced, vistaran adds +8, doubling

the price; the total score cannot exceed 16 without an additional enhancement, doubling the price a second time.

Price 35 gp; dosage: twice daily; addiction DC 16 (Constitution drain, 2 points).

### Gambling

Gambling *per se* is not illegal. However, the heavy taxes placed on gambling earnings, whether won by individuals or “the house,” have made it far more profitable to gamble in secret locations away from the tax collector's eyes.

The Church would like gambling itself to be illegal: It promotes destructive behavior and encourages a fascination with chaos and randomness, as opposed to Lothian's ordered will.

### Prostitution

Prostitution is illegal in the Empire without a license, requiring heavy taxation and regulation. The fees, taxes, and rules involved mean that many prostitutes—most of them, in fact—operate illegally. Generally, criminal organizations control these illegal prostitutes, which means that the life of an illegal prostitute is not a terribly pleasant one. Often they are slaves forced into the profession by their criminal owners. Some specialized illegal brothels cater to deviant or strange tastes, but most streetwalkers deal in fairly straightforward sex.

Legal, licensed prostitution is not only condoned, but certain temples in the Temple District require it. In such temples, sexual practices are used as a part of worship or atonement—but only with official temple prostitutes, who serve as special priests and priestesses.

Some of the few legal brothels include the White House in Oldtown, Esser's in the Docks, and the House of Delights in the Nobles' Quarter.

Five out of six prostitutes, legal or otherwise, are female. Breakdown by race mirrors the demographics of the city quite closely (see the “City by the Spire” chapter in PT4 for more on Ptolus demographics).



*It would be naïve to think that, just because certain actions require permits, everyone who undertakes such actions always has them. No one building in the Warrens obtains a permit first, and there are far more illegal prostitutes and gambling dens than legal ones (to avoid both license fees and taxes).*

#### **Subjective Law Enforcement**

*There are crimes so serious that, although they may not carry the penalty of death, if someone killed the perpetrators while attempting to stop them, the authorities would not bat an eye. For example, say you come upon two Pale Dogs beating a sister of the Order of Dayra within an inch of her life. For this crime of assaulting an official, they should receive up to twenty years imprisonment. However, no judge in Ptolus would say a word against a band of adventurers who came upon the scene and slew the assailants.*

*Undercity Market, PT7: page 423*

*Imperial Eyes, PT4: page 153*

*Delver's Square, PT4: page 198*

#### **Crime and "Monsters"**

*Nonhumanoid creatures have no rights under Imperial law. In other words, it is not murder to slay a dragon, it is not assault to attack a troll, and it is not theft to rob from a mantichore's hoard.*

*Exceptions have been made, however, in the case of beings like Urlenius, ogre-mage Star of Navashtrom (PT5: page 387), and Shibata, minotaur cleric of Nivala (PT5: page 397), who clearly have found a place in civilized society.*

License/Permit	Fee
Owning a firearm	10 gp
Operating a tavern or restaurant*	25 gp
Operating a shop* (permanent structure)	50 gp
Operating a shop* (nonpermanent structure)	10 gp
Operating a service*	50 gp
Operating a gambling establishment*	100 gp
Bottling liquor or alcohol	4 cp/gallon
Working as a prostitute*	50 gp
Building within the city walls	25 gp
Modifying a structure significantly	10 gp
Holding a public gathering	10 gp
Keeping a creature (Medium or larger)	5 gp /creature
Printing books	1 gp/book
Distributing broadsheets	1 cp per 50 copies

\* Must be renewed each year.

You can find a sample firearms permit among the handouts in the Appendix at the back of this book.

Sometimes the city will issue a special permit to allow a spellcaster to cast potentially destructive spells (like *fireball*) in the city. There are even so-called "death licenses" that enable the license-holder to commit murder with no fear of punishment. These are granted only in special circumstances, and only by the Commissar or someone of higher rank (which is to say, one of the Emperors). People like the Imperial Eyes or other such special operatives might have such licenses.

## TAXES

Most people find Imperial taxes burdensome, to say the least. Every Imperial citizen must pay 3 gp in tax per year—nothing to the wealthy, but onerous to the common laborer. (The tax collector can instead choose to assess the value of a citizen's current wealth and levy a yearly tax of 9 percent of the total.) Children are exempt from this unless they earn a wage, which means that fewer children work (and instead attend school) than one might suspect. Sometimes a parent convinces his employer to allow his child to work and add the wage to his own—this is more common in the manufactories and workshops of the Guildsman District than elsewhere. And, of course, children who work for their parents typically do not earn an official wage and so are not taxed.

The tax collectors also levy taxes on noncitizens, but not in the same fashion as for citizens. At any time, virtually any government official can demand one silver shield from a noncitizen as an Imperial services levy, as long as the noncitizen has spent the last week in the Empire. Technically, a noncitizen only needs to pay this once per week, but since there is no way to prove that one has already paid the levy, some-

## IMPERIAL CHARTERS

Certain organizations in Ptolus hold an Imperial Charter, a document certifying official recognition by the Emperor. Chartered organizations often receive Imperial funding in the form of stipends and similar support from the Commissar's budget, in exchange for the valuable duties the groups perform for the city. Chartered organizations are also the first to be commandeered by the Commissar in the event of a civic emergency. Examples of groups with Imperial Charters include the Knights of the Chord, Keepers of the Veil, and the Knights of the Pale. Groups lacking an Imperial Charter are not necessarily illegal, but they receive no official recognition from the Empire.

one without citizenship papers could get charged multiple times.

The government attempts to impose "salvage" taxes on treasure that delvers find on their adventures. If they could, Imperial officials would place a tax collector at every known entrance to the Dungeon, but of course, that isn't possible. So instead, the Empire keeps a tax assayer's table in the **Undercity Market**, where delvers are instructed to register all of their finds and pay a 10 percent tax. Naturally, adventurers don't cooperate with this plan. The Commissar has ordered a few of his **Imperial Eyes** to maintain a presence undercover in **Delver's Square** and other places where delvers bring their treasure, and report what they see to the tax collectors.

Taxes on goods are levied as they come into the city, unless proper paperwork is presented to show that the taxes have already been paid or that the goods are tax exempt (which is to say, they are being sold to the government, the Church, or an official thereof). The tax rate on all goods coming into the city is 25 percent of their assessed value. They are then stamped or marked with an Imperial seal to show that they need not be taxed when sold.

Goods produced in the city are not taxed unless they are also bought and consumed in the city. In this case, the seller must pay the 25 percent rate on goods, collected monthly. The sale of certain goods, such as alcohol, is taxed at an even higher rate: almost 40 percent.

These high taxes encourage smuggling and black market activities. Smugglers sneak goods into the city and sell them on the sly for a greater profit—often offering a 10 percent discount to move the goods quickly and to cover the customer's "risk." It is a crime not only to circumvent the assessors, but to sell, buy, or even possess the results of such illegal actions.





## TECHNOLOGY

Although “technology” is a broad term, this chapter deals specifically with the various creations of the Grailwarden dwarves that extend beyond what is normally found in a fantasy campaign: steam-powered engines, clockwork mechanisms, firearms, and more.



It’s worth pointing out the differences between straight technological items and chaostech, which is discussed in greater detail in the next chapter. Chaostech is the result of harnessing raw chaos to accomplish seemingly impossible deeds. Chaostech has an opposite, however—and it’s not magic. Whether you call it “steamtech” or “science,” it uses the natural order of things to accomplish impressive deeds. Science is far more reliable than chaostech, but not as powerful, as it’s bound by the laws of physics.

### FIREARMS

The most dramatic application of science is probably the use of firearms. Although firearms are actually fairly simple to use, doing so requires the Exotic Weapon Proficiency (firearms) feat. This feat covers not only firing the weapon, but loading it and caring for it.

In the Empire it is also necessary to carry a firearms permit, which costs 10 gp to obtain and an annual fee of 1 gp to renew. Permits are granted only to citizens. They are required so the Empire can control these powerful weapons, at least to a point. Failure to present a permit when found with a firearm is a crime punishable by a 500 gp fine. You can find a sample firearms permit among the handouts in the Appendix of this book.

**Chimera Rifle:** This strange deviation of the hydra rifle (see next page) has three barrels. One is a standard rifle barrel, one launches a small dart (usually drugged or poisoned), and one emits a very short-range blast of alchemist’s fire. The dart inflicts only 1d4 points of damage and has a moderate range (it is purposely not very powerful so as not to unduly harm a target to be drugged and captured). The blast of alchemist’s fire has a range of only ten feet but, as with a hellbreath gun (see below), it fires in a line, damaging all within the affected area with alchemist’s fire unless they succeed at a Reflex saving throw (DC 15). Those who successfully save still suffer 1 point of fire damage. (Unlike the hellbreath gun, the smaller amount of alchemist’s fire stored within the chimera rifle and the smaller powder charge—and thus the shorter range—make it relatively safe to use.)

A chimera rifle, unlike a hydra rifle, cannot be fitted with a master trigger. It takes a full round to load the standard rifle and the dart launcher and two full rounds to load the alchemist’s fire blaster.

A person needs two hands to load and fire a chimera rifle. However, for a cost of 100 gp, it can be refitted with a larger trigger mechanism that allows a character one size bigger than the weapon’s normal size to fire it in one hand at a –2 penalty (+2 to the targets’ saves against the

### The Armor-Piercing Nature of Firearms

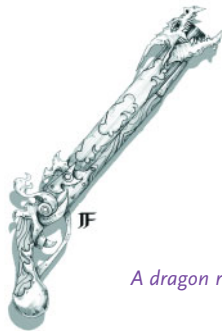
*You might have read that one of the most devastating aspects of the firearm as it developed in the real world was that it could pierce armor. However, this fact was also true of the longbow, but the d20 System rules don’t grant the longbow special “armor piercing” qualities other than a deadly ×3 critical. The same, then, should apply to firearms in the abstract combat system of the game.*

*If this bothers your sensibilities, try this variant: Have firearm attack rolls ignore 3 points of armor or natural armor bonuses. If you do this, you may want to reduce the damage they inflict by a die type (so dragon pistols inflict 1d10 points of damage, dragon rifles 2d6, and so on).*

For more about firearm permits, see "Licenses and Permits" in the "Crime and the Law" chapter (page 554).

For more about the role of Grailwarden technology in Imperial development, see the "Rise of Empire" and "The Decline" sections of "History" in PT2 (page 83).

The Rapid Reload feat, which normally works only on crossbows, also works on firearms in the Ptolus Campaign.



A dragon rifle

In Ptolus, the only place one is likely to find the more exotic firearms, such as the chimera rifle and hydra rifle, is in a vault in Dwarvenhearth (see PT7).

## Firearms

Standard Weapons	Price	Type	Damage (S)	Damage (M)	Critical	Range	Weight
Dragon pistol	250 gp	P	1d10	1d12	×3	50	2 lbs.
Double pistol	300 gp	P	1d8	1d10	×3	40	3 lbs.
Hand cannon	900 gp	P	2d6	3d6	×3	60	5 lbs.
Sting (pistol)	120 gp	P	1d6	1d8	×3	30	1 lb.
Dragon rifle	500 gp	P	2d6	2d8	×3	150	5 lbs.
Spyglass rifle	700 gp	P	2d6	2d8	×3	150	6 lbs.
Hydra rifle	1,200 gp	P	1d10	1d12	×3	120	7 lbs.
Repeater rifle	2,000 gp	P	1d10	1d12	×3	100	6 lbs.
<b>Flame Weapons</b>							
Chimera rifle	1,200 gp	varies	varies	varies	varies	varies	10 lbs.
Hellsbreath gun	1,000 gp	fire	2d4**	2d6**	N/A	*	7 lbs.
<b>Bombs</b>							
Powder bomb	150 gp	*	2d6***	3d6***	N/A	10	1 lb.
Smokebomb	30 gp	*	N/A	N/A	N/A	10	1 lb.

\* Special.

\*\* Damage inflicted in a line 20 feet long.

\*\*\* Damage inflicted in a 5-foot radius.

alchemist's fire blast). Such a character could even fire one chimera rifle in each hand, using the rules for two-weapon fighting as if attacking with two one-handed weapons. The penalty for doing so stacks with the penalty for firing the rifle in one hand.

**Double Pistol:** This pistol has two barrels, so it can be fired twice before reloading (one move action for each barrel). A double pistol requires two hands to load, but only one hand to fire.

**Dragon Pistol:** The most common firearm in Ptolus, this weapon has an iron dragon's head around its muzzle so that its shot comes from the dragon's mouth. Reloading the pistol takes a move action. A dragon pistol requires two hands to load, but only one hand to fire.

**Dragon Rifle:** This firearm is a larger, longer-barreled version of the dragon pistol with better range and greater damage. Reloading the rifle takes a full-round action.

A dragon rifle requires two hands to load and fire. A person could attempt to fire, but not load, the weapon in one hand at a –4 penalty. Such a character could even fire one dragon rifle in each hand, using the rules for two-weapon fighting as if attacking with two one-handed weapons. The penalty for doing so stacks with the penalty for firing the rifle in one hand.

For a cost of 100 gp, a dragon rifle can be refitted with a larger trigger mechanism that allows a character one size bigger than the weapon's normal size to fire it in one hand at no penalty.

**Hand Cannon:** This short, wide pistol is a Large weapon, so despite its shape—unless used by an ogre or similar creature—a person needs both

hands to use it. It has a very short range but packs an amazing punch. Adventurers often use hand cannons to blast down doors or through wooden walls. Reloading the weapon takes a move action.

A hand cannon requires two hands to load and fire. However, for a cost of 100 gp, it can be refitted with a larger trigger mechanism that allows a character one size bigger than the weapon's normal size to fire it in one hand at a –2 penalty. Such a character could even fire one hand cannon in each hand, using the rules for two-weapon fighting as if attacking with two one-handed weapons. The penalty for doing so stacks with the penalty for firing the hand cannon in one hand.

**Hellsbreath Gun:** This device consists of a powerful pump activated by a blast of powder that sprays a reservoir of alchemist's fire in a line up to twenty feet long. Anyone in the line must make a Reflex saving throw (DC 15) or suffer damage as if struck by a flask. Even after a successful save, the attack still inflicts 1 point of fire damage.

Those with no skill at firearms tend to favor this weapon. However, it is dangerous to use. Each time someone fires the weapon, roll a d20. On a roll of 1, the reservoir of alchemist's fire within the weapon ignites and explodes, destroying the gun and inflicting 2d6 points of fire damage on the user (Reflex save, DC 20, for half damage).

A hellbreath gun requires two full rounds to reload. One must use two hands to load and fire it.

**Hydra Rifle:** This variant dragon rifle gets its name from the fact that it has three barrels. Each barrel has a separate trigger and thus one can fire the weapon three times without loading—it's like carrying three loaded rifles at once. However, for

an extra 250 gp, a weaponsmith can fit it with a master trigger to allow the user to fire all three at once. A character must roll all three attacks independently, and all three must share the same target. It is not possible to fire only two barrels at once; you either fire one or all three when the weapon is fitted with a master trigger.

Each barrel must be loaded separately, taking a full round per barrel.

A person needs two hands to load and fire a hydra rifle. One could attempt to fire, but not load, the weapon in one hand at a -4 penalty. Such a character could even fire one hydra rifle in each hand, using the rules for two-weapon fighting as if attacking with two one-handed weapons. The penalty for doing so stacks with the penalty for firing the rifle in one hand.

For a cost of 100 gp, the hydra rifle can be refitted with a larger trigger mechanism that allows a character one size bigger than the weapon's normal size to fire it in one hand at no penalty.

**Repeater Rifle:** This weapon can fire six rounds before requiring a reload. Reloading is a full-round action. Repeater rifles are fairly uncommon.

A repeater rifle requires two hands to load and fire. One could attempt to fire, but not load, the weapon in one hand at a -4 penalty. Such a character could even fire a repeater rifle in each hand, using the rules for two-weapon fighting as if attacking with two one-handed weapons. The penalty for doing so stacks with the penalty for firing the rifle in one hand.

For a cost of 100 gp, the repeater rifle can be refitted with a larger trigger mechanism that allows a character one size bigger than the weapon's normal size to fire it in one hand at no penalty.

**Powder Bomb:** This gunpowder explosive has a blast radius of five feet. The user lights the fuse as a move action, then throws the bomb as a standard action. Alternatively, it can be fitted with a match cord fuse (see "Miscellaneous Gear," page 563) to use as a set charge.

**Smokebomb:** This nondamaging explosive creates a cloud of smoke in a twenty-foot radius. The cloud persists in still conditions for 1d3+6 rounds and in windy conditions for only 1d3+1 rounds. Visibility within the smoke is limited to two feet. Everything within has 90 percent concealment.

**Spyglass Rifle:** As a dragon rifle, except with a spyglass mounted atop it to help at range. Because

this weapon ignores its first range increment, penalties for range begin at three hundred feet.

**Sting:** This small and concealable pistol requires a move action to reload. One needs to use two hands to load a sting pistol, but only one hand to fire it.

## CANNON

Cannons are very large firearms. They do not have a size (or rather, cannon sizes do not correspond to creature sizes). Cannons normally must be mounted on a solid surface or on a small platform, often with wheels for transport. However, a Huge creature can wield a small cannon in two hands, and a Gargantuan creature can use a large cannon or a pipe organ cannon in both hands. These weapons are not made to be fired like rifles, however, so loading them still takes a long time (see below). Conceivably, a Huge or larger creature could carry or support a platform on which the cannon was mounted as well as the Small or Medium characters required to load and fire it.

**Small Cannon:** This four-foot-long iron weapon takes 4 full rounds to load and fire. Multiple characters can shorten this time to 2 full rounds.

**Large Cannon:** This seven-foot-long iron weapon takes 6 full rounds to load and fire. Multiple characters can shorten this time to 3 full rounds).

**Pipe Organ Cannon:** This weapon gets its name from the fact that it has six barrels lined up—it is basically six small cannons in one. The six barrels can be fired all at once or one at a time, each targeting a different adjacent square. A creature six squares long could be struck by all six. Likewise, the weapon could strike six adjacent Medium creatures or three adjacent Large creatures that each take up two squares on a side.

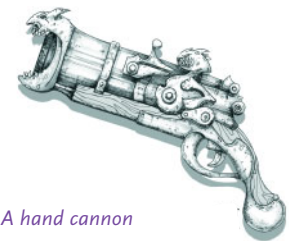
## AMMUNITION

Ammunition includes both bullets (often called "rounds" or "shot" in Ptolus) and powder. A bullet affects a single target; scattershot affects a radius of ten feet but inflicts only half damage. No attack roll is needed for scattershot fire, but a Reflex saving throw (DC 15) reduces its damage by half. The maximum range of scattershot fire is a single range increment of the weapon that fired it.

It is possible to double-load a nonrepeating firearm—essentially loading it with twice the

*It's worth noting that the firearms described here are fantasy weapons. They are easier and faster to load than real-world wheel-lock or matchlock firearms.*

*The best-known local gunsmiths who can refit firearms work at the Smoke Shop in the North Market (PT5, page 310).*



*A hand cannon*

*Dalenguard in Oldtown is the "home" of the famous Commissar's Guns, a battery of two dozen large cannons that Igor Urnst used in the Gnoll War. See "Government" in PT4 (page 148).*

### Weapon Jams

*DMs interested in injecting more realism into their games can rule that an attack roll of a natural 1 indicates not only a miss, but a firearm jam. A character can clear a jam with a Craft (firearms) check (DC 15) as a full-round action.*

### Cannon

	Price	Type	Damage*	Critical	Range	Weight
Small cannon	1,000 gp	P	4d6	×3	150	500 lbs.
Large cannon	2,500 gp	P	6d6	×3	200	1,500 lbs.
Pipe organ cannon	1,800 gp	P	3d6×6	×3	100	1,000 lbs.

\* See "Cannon Ammo," next page.



An aeroship

### Magical Properties for Firearms

*Firearms and their ammunition can carry magical weapon enhancements like any other ranged weapons. This means characters could have a frost dragon rifle or an elf bane double pistol. In addition, one can apply these other weapon enhancements only to firearms:*

**Magnetic:** Rounds fired from this weapon gain a +2 bonus to attack rolls and +1d6 points of damage against foes wearing metal armor or foes that are metal (such as an iron golem).

*Moderate transmutation; CL 9th; Craft Magical Arms and Armor, telekinesis; Price +1 bonus*

**Rapid Fire:** A character can load this firearm with up to six rounds of ammunition and fire it up to six times per round, if the wielder has that many attacks in 1 round. A cannon with this ability can be fired once per round.

*Moderate transmutation; CL 10th; Craft Magical Arms and Armor, haste; Price +2 bonus*

**Silent:** This firearm makes no noise when it fires. Apply this property to a firearm or ammunition.

*Moderate illusion; CL 8th; Craft Magical Arms and Armor, silence; Price +8,000 gp*

normal shot and powder. This increases the firearm's damage die type by one size, but on a roll of a natural 1 the gun bursts, ruining it and inflicting normal damage for the weapon upon the firer.

Ammunition	Volume	Price
Shot and powder	1 load	15 sp
Scattershot and powder	1 load	2 gp
Powder horn	10 shots	10 gp
Ammunition pouch	10 shots	5 gp

### Cannon Ammo

The damages listed in the cannon table above are for a cannonball. Grapeshot is a mass of tiny pellets that covers a radius of ten feet but inflicts only half damage. Grapeshot reduces the effective range of the cannon by half. Explosive charges also cut the effective range of the cannon in half but explode on impact, inflicting the listed damage in a ten-foot radius. A Reflex saving throw (DC 20) reduces the damage by half for both grapeshot and explosive charges.

A person can fit an explosive charge with a match cord fuse (see "Miscellaneous Gear," page 563) to use as a set charge. In this case it explodes in a ten-foot radius and inflicts 3d6 points of damage. It cannot be thrown.

Ammunition	Volume	Price
Cannonball + powder	1 load	5 gp
Grapeshot + powder	1 load	15 gp
Explosive charge + powder	1 load	50 gp

### OTHER WEAPONS AND ARMOR

For the technologist warrior, there are more weapons to choose from than simply firearms. A few of the most interesting are described below.

**Bayonet:** The wielder can use this blade as a dagger or affix it to any rifle, allowing the rifle to be used as a shortspear that cannot be thrown. Price 3 gp.

**Blast Axe (Pistol Axe):** This strange weapon is like a long-barreled dragon pistol. Its reinforced

barrel ends in an axeblade. One can fire it like a regular pistol, then use it as a handaxe.

Price 300 gp.

**Pistol Shield:** This heavy shield has a built-in dragon pistol, with the barrel facing straight out. The wielder can fire the pistol and then draw a melee weapon and charge into a fight. Price 300 gp.

**Powered Bows:** Powered longbows are engine-assisted mighty bows that do not require high strength to use. As with mighty bows, the bonus applies only to damage. The bonus does not stack with the archer's normal Strength bonus. Powered bows weigh three times as much as normal bows and their price varies, as shown below.

Powered Mighty Longbow	Price
(+1 Strength bonus)	400 gp
(+2 Strength bonus)	600 gp
(+3 Strength bonus)	1,200 gp
(+4 Strength bonus)	1,000 gp

**Steam Armor:** Steam-powered armor protects a wearer as plate armor and adds a +4 enhancement bonus to Strength due to its built-in strength-augmenting mechanisms. It requires firestone (see "Maintenance and Fuel," page 565). Price 18,000 gp.

### TRANSPORT

In a big place like Ptolus, characters need a reliable and fast way to get where they need to be. These are just some of the options characters have to use technology to help them get around.

**Battle Cart:** This massive vehicle looks like a wagon without horses. It measures ten feet long and about six feet wide (size Large). Its sides are armor plated with small slits for archers or riflemen. The cart has a hardness of 10 and 200 hp.

A battle cart is steam-powered (it requires firestone; see "Maintenance and Fuel," page 565) and can travel up to twenty miles per hour over flat, smooth, terrain. The carts are usually outfitted with a ram or a spiked plate for running

### UNREALISTIC SCIENCE

Some of the weapons and gear described here are unlike anything that ever worked in the real world. Steam-powered constructs, strength-enhancing armor, and battle carts are all the stuff of fantasy. Some of them, such as a repeating rifle, merely push the limits of what one could realistically expect in a nonmodern setting. One has to imagine magically assisted intelligence was behind such invention, as well as fantastic alchemical aids such as firestone to produce the heat needed for the steam engines. DMs just need to figure out where to draw the line.

Of course, one could take the fantastic elements of such devices even further than the equipment in this chapter. For example, the Shuul's long-term plans involve the creation of an underground train that connects the Tower of Science and the Foundry in the Guildsman District (this is three to five years off, however—the tower isn't even finished yet). A technologist might even perfect a mechanized brain of some kind: a clockwork artificial intelligence!

down foes on foot (inflicting 3d6 points of damage at full speed; a Reflex save, DC 15, negates the damage). One character must drive the cart. While it is moving, controlling the cart is a full-round action. A Dexterity check (DC 15) is required to avoid obstacles when moving at full speed. Price 15,000 gp.

**Glider Wings:** A Medium creature can strap on these aerodynamic wings to glide through the air. A character can take ranks in Ride (glider wings) to use them even better. On a still or relatively calm day, the glider travels in a straight line for twice as far as it drops, so a character wearing the wings and jumping from a forty-foot-tall tower can travel eighty feet laterally before landing. On a very windy day, a character can travel much farther (almost indefinitely) if she makes a Ride check (DC 15) every ten minutes. Landing safely requires another check (DC 12). Failure results in 1d6 points of damage to both the character and the wings, assuming the wearer dropped at least ten feet. Made of light wood and canvas, the wings have a hardness of 3 and 10 hit points. Their wingspan measures fifteen feet. Price 1,400 gp.

**Hot-Air Balloon:** With a powerful furnace beneath it, a large balloon can carry aloft up to 2,000 lbs. A single character can operate the balloon, controlling its altitude and direction. The latter, of course, depends greatly on the wind's direction and speed. The balloon itself measures about forty feet across and sixty feet high. The basket below is about eight feet in diameter. A hot-air balloon has a hardness of 1 and 5 hit points. The basket has a hardness of 3 and 30 hit points. Price (with furnace) 3,500 gp.

**Steamboat:** A steamboat is a keelboat (fifty- to seventy-five-foot-long vessel) that does not require wind or oar to move. A powerful steam engine fuels its massive paddlewheel. While these boats can't operate in the *King's River* (too many waterfalls), they are sometimes seen out in the Bay of Ptolus. Price 18,000 gp.

**Steam Cart, Large:** This vehicle resembles a battle cart, but it is not armored or fitted with spikes, ram plates, or the like. With it, a person can haul up to 1,500 lbs. of cargo or passengers. Its top speed is only ten miles per hour. A driver operates it just like a battle cart, and it likewise requires firestone to use (see "Maintenance and Fuel," page 565). Price 8,000 gp.

**Steam Cart, Medium:** This wheeled chair has a steam motor and room enough for equipment or a passenger up to 250 lbs. Controlling the cart in motion is a full-round action. It can move five miles per hour but requires firestone (see "Maintenance and Fuel," page 565). Price 5,000 gp.

**Steam Cart, Small:** This is basically a wheeled chair with a steam motor. Controlling the cart in motion is a full-round action. It can move up to



five miles per hour and requires firestone to use (see "Maintenance and Fuel," page 565). Price 3,000 gp.

### MISCELLANEOUS GEAR

Below are just some of the most basic technological devices delvers might encounter in Ptolus. Such items would be found among the *Shuul*, in *Dwarvenhearth*, or at the *Smoke Shop*.

Item	Price	Weight
Barometer	300 gp	2 lbs.
Bell alarm	50 gp	3 lbs.
Clock, wall or mantle	50 gp	5 lbs.
Clock, grandfather	150 gp	90 lbs.
Magnetic compass	450 gp	1 lb.
Match cord (50 feet)	5 gp	1 lb.
Mercury thermometer	350 gp	1 lb.
Pill	varies	*
Pocketwatch	30 gp	1 lb.
Pressurized launcher	420 gp	5 lbs.
Printing press	1,200 gp	1,000 lbs.
Paper (2 sheets)	1 cp	*
Protective goggles	5 gp	1/2 lb.
Sextant	150 gp	3 lbs.
Spectacles	15 gp	*
Spyglass	200 gp	1 lb.
Syringe	50 gp	1/2 lb.

\* Negligible weight.

### Magic Firearms

There are also some specific magical models to consider when outfitting a character in firearms.

**Demon Gun:** Rather than a dragon's head, this +1 dragon pistol sports a demon's head at the end of its barrel. The gun itself is a demon bound magically into the form of a gun. It produces its own ammunition internally, so the wielder can fire it as many times per round as he has attacks, and it never needs reloading. Twice per day, upon the wielder's mental command, it can produce an unholy bullet.

Moderate conjuration; CL 10th; Craft Magical Arms and Armor, summon monster III, unholy blight; Price 24,550 gp

**Flayer Pistol:** Rather than a dragon's head, this +1 dragon pistol has a tentacled head at the end of its barrel. Once per day, it can produce a psionic blast ability.

Strong enchantment; CL 13th; Craft Magic Arms and Armor, feeblemind; Price 22,550 gp

**Song of Death:** This +1 sonic repeater rifle can also fire an invisible sonic ray that inflicts 3d6 points of damage. Doing so is a standard action that cannot be combined with the rifle's regular attacks.

Moderate evocation; CL 13th; Craft Magic Arms and Armor, shatter; Price 20,300 gp

*King's River, PT4: page 160*

*The Shuul, PT3: page 131*  
*Dwarvenhearth, PT7: page 460*  
*Smoke Shop, PT5: page 310*



Barbarian Balloonists in the Rivergate District (PT5: page 344) offer sightseeing rides and hunting trips in their hot-air balloon as described on the previous page.

See the "Chaosomaton Template" in Chapter 5: Chaos Slaves of the Chaositech sourcebook.

Protective goggles are a favorite of members of the Shuul and servants of Teun.

For the Technology domain and new spells that affect technology, see the "Magic" chapter of this book.

The high priestess of Teun, Mother of All Machines, drives a steam cart, as described on the previous page. See PT5: page 395.

**Barometer:** A handy weather-predicting device.

**Bell Alarm:** The user can set this alarm to go off at a specified time.

**Clocks:** These timepieces are often ornate and beautiful. They require daily winding.

**Magnetic Compass:** This device proves extremely valuable in determining direction and keeping a traveler on the right path, whether he is making his way through the woods or across the sea on a ship.

**Mercury Thermometer:** A handy device for determining the temperature.

**Pill:** Potions can be distilled into tablet form for easy storage. Most ingested poisons also can be made into pills. The effects and cost remain the same but the weight is negligible.

**Pocketwatch:** This small timepiece requires daily winding.

**Pressurized Launcher:** This device can project an object with great force. Although one could use it as a weapon, this is not the standard use, as firearms are far more efficient. Instead, adventurers employ it most often to fire grapnels with attached ropes up to one hundred feet with great force and accuracy, even anchoring them into a stone wall. If it does not need to embed itself, the grapnel can travel up to two hundred feet. If used as a weapon, it inflicts 2d6 points of damage to a single foe up to one hundred feet away (apply a -2 penalty to attack rolls made with it).

**Printing Press:** This machine, which can mass-produce the printed word, makes broadsheets possible and has allowed books and pamphlets to become common. Paper for the press can be purchased at very reasonable prices.

**Protective Goggles:** This eyewear protects eyes from flying debris and provides a +1 resistance bonus on saving throws against blinding or eye-damaging effects.

**Sextant:** This device aids navigation. The user gains a +4 bonus on Survival checks to determine position, assuming she spends at least five minutes using the device.

**Spyglass:** Objects viewed through a spyglass are twice their normal size.

**Syringe:** This is an easy way to inject a potion directly into a creature. If the syringe is in hand and full, injecting is only a move action.

## CONSTRUCTS AND SPECIAL MACHINES

Putting steam-powered constructs into a fantasy setting is easy. Simply use existing constructs, such as a shield guardian (without its *spell storing* or *shield other* abilities), and describe the plume of steam or smoke that comes out of a smoke-stack built into its back. The means of construction becomes almost entirely a flavor issue in this case, except for the skills needed to create or

disable the construct (see next page). In Ptolus, one might find steam-powered constructs guarding Dwarvenhearth or perhaps among the Shuul.

The four main types of golem in the MM make for poor steam constructs, unless you take away their immunity to spells—they make no sense for technological constructs. After you do this, reduce a flesh golem's Challenge Rating by 1 and the other golems' Challenge Rating by 2.

Note that the **chaosomaton creatures** described in *Chaositech* could be created technologically as steam-powered clockwork creatures. They would not carry built-in chaositech, obviously, but they could have built-in firearms or similar devices from this chapter. Because the clockwork creature would be so much more reliable, the cost doubles.

But steam and clockwork machinery can be put to other uses as well. A manor house could have a mechanized winch to raise and lower the portcullis or an automatic device to power and enable complex traps to keep out thieves. A technologically savvy wizard would put machines in his lab to help him move heavy equipment and conduct delicate experiments.

## ALECTRICITY

Aelectricity is the pinnacle of science reached in the world of Praemal. Experts create this energy—which scholars express as "nonmagical artificially produced lightning"—using powerful steam engines or special static chargers. It is almost unheard of in Ptolus today, and even the dwarves of Dwarvenhearth had not mastered it. At the height of the Empire, however, aelectrical lights illuminated the Imperial Palace in Tarsis.

Aelectricity powered experimental devices such as constructs, lightning weapons, and even charged barriers that shocked an intruder when touched were being developed and refined. One could smell the scent of ozone when such devices were operating and, unless muffled by magic, they made a great deal of noise.

One is likely to find only a couple different aelectrical implements in Ptolus today. Such items are relics, no longer produced in modern times. Virtually no one knows how to create or even repair them:

- A generator-powered aelectrical light or system of lights might still exist in an older home; they are not portable, however. Price (including the generator) 1,000 gp.
- A static gun fires a charged line up to fifty feet that inflicts 4d6 points of electricity damage. It is fueled not by a steam-powered generator but by a hand-cranked one that builds up a static charge. The gun requires 5 rounds of cranking (a full-round action each round) to build up the needed charge. Price 15,000 gp.

**GODS OF TECHNOLOGY**

Technology enthusiasts can find a number of religions in Ptolus that embrace their unique interests.

**Baalhazor, Demon God of Technology (CE).** Chaos, Evil, Technology. Originally one of the “Vested of the Galchutt,” this minor deity is a demon lord.

**The Iron God (LN).** Earth, Fire, Technology. This mysterious deity of the old Prustan humans and Grailwarden dwarves is the god of all things iron. His image is never seen.

**Teun, Mother of All Machines (LN).** Civilization, Law, Technology. Another old Prustan deity, Teun is the goddess of machines and technology. She is revered by Grailwarden dwarves as well as humans.

**Tevra, the Clockwork Goddess (LN).** Healing, Law, Technology. Tevra, daughter of Teun, is thought to sleep now, but will awaken one day to help restore order to the world.

**SKILLS AND FEATS**

Technology changes the skills and feats in your game a bit. All the rules you need to use these intuitive skills are right here.

**Knowledge (machines)** makes a good addition to a setting with technology. Such a skill could allow a character to identify an unknown device or figure out how to make it work.

However, characters need **Craft (machines)** to actually create something like a clock, a steam-powered construct, or a mechanically controlled door. Some complex devices might force a character to make multiple checks. For example, creating a mechanized shield guardian as described earlier might require four separate Craft checks, each at DC 25. The construct would cost 75,000 gp, because it has no magical abilities. For other similar checks, see the table below.

**Crafting Tech Items**

Technological Item	Craft	DC
Simple tech item (compass, thermometer)	Machines	15
Complex, small tech item (pocketwatch)	Machines	20
Firearm (single-shot)	Firearms	20
Firearm (repeating, double, or multi-use)	Firearms	24
Large machine (drawbridge mechanism)	Machines	25 × 2
Large complex machine (construct)	Machines	25 × 4
Extremely complex device (steam armor)	Machines	30 × 4

One can create and repair firearms with **Craft (firearms)**. Also, **Profession (engineer)** might be appropriate for one who designs entirely new machinery.

**Disable Device** takes on a new meaning in a setting with technology. Characters with this skill could make a dragon rifle inoperable or set a magnetic compass to point in the wrong direction.

Using firearms requires the **Exotic Weapon Proficiency (firearms)** feat. This feat covers not only firing the weapon, but loading it and caring for it.

**MAINTENANCE AND FUEL**

To keep a technological item functioning, whether it is a firearm or a steam-powered mechanical elevator, a character must make a maintenance check once per month. The character can use either the appropriate Craft skill or simply make a Knowledge check. The Difficulty Class is 10, unless the overall price of the device exceeds 1,000 gp. In such a case, the Difficulty Class is the price divided by 100. Without this check, the machine breaks down and Craft (machines) must be used to repair it, using the standard repair rules.

Steam-powered items burn wood or coal to produce steam, or they use a special magical substance called **firestone**. Wood is cheap but takes a very large burner. Coal is more expensive—about 5 gp worth of coal powers an item for only one day. Because firestone requires the least amount of space, it is required for steam armor and other fantastic tech items. However, each stone costs 10 gp and lasts about one day. Firestone can be created only via spell; it does not occur naturally. It is not dangerous to handle until lit, and users can light it as they would any flammable item. For more on firestone, see its section under “Special Materials” in PT2: *The World of Praemal* (page 46).

Some clockwork items, like pocketwatches, are spring-driven and require no fuel but must be wound or cranked manually.

**Technology Groups**

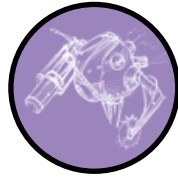
*Technologist characters can find ready allies among such organizations as these:*

- The Shuul (PT3: page 131)*
- The Sorn (PT3: page 137)*
- House Shever (PT3: page 96)*
- Grailwarden dwarves (PT2: page 48)*
- The followers of Teun, Mother of All Machines (PT5: page 395)*

*See the create firestone spell in the “Magic” chapter (page 641).*



*In order to maintain a unique Ptolus feel, DMs are highly encouraged to sprinkle a small amount of technology throughout their campaigns: introducing NPCs with pocketwatches or the occasional firearm, substituting pills for potions, and including broken-down machines in older areas within or below the city.*



## CHAOSITECH

Most people have never heard of chaositech. Of those who have, most consider it an abomination. The Holy Emperor himself has stated that there is no greater threat to the world. A select few, however, find chaositech useful. And even fewer—chaos cultists—revere the stuff as gifts from the gods.



*Chaositech: tool or creature? Blessing or curse? Gift or shackles? Chaositech is all of these and more.*

*Galchutt, PT2: page 60*

*Much of the material in this chapter is taken from the Chaositech sourcebook (Malhavoc Press, 2004). That book also contains rules for mutations, new monster templates, prestige classes that deal with chaositech, and various new monsters.*

The evil twin of technology, chaositech offers amazing devices fueled by raw chaos itself. The creations of the ancient Galchutt, chaositech items are coveted today by dark forces.

### WHAT IS CHAOSITECH?

Chaositech enslaves even as it empowers. Its addictive nature grants the Lords of Chaos a foothold in controlling your mind, your body, and even your soul. But still the Galchutt find people willing to make these sacrifices to harness its great power. Of course, many believe they can use chaositech without falling victim to its dangers. A few are even correct.

Despite how it may appear, chaositech is not technology—it is technology's dark twin. It is not magic, but another power altogether. It is corruption and destruction given form. It is like nothing anyone in your campaign has ever seen before.

Most chaositech items are fairly straightforward devices made of steel, glass, and other inorganic substances. Many such devices bear a design or embellishment that makes them look organic, while others incorporate organic parts, such as actual skulls, bones, fleshlike coverings, membranous sacs, and so on. For this reason, some call these devices the “bones of steel” (see

below). A more aberrant type of chaositech is entirely organic based, but examples of such perversions of living organisms are quite rare (see Chapter 3: Betrayal of Flesh in the *Chaositech* sourcebook).

Chaositech is a very scarce class of item in Ptolus. Characters can't buy it in a store—they can only find it in the Dungeon or receive it as a gift from an ally or organization. Most people in the Empire—even those in authority—don't know it exists, and the Church of Lothian does all it can to cover up word of its presence in the world. Those who see chaositech firsthand assume that it's magic. As a remnant of ancient days, chaositech can't be created, and only a rare few can repair or modify it. (It's thought that only the Galchutt themselves can make it, so no one even tries.)

### BONES OF STEEL

The chaositech devices fashioned from steel, wire, and glass seem more straightforward than other types of chaositech, because they look rather like devices that people are already familiar with, such as crossbows or clockwork machines. These are the chaositech devices that virtually anyone can just pick up and use—if they can figure out how to work them. So many of



those desiring chaositech seek these types of devices first. Chaos cultists use the term “bones of steel” as a secret code phrase for this type of “familiar” chaositech.

The bones of steel tap into chaotic energies and harness them, but, in terms of basic operation, they are still machines. Those with the proper training can refuel, repair, or even sometimes modify these devices using specialized tools. Iron bolts and clamps hold the mechanisms together. Their interiors are a jumble of wires, tubes, and spinning apparatuses bewildering to the eyes of most people—but then, most people rarely see a chaositech device at all, let alone open one up to look at the insides.

When hefted, the bones of steel feel cold and give off a tingling sensation that sets most folks’ teeth on edge. A few users complain of headaches or muscle aches in the hands or arms (specifically, the hand holding the device). When activated, chaositech devices are rarely subtle. They make strange, unearthly noises, flare with arcing energy, and sometimes give off odors—usually a powerful metallic smell or the stench of acrid chemicals.

Bones of steel items are frequently called **non-intrinsic devices**, because they are not meant to fuse with a creature’s body. These inorganic items draw on the power of chaos to produce strange and often dangerous effects. In the hands of someone who knows how to use it properly, a non-intrinsic chaositech device might appear to be magical.

The truth is actually much stranger.

### THE CONSEQUENCES

Unquestionably, the use of chaositech carries consequences, despite the benefits and power it offers. The first is the terrible curse of **mutation**. Close proximity to chaositech over an extended period often results in physical and sometimes mental mutation. These mutations permanently warp a creature, leaving behind the indelible mark of chaos.

The second, perhaps even more insidious, consequence is the fact that using chaositech can open one up to the influence of the dark powers behind it: the Lords of Chaos known as the **Galchutt**. Without caution, chaositech users end up the slaves of these terrible masters.

Most people consider chaositech unstable and unreliable. Using it involves many random elements, and there is no way of knowing when a device will fail, run out of power, or worse—explode in the user’s face.

### LOOK AND FEEL

Chaositech is an alternative to technology, powered by chaos. Visually, even tactilely, its curves



and lines seem alien. DMs should note that even if a device sounds like a “laser gun” or a “gas mask” it shouldn’t look like one. Thanks to the influence of chaos, the form does not always logically match the function. Chaositech doesn’t follow the laws of reality or the edicts of logic, either in its abilities or its appearance. Many of the devices go beyond strange to the slightly disturbing. All of them are, at least at first, very mysterious.

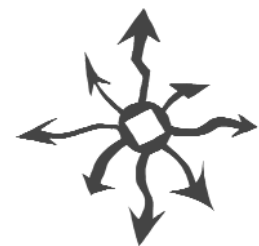
As previously stated, chaositech possesses an organic appearance—even devices made of steel and other inorganic materials. When describing an item to players, feel free to incorporate insectoid or reptilian characteristics into its look. Means of activating chaositech are rarely as straightforward as a trigger or a switch, although the descriptions in this chapter sometimes use such words for simplicity’s sake. Instead, they might include a part the user sticks in his mouth and activates with his tongue, a membranous sac the user has to squeeze, or a small panel that one must tap in a certain sequence. Some parts of a device might seem utterly extraneous, their function never fully understood.

Many items also have a chaos symbol etched into them or hanging from them like a charm. Some might feature extra spikes, spines, or other dangerous-looking bits.

*Created by the Galchutt as tools for their servants, most chaositech has lain dormant in subterranean caches around the Spire until recently, when activity in these underground areas has increased significantly.*

*Tribes of goblins are said to dwell near the Prison, led by bugbears and armed with a few discovered remnants of ancient chaositech. See “The Undercity” chapter in PT7, page 438.*

*Nowhere in the world can one find a greater accumulation of chaositech items than in the Vaults of the Rhodintor. These sealed caverns are inhabited by Galchutt-created demons who even now prepare the way of the Lords of Chaos. See “Vaults of the Rhodintor” (page 453) and “Caches of Chaositech” (page 452) in PT7: Beneath the Streets.*



*Galchutt, PT2: page 60*

*Eager to spread chaositech, some of the goat-headed rhodintor demons work with the lich Aggah-Shan on his Machine in his lair beneath the White House in Oldtown. See PT5, page 335.*

*The dark elves value chaositech, which they call avalashax (literally, "impossibles"). Alevolenz of Ul-Drakkan seeks these items for her people in the subterranean realms. See "Ul-Drakkan" in "The Caverns" chapter of PT7 (page 456).*

*Chaositech enthusiasts can find ready allies among the chaos cults (PT2: page 71) and the followers of Baalhazor, Demon God of Technology (PT2: page 68). Originally one of the Vested of the Galchutt, Baalhazor is the lord of chaositech.*

*The siphon spell appears in the "Magic" chapter of this book (page 645).*



*The Conciliators, a group within the Church of Lothian, leads the effort to root out the Cults of Chaos and to destroy all chaositech they find. See PT2: The World of Praemal, page 68.*

## RIGORS OF CHAOS

Dealing with chaos is difficult and dangerous. Chaositech is no different, though it may appear to be simpler and safer than it really is. Chaositech devices frequently fail—sometimes they fail spectacularly, exploding in the hands of the character attempting to use them. Worse, the mere presence of chaositech can cause deformity and mutation as the chaotic energies seep slowly from the device and leech into creatures and objects of normal matter.

## CHAOTIC FAILURE

When a character makes a check to use a non-intrinsic chaositech device, a natural die roll of 1 indicates that the item is drained of power, no matter how many or how few uses it has seen since its last refueling. Such is the unpredictable nature of chaos. If the device has no roll associated with its use, roll 1d20 when activating it. If it has no set activation, or if it goes for a long time between activations (such as armor), make at least one check daily to determine whether the device fails when it is used. Unused devices (sitting on a shelf, for example) require no checks. You need not keep track of uses or charges with a chaositech device—the user simply waits until it fails. In effect, most chaositech devices have twenty uses. Some item descriptions specify how often checks should be made.

## CHAOTIC BACKLASH

If a device fails, make another d20 check. In the case of another roll of 1, the device overloads, explodes, or melts down in a dramatic and dangerous way, inflicting 3d6 points of damage on anyone within ten feet (Reflex save, DC 18, for half; no saving throw allowed for characters touching the item). The device is destroyed in the case of such a backlash.

## RAW CHAOS

All chaositech is powered by raw chaos, a viscous fluid that appears at once to be dull grey and a gleaming mass of every scintillating color that exists. Raw chaos is perhaps one of the most dangerous substances in the universe, destroying everything it touches if not handled properly. It is normally stored in grey chaos storage cubes about three feet to a side. These cubes are perfectly smooth and featureless. Only a siphon (see page 573) or a *siphon spell* allows one to remove raw chaos from the cube. Puncturing or destroying the cube (hardness 10, 50 hp, break DC 30) releases the chaos in one burst, inflicting 20d6 points of damage in a hundred-foot spread. Raw chaos ignores hardness and damage reduction, treating all matter and all flesh the same.

Raw chaos itself is destroyed as it destroys whatever it touches.

A splash of raw chaos inflicts 10d6 points of damage on anything it touches—the matter simply burns away in a cloud of steamy vapor. Raw chaos spilled on the floor may eat through the floor. If it inflicts damage in excess of the floor's hit points, it continues down to the level below (if any) and burns whatever is there.

Immersion in raw chaos inflicts 20d6 points of damage per round.

Exposed raw chaos consumes even the air, given enough time. Left in a perfectly sealed ten-foot cubic chamber, a small bit of raw chaos would destroy all the air in the room in about five hours, leaving nothing but vacuum.

## REPAIRING AND MODIFYING CHAOSITECH

Unless the DM decides otherwise, one can repair or modify chaositech devices with the right materials and tools. Chaositech tools are as strange and alien in appearance as chaositech itself. Without the proper training, most people could not even identify some of them as tools, let alone discern their functions. Most have pointy, jagged parts that make them appear sinister and dangerous.

Repairing or modifying most chaositech requires use of the Craft skill, specifically a new application called Craft (chaositech). Some chaositech items, such as implants, call for use of the Chaos Surgery skill as well.

DMs should not allow player characters to create their own chaositech. Let it all be leftover creations of the Galchutt from long ago. Limiting characters from gaining the Craft (chaositech) skill is one way to accomplish this goal. However, limiting access to the materials required to create the items works as well. The latter choice allows characters to repair damaged chaositech or identify a chaositech item without giving them the opportunity to build new ones.

## CRAFT (CHAOSITECH)

(Intelligence [Plus Special], Trained Only)

You can use this skill, a subset of the regular Craft skill, to repair or modify chaositech devices. It also can help you identify and activate newly encountered chaositech safely.

The Difficulty Class required to modify a chaositech item is provided with each item's description. This DC, your check result, and the item's price determine how long it takes to modify a particular item. The item's finished price also determines the cost of raw materials.

To attempt to modify a chaositech device with this skill, you must have the proper tools. Outfitting a full chaositech laboratory costs 10,000 gp. One suitable only for repairs costs just 1,000 gp.

To determine how much time and money it takes to modify an item, follow these steps:

1. Figure the item's price in silver pieces (1 gp = 10 sp).
2. Find the Difficulty Class listed with each item.
3. Pay one-third of the item's price for the cost of raw materials.
4. Make an appropriate Craft check representing one week's work.

If the Craft check succeeds, multiply your check result by the Difficulty Class. If the result times the Difficulty Class at least equals the price of the item in silver pieces, then you have completed the modifications. (If the result times the Difficulty Class equals double or triple the price of the item in silver pieces, then you've completed the task in one-half or one-third of the time. Other multiples of the Difficulty Class reduce the time in the same manner.)

If the result times the Difficulty Class doesn't equal the price, then it represents the progress you've made this week. Record the result and make a new Craft check for the next week. Each week you make more progress until your total reaches at least the price of the item in silver pieces. If you fail a check by 4 points or less, you make no progress this week. If you fail by 5 points or more, you ruin half the raw materials and have to pay half the original raw material cost again.

**Parameters:** Through modification, one cannot change an item into an item of a different type. For example, you can change one kind of emitter into another, or alter its activation method, but you cannot modify an emitter to become an implant or a chaos storage cube.

**Progress by the Day:** You can make checks by the day instead of by the week. In this case, you evaluate your progress (check result times Difficulty Class) in copper pieces instead of silver pieces.

**Repairing Items:** Generally, you can repair an item by making checks against the Difficulty Class required to modify the item. The cost of repairing an item is one-fifth its price. Due to the unstable nature of chaositech, if you are attempting to repair chaositech and fail the check, you completely destroy the item; no further attempts are possible.

**Special:** In addition to the Intelligence modifier, a character's Wisdom modifier also applies to Craft (chaositech) checks. However, you must invert the Wisdom modifier, so that a bonus acts as a penalty and a penalty acts as a bonus. A character with a -2 Wisdom penalty adds +2 to her Craft (chaositech) check. A character with a +3 Wisdom bonus subtracts -3 from her Craft (chaositech) check.



## CHAOS SURGERY

(Intelligence [Plus Special], Trained Only, Armor Check Penalty)

You can perform surgical procedures to implant chaositech into the body of a living creature or replace portions of a living body with chaositech. Each type of chaositech implant or replacement has its own Chaos Surgery DC, and the procedure for each one requires a specific length of time to perform.

To make a Chaos Surgery attempt, you must have the proper tools, including a scalpel, grips, and cutters; a number of small clamps, probes, and needles; strong thread, wire, and more; as well as various herbs and chemicals. The surgical kit costs 1,000 gp. If the environment is not conducive to healthy, distraction-free work, you suffer a -2 circumstance penalty (or more). This would include a filthy area, one in which there

*Most of the time, the corrupted Charad Titans stayed underground, where some of them spent their lives hoarding chaositech. It is unknown whether any of them still survive today. See "The Age of the Elder Titans" in PT2, page 77.*

*Some zaug deep below the city have been using the chaositech created by their former masters, the Galchutt. See "Kastralathaksal" in "The Caverns" chapter of PT7 (page 453).*

*Identify device, page 642*



*The differences between chaositech and technology are obvious to anyone observing either. No one with even the remotest understanding of either discipline would confuse the two.*

*However, some people might look at chaositech and mistake it for magic. In fact, even learned observers might not realize that chaositech is present without the use of an appropriate divination spell. A device that throws lightning bolts, for example, would certainly appear magical to just about anyone in the city without specific chaositech-related skills. Yet when a detect magic spell fails to reveal a magical aura for the device, a knowledgeable observer might suspect chaositech. Such savvy people are very few in number, however, as chaositech is still very much unknown.*

are noises or other disruptions, one in which the patient could not remain still throughout the procedure, and so on. (A filthy area may also force the subject to make a Fortitude saving throw to resist disease, at the DM's discretion.)

If you fail the skill check, the procedure is a failure. The subject sustains 5d10 points of damage and 2d6 points of temporary Constitution damage. He must still wait through the recovery period noted for the implant before taking strenuous action (or undergoing another procedure). If the procedure involved replacing a healthy portion of the subject's body, that portion is now gone and cannot be reattached.

You cannot perform Chaos Surgery procedures on yourself.

**Special:** In addition to the Intelligence modifier, a character's Wisdom modifier also applies to Chaos Surgery checks. However, you must invert the Wisdom modifier, so that a bonus acts as a penalty and a penalty acts as a bonus. A character with a -1 Wisdom penalty adds 1 to his Chaos Surgery check. A character with a +2 Wisdom bonus subtracts 2 from his Chaos Surgery check.

**Special:** A character with 5 ranks in the Heal skill gains a +2 synergy bonus to Chaos Surgery checks.

### CHAOSITECH ITEMS

Below are some sample chaositech devices. The items described here do not have caster levels; they are not magic items and cannot be dispelled. Spells that offer protection against spell-like effects and magic, such as *nondetection*, do not work against similar chaositech devices. The primary exception to this rule is energy types. If a chaositech device inflicts damage of a given type, such as acid, a spell or magic item that offers protection against the energy type, such as a *potion of protection from acid*, still provides protection. (This is true in more general cases as well: A *ring of protection* still offers an Armor Class bonus against an attack made with a chaositech weapon.) As a rule of thumb, when an effect specifies spells or magic, you cannot extrapolate that such an effect applies to chaositech as well.

Chaositech items are never masterwork. They can be made into magic items with the proper feats and spells, however.

Many, many more weapons, armor pieces, bombs, and other devices can be found in the *Chaositech* sourcebook as well.

### ACTIVATING ITEMS

Using a chaositech device is rarely easy or straightforward. Usually, strange switches, levers, dials, or even more obtuse mechanisms are involved. Sometimes one lever must be activated

just right in order for another switch to function at all, or to function safely. Other devices have two switches that the user must activate at the exact same time. There is no internal logic to it, and even two devices with the same function might have different appearances and different means of activation.

A character who finds a chaositech item and wants to figure out how to use it has two options:

1. Use the *identify device* spell. (A generous DM may allow *identify* to work on chaositech items, but, technically speaking, the spell reveals only the magical properties of magic items.)
2. Examine and experiment with the item. The character makes an Intelligence check (DC 20), with the following modifiers (all relevant modifiers apply):

Modifier	Condition
+2	Character has used or dealt with chaositech before.
+4	Character has used or dealt with a chaositech item similar to this one before.
+2	Character is extremely chaotic or maybe even a little mad (DM's discretion).
-2	Character is extremely lawful and logical.
-4	Character believes the item to be magical.
+10	Chaositech item's use is straightforward or obvious (such as goggles).

Characters can use Craft (chaositech) rather than Intelligence on this check. Success means that the character can activate the item. He still might not know what it does (unless its function is obvious). Trial and error is probably the best way to discover what an item does, once a character has determined how to activate it. Failure on the check means that the character doesn't understand the item and can't use it until he gets assistance from someone with more knowledge, or until he makes another check the next day. (A character cannot take 20 on the check.) A character who rolls a 1 on the check accidentally activates the device; if it is a weapon, he very likely inflicts damage upon himself or someone near him in the process.

All chaositech items differ slightly from one another, and they are all bizarre in appearance and use. The DM should stress that these devices aren't all that much like modern-day technology. They weren't created on an assembly line or mass produced—and they weren't made to be used easily, particularly by those with stable, ordered minds.

Some chaositech devices require no activation but are “activated” simply by wearing them. This simple “use” activation is straightforward. Other methods of activation include the following:

**Switches:** Most non-intrinsic chaositech devices are activated via a switch. A common switch type is a small plate that fits into a creature’s mouth, connected to the device by a thin tube or cord. The user bites down on the plate to activate the switch. (This does not impair speech.) Other common switches include a glass panel that one taps or a rotating ball that one turns. Activating a switch is a free action. Weapons with a switch activation take the normal amount of time to use in an attack. A wielder whose base attack bonus allows for multiple attacks can make them with a switch-activated weapon. So a single attack is a standard action, and multiple attacks are a full attack action.

**Lever or Unique Control:** Some non-intrinsic chaositech devices have more complex controls, such as a small lever with multiple positions, a cord that one must pull (often to a specific length), or a liquid-filled bag that one must squeeze. Activating an item this way is a standard action.

**Headclamps:** Some chaositech devices the user can control mentally, through a tube or cord connected to a headclamp.

## ITEM DESCRIPTIONS

**Attack Sphere:** This device appears to be a steel sphere about ten inches across. When activated, it rises up into the air, floating under its own power. As it does, tiny slits open in its surface, producing blades, sharp points, and hooks. For the next 10 rounds, any creature the activator attacks in melee combat receives an attack immediately afterward from the sphere as well, as it moves in close and slashes with its blades. The sphere has an attack bonus of +10 and inflicts 2d6 points of piercing/slashing damage. It has AC 24 (+2 size, +4 Dexterity, +8 armor), a hardness of 20, and 60 hit points. Because of its size, it must move into an opponent’s space to attack, thus drawing an attack of opportunity each time. It cannot grapple or make any other special maneuvers. While activated, it moves with the activator, never straying more than ten feet. If the activator makes no attacks, the sphere makes no attacks and hovers nearby. After 10 rounds ends, the sphere returns to the activator.

Lever activation; Craft DC 40; Price 45,000 gp; Weight 10 lbs.

**Bomb, Docility:** With a silent flash of white light, this bomb forces all within twenty feet to make a Will saving throw (DC 17). Those who fail become docile, peaceful, and calm. They can take no actions other than to move (at half



*Throughout the Ptolus underworld, the mysterious name of the Surgeon in the Shadows (left) strikes fear into the hearts of listeners, even though the vast majority of them do not understand exactly what it is that he does. To the uninitiated, he simply uses some unknown but painful processes to change people, sometimes giving them new forms or additional powers. He is, in reality, a skilled chaositech surgeon who uses forbidden techniques to rebuild people into monstrous creatures and implant chaositech devices in the willing—and, often, the not-so-willing. Certain individuals, such as Malkeen Balacazar (PT3: page 102), are beginning to understand the value of paying the surgeon’s large fees in order to enhance their elite bodyguards and enforcers with his horrific processes. The Surgeon in the Shadows plays a significant role in the Night of Dissolution adventure.*

### Chaos Bombs

*The bombs are one-use weapons that explode in a radius, affecting all within that radius. Each chaos bomb has a switch. Once activated, it detonates at the end of that action—leaving just enough time for the user to throw the bomb or to drop it and take a round’s worth of movement away from it before it explodes.*

*Chaos bombs vary wildly in appearance and size but are not the same as the strictly technological bombs described in the previous chapter (see page 561). Unless otherwise mentioned, the effects of bombs are instantaneous. Bombs are thrown like “splash weapons” as described in Chapter 8: Combat of the Player’s Handbook.*

*Chaositech is usually found in the hands of chaos cultists, dark elves, or characters and creatures that have been plumbing the depths below the city. For example, a goblin band may have found a single chaos bomb, an adventurer might have a useful device, or a ratman might carry around a piece of burned-out, broken chaositech.*

*Using a chaositech item in Jabel Shammar earns a character 1 corruption point. (See PTg: page 505.)*



*Chaos bombs*

*The Night of Dissolution adventure features a number of chaositech items and skills, both from this chapter and from the Chaositech sourcebook. Many of the player characters' foes are armed with chaositech devices.*

*DMs might do well to foreshadow the existence of this type of item before the adventure begins.*

*The Plagueborn, PT2: page 73*

speed), speak, or defend themselves. They cannot attack in any way, but they are not helpless. This docility lasts for 2d10+5 rounds or until the docile creature comes under attack.

Switch activation; Craft DC 33; Price 800 gp; Weight 1 lb.

**Bomb, Infestation:** This bomb's explosion releases one hundred tiny metal insectlike constructs, each animated and powered by chaos. The bug-sized things scurry about in a ten-foot radius for 1 round. Anyone in that area suffers a -2 circumstance penalty on attacks, damage, saving throws, and checks due to distraction and annoyance (creatures incapable of being distracted or annoyed, such as constructs, are immune). On the next round, and on the round after that, the insectoids spread to a radius of twenty feet, and everyone within that area suffers a -1 circumstance penalty on attacks, damage, saving throws, and checks. There is no saving throw. After 3 rounds, the constructs burn out, blackening to become inert bits of iron. Each construct has only 1 hp, so any damaging area attack destroys all of them in that area.

Switch activation; Craft DC 34; Price 1,000 gp; Weight 3 lbs.

**Bomb, Madness:** Exploding with a thin and greasy dark grey vapor, this bomb has effects that spread out to a ten-foot radius. All within the vapor cloud must make a Will saving throw (DC 18) or become confused and rendered unable to determine what to do independently. Roll on the following table at the beginning of each subject's turn every round to see what the subject does that round.

d%	Behavior
01-10	Attack bomb's wielder with melee or ranged weapons (or close with the wielder if attack is not possible).
11-20	Act normally.
21-50	Do nothing but babble incoherently.
51-70	Flee away from bomb's wielder at top possible speed.
71-100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

A mad character who can't carry out the indicated action does nothing but babble incoherently. Attackers receive no special advantage when attacking a mad character. Any mad character who is attacked automatically assails his attackers on his next turn, as long as he is still confused when that turn comes. Note that a mad character will not make attacks of opportunity against any creature he is not already devoted to attacking (either because of his most recent action or because he has just been attacked). The madness lasts for 1d10+10 rounds.

Switch activation; Craft DC 35; Price 2,500 gp; Weight 1 lb.

**Bomb, Void:** Perhaps the rarest and most dreaded of explosive chaositech devices, this bomb creates a ten-foot-diameter sphere of utter blackness. Anyone within the area must make a Reflex saving throw (DC 22) to get out of it. Those who make a successful saving throw are moved to the edge of the area, to the safest location possible (DM's discretion). Those who fail the Reflex save then must make a Fortitude save (DC 22) to avoid disintegration. Even a successful Fortitude save results in the victim suffering 6d6 points of damage. Further, the void remains for 1d6 rounds, during which time anything still within the area must make another Fortitude save each round. Worse, unsecured items within twenty feet of any edge of the sphere must all make a Strength check (DC 25) or be drawn into the sphere's area and thus forced to make a Fortitude saving throw as described above.

Switch activation; Craft DC 40; Price 9,000 gp; Weight 3 lbs.

**Chaos Storage Cube:** This is the grey power battery for all chaositech devices, as discussed under "Raw Chaos" (page 568). It has a hardness of 10, 50 hp, and break DC 30.

No activation; Craft DC 50; Price 20,000 gp; Weight 100 lbs.

**Device Destabilizer:** A long rectangular device with a cone-shaped dish at one end, the device destabilizer uses chaotic energies to foil the workings of conventional (nonchaositech) devices like locks, traps, clockwork mechanisms, and so forth. When activated, it emits a cone thirty feet long. The user rolls 2d20. If the total exceeds a trap's disable Difficulty Class, it is disabled. If it exceeds a lock's open Difficulty Class, the lock opens. For other items—a clock, for example—the DM should assign a Difficulty Class, probably 15 to 20; the more complex the item, the higher the Difficulty Class. For clockwork creatures, the user need make no roll. Instead, the creature must make a Fortitude saving throw or suffer 3d6 points of damage as its mechanisms lock up and are foiled.

Damage to devices is permanent. That is to say, after being affected by the destabilizer, a trap cannot be reset or a lock relocked until it is repaired with an appropriate Craft check.

Lever activation; Craft DC 38; Price 8,000 gp; Weight 10 lbs.

**Disease Incubator Implant:** Body implants like this one are additions made to a creature's physical form through surgical procedures. They are always additions, never replacements. They are usually made of grown flesh components, but can incorporate steel plates, wire, tubes, or other inorganic parts. This implant is often used by the cultists known as the **Plagueborn**. It rests within

the host's chest, collecting any and all disease-bearing contagions that enter the host's system, even those the body normally would ignore as insignificant. The host is thus rendered immune to disease. Meanwhile, the disease incubator fosters and nurtures the diseases within it. After a month, the host can inflict these diseases on others as a touch attack, usable once every two days. With each use of the ability, the DM should choose a disease randomly from Chapter 8: Glossary in the DMG. If the host is slain, all within ten feet of him at the time of death must make a Fortitude saving throw (DC 18) or fall victim to a random disease as the incubator bursts open.

Chaos Surgery DC 28; Procedure time 10 hours; Recovery period one week; Price 60,000 gp

**Drilling Spear:** This chaositech weapon bears a strong resemblance to a standard shortspear. The head, however, looks like a drill tip, and below that along the shaft is a small mechanism. When activated by a switch, the tip rapidly rotates with a drilling motion. A drilling spear inflicts 1d10 points of damage. If used to make a single attack as a full-round action against an object, the drilling spear ignores up to 6 points of object hardness. This is a martial weapon used in all other respects like a shortspear.

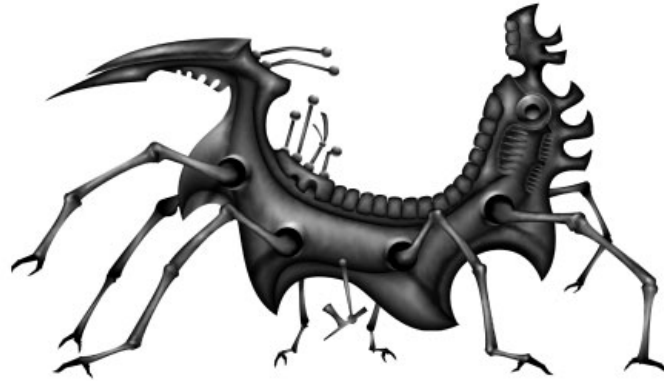
Switch activation; Craft DC 27; Price 4,650 gp

**Emitter, Disruption Ray:** This long, metallic two-handed weapon fires a ray of chaositech energy that disrupts flesh on a cellular level. It inflicts 3d6 points of damage to living creatures only and causes great pain. Creatures struck by the ray must make a Fortitude saving throw (DC 14) or suffer a -4 penalty to attacks, saves, and checks for the next 1d6+4 rounds. The ray has a maximum range of two hundred feet, with a range increment of fifty feet. Emitters require only a ranged touch attack roll to strike a target. Some are fitted with bayonets.

Lever activation; Craft DC 40; Price 7,500 gp; Weight 5 lbs.

**Emotion Reader:** By analyzing posture, heart rate, perspiration, brain activity, and other factors, this device can sense the general emotional state of a creature and transmit this information to the user via a cord attached to his headclamp. This information grants a +4 competence bonus to Sense Motive checks. The target creature must be within thirty feet for the reader to function. The reader itself is a rectangular device about three inches long, two and a half inches wide, and half an inch high. It has a strap to be worn on the wrist and must be pointed at the target. This item checks for chaotic failure each time the wearer attempts to Sense Motive.

Headclamp activation; Craft DC 31; Price 1,700 gp; Weight 1 lb.



*A spidery walker*

**Harrower:** This horrible weapon fires off a stream of razor-sharp metal shards at a fantastic rate. The shards fly in a line, up to one hundred feet; anyone in that line must make a Reflex saving throw (DC 20) or suffer 6d6 points of slashing damage. A successful save indicates no damage. The weapon can be reset (requiring a standard action) to fire in a sixty-foot cone-shaped burst that inflicts 4d6 points of slashing damage to all within it (Reflex save, DC 16, for half).

Switch activation; Craft DC 32; Price 23,000 gp; Weight 6 lbs.

**Siphon:** One end of this black tube can be inserted into any chaositech device. The other end fits into a chaos storage cube (see above) in order to refuel the device. See the *siphon* spell in the "Magic" chapter for more details. This item need never check for chaotic failure.

Use activation; Craft DC 28; Price 6,000 gp; Weight 1 lb.

**Spidery Walker:** This item is about the size of a small cart—five feet long and three feet wide—with eight spiderlike legs, each about three feet long. The body of the device is fitted with a single seat, with straps to secure someone within it. Using the controls arranged around the seat, the user can ride in this walker, which moves with a speed of 30. The spidery walker can move on virtually any surface, including walls and ceilings. It can carry as much weight as a heavy warhorse (light load up to 300 lbs.; medium load, 301–600 lbs.; heavy load, 601–900 lbs.; can drag 4,500 lbs.). Controlling the walker is a full-round action, but once it is moving in a desired direction, the rider needs no action to make it continue to move. This device/vehicle is useful for wounded or disabled characters, for those who move slowly, or simply for those who don't care to walk.

The spidery walker has AC 18 (-1 size, +9 armor), a hardness of 10, and 100 hit points. A check for chaotic failure is required no more than once per week.

Lever activation (special); Craft DC 35; Price 28,000 gp; Weight 2,000 lbs.

*The dark elf Shilukar conducts experiments in chaositech in his lair beneath the Guildsman District. This lair and some of his projects are described in PT8: Adventures.*



*An emitter*

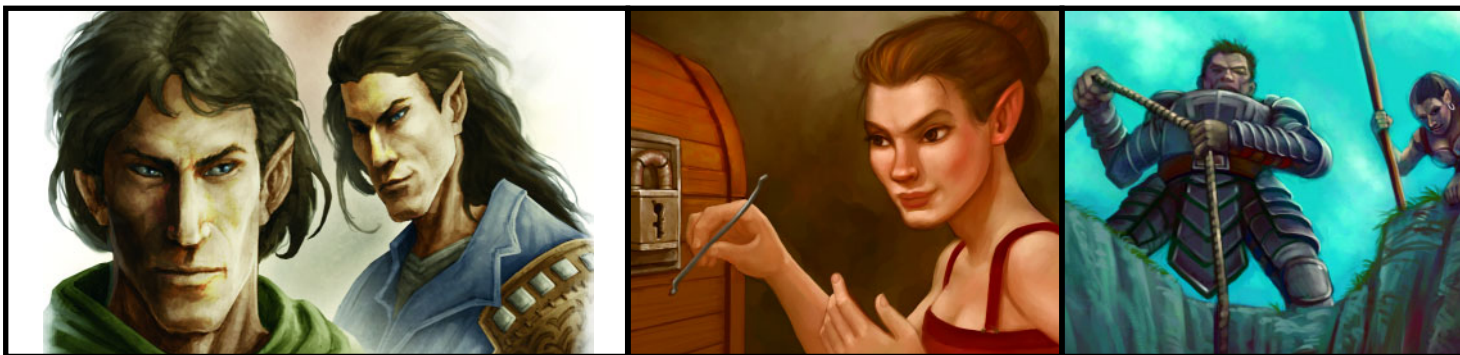


*Chaos bombs*



## CAMPAIGN ADVICE

You hold in your hands a wealth of information about the city of Ptolus and all the related areas above and below. And while it may make for an interesting read, first and foremost it's here so that DMs can use it to create campaigns for their players.



*DMs can use Ptolus in many different ways. With the backdrop provided by the evil Galchutt, they can run many different epic campaigns. But, on the other hand, the background on the city's organized crime groups makes a gritty, street-level campaign just as good a possibility. It all depends on the kind of campaign you want to run.*

*Ratman nest, PT7: page 442  
Temple of the Rat God,  
PT5: page 390  
Temple of the Ebon Hand,  
PT5: page 379*

*Halls of Cordaris, PT7: page 421*

The *Ptolus* books contain chapters on different areas of town, encounter areas above and below the city, as well as the land's history, organizations, and more. And every one of those chapters is rife with adventure possibilities. How does a DM put all of this together and boil it down into a cohesive campaign? This chapter offers advice for assembling the material in the rest of the *Ptolus* PDFs to create your own *Ptolus* Campaign.

### WEAVING TOGETHER A CAMPAIGN

Well, the first step is easy. *PT8: Adventures* is an entire book of adventures that take starting player characters to 3rd or 4th level. In addition, there are *The Banewarrens* and *Night of Dissolution* adventures that also take place within (and below) the city of Ptolus.

Beyond that, it is up to the DM to string together adventures, encounters, adventure seeds, sites, and NPCs to put together his *Ptolus* Campaign. To help, *Ptolus* offers many fully fleshed-out locations that can be used for further adventures:

- The Dark Reliquary (see “Necropolis” in *PT4*, page 238);
- A ratman nest (see “The Sewers” in *PT7*, page 442); and

- Kadmiel the Shade Tower (see “Oldtown” in *PT5*, page 326).

So the material is there—the DM just has to organize it. As the DM, you can create an overarching theme for your *Ptolus* Campaign, or you can let the city itself be the theme and mix-and-match adventures as needed. Some potential campaign themes are described below.

### THE DUNGEON CAMPAIGN

For lovers of dungeon delving and all things subterranean, *Ptolus* offers plenty of options. Such adventurers might want to start out hunting ratmen in the sewers, which can eventually lead them to encounter a **whole nest** of the creatures (in “The Sewers” in *PT7*), which in turn can lead to the **Temple of the Rat God** (in “Temple District” in *PT5*) and maybe even the **Temple of the Ebon Hand** (also in the Temple District).

Low-level dungeon delvers can raid the **Halls of Cordaris** (see “Locations Within the Labyrinth” in the “What’s Down There?” chapter of *PT7*) or deal with criminals and thieves who have set themselves up beneath the city somewhere. The player characters can explore some of the many ancient crypts beneath the city that are likely filled with zombies and ghouls.



Once they approach the middle levels, Dwarvenhearth (see PT7) is the obvious setting for many, many adventures. Of course, exploring Dwarvenhearth ensures that the PCs run afoul of the dark elves already there (with more wanting to get in). Following the dark elves down to Ul-Drakkan, perhaps with a stop at the locathah cavern (see “The Caverns” in PT7), can lead the adventurers to Nluguran and Ul-Sinistar, for a great campaign finale geared toward the restoration of Dretha Phantas (all of which can be found in the “Dark Elf Caverns” in PT7).

Of course, freeing Dretha Phantas takes high-level characters to Goth Gulgamel (see PT9) to get to the heart of the Elder Elf city via the Entropy Sphere. Next the delvers head to the Throne of Darkness to recover the Dreaming Stone (see “Caverns of the Galchutt” in “Caverns,” PT7). And lastly, the characters must head to either the Jewels of Parnaith (see “Jabel Shammar” in PT9) or the Dark Reliquary (“Necropolis,” PT4) to get the *cask of frozen dreams*.

A dungeon-themed campaign like this would be interesting to run with an all-dwarf (or mostly dwarf) group of characters focused on restoring their former home and proving themselves worthy of it again. Taking a different tack, the party could be all or mostly all elves out to oppose their racial enemies, the dark elves, in every way possible.

### THE SPIRE CAMPAIGN

One might construct an entire campaign around Ptolus’ most dramatic feature, the Spire. In such a campaign, the scenarios in PT8 *Adventures* take the player characters to around 4th level. After that point, you can start *The Banewarrens* adventure. The intricacies of the Banewarrens take PCs to 9th level or higher. Having explored the Banewarrens, the group may decide to try to get into Jabel Shammar itself (see PT9). To do so, they might seek out an entrance (or clues to an entrance) in different locations, including Goth Gulgamel (see PT9) and maybe the Jewels of Parnaith (see PT9). The Spire Campaign finale comes when the characters finally gain entrance to Jabel Shammar and explore that place of ancient history and great evil.

### THE RISE OF CHAOS

In many ways the quintessential Ptolus campaign, the Rise of Chaos involves the growing threat of the chaos cults and the ultimate awakening of their ancient masters, the Galchutt. Such a campaign should start out innocently enough: Clues gleaned from investigations of the ratmen in the sewers lead to the Temple of the Rat God and the Temple of the Ebon Hand (both in PT5). This theme also can use some sections of PT8: *Adventures*. All the while, the player characters should hear rumors or read prophecies of the coming

*Dwarvenhearth, PT7: page 460*  
*Ul-Drakkan, PT7: page 456*  
*Locathah cavern, PT7: page 452*  
*Nluguran and Ul-Sinistar, PT7: page 456*  
*Dretha Phantas, PT7: page 457*

*The Spire, PT4: page 159*

*Goth Gulgamel, PT9: page 486*  
*Entropy sphere, PT9: page 499*  
*Throne of Darkness, PT7: page 453*  
*Jewels of Parnaith, PT9: page 526*  
*Cask of frozen dreams, PT4: page 278*

*Chaos cults, PT2: page 71*  
*Galchutt, PT2: page 60*

*The Runewardens from the original Ptolus Campaign (from left): Canabulum, Serai Lorenci, Aliya Al-Mari, Zophas Adhar, Shurrin Delano, Sister Mara von Witten, and Udalaag the half-dragon, half “something else.”*





A campaign in which the PCs rescue Calista and discover and act upon her secret knowledge would be the ultimate epic campaign, allowing the characters to have a role in reshaping the world.

*Night of Dissolution,*  
PT2: page 60  
*Vallis moon,* PT2: page 40

*Fallen,* PT3: page 110  
*Forsaken,* PT3: page 112

*Balacazars,* PT3: page 100  
*Kebris Killraven,* PT3: page 121

*Longfingers Guild Headquarters,*  
PT7: page 429  
*House Rau,* PT3: page 93  
*House Vladaam,* PT3: page 96  
*Dark Leaf,* PT3: page 108  
*The Vai,* PT3: page 139  
*Shigmaa Urasta,* PT3: page 114  
*The Commissar,* PT4: page 149

*Citadel of the Seven Chains,*  
PT2: page 62

### CALISTA, THE DREAMING STONE, AND THE CASK OF FROZEN DREAMS

A number of possible campaigns could involve Calista, a prisoner in the Dark Reliquary (PT4, page 256). When she was a child, Calista received a visitation by the Elder Gods. They told her of their plan to save the world when the true Night of Dissolution (see PT2, page 60) finally came and the Galchutt rose again.

The Elder Gods knew that when the Vallis moon returned, the Galchutt would awaken. When they did, they would break the Seven Chains and destroy the soul of the world (see “The Elder Gods” in PT2, page 59). The gods’ plan was to destroy the chains themselves, but transfer the soul of the world to the ancient elven city of Dreta Phantas. The world would be saved, but with the Seven Chains severed it would be “unsealed”—open to all the other worlds of the multiverse.

Thus the Galchutt would escape, but the Elder Gods would be ready for them with a new prison plane—this one without any living creatures forced to serve as the prison’s “wardens” (see PT2, page 59). The Elder Gods would force the surprised Galchutt into this new prison plane before they knew what was happening. However, the plan could succeed only if the chains were broken at exactly the right time, and if the Galchutt were not the ones to do it.

Once the Elder Gods told Calista their plan, they sealed her memories with magic so powerful that only someone using the Dreaming Stone (PT7, page 454) and the *cask of frozen dreams* (PT4, page 278) could unlock them. Not coincidentally, the Dreaming Stone and the *cask of frozen dreams* are exactly what the Dream King needs to restore the lost elven city of Dreta Phantas (PT7, page 457) to its original place on the surface, where it can become the new home to the soul of the world.

The idea, then, was that some heroes would come along and help Calista regain her memories, recover the stone and cask, restore Dreta Phantas, and learn that they need to travel to the Vallis moon to destroy the Seven Chains. It was a complex plan, but if the Elder Gods attempted anything more overt, the Galchutt or their servants would learn of the plot and thwart it.

Lilith, mistress of the Dark Reliquary, was the possible weakness in their plan. Extremely perceptive and crafty, she learned long ago that Calista knew something important, and so she kidnapped her and imprisoned her in the dungeons beneath the Dark Reliquary. There Lilith spent years trying to learn who Calista was (or see who, if anyone, would come to rescue her).

Eventually, however, Lilith will learn of the importance of the stone and the cask on her own. She will bring the demon lord Savvan (PT9, page 527) out of the Jewels of Parnaith, likely using the rift that leads to the land of Kem. With him comes his *demon-sealed box* and the cask within it. They will place the box in the Chamber of Riven Souls (PT4, page 251) in the Dark Reliquary for safekeeping. Eventually, if nothing stops them, they will bring Calista and the cask to the Dreaming Stone. Once they learn of the Elder Gods’ plans, they can wait until the Galchutt awakens and present them with the knowledge, as well as Calista, the box, and the stone, hoping for a reward. Nothing can save the world then.

Player characters can learn of Calista’s importance through dreams sent to them by the Elder Gods, divinations cast to learn of a way to stop the Night of Dissolution, or by talking to Praemus the Creator at the end of the Jewels of Parnaith (see PT9, page 526).

Night of Dissolution, the return of the Vallis moon, and other portentous foreshadowings.

Then follow the events of the *Night of Dissolution* adventure. By its conclusion, the PCs will know all about the rise of the Galchutt, and the involvement of the *Fallen* and *Forsaken*. The latter discovery takes them into the Dark Reliquary (in the “Necropolis” chapter of PT4) to learn more and hopefully strike a blow against the evil there. Eventually, the characters may want to restore the captive Calista’s memories (see above) and learn how to truly put a stop to the Galchutt’s plan to destroy the world. This goal leads them to the city of Dreta Phantas far below Ptolus (see the “Dark Elf Caverns” in PT7) to the **Citadel of the Seven Chains** on the invisible Vallis moon far overhead.

### THE STREETS CAMPAIGN

Far different than a save-the-world campaign, the Streets Campaign gets the player characters mixed up with the criminal elements of the city. They wind up involved with the gang war waged between the *Balacazars* and *Kebris Killraven*, either by siding with one or the other or by being caught in the middle. Such a campaign might spring from the PCs’ need to find and/or infiltrate the **Headquarters of the Longfingers Guild**. They run afoul of various important criminal entities (or ally with them), including *House Rau*, *House Vladaam*, *Dark Leaf*, *the Vai*, and *Shigmaa Urasta* (see PT3: *Organizations*), and maybe even the *Commissar* himself, just to name a few. The truth is, on some level, just about everything in Ptolus is linked to crime.

Player characters in this campaign might have been wronged by the criminal element (“Malkeen Balacazar killed my father!”) or they might just want to “clean up the streets.” Ironically, those who side with the lawful elements in the city for aid might eventually find that even the lawful **Shuul** have allied themselves with Killraven.

Alternatively, the PCs in the Streets Campaign might be small-time criminals themselves, members of the **Longfingers Guild**, or somehow involved with crime in the city without actually opposing it directly.

## CAMPAIGN HOOKS AND GOALS

An urban campaign like one set in Ptolus offers many possible objectives for player characters. While these options may not be not enough to base an entire campaign around, they can become an important part of the game nonetheless.

## OWNING A BUSINESS

The player characters pool their money and open up a shop. They start their own tavern. They create a mercenary company. They provide a body-guard service. The sky’s the limit when it comes to the kind of thing the PCs can do to create their own enterprise. The business, if successful, can offer them an income in addition to gold earned through their adventures.

Of course, owning a business requires startup capital. And businesses have to be maintained, or they lose money rather than make it. The PCs will have to decide how involved they are going to be in this enterprise. Do they take an active role or do they hire NPCs to maintain day-to-day operations? Perhaps they are just investors or managers. Or perhaps they are the foundation upon which the very business is based. If a magic item creation service requires that the group’s wizard make the items, that limits the time he can spend off on adventures (and of course, running such a business would incur the wrath of the **Dreaming Apothecary**). If the business *is* the PCs and the moneymaking efforts *are* the adventures (such as with a mercenary company), that’s one thing. But a more pedestrian business that requires much of the group’s time can prove an obstacle to going on adventures.

Businesses have competitors, who sometimes use shady means to get ahead. Businesses also face taxes, crime (from theft to extortion), and a multitude of other threats.

## OWNING A HOME

Though it may seem a small goal, owning a home is something that player characters seem to do only rarely in most campaigns. Perhaps this is because in a traditional campaign, the PCs move around quite a bit. Owning a home suggests, if

not requires, that the group settle down and stay in one area for much of the time.

Owning a home requires a great deal of money. Will the player characters all share the same home, or will they each have their own place to live? The PCs might need to hire servants to keep the place up (and, if they store valuables there, protect it) while they are on adventures.

## GETTING A JOB

“Adventurer” is an occupation, at least in Ptolus, but some player characters might gain employment elsewhere. A fighter could serve as a body-guard or a tactical advisor for an important personage in the city, for example. A druid might tend the gardens of a wealthy noble. A PC could work in a shop or labor as an artisan of some kind to fill the time between adventures and earn some money.

Having a job requires a time commitment on the part of the character, but it also earns a little extra income and can provide the PC with a way of gaining information and contacts he otherwise would not have. Working as an assistant trainer in the **Arena**, for example, a character might overhear interesting adventure leads or make friends with a valuable ally among the other trainers.

## BELONGING TO AN ORGANIZATION

Player characters can join one of the many groups or orders in Ptolus, from the Knights of the Chord to the Keepers of the Veil and from the Longfingers Guild to the Inverted Pyramid (see PT3: *Organizations*). They also can become heavily involved with a religion, as either clergy or laity. Joining an organization provides benefits, usually in the form of training, information, and even protection. Most such groups provide PCs with a place to go and maybe even a place to live.

Of course, belonging to an organization can carry its share of responsibilities and obligations as well. Sometimes a group will request some of the character’s time or a share of her money. They may send a PC on specific missions, which can be a great hook for adventures for the whole party.

A family can be an organization, after a fashion. Player characters in Ptolus could easily fall in love, get married, and even start a family. Having a family can provide the same kinds of benefits and obligations as any other organization.

## GAINING PRESTIGE AND POWER

Some characters might want to join the ranks of the influential in the city. Making a fortune helps with this goal a great deal, and establishing a reputation as a hero while gaining that wealth doesn’t hurt either. Such PCs need to learn the ins and outs of the city; in particular they need to meet people who wield influence and power—and that doesn’t

## Other Campaign Themes

*The Holy War: The PCs all belong to one religion that is directly opposed by another religion in the city. Adventures deal with intrigues between the two clergies, spying, sabotage, recovering an important lost relic, and all-out conflict with the opposing religion.*

*War With the Barbarians: The barbarians of the east march across the land and lay siege to Ptolus. Adventures deal with defending against the attackers, handling spies and saboteurs, and launching counterattacks against the barbarian camp. (It might also lead the PCs to learn the real reason the barbarians are here and compel them to deal with that.) See The Night of Dissolution, Chapter 2.*

*The Magic Campaign: The player characters, all spellcasters, join the Inverted Pyramid and discover magical mysteries including the Pits of Insanity, the Entropy Sphere, and more.*

*The Political Campaign: The PCs join a group interested in declaring Ptolus’ independence from the Empire. Adventures are full of intrigue, spying, convincing others to join the cause, sabotage, and hiding from the Empire until the time is right.*



*The Shuul, PT3: page 131  
Longfingers Guild, PT3: page 128*

*The Arena, PT5: page 315  
Dreaming Apothecary,  
PT3: page 118*

*The Iron Mage, PT5: page 340*

*The Sorn, PT3: page 137*  
*The Shuul, PT3: page 131*

*Menon Balacazar, PT3: page 101*

*Raguel and Lilith, PT3: page 111*  
*Dark Reliquary, PT4: page 238*  
*The Forsaken, PT3: page 112*

*Helmet Itlestein, PT5: page 389*  
*Phon Quartermain, PT8: page 590*

*Shigmaa Urasta, PT3: page 114*  
*Republican movement, PT4: page 150*  
*Watcher of the Skies, PT5: page 389*

*Shilukar, PT8: page 617*

*House Vladaam, PT3: page 96*  
*Hungerswords, PT3: page 98*  
*Cults of Chaos, PT2: page 71*  
*The Banewarrens, PT7: page 419*



*Kevris Killraven, PT3: page 121*

just mean nobles and rulers. It also means the heads of organizations and enigmas like the **Iron Mage**. Player characters out for prestige will have to attend all the right parties and functions to meet with important people, and they will have to do favors for them to get ahead and earn their respect and esteem.

## CAMPAIGN VILLAINS

Many good campaigns have recurring villains. For our purposes here, we'll use the term "campaign villains," as these opponents figure in more than one adventure in the campaign and pop up time and again. Sometimes the confrontation is direct, but other times it is more indirect. A campaign villain might be behind the bandits the player characters have been dealing with, even though they didn't even know that at first.

Ptolus offers many good campaign villains. Here are some of the best.

### HELMUT ITLESTEIN

A very atypical villain, **Helmut Itlestein** is not evil. In fact, he spends almost every waking moment working for what he believes is best for the city. What makes him a villain is that he has no qualms about committing heinous acts for what he considers good reasons. Helmut will hunt down and execute children who are born rune-bearers because he has seen visions telling him they will bring doom to the city. He strongly believes that the ends justify the means. He is not faultless, as evidenced by the extramarital affair he has with a young woman named **Phon**.

Helmut leads a fledgling organization in the **republican movement**. He's also the high priest of a fairly sizable and influential temple, the **Watcher of the Skies**. He would love to topple the Empire, but he'll settle for achieving independence for Ptolus—even if it means assassinating the Holy Emperor or the Commissar to do it.

### HOUSE VLADAAM

An ancient noble family with tainted blood, **House Vladaam** has its hands in all manner of evil. The members of this clan are the kind of people who like to handle their affairs directly, cheating, stealing, and killing as needed. The head of the house, **Iristul**, is almost never around; he searches for the six **hungerswords**. His children involve themselves indirectly with the **Cults of Chaos**, with attempts to get into the **Banewarrens**, and with the **Balacazar** crime family. They would do anything to discredit or even destroy their rival noble houses.

### KEVRIS KILLRAVEN

**Kevris Killraven** is literally a monster who associates with monstrous creatures. She also heads up a vast criminal organization. Should the player characters

wind up opposing her, they will have encounters not only with hired muscle, tough thugs, and assassins, but with troglodytes, trolls, and efreeti. Moreover, with her control of the **Sorn** and links to the **Shuul**, having **Killraven** as an enemy ensures a wide variety of foes for the PCs to contend with.

### MENON BALACAZAR

An obvious long-term villain, **Menon Balacazar** runs a criminal empire. Player characters of low level will hear his name spoken in back alleyways as they fight against his thugs. If they cause him too much trouble, powerful assassins or dark magic-wielding agents may descend upon them over the course of the campaign. Menon is interesting because he is no real threat himself, yet he is one of the most powerful men in the city.

### RAGUEL AND LILITH

**Raguel and Lilith** make for interesting villains because, while Lilith is dark hearted to the core, Raguel is not. The lord of the **Dark Reliquary** is just trying to decide the best course—mostly the best one for him, but in a way the best course for everyone. Lilith, meanwhile, has forged ties with evil organizations across the city, from the **Forsaken** to the **Balacazars** to **House Vladaam**. Crossing these two earns the enmity of all the demons in the **Dark Reliquary**.

### SHIGMAA URASTA

**Shigmaa Urasta** is here to reinforce the idea that the **Forsaken** make excellent villains overall. They are truly despicable and utterly unsympathetic. Encounters with the **Forsaken** also ensure a hefty dose of undead in the campaign. The player characters probably won't be able to handle a direct encounter with **Urasta** until they are high level, but they can hear about her and encounter her minions over and over.

### SHILUKAR

The dark elf **Shilukar** is a plotter and a manipulator. He uses others like puppets on strings, and his schemes are vast and complicated. He thinks six steps ahead of everyone else, moving others into positions that will prove useful to him months later. Even if the player characters confront him directly, he's sure to have some contingency to keep them from attacking him. Ultimately, **Shilukar** wants power for himself. He doesn't care who gets hurt, but neither is he vindictive or cruel—surprising, for a dark elf.



## URBAN CAMPAIGNS

An urban campaign is very different from a typical campaign in which the player characters move all around the continent, traversing the wilderness as well as stopping in settlements. This chapter gives a brief overview of some things to keep in mind as you plan and run a campaign set in Ptolus.



Running an urban campaign offers some unique challenges compared with running, say, a dungeon campaign or one set in the wilderness. The sections that follow describe those challenges and offer suggestions on how best to conduct a campaign set in a city like Ptolus.

### THE URBAN ADVENTURE

Although Ptolus offers plenty of opportunities for dungeon forays, truly urban adventures have a flavor unique unto themselves. The dungeon adventure is primarily an exploratory affair of venturing into the unknown. Urban adventures aren't usually about exploration, because the environment isn't unknown—a trip to the Warrens being a notable exception.

The typical urban adventure involves a mystery of some kind, either a straightforward one (Who killed the constable?) or a more convoluted puzzle (What's the connection between **Blackstock Printing** and the **Shadow Eyes**?). This typical type of scenario may involve a fair amount of interaction with NPCs (Diplomacy and Gather Information checks along with some Bluff and Sense Motive, and maybe even Intimidate), some study and investigation (Knowledge checks, research in libraries, consultation with sages), and likely ends with a big fight.

Another way to look at the difference between urban adventures and other types is to outline them. One could sum up a typical dungeon adventure in this way:

Exploration ⇒ small fight ⇒ exploration ⇒ small fight ⇒ exploration ⇒ big fight

One could break down an urban adventure like this:

Interaction/investigation ⇒ interaction/investigation ⇒ interaction/investigation ⇒ big fight

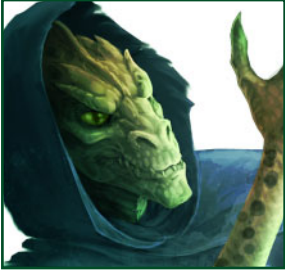
Of course, “interaction/investigation” can cover a lot of territory. It can mean a simple Diplomacy or Gather Information check or something as complex as tailing a suspect, casing a building, or searching an entire house for clues. And course, some of those latter activities might lead to combat: It's not hard to sprinkle a few small fights into the urban adventure flow.

One way to break out of this pattern is to vary the outline a bit. Have a brand-new adventure start off with action: The player characters are attacked by a powerful force. They win the fight, but they still don't know why they were attacked. The quintessential beginning for such an adventure in Ptolus is to have the PCs attacked by **Vai assassins**. When the characters survive, they still have to figure out who hired the assassins and

*Never underestimate the value of combining the typical urban adventure with a typical dungeon adventure. The availability of both scenario types is, after all, one of Ptolus' strong suits. The characters' investigations might reveal that they have to go down below the city to get at the heart of their mystery. A clue in the Dungeon could send them up to the city to interact with people who can give them important information.*

*Blackstock Printing, PT5: page 353  
Shadow Eyes, PT3: page 349*

*Vai assassins, PT3: page 140*



*Durant, PT3: page 122*  
*Kevriss Killraven, PT3: page 121*

*Longfingers Guild,*  
*PT3: page 128*

*House Rau, PT3: page 93*



*Some mysterious villains in the streets and alleyways of Ptolus wear masks while they commit their crimes.*

*The Sorn, PT3: page 137*  
*House Vladaam, PT3: page 96*

*The Forsaken, PT3: page 112*

*Hammersong Vaults,*  
*PT5: page 322*

deal with him, so they don't keep facing more attempts on their lives.

Urban adventures can be very reactive: An NPC does something, and the player characters react. It doesn't have to be that way, however. DMs can **encourage the PCs to be proactive**. Proactive characters pick a goal and then figure out how to reach it. For example, the PCs might decide they want to start their own thieves' guild. This requires them to find a headquarters, recruit members, and deal with the existing thieves' guild, the **Longfingers**. Rather than wait for the existing guild to act upon them, however, the characters could attempt to put it out of business somehow—maybe by putting its leaders to the sword, if they're particularly ruthless, or perhaps just by doing what they can to destroy the relationship between the Longfingers Guild and its benefactor, **House Rau**.

### BALANCING URBAN ADVENTURES

DMs should remember that Encounter Levels are balanced with the idea that the group can handle four encounters of an EL equal to the average party level in a day (assuming four player characters). The typical urban adventure's **combat encounters are more spread out** than in other types of adventure, however. This fact, coupled with the close proximity of healing resources and other types of assistance in the city, means the PCs should be able to handle much more difficult encounters. Do not be afraid to have the adventurers face an encounter two levels higher than their own in a city adventure, particularly if it's the only such encounter they'll have that day. An important, climactic encounter might be three or even four levels above their own, if you think they can handle it.

However, keep in mind that this approach to balance runs a **greater risk of PC fatality**. Encounters in general will become more touch-and-go, more outright challenging. Rather than a number of moderate encounters, player characters will run up against fights that they decisively win or that soundly trounce them. This kind of campaign truly tests their mettle, encouraging them to use their resources differently than they would in a non-urban campaign. In other words, if you're going to have only one combat encounter today, there's no reason not to cast your best spells in that encounter.

### STORY ARCS, PLOT WEAVING, AND ONGOING THREATS

Urban adventures lend themselves to **story arcs** rather than brief encounters or single-session adventures. In other words, something of import will happen, which leads to something else, which leads to something more. For example, in breaking up a fight in a tavern, the player characters might discover that one of the combatants dropped a map with some notes. Some investigation and study the next day confirms it as a map of **Hammersong Vaults**,

and the notes suggest that someone is planning to break in. The PCs turn the papers over to a grateful Ollam Hammersong, who suspects it's from a criminal gang led by the troglodyte **Durant**. He offers the PCs a reward if they'll break up the gang. They ask around, find Durant, and go after him. Of course, Durant is a lieutenant of **Kevriss Killraven**, so they end up making some powerful enemies. . . .

Sometimes, a DM will **weave two urban adventures together**. That's not to say that they are at all related, but the player characters have to deal with them at the same time. A pair of woven adventures might look like this:

**Interaction/investigation A** ⇒ **interaction/investigation B** ⇒ **interaction/investigation A** ⇒ **big fight A** ⇒ **interaction/investigation B** ⇒ **big fight B**

The encounters are staggered in time, so the player characters can deal with one plot and then the other. Of course, the PCs should have some say over which thread of the woven adventures they deal with, but it's easy for the DM to put up a roadblock in one story arc and present them with new avenues to follow in another. Avoid doing this too much, however, or the players may feel like the campaign is nothing but a dozen or more unresolved plot threads.

As the Hammersong Vaults example shows, it's often more difficult in an urban adventure to tell when the adventure is actually over. The **story arc can just keep going** and going. Sure, if it's a mystery and the mystery is solved, that's obvious. But on the other hand, if the opposition is a group of **Sorn** sorcerer-assassins, it's next to impossible to kill all of them—it's not like being able to "clear" a dungeon full of orcs. The PCs' conflict with the Sorn may come back to haunt them weeks or months in the future. Occasionally, though, it's good to **provide the characters with some closure**. If they have been fending off attacks from agents of **House Vladaam** for weeks, have the Vladaams obviously turn their attention elsewhere, or present the PCs with the opportunity to either bring down House Vladaam once and for all (a drastic step!) or negotiate some kind of détente with them.

Remember that permanently eliminating a threat to the PCs—like the **Forsaken**, the Killraven Crime League, or House Vladaam—only serves to cut off a source of future campaign plots. **Try to achieve closure without ridding Ptolus of all the bad guys**. Bringing down one powerful evil organization like that should be the culmination of an entire campaign and serve as a fitting climactic encounter. In addition, it offers the characters a unique reward: the satisfaction that they made an important difference in the city.

Another thing you can weave into your adventures is some of the **scenario ideas** presented throughout the *Ptolus* PDFs. These scenarios tie together with locations, groups, or individuals described in the various chapters. Perhaps the best



way to utilize these scenario ideas in creating your urban campaign is in a spontaneous fashion. Don't feel you have to plan to use them ahead of time, but if in the course of the regular campaign the characters go to a particular place or meet a certain person, you can use the scenario in response.

For instance, take the scenario involving the **Smoke Shop** in the North Market. If the PCs get involved with the staff there, plug the scenario into your campaign then. In this way, the player characters never feel they're being led to adventures, but that adventure waits for them wherever they go.

That said, some of the scenarios do require a bit of planning, such as the one involving escorting **Lady Nagel** to the **Prison**, as presented in the "Nagel Estate" section (in the Nobles' Quarter chapter of PT5). So, as you plan your story arcs and multiple plotlines, don't neglect the opportunities presented by scenario nuggets in locale, organization, and character descriptions.

### URBAN REWARDS

Magic items, gold, and other typical treasures are of great value in an urban adventure, just as in any other scenario. But don't overlook another potential reward: **the respect of a powerful individual or organization**. For example, slaying a mighty vampire can earn the admiration of the undead-fighting **Keepers of the Veil**. That admiration could turn into assistance, healing, or free information later on, when it's needed.

Over the long term, becoming a known entity in the city can also reward a group's accomplishments. A good reputation can get a person more than free drinks in the tavern—it can lead to job offers from wealthy clients or such special boons as a **thoughtstone**. Eventually, these kinds of rewards can turn into positions of authority. A PC might be invited to join the **Twelve Commanders**, for example.

"Treasure items" can take on a different meaning in a Ptolus adventure as well. Imagine the value of a ledger showing the names and addresses of an **Inverted Pyramid** mage's contacts in the city, or a map showing all the Sorn cells' headquarters.

### ALLIES, AID, AND HEALING

In a city like Ptolus, the player characters enjoy **nearby resources** that they don't have while exploring a remote jungle or delving deep into a dungeon. First and foremost, the remedy for virtually any wound or malady is readily available to those who can pay for it—from blindness to negative levels to ability score damage. So no condition is going to be lasting, even if dealing with it would normally be beyond the PCs' level. Six negative levels and all ability scores down to 1? No problem—the Temple District can deal with all of that and have the party back into the adventure in an hour or two. This is both a boon and a bane to the campaign. On the one hand, the whole adventure isn't derailed if a player character fails an important saving throw. On the other, debilitating conditions

*The Company of the Black Lantern from the original Ptolus Campaign (from left): Gaerioth Shadowhand, Sercian Lorenci, Vexander Sangreal, and Tellian Riverborn.*

*Thoughtstones, PT4: page 166  
Twelve Commanders, PT4: page 148*

*Inverted Pyramid, PT3: page 115*

*Smoke Shop, PT5: page 310*

*Lady Nagel, PT3: page 93  
The Prison, PT7: page 436*



*Keepers of the Veil, PT3: page 119*

*Use the elf Eldore Silverwood of Dark Leaf (see page 108 in PT3: Organizations) as a neutral go-between to negotiate a "peace" between the player characters and any of the criminal groups in the city.*



*Keepers of the Veil, PT3: page 119*

### DM TIPS

*Beware of overdoing the danger to NPCs who assist the party—you don't want the PCs to just assume that their helpers will always die.*



*Of course, divination spells can circumvent or replace some or all of the steps involved in gathering bits of information. Don't let that bother you—just plan on it when preparing the adventure, if the PCs have access to such resources.*

become a minor annoyance or a monetary drain rather than a real threat.

Likewise, if the characters need **information or advice**, they can just go down the street (more or less) and get it. If an adventure involves a foreign text in a mysterious language, the PCs can almost certainly find a translator somewhere in the city with relative ease. If an adventure involves ancient lore, they can go to the library that very day and look it up. Information is readily available.

Further, if the adventurers are hunting a ghost, they can go to the **Keepers of the Veil** and ask for a few knights and clerics to accompany them. That's what the Keepers *do*, after all, so it's difficult to imagine that they will say no. Of course, they *can* say no. Perhaps they are busy with their current missions at the moment, or maybe the PCs just don't seem too trustworthy. Or, perhaps the Keepers insist on taking care of the problem without the adventurers—they condescendingly pat the party members on the head and reassure them that *they'll* take care of it if the PCs just go back to their homes. But in the cases where it makes sense to do so, let it happen: **Give the party some NPC assistance.** Have the Keepers of the Veil go with the characters, and then increase the challenges they face. Use the knights as "cannon fodder," and kill them off in gruesome ways to add to the flavor of the adventure and heighten the danger.

Over the course of an urban campaign, the player characters should learn that **help is there if they really need it**, but that it's available only to those who establish themselves as trustworthy and reputable. More importantly, they should learn that most influential people in Ptolus respect those who take care of problems themselves, rather than turning over the responsibility to others.

Of course, another option for the PCs looking for allies is to just **pay mercenaries** or other adventurers to take care of their problems or accompany them. This often proves an unprofitable solution, as the player characters end up paying out more than they earn. In addition, it runs the risk of giving the PCs a bad reputation if the people they hire or recruit never come back alive.

In the end, DMs should prepare for all these possibilities. They should expect that the PCs will take care of debilitating conditions, get the information they need, and maybe even recruit help. If a DM understands the resources at the characters' disposal, there will be fewer surprises in store down the line.

### URBAN PLAYER CHARACTERS

DMs should try not to set up their expectations for what their urban campaign will be like until they have seen the characters. Players likely will create their characters differently, they will balance with each other differently, and they will have different capabilities. But one thing is true: The mix

of characters indelibly shapes a Ptolus Campaign, making one potentially quite unlike any other.

### CLASSES

While classes like **rogues are tailor-made** for urban adventuring, DMs will discover that **spellcasters truly shine** in city adventures, which usually give the players far more control over when and where they will face encounters. This means that spellcasters are more likely to expend their resources all at once rather than conserving them. Urban adventures, as opposed to dungeon adventures, are far less likely to have multiple dangerous encounters in rapid succession in one day.

The strength of fighters, rogues, barbarians, and so forth is that they have **no expendable resource**; a fighter can swing his sword as many times as he wishes over the course of one day, and as long as his hit point total doesn't get too low, he can handle many encounters, one after another, without difficulty. The fact that this kind of adventuring does not happen often in a city virtually negates this strength, however.

The DM needs to remain aware of this issue. Occasionally creating urban adventures with multiple encounters, or mixing in more dungeon-style scenarios with the urban adventures, helps restore balance. Some DMs may want to offer treasure that gives the "nonexpendable resource" classes interesting, nonstandard abilities. For example, say the fighter's cool magic sword is made of stone and can cast *wall of stone* once per day. Now the fighter can take advantage of the same situational benefits (fewer encounters) as the group's spellcasters, even if in a small way.

### SKILLS

It's difficult to overstress the importance of such skills as **Bluff, Diplomacy, Gather Information, Knowledge (local), and Sense Motive** in an urban campaign. The PCs likely will use these skills over and over again, so characters who have them as class skills might seem to have an advantage. However, what this really means is that skill-oriented and interaction-style classes (such as the bard) that typically do not quite measure up have more to do in an urban campaign than they would in a more standard one.

DMs might see **Forgery** and similar skills get more use than normal in an urban campaign. They also might need to apply some often ignored rules such as using **Sleight of Hand** to hide small objects.

### SPELLS

Don't forget that some of the spells player characters might have used often in previous campaigns, like *charm person* or *animate dead*, are frowned upon or **downright illegal in Ptolus**. PCs who prepare such spells may be in for a rude awakening. Characters who routinely skulk about the city



invisibly will draw likely unwanted attention from groups like **Goldshield**. Characters who disrupt traffic on a major road with a *web* or a *wall of stone* face hefty fines, at least. When dealing with an urban setting, **magic can have unexpected repercussions**.

## PLOTTING URBAN ADVENTURES

PT8: *Adventures* presents a number of Ptolus-specific adventures you can run. But how do DMs create their own urban scenarios?

It's useful to **think about adventures as bits of information**, one leading to the next. The DM needs to think about how the PCs will get each bit of information so that the campaign can continue. For example, say a band of ghouls has moved out of the catacombs below the Necropolis and into the sewers beneath the South Market. That's the final bit of information (actually, it's not, but keep reading). But where does the adventure actually start? Not with the bit about the ghouls, because how could the player characters know that?

Instead, the adventure starts with something that the PCs can know. They could know, for example, that there's a rash of missing people in the South Market. This is the first bit of information and, since it's information that many people could know and be concerned about, it suggests a hook for how the party members get involved: Someone comes to them to ask for help in uncovering the truth behind the disappearances. It could be someone who is interested in the problem in general, or it could be someone interested in a specific disappearance that affects them directly—a husband who has lost his wife or a woman who has lost her friend.

If the PCs accept the task, they've got to get to the next bit of information, which is that the people were forcibly taken. They can discover this either by clues found at the missing people's homes (signs of a struggle determined via a Search check) or from eyewitness reports of those who saw figures dragging off a victim or two (gained through using Diplomacy or Gather Information).

The next bit of information is either (1) The people were taken by ghouls, or (2) The people were taken into the sewers. The player characters can learn these facts again by looking for clues (Search checks at the scene of the abduction) or eyewitness reports (Diplomacy or Gather Information checks).

Once they learn that they need to look for the missing people in the sewers, it's time for the characters to take action. At this point, they may or may not know they're going after ghouls. The next bit of information is actually the last one: the exact location and condition of the abducted victims. You can prepare the ghoulish lair and the combat encounters that happen when the PCs finally track down the creatures.

Now that you've got the general idea of how the adventure will flow from bit to bit, **throw in some red herrings**. Maybe the player characters are led to believe that the abductors are **ratmen** in the sewers, or **slavers**, because of a misleading word or clue. You can also prepare extraneous but interesting encounters. Maybe the adventurers actually do run into some hostile ratmen when they go down into the sewers. Maybe a living member of the **Forsaken** attempts to hamper the PCs' efforts while they're still in the city above.

Lastly, you've got to be ready for the characters to **come up with some surprising scheme**. Will they set a trap for the abductors, waiting for them to strike again? Will they use a divination spell to track one of the missing? You've got to give some of this a bit of thought. Player characters do the darnedest things.

Of course, **not every urban adventure involves a mystery**. Say, for example, a cleric in a new temple in the Temple District has been confronted by **Balacazar** agents demanding extortion money. The cleric comes to the PCs asking for help. There's no "mystery" to solve. The characters know who the bad guys are and what they're up to. But they still need to track information bits that can teach them what they can do to stop them. The characters might start by using Gather Information or personal contacts to learn about the extortionists and their hangouts. They'll have to go and observe them to learn even more. Then, they might try a variety of options: confronting them directly, alerting the City Watch, or contacting other NPCs for help. They might even come up with a plan to convince the criminals that extorting money from this particular temple isn't in their best interests. Ultimately, the PCs will reach the final bit of information on their own and ask themselves: Is helping the cleric worth making an enemy of the Balacazar organization?

In either case, just as a dungeon adventure flows along, taking the characters from one dungeon room to the next, the urban adventure flows along, taking them from one bit of information to the next—from one discovery to the next. Think of the adventure as steps toward the PCs' ultimate goal, and plan it one step at a time. They might not take all the steps you expect, they might skip steps, or they might invent whole new steps. Nevertheless, breaking the adventure down into small bits of information makes it easier to manage and prepare.

## PTOLUS RANDOM ENCOUNTERS

When putting together an urban adventure, it's always important to leave room for random encounters: chance man-on-the-street meetings that could entail anything from a minute's conversation or a bit of local color to a brief fight or even the spark of a whole new adventure.



*Goldshield, PT4: page 153*

*Ratmen, page 625*

*Slavers, PT7: page 428*

*The Forsaken, PT3: page 112*

*Balacazars, PT3: page 100*

### Enemies and Allies

*As the campaign progresses, the player characters may develop a long list of ongoing enemies and allies. This is because, unlike when facing a dragon or a band of orcs, it's almost inconceivable for the PCs to take on and eliminate the entire Balacazar crime organization or all the Forsaken in the city. No matter how successful the party may be in fighting the Vai, there will almost certainly be more of these assassins to cope with later.*

*The DM should keep careful track of these enemies and allies and use them as the campaign progresses. Enemies reemerge to challenge the PCs when they least expect it, either by happenstance or with premeditated revenge in mind. Allies show up to both offer help and ask for it from time to time. Sometimes they stop by just to talk or share a meal.*

*Random encounters below the city have their own separate tables in PT7: page 441 (for the sewers) and 447 (the caverns).*

### DM TIPS

#### Create a Touchstone

Take a particular tavern, shop, restaurant, or city square that the player characters frequent, and make that a familiar touchstone. It's where the characters gather before a mission, where they hold pre-arranged meetings with NPCs, and where—at least eventually—others know they can find the PCs. Although this touchstone place can be almost anything, the *Ghostly Minstrel in Midtown* (see PT4, page 204) was created specifically for this purpose. Other choices might include the *Griffon* (PT4, page 206), the statue in *Delver's Square* (PT4, page 198; picture on 203), or the old *Clock Tower in Oldtown* (PT5, page 319).



Random street encounters are possible in any district of Ptolus. You'll find the random encounter matrix in the Appendix at the back of this book. If you're interested in a random encounter, first roll d%. Find the number you rolled in the left-hand column of the matrix, and read across in that row till you arrive at the column for the appropriate district. The result will be a three-digit number. (Some results have a different number for daytime versus nighttime encounters.) Flip through the numbered encounter descriptions on the sheets until you find the description for your result. There's your random encounter.

It's worth noting that this matrix isn't meant to generate absolutely every creature the player characters pass by as they wander the streets. Instead, it generates potential encounters—the actual events that happen within the district. Most of them are not combat encounters, although some could be. Some of these events might lead to adventures all their own. Others can be used simply as flavor, perhaps presented after the fact. For example, the DM might roll for a Warrens random encounter, getting a result of 160: “1d4+1 teenagers pelt passersby with eggs.” In such a case, he might tell the players, “On your way to speak with Madame Kaethea, some kids throw eggs at you and other passersby on the street from the roof of one of the dilapidated tenements. Probably their only form of entertainment. Nice place, huh?”

Here are a few guidelines to keep in mind when generating random encounters in a district of Ptolus.

- Always ignore results that make no sense in the current situation.
- Don't use the encounters every time the PCs move from place to place. A good rule of thumb might be to use one street encounter per game session, or perhaps one every other game session.
- Only use them if whatever is going on the game can handle a potential interruption.
- Don't overuse any one encounter, but don't be afraid to run an encounter twice—just change some of the details first.

### HANDLING DANGEROUS EVENTS

Some urban events, such as raging fires, angry mobs, and panicked groups, require special rules.

#### FIRE!

Fire is a dangerous threat to densely populated regions like the districts of Ptolus. To make fighting a fire an exciting encounter, DMs can **treat fire like a mindless monster**—a construct. DMs can “build” a fire the same way they would build a new monster, giving it Hit Dice and hit points. Generally, a fire has 1 HD for every five-foot square in which it burns, so a single-story house twenty feet long and fifteen feet wide that is completely on fire would have 12d10 + 60 HD (126 hp). The additional 60

hp comes from a construct's bonus hit points. Such a fire would be size Gargantuan with AC 8. A fire has no ability scores except Dexterity, which is 15. A fire is immune to all attacks and effects except water, cold (not surprisingly, fire has the fire subtype), and smothering attacks. Splashing a gallon of water on a fire inflicts 1d6 points of damage to it. Smothering a fire with a blanket or similar item likewise inflicts 1d6 points of damage. A *quench* spell destroys it completely.

Fire can attack a creature or object adjacent to it once per round. As a construct, our sample fire has an attack bonus of +11, using its Dexterity (as if it had *Weapon Finesse*). Do not modify its attack bonus based on size. Those struck suffer 1d6 points of fire damage and must make a Reflex save (DC 15) to avoid catching on fire. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once he succeeds at his saving throw, he's no longer on fire.) A character on fire may extinguish the flames automatically by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus. Those unlucky enough to have their clothes or equipment catch fire must make Reflex saves (DC 15) for each item. Flammable items that fail the save take the same amount of damage as the character.

Unattended flammable objects that the fire “attacks” catch on fire 50 percent of the time. In this way, a fire can spread to one new five-foot square about every other round. This gives the fire additional Hit Dice and may increase its size. Fighting a fire can take a very long time. However, a fire “burns out” in a square that has been burning for at least ten minutes, causing it to lose Hit Dice. (DMs can modify this time based on the materials in the square—a lot of wooden furniture could burn for much longer, but a relatively empty square could burn out faster.)

Characters in a building with wooden ceilings and floors that have been burning at least 10 rounds may face collapse. There is a 20 percent chance each round in such a burning building that a character faces a +10 attack from a falling rafter or bit of ceiling; an attack that hits inflicts 2d6 points of damage. If the fire has been burning for ten minutes or more, the entire ceiling might collapse instead (20 percent chance each round). In such a case, no attack roll is needed—all characters within suffer 8d6 points of damage (Reflex save, DC 15, for half damage).

Breathing air in a burning building deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every five minutes (DC 15 +1 per previous check) or take



1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a –4 penalty on their saves. In addition, those wearing metal armor are affected as if by a *heat metal* spell.

Further, remember that a character who breathes heavy smoke must make a Fortitude save each round (DC 15 +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. Smoke obscures vision, giving concealment (20 percent miss chance) to characters within it.

A fire of size Large or smaller is CR 2. Larger fires are CR 4. Collapsing attacks or dangers increase the Challenge Rating by +1.

### MOB SCENE/PANIC

Mob scenes are bound to occur from time to time in an urban environment as densely packed as the city of Ptolus—especially with so many resident adventurers and monsters about. An angry mob or a panicked group of people can make for an interesting challenge. Using the rules here, assume that a “mob” is a group of ten or more people. Mobs are undirected and chaotic. People run in all different directions, shouting, screaming, pushing, and even attacking. **Angry mobs** typically take up one five-foot square per individual in them.

**Panicked groups** take up one ten-foot square per individual, as people run about more haphazardly.

Calming an angry mob or panicked group requires a successful Diplomacy check. The base DC is 10, but it is modified by +1 for every two people in the mob; so calming thirty people has a DC of 25. Additional characters can help with this check using the aid another rules. Success means that the mob or group calms for 1 round, inflicting no damage and not moving. Only after two successful checks will the mob or group disperse

quietly or remain in place, should that be the desired outcome of the character using Diplomacy.

A DM can choose to treat a very large mob or group as several smaller ones.

An **angry mob** can move usually no faster than speed 10; if it is actively chasing someone, it can move at speed 20, but there is a 20 percent chance each round that the mob will disperse into angry individuals, at least half of whom will calm down and leave the area. The mob can attack any creature or object in the area it covers with a +5 attack bonus, inflicting 1d6 points of damage.


A **panicked group** moves at speed 20 and has a 40 percent chance each round of dispersing—in effect, a panicked group is, by its very nature, attempting to disperse as it runs from whatever it is afraid of. Such groups typically do not last long. Panicked groups do not attack creatures or objects.

Anyone within the area of an angry mob or panicked group suffers a –2 penalty on attacks, checks, and saves due to being jostled and bumped. A character in the area must succeed at a Balance check (DC 5) each round or fall down. Not only is the character then prone, but he must make a Reflex saving throw (DC 15) or suffer 2d6 points of damage per round from trampling. A Balance check (DC 10) is required to stand up again in a surging mob or group.

Typically, about one in ten members of a mob or group sustain wounds from being part of it. And for each of those wounded, there is a 25 percent chance that the person dies, unless the PCs or other characters somehow prevent it.

Use these rules when the player characters face an angry mob looking to lynch an ally of theirs, or to handle the sudden appearance of a manticores in a large group of people—the PCs must fight it even as the crowd panics around them.

Dealing with a mob is a CR 2 challenge.

Firehouses are located all over the city, usually near Watchhouses. Each one has ladders, buckets, and other tools needed to fight fires. Firehouses are marked on the Ptolus city map and individual district maps (in PT4 and PT5) with this icon: . The Fire Brigade usually responds to an alarm within thirty minutes. For more information, see “Fire Brigade” in the “City by the Spire” chapter of PT4 (page 154).

### DM TIPS

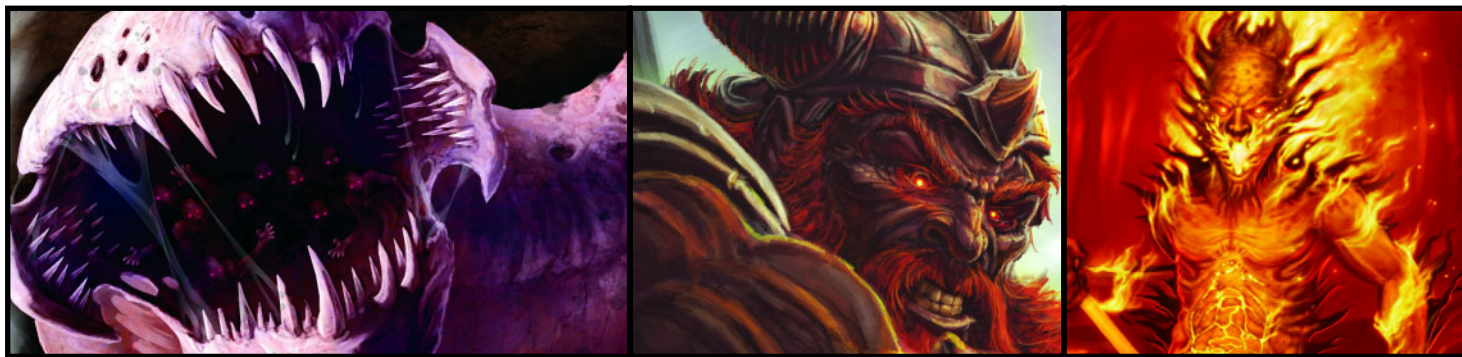
*As a tool to help you pace the campaign the way you want, occasionally implement a mandatory rest period after a particularly grievous wound—like negative levels or ability score drain. Force the victims to rest a few days or even a week, even after they’ve been magically healed.*





## MONSTERS

While the Ptolus book uses many standard monsters from the Core Rules, the city harbors monsters unique to the setting as well. These creatures—including some of the dreaded Galchutt—are presented here.



### FROM MY CAMPAIGN TO YOURS

*Sister Mara von Witten of the Runewardens adventuring group made it a point to summon blessed children to help in key battles or sometimes just when a winged messenger was needed. Many clerics in Ptolus—especially clerics of Lothian—prefer to summon blessed children rather than other monsters.*



**B**oth holy and horrific, sacred and surreal, the monsters in this chapter offer a bit of unique flavor to a Ptolus campaign. Some of them are brand new, others have previously appeared in other Malhavoc Press books. Either way, they were all born in the Ptolus Campaign.

### BLESSED CHILD

Blessed children are the spirits of people not yet born. They are the opposite of undead, and as pure and innocent as undead are corrupt and evil. No one encounters a blessed child by accident. They are summoned from a spiritual realm by good-aligned casters or particularly holy individuals to accomplish important tasks or to fight against evil (particularly against undead). When they return from whence they came, these spirits carry with them no memories. The same blessed child can be summoned twice, but it will not remember the caster or any of the circumstances. In this way, the purity and innocence of the blessed child cannot be tainted, no matter what happens.

Unlike other outsiders, blessed children cannot be called. They can only be summoned.

Because blessed children are so like undead, evil clerics can turn them in the same way that good clerics can turn undead. Likewise, a good



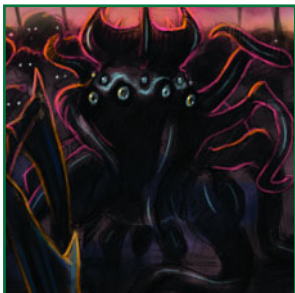
**BLESSED CHILDREN**

**Balsam**  
**Medium Outsider (Extraplanar, Good)**  
**Hit Dice:** 2d8+6 (15 hp)  
**Initiative:** +0  
**Speed:** Fly 80 feet (average)  
**Armor Class:** 14 (+4 natural), touch 10, flat-footed 14  
**BAB/Grapple:** +2/+3  
**Attack:** +3 melee (1d8+1, longsword)  
**Full Attack:** +3 melee (1d8+1, longsword)  
**Space/Reach:** 5 feet/5 feet  
**Special Attacks:** —  
**Special Qualities:** +3 turn resistance, unborn spirit, darkvision 60 feet  
**Saves:** Fort +6, Ref +3, Will +4  
**Abilities:** Str 12, Dex 10, Con 16, Int 6, Wis 12, Cha 15  
**Skills:** Diplomacy +4, Heal +6, Hide +5, Listen +8, Move Silently +5, Sense Motive +6, Spot +7  
**Feats:** Alertness  
**Environment:** Any land and underground  
**Organization:** Solitary  
**Challenge Rating:** 1/2  
**Treasure:** None  
**Alignment:** Always good  
**Advancement:** 3–5 HD (Medium)  
**Level Adjustment:** —

**Fealom**  
**Medium Outsider (Extraplanar, Good)**  
**Hit Dice:** 10d8+40 (85 hp)  
**Initiative:** +5  
**Speed:** Fly 80 feet (perfect)  
**Armor Class:** 17 (+1 Dex, +6 natural), touch 11, flat-footed 16  
**BAB/Grapple:** +10/+14  
**Attack:** +14 melee (2d6+6, greatsword)  
**Full Attack:** +14/+9 melee (2d6+6, greatsword)  
**Space/Reach:** 5 feet/5 feet  
**Special Attacks:** Smite undead  
**Special Qualities:** +5 turn resistance, unborn spirit, darkvision 60 feet, DR 10/magic  
**Saves:** Fort +11, Ref +8, Will +14  
**Abilities:** Str 18, Dex 12, Con 18, Int 10, Wis 16, Cha 18  
**Skills:** Diplomacy +26, Heal +16, Hide +14, Knowledge (religion) +13, Listen +18, Move Silently +14, Search +13, Sense Motive +16, Spot +18  
**Feats:** Alertness, Combat Reflexes, Improved Initiative, Iron Will  
**Environment:** Any land and underground  
**Organization:** Solitary  
**Challenge Rating:** 7  
**Treasure:** None  
**Alignment:** Always good  
**Advancement:** 11–15 HD (Medium)  
**Level Adjustment:** —

**Dayod**  
**Medium Outsider (Extraplanar, Good)**  
**Hit Dice:** 6d8+18 (45 hp)  
**Initiative:** +0  
**Speed:** Fly 80 feet (perfect)  
**Armor Class:** 16 (+6 natural), touch 10, flat-footed 16  
**BAB/Grapple:** +6/+9  
**Attack:** +9 melee (2d6+4, greatsword)  
**Full Attack:** +9/+4 melee (2d6+4, greatsword)  
**Space/Reach:** 5 feet/5 feet  
**Special Attacks:** Smite undead  
**Special Qualities:** +5 turn resistance, unborn spirit, darkvision 60 feet, DR 5/magic  
**Saves:** Fort +8, Ref +5, Will +7  
**Abilities:** Str 16, Dex 10, Con 16, Int 10, Wis 14, Cha 15  
**Skills:** Diplomacy +4, Heal +11, Hide +9, Listen +13, Knowledge (religion) +9, Move Silently +9, Search, +9, Sense Motive +11, Spot +13  
**Feats:** Alertness, Combat Reflexes, Improved Initiative  
**Environment:** Any land and underground  
**Organization:** Solitary  
**Challenge Rating:** 4  
**Treasure:** None  
**Alignment:** Always good  
**Advancement:** 7–9 HD (Medium)  
**Level Adjustment:** —

**Hallas**  
**Medium Outsider (Extraplanar, Good)**  
**Hit Dice:** 16d8+64 (136 hp)  
**Initiative:** +5  
**Speed:** Fly 100 feet (perfect)  
**Armor Class:** 21 (+1 Dex, +10 natural), touch 11, flat-footed 20  
**BAB/Grapple:** +16/+22  
**Attack:** +22 melee (2d6+9, greatsword)  
**Full Attack:** +22/+17/+12 melee (2d6+9, greatsword)  
**Space/Reach:** 5 feet/5 feet  
**Special Attacks:** Smite undead  
**Special Qualities:** +5 turn resistance, unborn spirit, darkvision 60 feet, DR 10/magic  
**Saves:** Fort +14, Ref +13, Will +17  
**Abilities:** Str 22, Dex 12, Con 18, Int 12, Wis 20, Cha 20  
**Skills:** Diplomacy +26, Heal +24, Hide +20, Knowledge (religion) +20, Listen +26, Move Silently +20, Search +20, Sense Motive +24, Spot +26  
**Feats:** Alertness, Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes  
**Environment:** Any land and underground  
**Organization:** Solitary  
**Challenge Rating:** 10  
**Treasure:** None  
**Alignment:** Always good  
**Advancement:** 17–24 HD (Medium)  
**Level Adjustment:** —

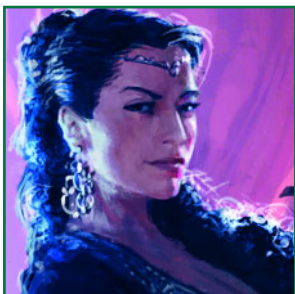


*Summoned blessed children were crucial in the final battles against Ghul's Squirring Horde.*

*Encounter blessed children in the Prison of the Blessed Children (see PT7, page 421).*

*The Wintersouled (page 632) hate blessed children even more than they hate the living.*

*Dark Reliquary, PT4: page 238*



*Sages and scholars in Ptolus know less about the D'Stradi demons than almost any other demon type. No one in the city even knows where the name D'Stradi comes from—and the demons certainly aren't talking. Some theorize that they have some special connection to Lilith.*

cleric can rebuke blessed children (although the need to do so is rare indeed).

Blessed children look like serious-minded (but innocent) children with white-feathered wings, although only the upper torso is distinct and visible. The rest of their body fades off into mist. They carry with them swords that appear far too large for them to wield, but they do wield them—with great skill and surprising power. Except for their weapons (which grow more ornate for each successive blessed child type), it is impossible for an untrained viewer to tell the difference between the types of blessed children. A Knowledge (religion) check, with a DC of 15 + half the blessed child's HD, allows a character to identify them.

A good-aligned cleric can summon a blessed child using a *summon monster* spell. *Summon monster II* brings a Balsam, *summon monster IV* summons a Dayod, *summon monster VI* produces a Fealom, and a Hallas can be brought to the world via *summon monster VIII*.

### COMBAT

Blessed children move into combat in the most straightforward means possible. They are utterly guileless, but they are also fearless. If a summoner can speak Celestial, they will obey whatever commands they receive.

**Unborn Spirit:** Blessed children are immune to mind-affecting effects, poison, sleep, paralysis, stunning, and disease. They are not subject to critical hits, nonlethal damage, ability damage, energy drain, or death from massive damage.

**Smite Undead:** Blessed children with this ability can strike at an undead creature with a +2 attack bonus, inflicting an extra point of damage per 2 HD against undead. This ability is always active.

### D'STRADI DEMON

D'Stradi demons are chaotic evil natives of the lower planes, bent on destruction and mayhem. These demons have adapted to life in Ptolus and serve the leaders of the **Dark Reliquary**.

Except where noted here, the demons speak Abyssal, Celestial, and Draconic.

### COMBAT

D'Stradi demons are ferocity personified and will attack any creature just for the sheer fun of it—even other demons. They enjoy terrifying their victims before slaying them and often devour the slain. Many demons can create *darkness*, and a group of them frequently blankets the enemy with *darkness* before joining battle.

**Summon Demon (Sp):** D'Stradi demons can summon other demons much as though casting a *summon monster* spell, but they have only a limited chance of success. Roll percentile dice and refer to the ability descriptions that follow for the specific type of D'Stradi. On a failure, no demons



*D'Stradi dancer*

*D'Stradi abductor*

answer the summons. Summoned creatures automatically return whence they came after one hour. A demon that has just been summoned cannot use its own summon ability for one hour.

Most demons do not use their summon ability lightly, since it leaves them beholden to the summoned creature. In general, they use it only when necessary to save their own lives.

### D'STRADI ABDUCTOR

Gangly creatures that appear at first glance to be all arms and legs, these gaunt demons walk in a crouch, their narrow, serpentine faces always nervously looking about. Their scaly flesh runs from a deep green to black. D'Stradi abductors are bloodthirsty, conniving, disgusting creatures filled with loathing and hatred. They work alone or in small groups as thieves and kidnappers, often attempting to remove important individuals from the battlefield or to abduct leaders right out of their own homes. Consummate cowards, they teleport away if seriously threatened or intimidated.

## D'STRADI DEMONS

	D'Stradi Abductor Medium Outsider (Chaotic, Evil, Extraplanar)	D'Stradi Dancer Medium Outsider (Chaotic, Evil, Extraplanar)	D'Stradi Annihilator Large Outsider (Chaotic, Evil, Extraplanar)
Hit Dice:	7d8+14 (45 hp)	10d8+10 (55 hp)	13d8+65 (123 hp)
Initiative:	+7	+7	+1
Speed:	40 feet	40 feet	30 feet
Armor Class:	22 (+3 Dex, +9 natural) touch 13, flat-footed 19	27 (+7 Dex, +10 natural) touch 17, flat-footed 20	24 (–1 size, +1 Dex, +14 natural) touch 10, flat-footed 23
BAB/Grapple:	+7/+11	+10/+13	+13/+23
Attack:	+12 melee (1d10+7, <i>blood-blade</i> ) or +11 melee (1d6+4, claw)	+14 melee (1d6+5, +1 <i>quarterstaff</i> ) or +13 melee (1d6+3, claw)	+18 melee (2d6+6 plus poison, claw) or +18 melee (2d8+3 plus poison, bite)
Full Attack:	+12/+7 melee (1d10+7, <i>blood-blade</i> ) and +6 melee (1d6+2, bite), or +11 melee (1d6+4, 2 claws) and +6 melee (1d6+2, bite)	+12/+7 and +12 melee (1d6+4/1d6+2, +1 <i>quarterstaff</i> ), or +13 melee (1d6+3, 2 claws)	+18 melee (2d6+6 plus poison, 2 claws) and +16 melee (2d8+3 plus poison, bite)
Space/Reach:	5 feet /5 feet	5 feet /5 feet	10 feet /10 feet
Special Attacks:	Sneak attack +2d6, improved grab, spell-like abilities, summon demon	Pounce, magic dance, spell-like abilities	Energy-draining spew, poison, spell-like abilities, summon demon
Special Qualities:	DR 10/magic, darkvision 60 feet, immunity to poison and electricity, resistance to acid 10, cold 10, and fire 10, SR 17, telepathy 100 feet	Magic dance, DR10/magic, darkvision 60 feet, immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, SR 20, telepathy 100 feet	DR 15/magic, darkvision 60 feet, immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, SR 26, telepathy 100 feet
Saves:	Fort +7, Ref +8, Will +6	Fort +8, Ref +14, Will +10	Fort +13, Ref +9, Will +12
Abilities:	Str 18, Dex 17, Con 14, Int 11, Wis 13, Cha 13	Str 16, Dex 24, Con 13, Int 13, Wis 17, Cha 14	Str 22, Dex 13, Con 20, Int 10, Wis 14, Cha 15
Skills:	Climb +14, Escape Artist +13, Hide +13, Intimidate +11, Jump +14, Listen +11, Move Silently +13, Spot +11	Balance +22, Concentration +14, Hide +20, Listen +14, Move Silently +16, Perform (dance) +16, Search +14, Spot +18, Tumble +20	Climb +22, Concentration +21, Intimidate +18, Knowledge (the planes) +16, Listen +20, Search +16, Spot +20, Survival +18 (+2 on other planes)
Feats:	Combat Reflexes, Dodge, Improved Initiative	Alertness, Combat Expertise, Combat Reflexes, Two-Weapon Fighting	Alertness, Cleave, Iron Will, Multiattack, Power Attack
Environment:	Any land and underground	Any land and underground	Any land and underground
Organization:	Solitary or gang (3–6)	Solitary or pair	Solitary or pack (4–7)
Challenge Rating:	7	9	13
Treasure:	<i>Bloodblade</i>	+1 <i>quarterstaff</i>	Standard
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	8–14 HD (Large); 15–21 HD (Huge)	11–15 HD (Medium); 16–20 HD (Large)	14–18 HD (Large); 19–23 HD (Huge)
Level Adjustment:	—	—	—

### Combat

In combat, the primary tactic of the D'Stradi abductor is to teleport in, grab a victim and teleport away with the captive—usually to a prearranged sealed holding area, where the creature leaves the foe, teleporting again to grab more abductees. If intending to engage in actual combat, they use magic bastard swords called *bloodblades*, although they still attempt to use their teleporting ability to get into position to make sneak attacks.

**Bloodblade:** D'Stradi abductors use weapons called *bloodblades*, powered by their own unique blood. This blood tie ensures that they do not function for any other creature other than as +1 *bastard swords*.

In addition to being +1 *bastard swords*, these weapons are *wounding* swords that cause a foe to suffer 1 point of Constitution damage from blood loss.

All D'Stradi abductors are proficient with this weapon.

*Despite all living at the Dark Reliquary among the Fallen, the three types of D'Stradi demon work together very little.*

*Recently someone came into Rastor's Weapons in Delver's Square and sold him five D'Stradi abductor bloodblades. Rastor has already managed to sell off a few of them.*

**FROM MY CAMPAIGN  
TO YOURS**

*A group of D'Stradi abductors snatched most of the Runewardens during an ill-advised foray into the Necropolis, taking them to the prison deep below the Dark Reliquary.*

**Demon Qualities**

**Immunities (Ex):** *D'Stradi demons are immune to poison and electricity.*

**Resistances (Ex):** *D'Stradi demons have resistance to acid 10, cold 10, and fire 10.*

**Telepathy (Su):** *D'Stradi demons can communicate telepathically with any creature within 100 feet that has a language.*



*Encounter D'Stradi demons in the Necropolis, especially the Dark Reliquary (PT4: page 238), and possibly Dwarvenhearth (PT7: page 460).*

**Sneak Attack (Ex):** All D'Stradi abductors can make sneak attacks like rogues, inflicting an additional +2d6 points of damage.

**Improved Grab (Ex):** To use this ability, the abductor must hit with a claw attack. The creature usually *teleports* away with grappled victims on the next round.

**Summon Demon (Sp):** Once per day a D'Stradi abductor can attempt to summon another of its kind with a 30 percent chance of success or a D'Stradi dancer with a 10 percent chance of success.

**Spell-Like Abilities:** At will—*cause fear, darkness, telekinesis, greater teleport* (creatures teleported need not be willing, but they do get a Fortitude save to resist); 1/day—*desecrate*. Caster level 9th; save DC 11 + spell level.

**D'STRADI ANNIHILATOR**

Stout, sturdy engines of destruction, D'Stradi annihilators resemble huge reptiles with red, scaly skin. Their enormous maws bristle with dagger-like teeth, and their long, muscular arms sport vicious claws. On the snout of their long, snake-like heads grows a swollen, yellow-orange nodule, and their backs are ridged. These demons stand about nine feet tall.

D'Stradi annihilators were created for one purpose only: to kill mortal foes. Full of rage and hatred, these demons serve their purpose well.

**Combat**

D'Stradi annihilators charge into combat lusting for battle. Still, they are not stupid; they use their powers wisely. With their energy-draining spew they try to control where their enemies can and cannot go. They use their *teleport* power to reposition themselves tactically. Both their claws and their bite contain venom sacs full of poison that hardens muscle tissue.

**Energy-Draining Spew (Su):** This demon can project a stream of reddish oil from a nodule on its head. It can make a ranged touch attack with the oil against a foe up to thirty feet away as a standard action. If successful, the oil that strikes the foe bestows two negative levels. Should the attack fail, the oil forms a slick puddle in a five-foot-square area where the target stands. Anyone entering that area over the next 6 rounds automatically gains two negative levels (the original target, if he moves out of the area on his next available action, suffers no ill effects). Ridding a character of these negative levels requires a Fortitude save (DC 21).

**Poison (Ex):** Claw and bite, injury, Fortitude save (DC 21), initial damage 1d4 points of Dexterity, secondary damage 2d4 points of Dexterity. The save DC is Constitution based.

**Spell-Like Abilities:** At will—*cause fear, darkness, desecrate, dispel magic, greater teleport* (self



plus 50 lbs. of gear only), *see invisibility, telekinesis*; 1/day—*chaos hammer*. Caster level 13th; save DC 12 + spell level.

**Summon Demon (Sp):** Once per day a D'Stradi annihilator can attempt to summon another D'Stradi annihilator with a 40 percent chance of success.

**D'STRADI DANCER**

A D'Stradi dancer looks a little like a D'Stradi abductor standing up straight. Gangly and tall, this demon has electric-blue skin and a long, narrow head. D'Stradi dancers appear lithe and graceful, yet still convey an aura of menace and hatred. They often carry quarterstaves to use as they dance for balance and support as well as combat.

As their name implies, D'Stradi dancers are trained in acrobatic and dexterous combat techniques. They also know certain magical effects achieved through dance, thus using dance to enhance both their combat might and their magic. These bloodthirsty, battle-loving demons favor



style and form over results. They consider it more important to attack foes with grace and panache than to actually defeat them.

### Combat

D'Stradi dancers leap into battle with fervor and aplomb. They attempt to use a magic dance before entering melee. They do not hesitate to tumble out of combat if things go against them. In a group, the dancers prefer to gang up on a single victim rather than fight fair.

**Pounce (Ex):** If a D'Stradi dancer leaps toward a foe during the first round of combat, it can make a full attack, even if it has already taken a move action.

**Magic Dance (Sp):** A D'Stradi dancer knows 1d4 of the magical dances listed below, which it can perform to enhance itself or produce effects. The dances are graceful but horrid to behold, with lots of wild, chaotic leaps, gestures, and stances.

**Battle Dance:** A single D'Stradi dancer who takes 1 round to complete this dance gains a +1 bonus on attack and damage rolls for the next 10 rounds.

**Dance of Ruin:** To use this dance, five or more demons join hands in a circle, dancing wildly and chanting. If they dance for 3 rounds, a wave of crackling energy flashes outward in a 100-foot radius. All nondemon creatures within the radius suffer 2d20 points of damage (Reflex DC 17 for half). Forcing the demons to break the circle stops the dance.

**Dance of Speed:** Two D'Stradi dancers together can perform this dance in 3 rounds. For the 10 rounds after they finish, both demons are *hasted* as the spell.

**Shielding Dance:** A single D'Stradi dancer who completes 2 rounds of this dance gains a +2 deflection bonus to Armor Class for ten minutes.

**Warding Dance:** A single D'Stradi dancer can complete this elaborate dance in 5 rounds, after which, for the next hour, any nondemon must make a Will saving throw (DC 17) to enter a 1,000-foot square designated by the demon. Those failing cannot enter the area until the ward fades.

**Spell-Like Abilities:** At will—*cause fear, darkness, dispel magic, greater teleport* (self plus 50 lbs. of gear only), *see invisibility, telekinesis*; 1/day—*death knell, desecrate, invisibility, major image, polymorph*. Caster level 11th; save DC 11 + spell level.

**Summon Demon (Sp):** Once per day a D'Stradi dancer can attempt to summon another D'Stradi dancer with a 30 percent chance of success or a D'Stradi abductor with a 40 percent chance of success.

### OCHREMESHK (DEMON PRINCE)

Large Outsider (Chaotic, Evil, Extraplanar)

**Hit Dice:** 16d8+80 (162 hp)

**Initiative:** +7

**Speed:** 40 feet

**Armor Class:** 38 (–1 size, +3 Dex, +26 natural), touch 12, flat-footed 35

**BAB/Grapple:** +16/+28

**Attack:** +25 melee (3d6+14+2d6 unholy, greatsword) or +23 melee (1d6+8 and touch of fear, slam)

**Full Attack:** +25/+20/+15 melee (3d6+14+2d6 unholy, greatsword) or +23 melee (1d6+8 and touch of fear, 2 slams)

**Space/Reach:** 10 feet/10 feet

**Special Attacks:** Spell-like abilities, touch of fear, death visage, body flames, summon demon, *vorpal sword*

**Special Qualities:** DR 15/cold iron and good, SR 30, immunities and resistances, *ring of evasion*, death throes, darkvision 60 feet, telepathy 100 feet, *true seeing*

**Saves:** Fort +14, Ref +12, Will +16

**Abilities:** Str 26, Dex 17, Con 20, Int 22, Wis 24, Cha 22

**Skills:** Bluff +25, Concentration +25, Diplomacy +29, Hide +18, Intimidate +27, Knowledge (arcana) +22, Knowledge (history) +22, Knowledge (the planes) +22, Knowledge (religion) +23, Listen +30\*, Move Silently +22, Search +25, Sense Motive +26, Spellcraft +27, Spot +30\*

**Feats:** Cleave, Great Cleave, Improved Grapple, Improved Initiative, Improved Sunder, Power Attack

**Environment:** Any land and underground

**Organization:** Solitary or accompanied by followers (Ochremeshk, 1–2 balors, and 1–4 mariliths)

**Challenge Rating:** 20

**Treasure:** See next page

**Alignment:** Always chaotic evil

**Advancement:** —

**Level Adjustment:** —

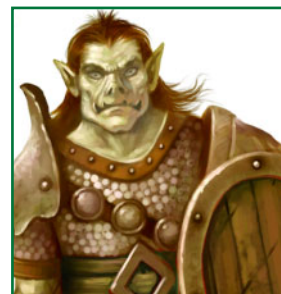
Ochremeshk was a balor who literally clawed his way to the top—or at least very, very near it. Although he does not command the might of beings like Orcus or even *Gorgoth-Lol*, he is a powerful and terrible demon prince nonetheless. His mortal cult aside, he commands an elite cadre of balors and mariliths, as well as a small army of lesser demons, half-demons, and bodaks.

Ochremeshk is a repulsive, towering humanoid about sixteen feet tall with dark red skin and massive, clawed hands. He greatly resembles a wingless balor, wielding a massive sword and sheathed in flames.

### COMBAT

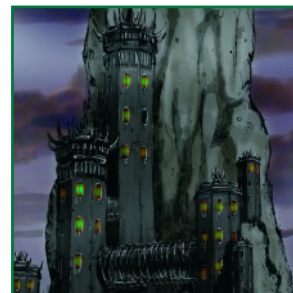
Not surprisingly, Ochremeshk relies on his sword in combat, particularly if fighting good-

*D'Stradi dancers have some special connection to the Erebaucus in Dwarvenhearth (PT7: page 468) and perhaps even to the dwarven concept of madness itself.*



*The demon god Ochremeshk was trapped in a magical prison almost five thousand years ago in the Wars of Fire in ancient Kem. He might be freed by a soul magic spell in the hands—or, rather, the mouth—of one of his half-forc followers, currently locked up in the cruciform prison beneath the Dark Reliquary. See “Tinareg” in PT4: page 256.*

*Gorgoth-Lol, PT2: page 69*



*If freed, Ochremeshk will relocate to Goth Gulgamel and attempt to usurp all the creatures that used to follow Ghul. He would set up the fortress as his own home and begin to amass power.*



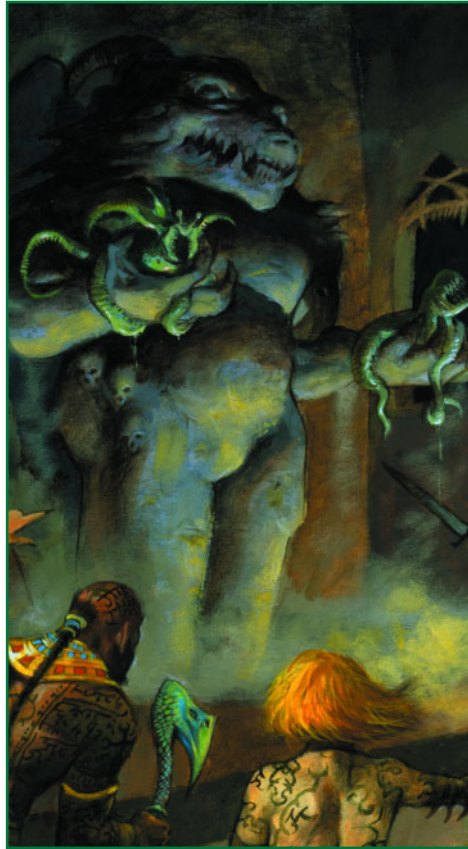
Encounter Ochremeshk in the prison beneath the Dark Reliquary (PT4: page 257) and possibly among the blood trolls and his other followers in Goth Gulgamel (PT9: page 491).

A half-orc named Barghart (male cleric6/barbarian2) is attempting to raise money in the underworld of Ptolus—mostly by thievery, but also through mercenary work—because he believes that Menon Balacazar has some information about Ochremeshk to sell him. (Menon does not have this information, although he allows the half-orc to think he does).

Ochremeshk's cult figures into the adventure *Demon God's Fane* (Malhavoc Press, 2001).



Unholy symbols: See demon-skull talismans, PT9: page 492



aligned foes. Adopting his death visage, he goes in swinging his massive weapon with unstoppable muscle and skill. He is also very fond of his implosion ability.

**Spell-Like Abilities:** At will—*blasphemy, deeper darkness, desecrate, detect good, detect law, fear, greater dispel magic, greater teleport* (self plus 50 lbs. of objects only), *pyrotechnics, read magic, suggestion, symbol* (any), *telekinesis, tongues* (self only), *unhallow, unholy aura, unholy blight*, and *wall of fire*; 1/day—*fire storm* and *implosion*. Caster level 20th; save DC 16 + spell level. Saving throws are Charisma based.

**Touch of Fear (Su):** A creature hit by Ochremeshk's slam attack must succeed at a Will save (DC 24) or flee in terror for 1d6 rounds.

**Death Visage (Su):** Once per day, Ochremeshk can change his face into that of a horrific demon-skull that gives him a gaze attack with a range of fifty feet. This gaze attack slays anyone failing a Fortitude saving throw (DC 24). He can maintain this visage for no more than 6 rounds, and cannot use his body flames or any spell-like abilities while he does.

**Body Flames (Su):** Ochremeshk can engulf his own body in roaring flames as a free action. Ochremeshk suffers no harm, but anyone within five feet sustains 2d6 points of fire damage each round. Anyone grappling with him or touching him (as with an unarmed attack) suffers 4d6 points of fire damage each round.

**Detect Magic (Su):** Ochremeshk continuously can *detect magic* as the spell cast by a 20th-level sorcerer.

**See Invisibility (Su):** Ochremeshk continuously can *see invisibility* as the spell cast by a 20th-level sorcerer.

**Immunities (Ex):** Ochremeshk is immune to poison and electricity.

**Resistances (Ex):** Ochremeshk has resistance to acid 20, fire 20, and cold 20.

**Telepathy (Su):** Ochremeshk can communicate telepathically (within one hundred feet) with any creature that has a language.

**Summon Demons (Sp):** Once per day Ochremeshk can automatically summon 10d10 dretches, 2d4 vrock, or 1d2 mariliths or balors.

**Death Throes (Ex):** If killed, Ochremeshk explodes in a blinding flash of light that deals 60 points of damage to everything within one hundred feet (Reflex save, DC 22, for half damage).

\* **Skills:** Like balors, Ochremeshk receives a +8 racial bonus to Listen and Spot checks.

**Treasure (Su):** Ochremeshk carries a +2 *huge unholy vorpal greatsword*. The sword also has the spell-like ability to *detect good* as cast by a 12th-level sorcerer, except that its range is thirty feet.

Ochremeshk also wears *bracers of armor +6* and a *ring of evasion*.

## OCHREMESHK AS A GOD

While he is worshipped as a god and called one of the "Demon Gods," Ochremeshk is not actually a true deity. It is known that some demon princes are actually fronts for other evil gods. In exchange for the prince's loyalties, the evil deity grants the demon's priests the spells and power they desire in his name. In comparison to their patrons, these demonic vassals have small cults and few worshippers, so this is a small price for the god to pay.

In any event, **Ochremeshk's cult** is very real, although it once was much greater than it is now. To its members he is definitely a god—a lord of chaos and evil, of fire and death. To his worshippers, he is the Demon God and the Defiler.

He is a god of destruction: equal parts chaos and evil. He demands living sacrifices in huge numbers, killed with horrific and bloody methods. His symbol is the horrific demon-skull visage that he himself can display; as a direct reward for serving him he grants special **unholy symbols** to his followers that contain minor blessings from him. His main temple is a monolithic statue resembling his form far to the east in Ren Tehoth.

Ochremeshk is associated with the domains of Chaos, Destruction, and Evil.

## RATMAN

Ratmen are much more than rats that walk upright and use tools. They are degenerate, con-ning, repulsive, and malevolent creatures that revel in the misery of others and the spread of disease and filth. They don't call *themselves* "ratmen"—that is the derogatory but nevertheless accurate moniker given them by the major races. Their own name for themselves in Rattish sounds like nothing more than a grunt and a squeal.

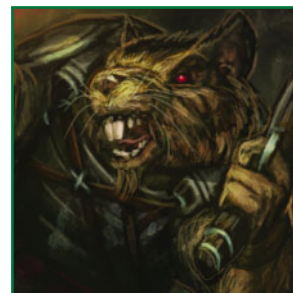
Although they are called *ratmen*, there are, of course, members of both genders. Telling the difference is almost impossible for a nonratman—no one really wants to learn that much about the intimate details of these nasty creatures anyway. Ratmen of all ages are combatants, even the very young (treat them as dire rats from the MM).

Perhaps due in part to their allegiance to chaos, ratmen can grow to a very great size, regardless of the size of the parents. Most ratmen are small and are called **ratlings**. A few rare individuals grow to be the size of a human, called **ratlords**. The rarest reach the size of ogres and are called **ratbrutes**. Some people claim that all ratmen simply never stop growing and that the ratbrutes are the oldest of their kind, but this is untrue.

Ratmen's hair covers their body and is usually grey, although it can be brown, black, or (in the case of an albino) white.

Ratmen live off the civilizations of other races. They use tools, weapons, clothing and armor, but only what they can steal from others. They eat almost anything organic, including the flesh of their fallen comrades. Hungry ratmen will turn on each other cannibalistically without hesitation. The life of a ratman is harsh, painful, and short.

*Characters are likely to encounter ratmen in the sewers beneath the city (see PT7, "The Sewers" chapter).*



## RATMEN

	<b>Ratling</b> Small Monstrous Humanoid	<b>Ratlord</b> Medium Monstrous Humanoid	<b>Ratbrute</b> Large Monstrous Humanoid
<b>Hit Dice:</b>	1d8+2 (6 hp)	3d8+9 (22 hp)	6d8+24 (51 hp)
<b>Initiative:</b>	+1	+1	+1
<b>Speed:</b>	20 feet	30 feet	30 feet
<b>Armor Class:</b>	16 (+1 size, +1 Dex, +2 natural, +2 armor), touch 12, flat-footed 15	17 (+1 Dex, +4 natural, +2 armor), touch 11, flat-footed 16	20 (-1 size, +1 Dex, +9 natural, +2 armor), touch 10, flat-footed 17
<b>BAB/Grapple:</b>	+1/-3	+3/+3	+6/+15
<b>Attack:</b>	+2 melee (1d6, longsword)	+4 melee (1d8, longsword) or +4 ranged (1d12, dragon pistol)	+11 melee (3d6+7, greatsword)
<b>Full Attack:</b>	+2 melee (1d6, longsword) and -3 melee (1d4 plus disease, bite)	+4 melee (1d8, longsword) and -2 melee (1d6 plus disease, bite) or +4 ranged (1d12, dragon pistol)	+11/+6 melee (3d6+7, greatsword) and +5 melee (1d8+2 plus disease, bite)
<b>Space/Reach:</b>	5 feet/5 feet	5 feet/5 feet	5 feet/10 feet
<b>Special Attacks:</b>	Disease	Disease, sneak attack +1d6	Disease
<b>Special Qualities:</b>	Darkvision 60 feet, immune to disease, fear of light	Darkvision 60 feet, immune to disease, fear of light	Darkvision 60 feet, immune to disease, fear of light
<b>Saves:</b>	Fort +2, Ref +3, Will +1	Fort +4, Ref +4, Will +3	Fort +6, Ref +6, Will +5
<b>Abilities:</b>	Str 10, Dex 13, Con 14, Int 8, Wis 9, Cha 7	Str 11, Dex 13, Con 16, Int 10, Wis 11, Cha 10	Str 20, Dex 13, Con 18, Int 10, Wis 10, Cha 11
<b>Skills:</b>	Climb +4*, Escape Artist +5*, Hide +9, Move Silently +9*, Swim +4*	Climb +4*, Escape Artist +5*, Hide +9, Move Silently +13*, Swim +4*	Climb +9*, Escape Artist +5*, Hide +8, Move Silently +16*, Swim +9*
<b>Feats:</b>	Stealthy	Exotic Weapon Proficiency (firearms), Stealthy, Weapon Focus (longsword)	Power Attack, Stealthy, Weapon Focus (great sword)
<b>Environment:</b>	Underground	Underground	Underground
<b>Organization:</b>	Pack (3-6), fester (7-12 plus 1 ratlord), or nest (13-24, plus 1-2 ratlords, 1 ratbrute, and 3-6 dire rats)	Pair, fester (1 plus 7-12 ratlings) or nest (1-2 plus 13-24 ratlings, 1 ratbrute, and 3-6 dire rats)	Solitary, pair, or nest (1 plus 13-24 ratlings, 1-2 ratlords, and 3-6 dire rats)
<b>Challenge Rating:</b>	1/2	2	4
<b>Treasure:</b>	Standard	Standard	Standard
<b>Alignment:</b>	Usually chaotic evil	Usually chaotic evil	Usually chaotic evil
<b>Advancement:</b>	By character class	By character class	By character class
<b>Level Adjustment:</b>	+0	+3	+8

You can find encounters with ratmen ready to run in the “Temple of the Rat God” (PT5: page 390) and “A Ratman Nest” (PT7: page 442).

All ratmen in and below Ptolus worship “the Rat God”—actually, just a front for Abthoth, Lord of the Unclean and one of the Galchutt. This gives them something in common with the Plagueborn chaos cult (see PT2: page 73).

### DM TIPS

In every ratman encounter, make sure to stress the filth, the smell, the swarming fleas, and the creatures’ tattered clothing, armor, and equipment.



Ratmen sometimes climb up out of the sewer to steal what they need or get food on the surface. To do so, they’ll use any means necessary—even crawling up through privies. This is why some Ptolus residents put heavy grates or even locks on the lids.

Dragon pistols, page 560  
Exotic Weapon Proficiency (firearms), page 565

Living in tunnels, ruins, or sewers, ratmen can squeeze through tiny spaces, crawl through garbage, swim in sewage, and climb crumbling walls as a matter of course. They fill their lairs with refuse, bones, and feces. They revere disease but fear light and dislike fire.

Ratmen have their own crude, squeaky language called Rattish. Strangely, normal rats and dire rats seem to understand simple commands in this language and usually do what ratmen tell them.

### COMBAT

All ratmen are cowards and dislike any confrontation in which they do not enjoy the clear upper hand. They use weapons along with their diseased bite if possible but defend themselves with only their bite if they have to. Despite their cowardly nature, ratmen will fight ferociously if cornered and their lives threatened.

Ratmen of any size have the following abilities:

**Disease (Ex):** All ratmen carry disease in their bite attacks, since their bodies are festering, seething masses of filth and contagion. They carry filth fever with an incubation period of 1d3 days, damage 1d3 Dexterity and 1d3 Constitution. The save DC is Constitution based. All ratmen are also immune to all disease.

**Fear of Light:** Ratmen hate bright light and fear to be caught in its revealing glow. If within ten feet of the source of a bright light such as a torch or lantern (but not a candle or similar dim light), or within the area of a magical light, the ratman must make a Will saving throw (DC 14) or become panicked and flee for 1d3 rounds. Even if it makes the save successfully, a ratling (but not a ratlord or ratbrute) is shaken while in the designated area. Panicked individuals that are also shaken if they return to the designated area) The ratman need only make one saving throw for a given source of light in a given encounter, so they are never panicked by the same light twice.

**Skills:** Ratmen all enjoy a +4 racial bonus on Climb, Escape Artist, Move Silently, and Swim checks.

### RATLINGS

The most common ratmen are also the smallest. They prefer to attack a single foe *en masse*, often with some aiding the attacks of others.

**Disease (Ex):** The save DC is 12.

### RATLORDS

Ratlords get their name from the fact that, due to their size, they often lead groups of ratlings. They are, in fact, not particularly lordly. Instead, they skulk about in the shadows, usually hoping that one of their lesser companions will distract a foe so they can move in for a sneak attack. To use their **dragon pistols**, they get the **Exotic Weapon Proficiency (firearms)** feat for free.

**Disease (Ex):** The save DC is 14.

**Sneak Attack (Ex):** A ratlord can make a sneak attack like a rogue, dealing an extra 1d6 points of damage whenever a foe is denied his Dexterity bonus, or when the ratlord is flanking.

### RATBRUTES

As the name might suggest, ratbrutes are the largest of the ratmen. They have the size and bulk of ogres; if they hold nothing in their hands, they are likely to get on all fours to run or crouch, which tends to conceal their imposing stature.

**Disease (Ex):** The save DC is 17.

### ALBINO RATMEN

One in one hundred ratlings, one in two hundred ratlords, and one in five hundred ratbrutes is an albino. Albino ratmen always have special traits. They gain a +4 bonus to Intelligence, typically using the skill points gained from this bonus for ranks in the Climb or Tumble skill. They frequently enjoy a +2 bonus to another ability score as well. Albino ratmen always lead their groups, regardless of size, and they always have the best equipment. Albino ratmen almost always have class levels—generally rogue or warrior.

### RATMAN CHARACTERS

The ratman’s favorite class is rogue, although many are also warriors. A few ratman adepts and clerics worship Abthoth, Source of All Uncleanliness, in the guise of the mysterious Rat God (Chaotic Evil, domains Chaos, Destruction, and Evil). Typically, ratmen with class levels—particularly rogues or clerics—are considered superior to their brethren, even those larger than they.

### RATMAN GEAR

Ratmen’s goods are always stolen and in poor condition about 50 percent of the time. This reduces the resale value of the item by 50 percent, because the life of the item is about half of what one would expect. (Plus, it is difficult if not impossible to get the stench out of ratman leather armor and similar items.)

Ratmen love firearms and explosives if they can get their hands on them. They also like alchemical weapons, particularly tanglefoot bags. In addition, they use poison regularly and have developed their own sort of bomb (see below).

**Poison:** About one in every four ratmen uses poison on its melee weapons. Typically, this poison has a Fortitude save DC 13 and inflicts 1d3/1d3 points of Constitution damage. Ratmen like to use poison first, if available, and then follow it up with their disease attack.

**Festering Bombs:** Ratmen take an old, rancid hunk of meat mixed with fecal matter and put it in a stoppered bottle. This becomes a hurled grenadelike weapon that potentially affects

anyone within five feet of where it shatters. Potential victims must make a Fortitude saving throw (DC 11) or contract filth fever. While these weapons are dangerous to use, ratlings have found them most useful for sowing confusion in their enemies' ranks and lowering morale.

### RATMAN SOCIETY

Being decidedly chaotic creatures, ratmen have a hierarchy based entirely on size and brute force, although intelligence can come into play, as ratman intelligence is used almost exclusively toward refining personal power and tricks to overcome foes. In general, ratlords rule over ratlings, and ratbrutes over both types, although either an albino nature or class levels trumps size. Regardless, the leader in a squirming, screeching ratman nest is almost irrelevant anyway. Unless the leader is right there with them, ratmen just do whatever occurs to them at the time. Ratmen are easily cowed by a powerful nonratman leader but desert him quickly if he doesn't lead them into situations where they can steal and murder regularly.

Ratmen are greedy and selfish, callous and sadistic. They are also cowards who despise the idea of a fair fight, let alone one in which the odds are against them. They have no pride, no honor, and no compassion or even real camaraderie. They hate other ratmen and rats only slightly less than they hate every other living thing.

Ratman nests are foul, cluttered indoor midden heaps, usually underground. In a city (and they are rarely found elsewhere), ratmen normally dwell exclusively in or around a sewer. The lairs are intentionally confusing, cramped, and disorganized. The trash and muck in a ratman nest usually require a nonratman moving at greater than half speed to make a Balance check (DC 10). Failure means the character slips or trips and falls prone.

Ratmen like traps, but they are not engineers. Tripwires or spikes (sometimes poisoned) hidden among trash heaps placed in tunnels, or crumbling sewer walls rigged to topple if an intruder moves by are about as sophisticated as they get. Basically, they just use what's around them.

Ratmen never build, and they never create. All of their equipment is stolen. Their homes originally were meant to be something else. Even the spikes of their traps are stolen dagger blades. They literally would not know how to sharpen a stick to make a spike on their own—creation isn't in their nature. Nor is upkeep; if something is damaged, they keep using it if possible, and add it to the refuse in their nest if not, hoping to steal a new one soon.

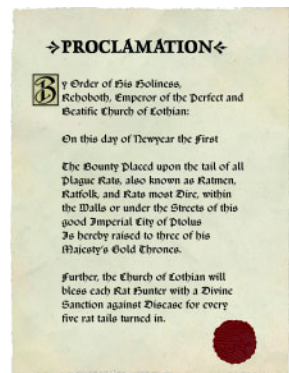
Ratmen have broods of dozens of young, most of which die early—some even killed and eaten by their own parents or others in the nest. Young mature extremely quickly. Ratmen typically live only to about ten years old at most.



### RATMEN IN THE PTOLUS CAMPAIGN

Ratmen serve a Ptolus DM as low-level adversaries and a default adventure hook. “There are ratmen in the sewers,” is a common claim, and it's true. A **bounty on ratman tails** is offered—they are fairly indistinguishable from dire rat tails, so unscrupulous bounty hunters can get paid for both. In any event, hunting ratmen is a fine way for low-level adventurers to spend their time getting used to dealing with delving below the city.

Ratmen offer the DM more than just that, however. They are, in a manner of speaking, both a “gateway monster” and a means to offer a continuous tie between adventures. As a “gateway monster,” a ratman hunt can turn into a number of different, larger adventures. Fighting ratmen can lead to encounters with the **cult of the Rat God**, which can lead to more adventures dealing with the chaos cults in the city . . . which can lead to adventures dealing with the **Forsaken** and even the **Fallen**. These creatures provide continuity: Among the chaos cultists, the Forsaken, the Fallen, or any other evil group in the city, one is likely to find a ratman or two among their ranks, either as servants or slaves or classed characters who act as equals among the nonratmen. Some say that a few of the nastiest assassins in the **Vai** are ratmen. Other rumors speak of ratbrutes of Huge or even greater size under the **Dark Reliquary** in the Necropolis.



*For a player handout regarding the bounty on ratman tails, see the Proclamation handout in PT7: Beneath the Streets.*

*Cult of the Rat God, PT5: page 390*

*The Forsaken, PT3: page 112*

*The Fallen, PT3: page 110*

*The Vai, PT3: page 139*

*Dark Reliquary, PT4: page 238*

Encounter rhodintor in the Vaults of the Rhodintor (PT7: page 453) and in the Undercity beneath the White House (PT5: page 334), as well as in the Night of Dissolution adventure.

### Rhodintor Staves

Some rhodintor carry staves of solidified fire. These +1 flaming staves allow the wielder to cast either fire shield or wall of fire once per day. A rhodintor can also use this staff to create a sixty-foot cone of fire that inflicts 8d6 points of fire damage (as cone of cold, but with fire), but doing so expends one of their once-per-day spell-like abilities. Anyone other than a rhodintor who attempts to use or wield one of these staves explodes in a twenty-foot-radius fireball that deals 6d6 points of damage.

Moderate evocation; CL 8th; Craft Wondrous Item, fire shield, fire ball, wall of fire; Price N/A

Craft chaositech, page 568

The rhodintor believe the Galchutt can accomplish their goal of destroying the world only by first destroying the lost Dreaming City of Dreta Phantas (PT7: page 457).



Night of Dissolution, PT2: page 60

## RHODINTOR

Medium Monstrous Humanoid

Hit Dice: 8d8+24 (60 hp)

Initiative: +2

Speed: 30 feet

Armor Class: 24 (+2 Dex, +9 natural, +3 shield), touch 12, flat-footed 22

BAB/Grapple: +8/+11

Attack: +12 melee (1d8+4, +1 battleaxe)

Full Attack: +12/+7 melee (1d8+4, +1 battleaxe) and +6 melee (1d6+1, head butt)

Space/Reach: 5 feet/5 feet

Special Attacks: Spell-like abilities

Special Qualities: Darkvision 60 feet, arcane aura, DR 5/magic, SR 20, resistance to fire 10, cold 10, electricity 10

Saves: Fort +5, Ref +8, Will +9

Abilities: Str 16, Dex 15, Con 16, Int 20, Wis 17, Cha 21

Skills: Concentration +14, Craft (chaositech) +13, Hide +12, Knowledge (arcana) +16, Knowledge (religion) +16, Listen +14, Move Silently +12, Spellcraft +18, Spot +14, Tumble +13.

Feats: Craft Magic Arms and Armor, Craft Wondrous Item, Power Attack

Environment: Any land and underground

Organization: Solitary or cabal (3–8)

Challenge Rating: 7

Treasure: Standard plus +1 battleaxe and +1 heavy steel shield

Alignment: Always chaotic evil

Advancement: By character class

Level Adjustment: —

Rhodintor are creations of the Galchutt. Known as “earthbound demons,” they are not outsiders or true demons at all. However, the distinction is virtually academic—they are every bit as devious, conniving, and brutal as actual demons.

Rhodintor are tall, wiry humanoids with lean, muscular bodies. Their heads are long and angular, topped with ramlike horns. Their legs bend backwards and end in cloven hooves.

The Galchutt created the rhodintor to be extremely intelligent and possessed of a powerful affinity for arcane magic. These stewards of the Galchutt's legacy are responsible for ensuring that the Night of Dissolution comes to pass.

In their pursuit of magic, the rhodintor take two paths. The first is called the Kravren. The

individuals that adopt this course possess magical abilities that enhance them physically and make them greater combatants. The second is called Sarycal, and those rhodintor have more traditional magical abilities. Although the statistics here assume that the rhodintor use battle axes and shields, some who follow the Sarycal path use staves made of solidified fire.

There are no physical or intellectual differences between rhodintor who choose different paths; any group of rhodintor is likely to have followers of both.

These “earthbound demons” have no leaders among themselves but do consider themselves superior to all other creatures except the Galchutt. For creatures of chaos, they work well together—all the better to serve their masters and their dread goal.

Rhodintor do not procreate. They are only creations of the Galchutt. Thus, despite their chaotic nature, they do not throw their lives away recklessly.

Rhodintor speak Common.

### COMBAT

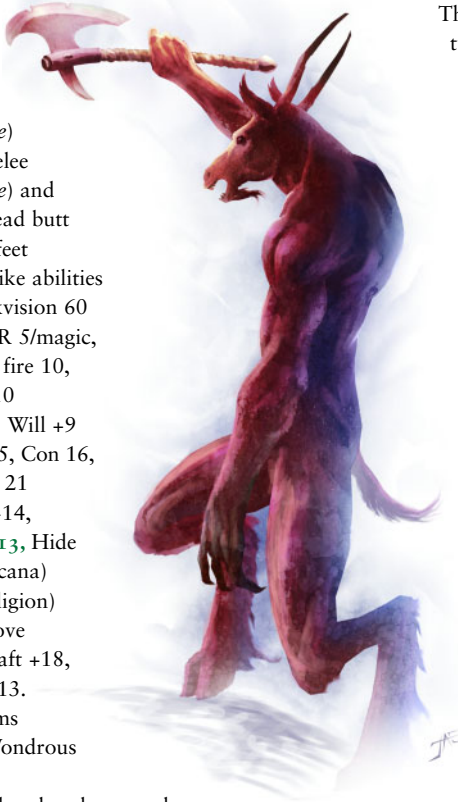
Rhodintor love combat, as they thrive on strife, pain, and suffering. If possible, a follower of the

Kravren path casts its spells upon itself before going into a fight, in particular *bull's strength* and *shield*. They do not hesitate to pause in the middle of a battle to use a spell-like ability if it will help them. The rhodintor who follow Sarycal rely mainly on their spell-like abilities in combat. In a mixed group, the Sarycal followers use their *lightning bolts* and *magic missiles* to cover their Kravren allies while they cast spells on themselves.

**Arcane Aura (Sp):** Rhodintor have *mage armor* active at all times. This effect can be dispelled, but they can simply renew it as a standard action. Caster level 8th.

**Spell-Like Abilities (Kravren):** At will—*true strike*; 2/day—*bull's strength*, *levitate*, *shield*; 1/day—*dispel magic*, *displacement*, *heroism*. Caster level 8th; save DCs are Charisma based.

**Spell-Like Abilities (Sarycal):** At will—*magic missile*; 2/day—*hold person*, *levitate*, *ray of enfeeblement*; 1/day—*dispel magic*, *lightning bolt*, *slow*. Caster level 8th; save DCs are Charisma based.



## RHODINTOR CHARACTERS

A rhodintor's favored class is sorcerer. A rare few followers of Kravren may take class levels of barbarian or fighter.

## SHAADOM

Large Outsider (Chaotic, Evil)

**Hit Dice:** 20d8+100 (190 hp)

**Initiative:** +3

**Speed:** Fly 50 feet

**Armor Class:** 27 (−1 size, +3 Dex, +12 natural, +3 deflection), touch 15, flat-footed 24

**BAB/Grapple:** +20/+31

**Attack:** +26 melee (2d6+7 plus poison, bite)

**Full Attack:** +26 melee (2d6+7 plus poison, bite) and +27 melee (1d8+3, 2 claws)

**Space/Reach:** 10 feet/10 feet

**Special Attacks:** Poison, chaos weaving, spell-like abilities, spells

**Special Qualities:** Chaotic nature, dire contact, SR 25, DR 15/law, **Galchutt qualities**

**Saves:** Fortitude +17, Reflex +15, Will +19

**Abilities:** Str 24, Dex 17, Con 20, Int 25, Wis 24, Cha 25

**Skills:** Bluff +30, **Chaos Surgery** +23, Concentration +28, Craft (alchemy) +30, **Craft (chaositech)** +23, Diplomacy +34, Intimidate +32, Knowledge

(arcana) +30, Knowledge

(the planes) +30, Knowledge

(religion) +30,

Listen +30, Search +30,

Sense Motive +30,

Spellcraft +32,

Spot +30

**Feats:** Combat Casting,

Empower Spell-Like

Ability (*lightning*

*bolt*), Multiattack,

Quicken Spell-Like

Ability (*lightning*

*bolt*), Silent Spell,

Spell Penetration,

Still Spell

**Environment:** Any

**Organization:** Solitary

**Challenge Rating:** 18

**Treasure:** Double standard

**Alignment:** Always chaotic evil

**Advancement:** 21–30 HD (Large)

**Level Adjustment:** —

The role of the shaadom (singular and plural) is that of the consummate chaos mage. A shaadom's spellcasting abilities are great, and its knowledge of chaos and its workings makes it a caster without peer. Shaadom use their knowledge of chaos to weave disorder and destruction into their spells,

making them difficult to resist and far deadlier than normal. Because they understand power on a scale beyond what most beings can imagine, they realize that far greater might exists than even they can wield. They lust after this might—the power to consume and destroy everything that does not serve their ends.

Among the Chaos Lords, the shaadom represent individuality taken to the ultimate extreme of selfishness and obsession. As such, they hate even each other and the other Galchutt and look upon them only as rivals and enemies—the same way they look upon all living things.

Fueled by hate, jealousy, lust, and greed, and centered around the acquisition of power, shaadom are most often found on their own individual quests. They are quick to utilize slaves gained through **chaositech enslavement**.

The hulking shaadom has two muscular arms that end in three-fingered hands. Its head is arachnoid with six eyes and a large, mandibled mouth. Its torso ends in a squirming mass of wide tentacles rather than legs. It floats just above the ground.

Like most of the major Galchutt, shaadom do not need to eat, drink, or breathe, and they speak only telepathically.

## COMBAT

A shaadom relies on its spells and spell-like abilities above all else. Physical combat is only a last resort. If possible, all offensive spells are woven with chaos (see next page).

**Chaotic Nature (Su):** All attacks made against a shaadom by non-Galchutt have a 10 percent miss chance. Spells cast by non-

Galchutt with a shaadom as the target or within the area have a 10 percent spell failure chance, regardless of their nature or whether they are arcane or divine. Other special abilities, like psionics, face similar failure chances. This nature also grants the shaadom a +3 deflection bonus to

Armor Class. Chaositech and mutations go unaffected by this chaotic nature.

**Dire Contact (Su):** A creature that attempts to speak to a shaadom telepathically or read its mind must make a Will saving throw (DC 27) or go permanently insane—normally becoming catatonic, as though *feble-minded*, but sometimes becoming homicidal. The creature must make the save again with each telepathic attempt. The save Difficulty Class is Charisma based.



*Misfiled in the City Library there lies a book called The Text of Awill Circlebreaker. Anyone who breaks the code in which this book is written can find that it contains the secret to awakening and summoning a shaadom.*

*Chaositech enslavement, page 567*

*Galchutt qualities, page 630*

*Chaos Surgery, page 569*  
*Craft (chaositech), page 568*

*Encounter a shaadom in the Caverns of the Galchutt (PT7: page 453) and the Dark Reliquary (PT4: page 276).*

*For other Galchutt monsters, see Chapter 6: Masters of Chaos in the Chaositech sourcebook. Screee and obaan (below) are particularly useful for the Ptolus Campaign.*





### Galchutt Qualities

All creatures with Galchutt qualities speak telepathically (and only telepathically). They can make themselves understood by any creature with an Intelligence score, with a range based on their Hit Dice.

HD	Range
1–10	100 feet
11–20	1,000 feet
20–25	2 miles
26+	20 miles

All Galchutt have energy resistance 20. They are immune to fear, stun, and daze effects. Their only weakness is force effects, which inflict 50 percent more damage than normal against them. (They cannot bear the pure order of raw, magical force.)

The Galchutt confer upon their worshippers the domains of chaos, destruction, and evil.

Detect chaositech, page 641

In the unlikely event that the player characters ever become friends with a skulk, they find he begins to look more solid and easier to see in their presence over time.



The skulk sign

**Poison (Ex):** The shaadom's bite injects a poison that inflicts 2d6 points of Intelligence as initial and secondary damage (Fortitude save, DC 25). The saving throw is Constitution based.

**Chaos Weaving (Su):** The shaadom can use a move action to weave chaos into a spell, making it much more difficult to resist. After a subject attempts a saving throw against the spell, there is a 10 percent chance that she fails the save regardless of the roll. If the spell offers no saving throw, the woven chaos makes it more difficult to dispel—the Difficulty Class of the level check needed to dispel the effect increases by +4.

**Spell-Like Abilities:** At will—the blessing of mutation\*, confusion, contagion, deeper darkness, desecrate, *detect chaositech*, detect good, detect law, detect mutation\*, dispel law, fear, greater chaositech enslavement\*, greater dispel magic, greater teleport, lightning bolt, and magic circle against law; 1/day—cloak of chaos, power word blind, power word kill, and power word stun.

These abilities are as the spells cast by an 18th-level sorcerer (save DC 17 + spell level).

**Spells:** Shaadom cast spells as 17th-level wizards. The Difficulty Class to resist all their spells is 17 + spell level.

\*Indicates a spell from Chapter 1: Chaos in the Chaositech sourcebook.

### SKULK

Medium Humanoid (Skulk), 3rd-Level Rogue

**Hit Dice:** 2d8+2 + 3d6+3 (24 hp)

**Initiative:** +8

**Speed:** 40 feet

**Armor Class:** 15 (+4 Dex, +1 natural), touch 14, flat-footed 11

**BAB/Grapple:** +3/+3

**Attack/Full Attack:** +7 melee (1d6, short sword)

**Space/Reach:** 5 feet/5 feet

**Special Attacks:** Sneak attack +3d6

**Special Qualities:** Darkvision 60 feet, evasion, trapsense +1, blur, greater invisibility, hide in plain sight, untrackable, mutable form

**Saves:** Fort +2, Ref +10, Will +2

**Abilities:** Str 10, Dex 19, Con 12, Int 12, Wis 12, Cha 6

**Skills:** Escape Artist +12, Hide +18\*, Knowledge (local) +14\*, Listen +6, Move Silently +18\*, Open Lock +12, Spot +6, Tumble +11

**Feats:** Dodge, Improved Initiative, Weapon Finesse

**Environment:** Any land and underground

**Organization:** Solitary or band (3–8)

**Challenge Rating:** 5

**Treasure:** Standard

**Alignment:** Usually neutral

**Advancement:** By character class

**Level Adjustment:** +7

The skulks are by their very nature difficult to define. According to their own histories, they were once human or at least humanoid, with nothing in common other than the fact that they were the ignored, the forgotten, and the disenfranchised. So great was the power of others' disregard, that the skulks literally faded into the shadows.

Today they are nocturnal creatures that live within the cities of civilized cultures, but are not a part of those cultures. In fact, most people are unaware of their existence. Those who do know of skulks generally think poorly of them, believing them to be cowards, voyeurs, thieves, and serial murderers.

In the rare instance when they are seen, skulks look like hairless, almost featureless humanoids with slender, graceful forms. Many have described them as being transparent or taking on the colors and textures of their surroundings, but this is a misconception based on the observer's inability to focus on the skulk. It is possible to be having a conversation with a skulk and lose track of exactly where it is. The creatures exude a powerful aura that compels others to ignore them; this aura transcends magical enchantments, as it affects even mindless undead and constructs.

Despite what some claim, skulks are not a race. Each individual skulk has become a skulk on his own. They do not appear to age (some claim that even time cannot find them, if they do not want to be found) or retain gender. Skulks have names that are just a fraction of the names they were born with. So, Nasel Turgoun becomes "Nas," and Yurshimin Delese becomes "Shim." Skulks speak Common.

The statistics here are for a skulk who is also a 3rd-level rogue, because no skulk in Ptolus has fewer than three class levels of rogue.

### COMBAT

To say that skulks avoid combat is to understate dramatically. If confronted with a hostile foe, they leave, using invisibility, Mobility, and the Tumble and Hide skills. They typically do not even carry weapons. However, if the foe greatly wronged them or hurt them in some way, the skulk will return when least expected with three or four others, each armed with a poisoned short sword to make short work of the opponent with sneak attacks.

**Blur (Su):** Because it is so difficult to focus on them, skulks enjoy a continual blur effect, giving all attacks made against them a 20 percent miss chance.

**Greater Invisibility (Su):** Skulks can become invisible as the spell *greater invisibility* at will. Caster level 7th.

**Hide in Plain Sight (Ex):** A skulk can hide while being watched, and even when there is nothing to hide behind. A skulk can hide even



when watched by a crowd in an empty, brightly lit room. This may seem redundant with the ability to become invisible, but hiding in plain sight allows skulks to hide even from those who can negate their invisibility magically.

Further, a skulk can hide even from creatures with blindsight, tremorsense, or any other special senses, because the skulk's ability to hide comes from its ability to be ignored.

**Mutable Form (Ex):**

Skulks can slip through any opening that is at least three inches wide. This ability grants them a +8 bonus on Escape Artist checks.

**Sneak Attack (Ex):**

When flanking an opponent, or any time an opponent is denied his Dexterity bonus to Armor Class, the skulk can make a sneak attack, adding +1d6 points of damage to the attack. To make a ranged sneak attack, the skulk must be within thirty feet of its foe. This damage bonus stacks with sneak attack damage bonuses gained from class levels or other abilities.

**Untrackable (Ex):**

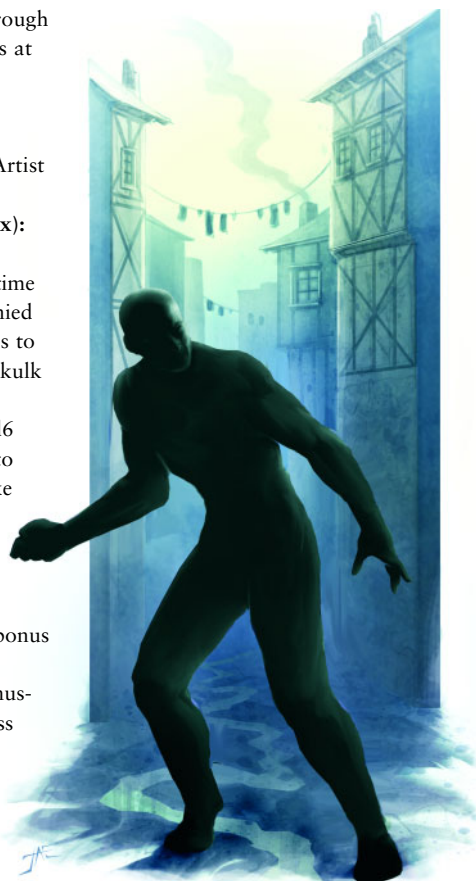
Those trying to track a skulk must add +20 to the Difficulty Class of the attempt. Skulks have no odor and cannot be located or tracked using the Scent ability.

\* **Skills:** Skulks receive a +8 racial bonus to Hide and Move Silently checks as well as Knowledge (local) checks, because of all they see as they skulk about the city.

**SKULK SOCIETY**

Skulks operate as spies, scouts, and information gatherers. To those rare few who know how to find the skulks and interact with them, they can provide vast amounts of information. They have embraced and even capitalized on the fact that no one notices them. They wander about the city, *watching*. They know almost everything that's going on, and when they don't, it's a rather simple matter for them to find out.

In a few places around the city such as **Skulk Alley** in Oldtown, they place their mark (see illustration). The **skulk sign** is usually found in alleyways or other out-of-the-way places, and it is generally inscribed so subtly that one must make a Search check (DC 20) to find it—and that's assuming one is looking. At these marked spots, skulks sometimes gather and exchange information. Even when they are not meeting, they keep



an eye on these sites; a nonskulk who stands in front of the symbol at night can expect to be approached within an hour by an inquiring skulk who assumes the character wants to make some kind of information exchange.

Because they don't value coinage much, skulks would rather be paid in magic items—particularly curative potions, ability-enhancing items, or things that aid their own sneakiness. They like poisons as well. Also of interest to them are promises for favors later, such as magical healing when they need it. However, they will never suggest the latter themselves, for they never assume that a nonskulk will honor such a deal or even remember them later.

Skulks typically steal what they need, but despite their reputations they do not steal much. They do not use equipment or even clothing, and they eat very little.

Decades (maybe centuries) of being ignored has affected the skulks psychological-

ly. They assume that no one could ever care about their well-being. They also assume that nonskulks forget about them as soon as they part company. Some skulks, over time, grow bitter and even malevolent due to their lot in life.

Skulks are very unemotional, but they harbor a strong sense of loyalty to their friends (usually other skulks) and a powerful sense of gratitude toward anyone who would help them.

**SKULK CHARACTERS**

A skulk's favored class is rogue. In fact, no skulk has ever been known to take levels of another class, although a skulk rogue/assassin or even a skulk rogue/shadowdancer is possible. Skulk characters have +4 Dexterity, +2 Constitution, +2 Wisdom, and -4 Charisma.

*Skulk Alley, PT5: page 334  
Skulk sign, page 630*

**DM TIPS**

*When roleplaying a skulk, the DM should not whisper, but talk so softly that the players must strain to hear it. When interacting with PCs, skulks come and go unnoticed; when they do appear, they always seem as though they have been there for some time but simply weren't noticed.*

*Skulks may gather in shadowy alleys in the surface city, but they live in extremely well-hidden and difficult-to-reach lairs below the city.*

*This is substantially different from other versions of the skulk that you may have read. The only similarities are the name and the fact that it's hard to see them!*

*Encounter skulks in Skulk Alley in Oldtown and in areas of the Undercity such as Ravenstroke (PT7: page 422) where some particularly malign members of the race dwell.*

The Wintersouled sometimes like to call themselves "saints of death." A set of large stained-glass windows in the Dark Reliquary depicts them (see PT4: page 244).

Legend says that in the earliest days of the world, the veil between life and death was inviolate. There were no such things as "undead." It was the Galchutt—or, rather, the Vested of the Galchutt—who tore this veil asunder. The first spirits to cross over from death into the land of the living were the Wintersouled.

Today, Shigmaa Irretharm of the Forsaken is the Herald of the Wintersouled (see PT4: page 270).



Encounter the Wintersouled in the deep levels of the Dark Reliquary (PT4: page 272).

Dark Reliquary, PT4: page 238  
Forsaken, PT3: page 112

Waking key, PT4: page 270

## WINTERSOULED

Medium Undead (Incorporeal)

Hit Dice: 20d12 (130 hp)

Initiative: +9

Speed: 40 feet, fly 80 feet (perfect)

Armor Class: 22 (+5 Dex, +7 deflection), touch 22, flat-footed 17

BAB/Grapple: +10/—

Attack/Full Attack: +15 melee (1d8 plus energy drain, incorporeal touch)

Space/Reach: 5 feet/5 feet

Special Attacks: Energy drain, create spawn, control undead, spell-like abilities, spells

Special Qualities: Darkvision 60 feet, incorporeal traits, +2 turn resistance, immune to cold, sunlight powerlessness, undead traits, unnatural aura

Saves: Fort +6, Ref +13, Will +18

Abilities: Str —, Dex 20, Con —, Int 20, Wis 19, Cha 25

Skills: Concentration +23, Hide +28, Intimidate +30, Knowledge (arcana) +28, Knowledge (history) +28, Knowledge (religion) +20, Listen +25, Search +25, Spellcraft +28, Spot +25

Feats: Craft Wondrous Item, Heighten Spell, Improved Initiative, Iron Will, Lightning Reflexes, Maximize Spell, Spell Focus (necromancy)

Environment: Any land and underground

Organization: Solitary or conclave (3–12)

Challenge Rating: 16

Treasure: Double normal

Alignment: Always lawful evil

Advancement: By character class

Level Adjustment: —

Oldest of all the undead—arguably oldest of anything that still walks the world (with the exception of perhaps a few gods)—the dread Wintersouled represent the epitome of coldness and contempt. They hate all that lives and remain in the world of the living only so that one day they can see it all destroyed by those they revere in secret whispers: the Galchutt.

The Wintersouled are responsible for building the **Dark Reliquary** and creating the organization known as the **Forsaken**.

Currently, however, all the Wintersouled known to still exist sleep below the Dark Reliquary, awaiting the time when the Galchutt will rise again and destroy the world and all that lives within it. One living creature, called the Herald of the Wintersouled, at any given time is entrusted with the **waking key**, a minor artifact that can awaken the Wintersouled early. It can also summon one for a single hour every year and a day. The Herald has the blessing of the



Wintersouled, which grants him or her immunity to cold, negative energy (including level drain), and death effects.

Wintersouled appear to be nearly invisible humans with billowing, tattered, but voluminous cloaks. Their faces are obscured, but their eyes are pinpricks of yellow hatred. A Wintersouled is roughly human-sized and weightless.

## COMBAT

A Wintersouled first and foremost uses servants to fight for it. If that is not to be, then it wields its spells. Melee combat becomes only a last resort. In close combat, a Wintersouled attacks with its numbing, life-draining touch. It makes full use of its incorporeal nature, moving through walls, ceilings, and floors as it attacks.

**Energy Drain (Su):** Living creatures hit by a Wintersouled's incorporeal touch attack gain two negative levels. Removing a negative level requires a Fortitude save (DC 27). The save DC is Charisma based.

For each such negative level bestowed, the Wintersouled gains 5 temporary hit points.

**Create Spawn (Su):** Any humanoid slain by a Wintersouled becomes a spectre in 1d4 rounds. These spawn are under the command of the Wintersouled that created them and remain enslaved until its destruction. They do not possess any of the abilities they had in life.

**Control Undead (Su):** All undead, regardless of Hit Dice, obey the commands of one of the Wintersouled.

**Spell-Like Abilities (Sp):** At will—*darkness, desecrate, true seeing*; 3/day—*create undead, unholy blight*; 1/day—*blasphemy, create greater undead, unholy aura*.

**Spells:** Every Wintersouled casts spells as a 14th-level sorcerer (6/8/8/8/7/7/6/4, save DC 17+ spell level, 18 + spell level if necromancy).

7th—*finger of death*.

6th—*circle of death, disintegrate*.

5th—*blight, cone of cold, magic jar*.

4th—*bestow curse, phantasmal killer, scrying, shout*.

3rd—*dispel magic, lightning bolt, stinking cloud, suggestion*.

2nd—*ghoul touch, mirror image, shatter, spectral hand, whispering wind*.

1st—*charm person, expeditious retreat, magic missile, ray of enfeeblement, shield*.

0—*arcane mark, dancing lights, detect magic, detect poison, ghost sound, light, mage hand, prestidigitation, touch of fatigue*.

**Unnatural Aura (Su):** Animals, whether wild or domesticated, can sense the unnatural presence of a Wintersouled at a distance of thirty feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

**Sunlight Powerlessness (Ex):** Wintersouled are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A Wintersouled caught in sunlight cannot attack and can take only a single move or attack action in a round.

## ZAUG

Large Outsider (Chaotic, Evil, Extraplanar)

**Hit Dice:** 12d8+84 (138 hp)

**Initiative:** +0

**Speed:** 20 feet, fly 30 feet (clumsy)

**Armor Class:** 19 (–1 size, +10 natural), touch 12, flat-footed 19

**BAB/Grapple:** +12/+20

**Attack:** +18 melee (1d8+7 plus disease, claw)

**Full Attack:** +18 melee (1d8+7 plus disease, 2 claws) and +13 melee (2d6+3 plus disease, bite)

**Space/Reach:** 5 feet/10 feet

**Special Attacks:** Spell-like abilities, disease, corruption spew

**Special Qualities:** Chaotic nature, revulsion, corrupt healing, spell resistance 22, dire contact, **Galchutt qualities**

**Saves:** Fortitude +17, Reflex +10, Will +12

**Abilities:** Str 24, Dex 10, Con 25, Int 8, Wis 14, Cha 15

**Skills:** Concentration +22, Intimidate +17, Knowledge (arcana) +9, Knowledge (the planes) +9, Listen +19, Move Silently +10, Search +14, Spot +19

**Feats:** Alertness, Combat Reflexes, Great Fortitude, Iron Will, Lightning Reflexes

**Environment:** Any

**Organization:** Solitary

**Challenge Rating:** 13

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 13–18 HD (Large); 19–24 (Huge)

**Level Adjustment:** —

Least among the Galchutt (except for the **Elder Brood**), the zaug seethe with disease and corruption. Covered in lethal wounds that never heal yet

*Legends from the most ancient days of Praemal speak of a forbidden place that today is lost in the remote reaches of Ren Tehoth. This place is known as the Shrine of the Despoiler. The legends speak of a horrific god living at the center of this temple that was nothing more than a mound of decaying flesh that spewed forth corruption and bile. This god seemed unkillable, as its very nature was to revel in damage done to the flesh. Those few today who know anything of Galchutt lore recognize this “god” as a zaug.*

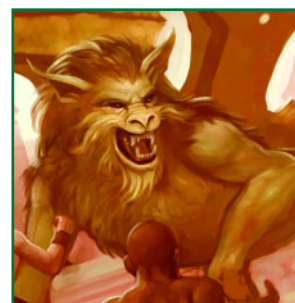
*Galchutt qualities, page 630*

*Elder Brood, page 634*

## OTHER MONSTERS IN PTOLUS

Almost all monsters from the MM can be used as-is in the Ptolus Campaign, with the following special exceptions:

- Dinosaurs are very rare, usually the result of magical conjuration.
- Derro and duergar do not exist in the world of Praemal at all. Nor do deep dwarves, aquatic elves, grey elves, wild elves, wood elves, svirfneblin, tallfellows, or deep halflings (basically, all “subrace” versions of standard races).
- Hobgoblins, kobolds, troglodytes, and gnolls are not common to the region around Ptolus, but they do exist in the world (hobgoblins to the far southeast, gnolls to the southwest, troglodytes to the far south, and kobolds in the Dragonsbirth Mountains).
- For obvious reasons, such creatures as dryads, sprites, treants, frostworms, remorhaz, and winter wolves are not typically found in a city setting of temperate climate.
- Merfolk and satyrs do not live anywhere near Ptolus (although tritons do).
- Ankhegs, bulettes, rocs, and yrthaks are very rare in Ptolus, but more common in the lands surrounding the city.
- There is not a strong distinction made between demons and devils in Ptolus. For more information, see “Demons and Devils” on page 63 of “Cosmology and Religion” in PT2.
- Lastly, remember that all extraplanar monsters, such as celestials, demons, elementals, and so on are either summoned (and therefore temporary) or called (and therefore trapped here permanently).



*Encounter zaug in the Caverns of the Galchutt (PT7: page 453) and in the Dark Reliquary (PT4: page 274).*

*Abthoth the Unclean is lord of the zaug and is revered by the Plagueborn.*

**The Elder Brood**  
*The least among the Galchutt are known collectively as the Elder Brood. The brood comprises about half a dozen different races. Two of them, the obaan (shown below) and the sscree, are described in Chapter 6 of the Chaositech sourcebook. Like the zaug, the Elder Brood are the sworn enemies of the Harrow elves, for their role in corrupting their Elder Elf ancestors.*



*Detect chaositech, page 641*

never slay, teeming with diseases and poisons that fester and grow, and filled with parasites and vermin that feed on its ever-regenerating flesh, a zaug is a horrible creature to behold.

The zaug's focus lies with decay and rot. It is corruption given form—the slow, lingering death of disease and decomposition. It dwells alone, usually in a lair filled with decaying bodies, festering illnesses, and vermin of all types. It is not guileful or subtle, neither devious nor quick. The zaug is a carrier of wretched disease that can spew forth unmitigated corruption when it wishes.

A zaug is a grossly obese humanoid with no hair. It has a wide, toothy mouth, claws for hands, and short horns on its head. Some zaug have vestigial, rotted wings. Sores oozing pus and bile cover their fat flesh. Much of their skin hangs off of them, pocked with holes from which intestines and other guts spill out, spurting fluid.

Like most of the major Galchutt, zaug do not need to eat, drink, or breathe, and they speak only telepathically.

### COMBAT

The zaug attacks belligerently and relentlessly, but it does not hurry toward its foes. It never uses ambushes or anything even resembling tactics. It simply shuffles toward a potential foe and attempts to infect it with its disease-ridden attacks. Once it chooses a foe, it does not give up until either it or the foe is dead. It never fears for its own life.

**Chaotic Nature (Su):** All attacks made against a zaug by non-Galchutt have a 10 percent miss chance. Spells cast by non-Galchutt with a zaug as the target or within the area have a 10 percent spell failure chance, regardless of their nature or whether they are arcane or divine. Other special abilities, like psionics, face similar failure chances. This nature also grants the zaug a +3 deflection bonus to Armor Class. Chaositech and mutations go unaffected by this chaotic nature.

**Dire Contact (Su):** A creature that attempts to speak to a zaug telepathically or read its mind must make a Will saving throw (DC 18) or go permanently insane—normally becoming catatonic, as though *feble-minded*, but sometimes becoming homicidal. The creature must make the save again

with each telepathic attempt. The save Difficulty Class is Charisma based.

**Revulsion (Su):** Non-outsiders who look upon the zaug must make a Will saving throw (DC 18) or become either nauseated (50 percent chance) or shaken (50 percent chance) for 1d4 rounds. A shaken character suffers a –2 penalty on attack rolls, saving throws, skill checks, and ability checks. Nauseated creatures cannot attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action they can take is a single move action per turn, plus free actions (except for casting quickened spells). Once a character makes a save against this revulsion (successful or not), he or she need not attempt one again for twenty-four hours. The save Difficulty Class is Charisma based.

**Disease (Ex):** The claws, bite, and even the spew of the zaug carry devil chills (as described in Chapter 8: Glossary of the DMG).

**Corruption Spew (Su):** Five times per day, the zaug can breathe a sixty-foot cone of horrific corrosive spew filled with rotting flesh, disease, poison, and even such disgusting vermin as maggots, worms, and flies. The spew inflicts 10d6 points of acid damage (Reflex save, DC 23, for half). Further, anyone failing the save must make an additional Fortitude save to avoid contracting devil chills, as well as a Will save to avoid revulsion, as described above (even those who have made saves against the revulsion previously must attempt another or be affected again). The save Difficulty Class is Constitution based.

**Corrupt Healing (Su):** The zaug's corrupt nature allows it to instantly regenerate all damage inflicted upon it. The only thing that can harm a zaug is positive energy: healing spells. Positive energy spells deal as much damage to a zaug as they normally would heal a nonzaug.

**Spell-Like Abilities:** At will—*chaositech enslavement\**, *contagion*, *deeper darkness*, *desecrate*, *detect chaositech*, *detect good*, *detect law*, *fear*, *greater teleport*, *magic circle against law*, *stinking cloud*, and *summon swarm*; 1/day—*chaos hammer*. Caster level 15th. The save DCs are Charisma based (save DC 12 + spell level).

\* Indicates a spell from Chapter 1: *Chaos in the Chaositech sourcebook*.





## MAGIC

From technology-related spells to new clerical domains and more, this chapter presents magic options suitable for the Ptolus Campaign.



**M**agic is an important part of Ptolus, and the magic found there is often new and strange. This chapter discusses the concept of soul magic and presents spells useful to the mages of the city. It also contains a listing of all the new magic items presented for Ptolus.

### SOUL MAGIC

The power of magic stirs in the world with an intelligence and a soul all its own. The most powerful arcanists know this and grow familiar with magic's own mind and spirit. The key to the power of this magical soul lies in words. That is why verbal components, written scrolls, spellbooks, runes, symbols, glyphs, power words, and similar communicative forms lie at the heart of magic. Some arcanists stumble upon a way to tap into the heart of magic's essence to fashion single, whispered words. This method, called soul magic, relies on the belief that there is indeed a sentience behind magic itself.

Soul magic is a term that describes a specific sort of spell and the effects it creates. Soul magic spells are sentient, intelligent **spells that want to be cast**. They are always found encoded in symbols or other writing, similar to scrolls. However, any surface can hold a soul magic spell: a wall, the pages of a book—even **an old tooth**. Because of their need to be cast, one cannot learn them, prepare

them, or copy them into spellbooks. Once a soul magic spell gets inside you, you simply *must* cast it.

As with any spell, the power of soul magic spells varies. The important thing to remember, however, is that **any arcane spellcaster of any level can use one**. Soul magic spells rarely communicate other than to relate their powers (and then only if they feel like it—soul magic spells vary in personality, and some seem quite capricious). Their only goal is to be cast, which allows them to join once again with the universal power of magic itself. They revel in arcane strength and rejoice in all its forms.

Unless the effects of the spell are aligned, all soul magic spells are true neutral in alignment.

### CREATING AND USING SOUL MAGIC

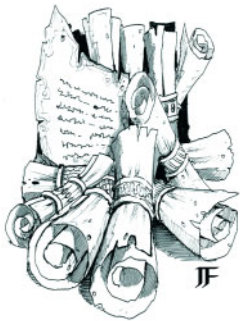
The key to creating a soul magic spell lies in encoding it into symbols. To do so requires time and a vast amount of power in the form of experience points. So great is the cost, in fact, that most truly magnificent soul magic spells are created by beings with a lot of personal power—deities and similar entities. What's more, it's a cost the creator pays for someone else: casters cannot use the soul magic spells they create. One devotes a small part of one's own soul when creating one of these spells, but casting it requires part of yet another soul. The fusion of these powers fuels the soul magic.



*Since Ptolus is the home of the Inverted Pyramid, the most infamous and powerful collection of spellcasters in the world, it almost goes without saying that magic is one of the foundations upon which the city itself is built.*

*A soul magic spell etched into an orc's tooth might set the Demon God Ochremeshk free in the Dark Reliquary (see PT4: page 256).*

*For many, extemporaneous soul magic spells are extremely dangerous to use—one spell could wipe an arcanist's mind.*



*Temple of Asche, PT5: page 378  
Temple of Teun, Mother of All Machines, PT5: page 395*

*A soul magic spell found in Alchestrin's Tomb (PT4: page 232) can take the characters to Jabel Shammar.*

*Wealthy residents of the Nobles' Quarter make use of spellcasters as house mages, security mages, and show mages (PT5: page 282).*

### DM TIPS

*DMs should feel free to use soul magic throughout Ptolus. It does a nice job of representing mysterious, powerful, and even dangerous magic beyond the common, everyday spells found in the Core Rules.*

*Temple Observatory of the Watcher of the Skies, PT5: page 389*

Soul magic spells are intelligent and have mental ability scores, all of which are always at least 10. They have somatic and verbal components, but never material components.

Most casters are far more likely to use soul magic than to create it. Casting a soul magic spell is a standard action. Caster level and ability scores do not affect the spell: Only the spell's level and ability scores matter. For example, a 4th-level spell with a Wisdom bonus of +4 has a saving throw Difficulty Class of 18, no matter who casts it. When a caster level is needed, the spell uses its lowest ability score instead of its level (so the minimum is 10). Since it is the spell that determines its parameters (range, duration, etc.), there is no level requirement for casters to cast soul magic spells—only that they have the ability to cast arcane spells. (Thus, each and every gnome has the ability to cast one, just by virtue of the cantrips they all know.)

When creating unique soul magic effects, the DM should always make them a little different from standard spells—soul magic should feel strange, and the differences give the DM an opportunity to increase the spell effects slightly. Although soul magic spells ought to match up generally with other spells of their level, they should prove slightly more powerful. Feel free to tailor soul magic to fit the circumstances of a particular setting or adventure.

There are three distinct types of soul magic.

**Imperative soul magic** preys upon the intelligence of others to entice them to cast the spell. An arcane caster within ten feet of an encoded soul magic spell must make a Will saving throw (DC 10 + soul magic spell's level + spell's Charisma bonus). On a failure, the symbols and runes that make up the spell swirl up and around the caster, compelling her to cast it immediately. There is no cost to the caster to do so—simply a full-round action.

Imperative soul magic effectively becomes a trap. Say a powerful elemental creature has been sealed in a pit, imprisoned forever. The creature labors over the centuries to encode an imperative soul magic spell to free it. Then it waits for an arcane caster to come along, feel the compulsion of the spell's will, and cast the spell.

Once an arcane spellcaster makes a successful saving throw to resist the compulsion of the imperative spell, she need not make another—she remains immune to the compulsion. She can still willingly cast the spell, but she does so as if it were a declamatory soul magic spell (see below).

**Declamatory soul magic** is more akin to a normal spell. It draws a little of its power from the caster's soul, however. Each declamatory soul magic spell temporarily damages the caster's Intelligence, Wisdom, or Charisma score, drawing power from the caster where the spell is most deficient. If there is a tie for the spell's lowest ability score, the creator simply chooses. The ability damage to the caster is 1d6 plus the spell's

level, minus the bonus of the lowest of the spell's three ability scores.

**Extemporaneous soul magic** is stored magical power that is not encoded for a specific effect. Each is almost like a *wish*—although at varying levels (a 5th-level extemporaneous soul magic spell allows a caster to produce an effect equivalent to that of a 5th-level spell or lower, for instance). This casting draws power from the caster in the same way as declamatory soul magic, except that the ability damage is equal to 2d6 plus the spell's level, minus the bonus of the lowest of the spell's three ability scores.

## CLERICAL DOMAINS

The priests of Ptolus have access to five clerical domains not normally available to clerics in the game: Civilization, the Future, Light, Sleep, and Technology. These domains are important to such major deities in the Empire as Asche, God of Cities; Gaen, Goddess of Light; Teun, Mother of All Machines; and the Watcher of the Skies.

In this section, an asterisk (\*) indicates a spell detailed later in this chapter.

## CIVILIZATION

**Deities:** *Asche, God of Cities*; Mocharum, God of Dwarves; Ollom, God of the Keg; *Teun, Mother of All Machines*.

**Granted Power:** You enjoy a +2 circumstance bonus on Gather Information checks made while in a settlement of at least one hundred people.

### Domain Spells

- Sanctuary:** Opponents can't attack you, and you can't attack.
- Calm emotions:** Calms creatures, negating emotion effects.
- Glibness:** You gain a +30 bonus on Bluff checks, and your lies can escape magical discernment.
- Discern lies:** Reveals deliberate falsehoods.
- Commune with the city\*:** You know the general status of a city's population and can find and communicate with anyone in it.
- Guards and wards:** Array of magic effects protect an area.
- Mass suggestion:** As *suggestion*, plus one subject per level.
- City transport\*:** You can teleport anywhere in a city every other round.
- Lord of the city\*:** You know the general status of a city's population, are aware of major issues and threats, and can find and communicate with anyone in it.

## THE FUTURE

**Deities:** Aldinach, the Goddess of the Moons; Niveral, God of Secrets; *Watcher of the Skies*.

**Granted Power:** Once per day you experience a momentary glimpse of your future, allowing you to add half your cleric level (minimum +1) to a Reflex saving throw of your choosing, or to your Armor Class against a single attack. The decision to use this power must come before resolving the relevant save or attack roll. This is a divinatory effect.

#### Domain Spells

- 1 *True strike:* Confers a +20 bonus on your next attack roll.
- 2 *Augury:* Shows whether an action will be good or bad.
- 3 *Will of the gods\*:* Foretells the gods' opinion on a matter.
- 4 *Divination:* Provides useful advice for specific proposed actions.
- 5 *Peer into the future\*:* You look at a random moment in your possible future.
- 6 *Aid from the future\*:* Your future self aids you in the present through hit point and spell transfer.
- 7 *Futuresight\*:* You look at a random moment in a creature's possible future.
- 8 *Moment of prescience:* You gain an insight bonus on single attack roll, check, or save.
- 9 *Foresight:* "Sixth sense" warns of impending danger.

## LIGHT

**Deities:** Ardaen, Dead God of Light; **Gaen, Goddess of Light**

**Granted Power:** With a touch, you can infuse a creature with light. This is a spell-like ability that you may use once per day. After your successful melee touch attack (using the rules for touch spells), there is a burst of light. Creatures with any light vulnerability or aversion are affected as if by the kind of light to which they are vulnerable, regardless of light conditions.

The effect lasts for one minute per your cleric level, even if the creature moves away into the darkness. If the creature normally would be destroyed in light (like a vampire), roll 1d6 per your cleric level. Should the total at least equal the creature's current hit points, it is destroyed.

#### Domain Spells

- 1 *Illuminated weapon\*:* Weapon imposes a -2 penalty to attacks, saves, and checks upon undead struck.
- 2 *Heartglow\*:* All evil creatures within 10 feet suffer a -1 penalty on all attack rolls, saving throws, and checks.
- 3 *Searing light:* Ray deals 1d8 points of damage per two levels, and more against undead.
- 4 *Shield of light\*:* Grants +2 armor bonus and a +1 enhancement bonus to Armor Class per three caster levels, undead cannot attack.

- 5 *Blazing light\*:* Ray inflicts 1d8 points of damage per caster level, and more against undead.
- 6 *Waves of light\*:* Holy energy inflicts 1d6 points of damage per two levels and other effects.
- 7 *Sunbeam:* Beam blinds and deals 4d6 points of damage.
- 8 *Sunfire tomb\*:* Imprisons target in the sun.
- 9 *Wellspring of soul's light\*:* Inflicts 10d6 points of damage on all evil creatures and summons one 10th-level paladin per four caster levels.

## SLEEP

**Deities:** Aldinach, Goddess of the Moon; Phoeboul, God of Dreams.

**Granted Power:** You can see the current dream of any creature you touch.

#### Domain Spells

- 1 *Sleep:* Puts 4 HD of creatures into magical slumber.
- 2 *Deep Slumber:* Puts 10 HD of creatures to sleep.
- 3 *Ray of Exhaustion:* Makes subject exhausted.
- 4 *Dream:* Sends message to anyone sleeping.
- 5 *Symbol of Sleep:* Triggered rune puts nearby creatures into catatonic slumber.
- 6 *Nightmare:* Sends vision dealing 1d10 points of damage, fatigue.
- 7 *Vision:* As *legend lore*, but quicker and strenuous.
- 8 *Temporal Stasis:* Puts subject into suspended animation.
- 9 *Weird:* As *phantasmal killer*, but affects all within thirty feet.

## TECHNOLOGY

**Deities:** Baal hazor, Demon God of Technology; the Iron God; **Teun, Mother of All Machines;** and Tevra, the Clockwork Goddess.

**Granted Power:** You gain a +2 competence bonus on Knowledge or Craft checks that apply to technological devices. You also gain automatic proficiency with firearms.

#### Domain Spells

- 1 *Identify device\*:* Reveals a nonmagical device's most basic function.
- 2 *Lock and load\*:* Caster loads a firearm with a move action.
- 3 *Repair device\*:* One broken or disabled device is restored.
- 4 *Conjure device\*:* Summons a device for 1 round per level.
- 5 *Explosive shot\*:* Firearm inflicts damage in a ten-foot spread.
- 6 *Heartseeking shot\*:* Firearm ignores armor and inflicts criticals.

*Just as you can incorporate new deities from other sources, so too can you pull in new domains of magic. Adding new clerical domains to the Ptolus Campaign should be limited only by the DM's preference.*

*Although people are always quick to talk about the arcanists in Ptolus, the city also is home to many powerful divine spellcasters. Considering all the temples in the Temple District, clerics likely outnumber wizards and sorcerers combined within Ptolus.*



*Read about Phoeboul and the setting's other deities in PT2, pages 68–70.*

*Temple of Gaen, PT5: page 385*

*Temple of Teun, Mother of All Machines, PT5: page 395*



## MAGIC ITEMS

Dozens of magic weapons, rings, staves, wondrous items, and artifacts were introduced in sidebars throughout the Ptolus PDFs; the item descriptions appeared near their owners' stats for your convenience. This section, organized by category, indexes all the new magic items presented in all PT books.

### Weapon Properties

Magnetic: page 562

Rapid fire: page 562

Silent: page 562

### Weapons

Ankh of Justice: PT2, page 67

Demon gun: page 563

Flayer pistol: page 563

Hadrien's daggerwand:

PT4, page 195

Hungersword: PT3, page 98

Korben's beastblade:

PT5, page 361

Mara's mace: PT2, page 67

Sheva's sword: PT4, page 223

Song of death: page 563

Stunning bolt: PT3, page 136

### Staves

Rhodintor staves: page 628

### Rings

Quaan bone ring: PT3, page 131

Skullring: PT4, page 195

(cont'd on the next page)



One can use a rare material called aethel to create magic items; see PT2, page 45. Vallis also can be used; see PT2, page 47.

- 7 *Create device*\*: Creates a permanent device.
- 8 *Conveyance*\*: Creates a technological flying vehicle.
- 9 *Cannons of heaven*\*: Summons cannons that bombard an area for 10d6 points of damage for 1 round/level

## SPELL LIST

Obviously, there are hundreds of spellcasters in Ptolus. Here is a list some of the spells in common use among them, described in this chapter.

### Bard Spells

- 0 **Detect Chaositech**: Sense the presence of chaositech devices.
- 1 **Assess Creature**: Determine the Hit Dice of one creature.
- 1 **Identify Device**: Reveals nonmagical item's most basic function.
- 4 **Conjure Device**: Summons a device for 1 round per level.
- 6 **City Transport**: You can teleport anywhere in a city every other round.
- 6 **Commune With the City**: You know the general status of a city's population and can find and communicate with anyone in it.

### Cleric Spells

- 0 **Assess Creature**: Determine the Hit Dice of one creature.
- 0 **Detect Chaositech**: Sense the presence of chaositech devices.
- 1 **Identify Device**: Reveals nonmagical device's most basic function.
- 2 **Siphon**: Refuel chaositech device from chaos storage cube safely.
- 3 **Create Firestone**: Conjures a stone that burns hotly for one day.
- 3 **Deadly Carrier**: Caster becomes immune to a disease he carries but twice as contagious.
- 3 **Will of the Gods**: Foretells the gods' opinion on a matter.
- 5 **Peer Into the Future**: You look at a random moment in your possible future.
- 5 **Shield of Light**: Grants +2 armor bonus and a +1 enhancement bonus to Armor Class per three caster levels; undead cannot attack.
- 6 **Blazing Light**: Ray inflicts 1d8 points of damage per caster level, and undead suffer more.
- 7 **Futuresight**: You look at a random moment in a creature's possible future.
- 7 **Waves of Light**: Holy energy inflicts 1d6 points of damage per two levels and other effects.
- 8 **Wellspring of Soul's Light**: Inflicts 10d6 points of damage on all evil creatures and summons one 10th-level paladin per four caster levels.
- 9 **Sunfire Tomb**: Imprisons target in the sun.

### Druid Spells

- 0 **Assess Creature**: Determine the Hit Dice of one creature.
- 9 **Sunfire Tomb**: Imprisons target in the sun.

### Paladin Spells

- 1 **Assess Creature**: Determine the Hit Dice of one creature.
- 1 **Illuminated Weapon**: Weapon imposes -2 penalty on attacks, saves, and checks upon undead struck.
- 2 **Heartglow**: All evil creatures within ten feet suffer a -1 penalty on all attack rolls, saving throws, and checks.

### Ranger Spells

- 1 **Assess Creature**: Determine the Hit Dice of one creature.

### Sorcerer/Wizard Spells

- 0 Div **Assess Creature**: Determine the Hit Dice of one creature.
- 0 Div **Detect Chaositech**: Sense the presence of chaositech devices.
- 0 Div **Sense Spell**: If specified spell is in effect within the spell's area, you become aware of it.
- 1 Div **Identify Device**: Reveals nonmagical item's most basic function.
- 1 Evoc **Blast of Cold**: Cold blast inflicts 1d6 points of damage per two levels.
- 2 Trans **Lock and Load**: Caster loads a firearm with a move action.
- 2 Trans **Siphon**: Refuel chaositech device from chaos storage cube safely.
- 3 Abjur **Jevicca's Just Reversal**: Reflects enchantment back at caster.
- 3 Conj **Create Firestone**: Conjures a stone that burns hotly for one day.
- 3 Trans **Repair Device**: One broken or disabled device is restored.
- 4 Conj **Conjure Device**: Summons a device for 1 round per level.
- 5 Conj **Divinatory Expungement**: Previous activities cannot be detected with divination magic.
- 5 Necro **Animate Necrosis**: Animates a wound that attacks wounded creature.
- 5 Trans **Explosive Shot**: Firearm inflicts damage in a ten-foot spread.
- 6 Trans **Heartseeking Shot**: Firearm ignores armor and inflicts criticals.
- 7 Conj **Create Device**: Creates a permanent device.
- 7 Trans **Jevicca's Fourfold Ostracism**: Sends up to four targets to another plane temporarily.
- 7 Trans **Month of Vallis**: Grants access to the secret thirteenth month.



- 8 Trans **Conveyance:** Creates a technological flying vehicle.

## SPELL DESCRIPTIONS

Of course, in Ptolus, almost anything that exists is subject to the effects of magic. Even technology is not exempt from this arcane power. A sampling of this local magic appears below.

### Aid From the Future

Transmutation

Level: Future 6

Components: V, S

Casting Time: Standard action

Range: Personal

Target: You

Duration: Instantaneous

You call on your future self to aid you in the present. Drawing on the life energy of the “you” living twenty-four hours in the future, you restore yourself to full hit points and regain 1d4+1 levels of cast spells of your choosing (you must have prepared the spells for that day). Exactly twenty-four hours after the casting of this spell, you suffer 4d6 points of nonlethal damage and are stunned for 1d6+4 rounds.

If you cast *aid from the future* but die without being raised before the twenty-four hours elapses, or if in twenty-four hours you are within the area of an *antimagic field*, or if something else prevents this spell from logically functioning after it has been cast, the temporal flux caused by the paradox inflicts 4d6 points of real damage upon you and all the allies who were within thirty feet of you when you cast the spell regardless of their current location or condition—even in an *antimagic field*. The affected creatures also are stunned for 10 rounds. There is no saving throw.

You can cast this spell only once in a given twenty-four-hour period.

### Animate Necrosis

Necromancy

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One wounded living creature

Duration: Instantaneous

Saving Throw: Fortitude negates (later Will partial, see text)

Spell Resistance: Yes

You animate the dead tissue in the wound of a wounded living creature. This spell can affect any creature currently below its maximum hit points due to injury. Bits of animated flesh form a sickly tendril that reaches up and out of a single wound, attacking the living portion of the creature. The creature must make a Will saving throw immediately or the sight of this horror stuns it for 1d3 rounds.



Whether the creature is stunned or not, the undead tendril of flesh makes attacks with a +15 bonus (Strength 20). It makes a grapple attack as a creature of the subject’s size (even though it is actually smaller). If it achieves a hold, it immediately begins constricting and strangling the creature, inflicting 2d6 points of damage per round.

The necrotic tendril has 2 hit points per Hit Die of the original creature, and AC 15. A single casting of this spell affects only one wound.

**Material Component:** A bit of string coated in animal fat.

### Assess Creature

Divination

Level: Brd 1, Clr 0, Drd 0, Rng 1, Pal 1, Sor/Wiz 0

Components: S

Casting Time: One standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

With a wave of your hand, you determine the Hit Dice of one creature. This spell is foiled by any type of magical disguise, polymorph or shapechange.

## MAGIC ITEMS (CONT'D)

### Wondrous Items

*Amulet of the arcanist:*

PT5, page 336

*Araki’s runeplates:* PT5, page 338

*Forsaken body paint:*

PT3, page 114

*Globe of accord:* PT5, page 357

*Headband of reflected arrows:*

PT5, page 336

*Holy symbol of Gaen:*

PT5, page 386

*Horn of blood:* PT4, page 270

*Illitor:* PT9, page 526

*Invisible charm:* PT3, page 118

*Jevicca’s arm:* PT3, page 117

*Lenses of the Utterdark:*

PT9, page 493

*Mage coin:* PT4, page 155

*Malefic mask:* PT9, page 505

*Sunless salve:* PT3, page 103

*Thoughtstone:* PT4, page 166

*War altar:* PT7, page 482

### Minor Artifacts

*Brooch of Khattru:* PT3, page 92

*Demon-sealed box:* PT4, page 278

*Demonskull talisman:*

PT9, page 492

*Dread cloak:* PT3, page 100

*Parnaiith’s mirrored sphere*

PT4, page 278

*Swords of Ptolus:* PT4, page 187

*Urthon Aedar full plate armor:*

PT3, page 138

### Major Artifacts

*Amalgam Armor of the Iron*

*Mage:* PT5, page 341

*Book of Inverted Darkness:*

PT9, page 531

*Box of shadows:* PT5, page 328

*Cask of frozen dreams:*

PT4, page 278

*Dread One’s Staff:* PT9, page 529

*Idol of Ravvan:* PT8, page 616

*Lance of Endless Night:*

PT9, page 512

*The Orrery:* PT9, page 526

*Parnaiith’s Heart:* PT9, page 508

*Platinum Cestus:* PT7, page 481

*Signet of Shallamoth Kindred:*

PT7, page 454

*Staves of Ghul:* PT5, page 390

*Sword of the Dragonkings:*

PT3, page 90

*Thundersong:* PT7, page 470

*Waking key:* PT4, page 270



The spell deadly carrier is a favorite of the members of the Plagueborn chaos cult (PT2: page 73).

Inverted Pyramid, PT3: page 115  
Dreaming Apothecary,  
PT3: page 118



Potions could become a thing of the past if the Shuul's pills (page 564) catch on in Ptolus.

The spell cannons of heaven was used by a powerful cleric of Teun in the early days of the Empire to help support Imperial troops as they secured western lands.

Items fueled by firestone include steam-powered armor, battle carts, and steam carts (see page 562).

### Blast of Cold

Evocation [Cold]  
Level: Sor/Wiz 1  
Components: V, S  
Casting Time: Standard action  
Range: Close (25 feet + 5 feet/two levels)  
Target: One creature or object  
Duration: Instantaneous  
Saving Throw: Reflex half  
Spell Resistance: Yes

A blue-white bolt of screaming cold energy emanates from your fingertip and strikes a single target, inflicting 1d6 points of damage per two caster levels (maximum 5d6).

### Blazing Light

Evocation  
Level: Clr 6, Light 5  
Components: V, S, DF  
Casting Time: Standard action  
Range: Long (400 feet + 40 feet/level)  
Target: One creature or object  
Duration: Instantaneous  
Saving Throw: Reflex half  
Spell Resistance: Yes

Focusing holy power like a ray of sunlight, you project a beam of light from your hand. Creatures struck by this ray of light suffer 1d8 points of damage per caster level (maximum 15d8). Undead creatures take an additional +2d8 points of damage, and undead creatures particularly vulnerable to sunlight, such as vampires, receive an additional +5d8 points of damage (not cumulative with the additional damage to undead). Constructs and inanimate objects take only 1d6 points of damage per caster level (maximum 15d6).

### Cannons of Heaven

Conjuration (Summoning)  
Level: Technology 9  
Components: V, S, DF  
Casting Time: Standard action  
Range: Long (400 feet + 40 feet/level)  
Area: 30-foot spread  
Duration: 1 round/two levels  
Saving Throw: Reflex half  
Spell Resistance: No

At your command, a cloud appears in the sky, bristling with cannons. It hovers no more than one hundred feet in the air and bombards any area within range; changing areas is a free action. The cloud inflicts 10d6 points of damage per round. The cannons and the cloud cannot be attacked, but they can be dispelled.

### City Transport

Transmutation  
Level: Brd 6, Civilization 8  
Components: V, S  
Casting Time: Full round

Range: Personal  
Target: You  
Duration: One minute/level

You can cast *city transport* only within a settlement that is home to at least one hundred people. The area must be considered a city, town, village, hamlet, or similar community (you cannot, for example, define one hundred farmers living across hundreds of acres as a settlement). For the duration of this spell, you can teleport anywhere within the confines of that community without chance of error (with the same limitations as the *greater teleport* spell). You can do this once every other round, up to a maximum number of times equal to half your caster level.

### Commune With the City

Divination  
Level: Brd 6, Civilization 5  
Components: V, S, M  
Casting Time: Ten minutes  
Range: Personal  
Target: You  
Duration: 1 round/level

You can cast *commune with the city* only within a settlement that is home to at least one hundred people. The area must be considered a city, town, village, hamlet, or similar community (you cannot, for example, define one hundred farmers living across hundreds of acres as a settlement). After casting the spell, you can ask one yes or no question per caster level and receive an answer, as described in the spell *commune*. The main difference is that this spell provides only answers known to someone within the settlement, and the question must pertain to the community in some way. So, if you cast the spell and ask, "Is the *box of shadows* within the Tower of Kadmiel?" you will get an answer only if someone in the community where you cast the spell knows the answer. The locals upon whose knowledge you rely remain unaware of any spell effects: You are drawing upon the gestalt knowledge of all the residents, not that of any single individual—even if only one person knows the answer.

**Material Component:** A map of the city in question.

### Conjure Device

Conjuration (Summoning)  
Level: Brd 4, Sor/Wiz 4, Technology 4  
Components: V, S, M  
Casting Time: Standard action  
Range: Close (25 feet + 5 feet/two levels)  
Effect: A single technological device worth up to 200 gp/level  
Duration: One minute/level  
Saving Throw: None  
Spell Resistance: No

You summon into being a mechanical device with which you are familiar. It appears within the range, as you decide. The device is in perfect working order and fully fueled or loaded, as the case might be.

**Material Component:** A jewel worth at least as half as much as the device.

### Conveyance

Transmutation

**Level:** Sor/Wiz 8, Technology 8

**Components:** V, S, DF, M

**Casting Time:** Full round

**Range:** Touch

**Effect:** Flat platform up to 20 feet to a side

**Duration:** One hour/level

**Saving Throw:** None

**Spell Resistance:** No

You touch a piece of metal or metal device weighing at least 100 lbs. and transform it into a technological flying platform up to twenty feet square. You understand the controls and can “drive” the device using a standard action each round (unless the platform is only hovering). You can teach another character to control the craft with only ten minutes’ instruction. The platform moves at a speed of up to fifty miles per hour with perfect maneuverability. It has a hardness of 10 and 250 hit points.

**Material Component:** 100 lbs. of metal.

### Create Device

Conjuration (Creation)

**Level:** Sor/Wiz 7, Technology 7

**Components:** V, S, M

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Effect:** A single technological device worth up to 200 gp/level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You call into being a mechanical device with which you are familiar. It appears where you want in range. It’s in perfect working order and fully fueled or loaded.

**Material Component:** A jewel worth at least as much as the device.

### Create Firestone

Conjuration (Creation)

**Level:** Clr 3, Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Effect:** A single firestone

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You conjure a mineral called firestone, which burns with great efficiency. This small stone weighs 1 lb. and can burn hotly for twenty-four hours. It is used to power some of the equipment described in the Technology chapter.

**Material Component:** 10 gp worth of coal.

### Deadly Carrier

Transmutation

**Level:** Clr 3

**Components:** V, S, DF

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

You render yourself immune to the effects of a single disease you currently carry within your body. At the same time, the disease becomes twice as contagious as normal. If the disease does not already have mechanics for contagion, assume that anyone spending at least ten minutes within twenty feet of you must make a Fortitude saving throw (DC depends on the disease) or become infected.

### Detect Chaositech

Divination

**Level:** Brd 0, Clr 0, Sor/Wiz 0

**Components:** V, S

**Casting Time:** Standard action

**Range:** 60 feet

**Area:** A quarter-circle, radius 60 feet, emanating from you

**Duration:** Concentration, up to one minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You detect chaositech devices. The amount of information this spell reveals depends on how long you study a particular area or subject:

*1st Round:* Presence or absence of chaositech devices.

*2nd Round:* Number of different chaositech auras and the strength of the strongest aura.

*3rd Round:* The strength of each aura, indicating the power of the device.

**Note:** From each round to another, a caster can turn to detect things in a new area. Detect spells can penetrate barriers, but one foot of stone, one inch of common metal, a thin sheet of lead, or a yard of wood or dirt blocks them.

### Divinatory Expungement

Conjuration (Creation)

**Level:** Sor/Wiz 5

**Components:** V, S

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Area:** One 10-foot cube per level

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

You designate a specific area and a time in the immediate past (within one minute per level) during which activities are resistant to detection by divination effects. Only divination spells of 7th level or higher can determine events taking place in the warded area during the time you designated.

For example, if a mage were to break into a tower then cast this spell after leaving, he would hinder the effectiveness of divination spells seeking to reveal the break-in, the party responsible, or exactly what occurred. Casters using the *divination* spell would be unable to gain information about his activities. Since this spell affects only the past, however, his actions might still have been scried while they were ongoing.

This spell is used frequently by the mages of the **Inverted Pyramid** and the **Dreaming Apothecary** to cover their tracks and their actions.

### Explosive Shot

Transmutation

**Level:** Sor/Wiz 5, Technology 5

**Components:** V, S

**Casting Time:** Standard action

**Range:** Touch

**Target:** One firearm

**Duration:** 1 round/level

**Saving Throw:** Reflex half

**Spell Resistance:** No

You temporarily transmute a firearm to fire explosive shots; each round it fires inflicts the weapon’s listed damage within a ten-foot spread. Those in the area can attempt a Reflex save for half damage as if resisting a spell you cast. *Explosive shot* cannot be used on a weapon already affected by *heartseeking shot* (see next page).

### Futuresight

Divination

**Level:** Clr 7, Future 7

**Components:** V, S, DF, M

**Casting Time:** One hour

**Range:** Touch

**Target:** One creature that is not you

**Duration:** One minute

**Saving Throw:** Will negates

**Spell Resistance:** Yes

Similar to the effect of *peer into the future* (see page 644), this spell shows you what another creature will be doing at some

*Demon gun, page 563*

*Vallis, PT2: page 47*



*Black Grail, PT7: page 461*



*The paladin Steron Vsool (PT5: page 386) has a permanent heartglow effect. The most powerful paladin in Ptolus, he works tirelessly for the temple of Gaen.*

*Jevicca Nor (PT3: page 116) is a well-known mage of the Inverted Pyramid. She has created two spells, Jevicca's fourfold ostracism and Jevicca's just reversal, that are so popular, they are used today by many mages throughout Ptolus.*

*It is said that a soul rider (PT3: page 137) can be born only if conceived during the Month of Vallis.*

time still to come. The time can be any point in the creature's future life span, but the exact moment that you view is up to the DM. Unlike *peer into the future*, you can specify a general topic on which your *futuresight* will take place. For example, you could say "a great battle," or "a moment of great triumph," and the DM will describe for you a point in the subject's future involving the selected topic, if there is one. However, topics such as "the moment of Feldrik's death," or "when we find the *Black Grail*," are too specific.

**Material Component:** A piece of crystal worth at least 10 gp

### Heartglow

Transmutation [Good]

Level: Light 2, Pal 2

Components: V, S

Casting Time: Standard action

Range: Personal

Target: You

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: Yes

You focus the holy power within yourself into your heart, causing it to glow like a brilliant light, which can be seen through your chest, and even your clothing and armor. While your heart glows, all evil creatures within ten feet of you suffer a morale penalty of -1 on attack rolls, saving throws, and checks as they are discomfited in the presence of the shining light of your goodness.

### Heartseeking Shot

Transmutation

Level: Sor/Wiz 6, Technology 6

Components: V, S

Casting Time: Standard action

Range: Touch

Target: One firearm

Duration: 1 round/level

Saving Throw: Reflex half

Spell Resistance: No

You temporarily transmute a firearm so that it ignores armor, shield, and natural armor bonuses due to its piercing quality. The weapon also automatically inflicts critical hits each time it hits. *Heartseeking shot* cannot be used on a weapon already affected by *explosive shot* (see previous page).

### Identify Device

Divination

Level: Brd 1, Clr 1, Sor/Wiz 1, Technology 1

Components: V, S, M

Casting Time: One hour

Range: Touch

Targets: Up to one object/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The spell determines the single most basic function of each nonmagical target item, including technology and chaostech. This includes how to activate that function (if appropriate) and how many uses remain (if any). For example, a *demon gun* would register as a "weapon," while a spyglass would register as a "device for seeing faraway things."

Should a device have different functions that are equally basic, *identify device* determines the lowest-level function. If these functions are also of equal level, decide randomly which is identified.

**Material Component:** A small metal spring.

### Illuminated Weapon

Evocation [Good]

Level: Light 1, Pal 1

Components: V, S

Casting Time: Standard action

Range: Touch

Target: One weapon

Duration: One minute/level (D) (see text)

Saving Throw: Will negates

Spell Resistance: Yes

You make a weapon particularly useful against undead opponents by infusing it with magical daylight. The weapon disrupts the undead flesh of corporeal foes, inflicting upon them a -2 divine penalty on attacks, saves, and checks for 1 round per level when it strikes them. (Multiple strikes do not inflict stacking penalties.) Incorporeal undead that are hit are also disrupted, forcing them to take only a move action or a standard action on their next turn (but not both).

### Jevicca's Fourfold Ostracism

Transmutation

Level: Sor/Wiz 7

Components: V, S, F

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: One to four creatures or objects

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You send one to four creatures or objects into the Ethereal Sea for a very short time. At the end of the duration, the subjects return to the exact location from which they left, unless that spot is no longer safe (it has been filled with stone, a fire has been set there, and so on); in that case, they appear in the nearest safe spot.

During their time in the Ethereal, the creatures can take whatever actions are available to them—if they have the power on their own, they can even return to the Material Plane. They cannot, however, move outside the range of the spell, nor can they see into the real world. Unless the creatures ostracized to the Ethereal take actions

against each other, however, assume they stay safe on that plane for the duration. The point of the spell is simply to get rid of them for a short while, so that actions can take place in their absence.

Unattended objects gain no saving throw unless they are magical. The object must be smaller than a ten-foot cube to be affected. Creatures, however, can be of any size.

Due to the “fourfold” nature of this spell, if the caster chooses to affect fewer than four targets, she can force one or more of them to make multiple saving throws. If any of the saves fail, the spell affects the subject. For example, if the caster affects three targets, one (caster’s choice) must make two saving throws while the others each make one, as normal. If the spell targets two subjects, both must make two saves, or one must make three and the other just one. If this spell is cast upon one target, that creature or object must make four saving throws and succeed at all of them or suffer the spell’s effect. A creature with spell resistance calls for a check against the spell resistance for each save required of it.

This spell has no effect if cast on the Ethereal Plane.

**Focus:** A bit of copper wire bent four times into a square

### Jevicca’s Just Reversal

Abjuration

**Level:** Sor/Wiz 3

**Components:** V, S

**Casting Time:** One minute

**Range:** Personal

**Target:** You

**Duration:** One minute/level

**Saving Throw:** None

**Spell Resistance:** No

When a foe casts an enchantment (charm) upon you while you’re under the effects of *Jevicca’s just reversal*, make a saving throw as normal for the charm. If you succeed, the foe must immediately make a saving throw as if you had cast the charm upon him (with the same Difficulty Class you faced). Should the foe fail the save, the charm takes effect as if you had cast it upon him.

### Lock and Load

Transmutation

**Level:** Sor/Wiz 2, Technology 2

**Components:** V, S

**Casting Time:** Standard action

**Range:** Touch

**Effect:** One firearm

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

For the duration, all firearms you touch are loaded and ready to fire. This spell conjures the ammunition and the powder needed. Touching a firearm is a move action.

This spell proves particularly useful with cannons.

### Lord of the City

Divination

**Level:** Civilization 9

**Components:** V, S, M

**Casting Time:** One hour

**Range:** Personal

**Target:** You

**Duration:** Ten minutes/level

You can cast *lord of the city* only within a settlement that is home to at least one hundred people. The area must be considered a city, town, village, hamlet, or similar community (you cannot, for example, define one hundred farmers living across hundreds of acres as a settlement). For the duration, you know the general status of the people in the city: content, rebellious, afraid, dying etc. You become aware of large-scale calamities or strong emotions—anything that affects at least 10 percent of the population or physically endangers 1 percent of the population. For example, in a city of ten thousand people, if one hundred fifty people had the plague, you would become aware of it (with no further details). If the city were under attack, you would become aware of it. If a major festival were occurring with a thousand people attending, you would know whether they were enjoying themselves. You would not learn of minor occurrences (two people attacked during a robbery, three people dying in an accident, five people dying of natural causes, and so on).

Further, with 1 round of concentration, you can learn the location and status of a single individual you name, if that creature is within the settlement. You must have touched that creature or have something belonging to it in your possession at the time of the attempt. The ability to locate individuals is as powerful and accurate as with *discern location*.

Lastly, once per level while the spell remains in effect, you can send a message to anyone in the settlement found using this spell and get a reply as if you had cast *sending*.

**Material Component:** An accurate map of the settlement etched into an eighteen-inch-square bronze plate worth 1,000 gp.

### Month of Vallis

Transmutation

**Level:** Sor/Wiz 7

**Components:** S, V

**Casting Time:** One full day

**Range:** Personal

**Target:** You

**Duration:** Thirty days

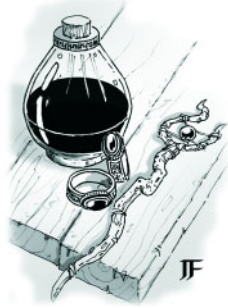
This very rare spell grants access to the secret thirteenth month, known only to a precious few. This month, called the *month of Vallis*, is named after the secret moon of magic that once looked down invisibly from the skies above the world, and may one day return. Vallis falls between the months of Yersend and Newyear, but it passes unknown by most people. Only by means of this spell can an individual experience the extra thirteenth month, and then only under special circumstances.

You must cast the spell on Yersend Day within a sealed chamber no larger than one hundred square feet per caster level. Only you and your familiar can be in the chamber during the casting or the spell does not function (the only exception to this is if multiple people all cast the spell within the same chamber).

During the month—the spell’s thirty-day duration—you cannot leave the sealed chamber or interact with anyone outside it in any way. Trying to leave the chamber sends you into a coma until the month ends (this can be dangerous if it happens early in the month, as you won’t be able to eat or drink). You can use the time to rest, study, or research, craft magic items, or perform similar actions. However, all materials you need must be on hand when the spell is cast. When looking out a window from the sealed chamber, you see the normal surroundings, as well as regular night and day cycles, but no other living creatures of any kind. Time truly does pass for you, so you had better have a month’s food and water on hand, or you may starve to death.

You can cast spells during the *month of Vallis*, but those whose effects extend outside the sealed chamber generally do not work. A *discern location* cast to locate another person does not function, for example (but general divinations like *commune* or *legend lore* do).

At the end of the month, the spell ends and you reenter normal time on Newyear’s Day. However, there is a 25 percent chance that you experience an erratic existence on Newyear’s Day, fading out and “losing time” for 1d4 hours 1d3 times during the day.



Looking for spell components? Try Tess' Cauldron on Vock Row (Dweomer Street). Tess Essani (female human wizard3) has an excellent selection of material components.



House Vladaam, PT3: page 96

Chaos storage cube, page 572

A spellcaster working with chaositech will find the siphon spell to be one of his most valuable transmutations.

Since the city of Ptolus has many spellcasters and many different traditions of magic, it's highly appropriate to incorporate spells and magic items from other sources, to reflect the place's cosmopolitan nature. Most of the spells and magic items from *The Complete Book of Eldritch Might* came from the original *Ptolus Campaign*, in fact.

It is a subtle but important distinction that this is not a purely artificial magical effect like *time stop*. Vallis is a real month, but most people do not experience it. During the secret thirteenth month, time has not stopped flowing, but rather you are experiencing what most people do not. You age a month during Vallis, spell durations proceed normally, and so on.

### Peer Into the Future

Divination

Level: Clr 5, Future 5

Components: V, S, DF, M

Casting Time: One hour

Range: Personal

Target: You

Duration: One minute/level

Casting this spell shows you what you will be doing at some point in the future. The future time viewed is no sooner than one week from the time of casting and no later than one week plus two days per caster level from the time of casting. So a 12th-level caster could see a period of time anywhere between seven days and thirty-one days in the future. The exact point in time is up to the DM.

For the duration of the spell, you see through your own eyes in that future time, although you have no control over your future self's actions. The events you see are based on the possibilities available before you cast *peer into the future*; the knowledge you gain in this spell may change what the future brings.

The spell has enough power to ensure that the future period viewed is one of some importance to you. You will not, for example, view a period while you are asleep, eating a simple meal, or the like. You will view a battle, an important conversation or confrontation, or similar moment. The DM, however, remains in full control of the particulars.

**Material Component:** 1,000 gp worth of incense, herbs, and holy water.

### Repair Device

Transmutation

Level: Sor/Wiz 3, Technology 3

Components: V, S

Casting Time: Standard action

Range: Touch

Target: One broken or disabled device

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You automatically repair one broken device, restoring it to full working condition (assuming that at least 80 percent of the original device is still on hand). The device may still need fuel or ammunition. *Repair device* does not work on chaositech devices.

### Sense Spell

Divination

Level: Clr 0, Sor/Wiz 0

Components: V, S

Casting Time: Standard action

Range: 10 feet

Area: Cone

Duration: Concentration

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You specify a particular non-Instantaneous spell at the time of casting. The spell must be on your spell list, and you must be of a level high enough to cast it. If the specified spell is in effect within the area, you become aware of it. You gain no other information—you don't know the caster, caster level, remaining duration, or even the number of such spells in the area.

Creatures with spells such as *disguise self* cast upon them willingly gain a saving throw. Spells like *nondetection* or *misdirection* foil *sense spell* and thus cannot serve as the specified spell.

### Shield of Light

Abjuration

Level: Clr 5, Light 4

Components: V, S, DF

Casting Time: Standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: No and yes

Spell Resistance: No and yes

You create a glowing shield of brilliant daylight that you wield as you would a normal heavy shield. The shield provides illumination in a thirty-foot radius. If the shield comes into an area of magical darkness, it temporarily negates the darkness, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Creatures that would be adversely affected by a *daylight* spell are likewise affected when within five feet of you and the *shield of light*. The shield offers a +2 armor bonus and a +1 enhancement bonus to Armor Class for every three caster levels (maximum +5 enhancement bonus, for a total Armor Class bonus of +7). Whether affected by *daylight* or not, all undead that attempt a melee attack against you must first make a Will saving throw or cower for the duration of the spell. Even undead that make a successful saving throw suffer a -4 circumstance penalty on attack rolls when attacking you in melee. Undead attacking at range need not make saving throws but do suffer the -4 penalty. This penalty is cumulative with any modifiers based on the *daylight* effect.

You cannot both have this spell active and use a normal shield.

### Siphon

Transmutation [Chaotic]

Level: Clr 2, Sor/Wis 2

Components: V, S

Casting Time: Standard action

Range: Touch

Target: One chaos storage cube

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You transfer raw chaos within a **chaos storage cube** into a chaostech device, refueling and restoring it. You safely touch both the cube and the device when you cast the spell. After the casting, the device is fully charged. The cube has a 10 percent chance of being empty, at which point it collapses into a corrosive puddle (like a pool of acid). The collapse of a cube creates a 25 percent chance of summoning a chaos beast to the spot of collapse. The beast is predisposed to be neither hostile nor friendly.

### Sunfire Tomb

Transmutation [Good]

Level: Clr 9, Drd 9, Light 8

Components: V, S, DF

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You transfer a target, body and soul, into the sun, where she remains (with all of her equipment), held entombed in stasis forever. For the subject, time ceases to flow and she grows no older. Her bodily functions virtually cease, and no force or effect can harm her. She is, however, painfully aware of the heat and light around her—those sensations are all she experiences while entombed in the sun. The subject remains there unless someone casts a *freedom* spell at the locale where *sunfire tomb* was originally cast, whereupon the subject reappears in that locale. Magical search by scrying, a *locate creature* spell, or similar divination does not reveal the fact that a creature is entombed, but *discern location* does. A *wish* or *miracle* spell does not free the recipient but does reveal where she is entombed. The *sunfire tomb* spell functions only if you know the target's name and some facts about her life.

This spell is often used against creatures such as dark elves, vampires, or other beings that hate the light of day, as a fitting punishment for their misdeeds.

### Waves of Light

Evocation [Good]

Level: Clr 7, Light 6

Components: V, S, DF

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Area: Burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half and partial

Spell Resistance: Yes

Waves of holy energy emanate from you. The energy affects only creatures of evil alignment, inflicting 1d6 points of damage per two levels (maximum 10d6) and carries other effects based on their level or Hit Dice (see table, below).

Level/HD	Secondary Effect
3 or less	Knocks creatures unconscious for 1d6 minutes
4–8	Stuns creatures for 1d6+1 rounds
9–12	Stuns creatures for 1d4 rounds
13+	Stuns creatures for 1 round

A successful saving throw negates the secondary effects. However, those who succeed at their saving throw do suffer a –1 morale penalty on attack rolls, saving throws, and checks for 1 round per caster level.

### Wellspring of Soul's Light

Conjuration (Summoning) [Good]

Level: Clr 9, Light 9

Components: V, S, DF

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Area: 20-foot radius spread

Duration: Instantaneous and one hour/level

Saving Throw: Reflex half and none

Spell Resistance: No

You call upon the honored dead who have fallen in the service of good to come forth and aid the cause of good once again. This spell conjures an area of holy light that inflicts 10d6 points of damage on all evil creatures (or those particularly sensitive to light) within it. Further, in the middle of the area, one 10th-level paladin for every four caster levels appears to serve you, as long as you command them to commit only good acts. Each one has typical gear and a warhorse. These spiritual paladins have corporeal form. They can be dispelled or banished. Treat them as typical 10th-level paladins (with stats as described in the DMG), except that they are outsiders. When they are slain or the duration ends, their gear disappears with them.

### Will of the Gods

Divination

Level: Clr 3 Future 3

Components: V, S, DF

Casting Time: One hour

Range: Personal

Target: You

Duration: Instantaneous

You ask one question regarding a choice or action that you or a specifically named other creature might take in the next week and learn whether your god would like to see it done. The answer is always yes or no (or no answer), so you must phrase your question appropriately. For example, you could ask, "Is it your will that I launch an attack on **House Vladaam**?" or, "Would it honor you if Warall the fighter broke the Tablets of Understanding?" or, "Shall I build your new temple on the east side of the Street of a Million Gods?" Vague questions such as "Should I try harder to find the lost scroll?" or "Do you like it when we occasionally spare your enemies?" receive no answer.

There is only a small chance that your god cares whether or not the action takes place. If the deity has no opinion, this spell offers no guidance. The percentage chance of gaining an answer is equal to the Hit Dice of the creature taking the potential action + one or more of these modifiers:

Modifier	The Action . . .
+5%	directly affects a cleric of the god of level 1–5
+10%	directly affects a cleric of the god of level 6–12
+15%	directly affects a cleric of the god of level 13+
+15%	significantly affects a temple of the god
+10%	significantly affects a temple of an enemy god
+10%	directly affects a cleric of an enemy god of level 10+
+10%	directly affects more than one hundred intelligent creatures important to the god
+10%	directly affects a magic item, artifact, or other object important to the god

DMs should recall that *will of the gods* differs from *commune* in that it asks questions of opinion, not of fact. A deity may not be all-knowing and may encourage an action that does not work out for the best. A deity might be biased and want to see an action undertaken that helps itself but not the mortal undertaking the action.



## PRESTIGE CLASSES

Some of the organizations of Ptolus have prestige classes that quantify in game terms both their special abilities and their role within the group and the city at large.



### FROM MY CAMPAIGN TO YOURS

*Believe it or not, Ptolus was the genesis for the entire concept of prestige classes. Some of the organizations in the setting led me to want to come up with a way to differentiate them through game mechanics.*

*Keepers of the Veil,  
PT3: page 119*

*The Forsaken, PT3: page 112*

*"Each time I return from the realm of death, I bring a bit more of the dark gods with me back into this world."  
—Shigmaa Urasta,  
Forsaken Leader*

This chapter presents a few prestige classes unique to the Ptolus setting. Here you will find the Forsaken shigmaa, the Inverted Pyramid mages, the Knight of the Chord, and the Knight of the Pale prestige classes, as well as a brief discussion on using prestige classes from other sources.

### FORSAKEN SHIGMAA

The Forsaken shigmaas, or just shigmaas, are some of the vilest characters in Ptolus. They serve as leaders and heroes among the **Forsaken**—that alone is enough to indicate the foulness of their being.

Shigmaas are typically hideous, as they must undergo a terrible scarification ritual to earn their rank. Further, to gain more power, a shigmaa must die over and over again. This process, which some call “walking the dead halls,” involves the death of the shigmaa and the character’s subsequent resurrection. This means a shigmaa cannot exist in isolation; the advancement process requires the support of a malevolent and despicable organization like the Forsaken.

Shigmaas, like the rest of the organization, prefer the company of the undead and dwell among carrion and corpses the way others live among friends and family. Typically, a shigmaa remains in hiding from the rest of the world, secreted

away among ancient tombs and dark sepulchers along with vampires, ghouls, and other undead.

The word of a shigmaa is obeyed by all Forsaken and most undead. However, they number only a half dozen or more at any given time, due to the rigorous requirements of the class—and advancing in it. Shigmaas are truly dread masters to be feared. They are hated most of all by the **Keepers of the Veil**.

Note that some among the Forsaken who call themselves shigmaas are actually members of this class. The word in its common use simply indicates a leader on the path of death and darkness. However, “shigmaas” who are not members of this class often receive the title as an honorarium; they do not command the respect or fear due a true shigmaa.

**Hit Die:** d10

### REQUIREMENTS

To qualify to become a Forsaken shigmaa, a character must fulfill all the following criteria.

**Alignment:** Any evil

**Base Attack Bonus:** +5

**Knowledge (Religion):** 8 ranks

**Special:** The character undergoes a hideous, blasphemous ritual involving extensive scarification. This ritual inflicts 10 points of permanent drain from the Forsaken shigmaa’s hit point total.



This loss cannot be restored without destroying the scarification, thus voiding all the Forsaken shigmaa's class abilities.

**Special:** Advancement in this prestige class doesn't work exactly like advancement in other classes. To gain a Forsaken shigmaa level, the character must die and be raised from the dead, losing a level as per the standard rules for rising from the dead (thus, *true resurrection* cannot be used). If the character has earned enough experience to gain a new level, he gains the level of Forsaken shigmaa immediately upon being raised. Otherwise, the level of shigmaa gained must be the first level the character takes after being raised.

For example, say a 10th-level cleric dies during the course of the campaign but is raised from the dead. Instead of returning as a 9th-level cleric, he returns as a 9th-level cleric/1st-level Forsaken shigmaa. After further adventuring, he gains an experience level, becoming a 10th-level cleric/1st-level Forsaken shigmaa. Should he die again, he can return as a 9th-level cleric/2nd-level Forsaken shigmaa.

Most characters choose to advance normally in a primary class while advancing (through death and rising) in the Forsaken shigmaa class as well. When rising from the dead, a character always loses a level from his highest-level class. At all times, the character must meet the requirements of the class or he loses all benefits. Further, the level of Forsaken shigmaa cannot exceed more than half his total character level at any given time.

### CLASS SKILLS

The Forsaken shigmaa's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (any) (Int), Gather Information (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha). See the *Player's Handbook*, Chapter 4: Skills, for skill descriptions.

**Skill Points at Each Level:** 4 + Intelligence modifier.

### CLASS FEATURES

All of the following are class features of the Forsaken shigmaa prestige class.

**Weapon and Armor Proficiency:** The Forsaken shigmaa is proficient with all simple and martial weapons, and all types of armor, and shields.

**Spells (or Bonus Feat).** When a Forsaken shigmaa gains a level, the character earns new spells per day as if he had also gained a level in the spellcasting class he belonged to before he added the prestige class. He does not, however, earn any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means he adds the new Forsaken shigmaa level to the level of his previous spellcasting class, then determines the spells per day, spells known, and caster level accordingly. If a character had more than one spellcasting class before he became a Forsaken shigmaa, he must decide to which class he adds the level of Forsaken shigmaa.

*Shigmaa characters in Ptolus include the following NPCs:*

*Shigmaa Cynric Gallow, Urasta's lieutenant (PT4: page 246).*

*Shigmaa Irretharm, Herald of the Wintersouled; shigmaa in name only (PT4: page 270).*

*Shigmaa Surmoil Rallekred, liaison with the Fallen, (PT4: page 244).*

*Shigmaa Urasta, tiefling leader of the Forsaken (PT3: page 114).*

*Shigmaa Wuntad, seeks to unite all the Cults of Chaos for the Night of Dissolution (PT2: page 73).*



## Forsaken Shigmaa

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells (or Bonus Feat)
1st	+1	+2	+2	+2	Second chance, call of death 1/day, necromantic lore, secrets of the dead	+1 level of existing class or bonus feat
2nd	+2	+3	+3	+3	Reap the living, love of the dead, secrets of the dead	+1 level of existing class or bonus feat
3rd	+3	+3	+3	+3	Death ward, call of death 2/day, paralyzing touch, secrets of the dead	+1 level of existing class or bonus feat
4th	+4	+4	+4	+4	Death attack, secrets of the dead	+1 level of existing class or bonus feat
5th	+5	+4	+4	+4	Energy drain, call of death 3/day, secrets of the dead	+1 level of existing class or bonus feat
6th	+6	+5	+5	+5	Death exchange, immunities of the grave, secrets of the dead	+1 level of existing class or bonus feat
7th	+7	+5	+5	+5	Call of death 4/day, leadership of the dead, secrets of the dead	+1 level of existing class or bonus feat
8th	+8	+6	+6	+6	Greater energy drain, secrets of the dead	+1 level of existing class or bonus feat
9th	+9	+6	+6	+6	Imbue with undeath, call of death 5/day, secrets of the dead	+1 level of existing class or bonus feat
10th	+10	+7	+7	+7	Mastery of death, secrets of the dead	+1 level of existing class or bonus feat

**An Unusual Prestige Class**

*The Forsaken shigmaa is really like no other prestige class.*

*For every level of shigmaa, a character must effectively lose a level.*

*To keep this from being a zero-sum, each level of the shigmaa provides many more benefits than a level of a regular class. In order to keep this balanced, we must figure a shigmaa's Challenge Rating differently, as described on page 649.*

*The Forsaken shigmaa prestige class is likely suitable only for NPCs and probably should be used sparingly; realistically, there just aren't that many people who'd be willing to die and come back from the dead in order to gain a level.*



*"The Wintersouled still sleep deep in their fortress, silent and unseen. Our victory is inevitable."*

—The Book of Days Forsaken

*The shigmaa are some of the most vile and feared people living in Ptolus today. Although most commoners don't know the word "shigmaa," those who do shudder every time they hear it. Of course, the Forsaken delight in that level of revulsion, which earns the shigmaa that much more power and respect from those who serve beneath them.*

If the Forsaken shigmaa has no levels in a spell-casting class, he gains a bonus feat each level, chosen from the fighter's bonus feat list in the *Player's Handbook*.

**Second Chance (Su):** Considering all the negative energy coursing unnaturally through their bodies, it is nearly impossible for someone to know when Forsaken shigmaas are truly dead. A Forsaken shigmaa can use the negative energy within him to revive himself 1d4 rounds after being (technically) slain. At this point, the Forsaken shigmaa has 10 hit points, and a single energy drain attack that inflicts 1d4 negative levels on any living creature he touches. For each level he drains, the Forsaken shigmaa gains 10 hit points. A Forsaken shigmaa using this ability never truly died, even if he was affected by a death effect or reduced below –10 hit points: He was in a state of suspended animation. This is true even if the Forsaken shigmaa's head was severed or he suffered other massive bodily harm; such wounds repair themselves immediately when the character revives. Nothing short of disintegration can keep the Forsaken shigmaa from using his second chance ability—if he wishes to use it (many times, a Forsaken shigmaa wants to die, so he can gain a new level). This ability can be used only once per Forsaken shigmaa class level gained, ever.

**Call of Death (Su):** The Forsaken shigmaa can summon 2 HD worth of incorporeal undead plus 1 HD per class level. Thus, a 1st-level Forsaken shigmaa can summon a 3 HD shadow. A 5th-level Forsaken shigmaa can summon a 7 HD spectre. An 8th-level Forsaken shigmaa can summon a 3 HD shadow and a 5 HD wraith. Use standard statistics for these summoned undead, except that each has a +4 turn resistance bonus (stacks with any turn resistance bonus they may already have). The undead obey all the Forsaken shigmaa's commands and remain for 10 rounds. They have no effect on the number of undead the shigmaa can command using other spells or special abilities. A Forsaken shigmaa can use this ability once each day, increasing to twice per day at 3rd level, with an additional time per day at every second level beyond that.

**Necromantic Lore (Su):** All Forsaken shigmaas cast necromancy spells as if they were two levels higher than normal.

**Secrets of the Dead (Su):** Each time a Forsaken shigmaa returns to life, he comes bearing some memories of his time in the realm of the dead. He may make a special "secrets of the dead" check with a bonus equal to his total character level + Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (A shigmaa with 5 ranks or more in Knowledge [history] gains a +2 bonus on this check.)

A successful secrets of the dead check does not reveal the powers of a magic item but may give a hint as to its general function. A shigmaa may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The DM can determine the Difficulty Class of the check by referring to the table below.

DC	Type of Knowledge
10	Common, known by most people.
20	Uncommon but available, known by only a few people.
25	Obscure information, known by few, hard to come by.
30	Extremely obscure, known by very few (who may even have forgotten it), possibly known only by those who don't understand the significance of the knowledge.

**Reap the Living (Su):** The Forsaken shigmaa's melee attacks (nonspell) always inflict an additional +1d6 points of damage upon living foes due to the negative energy within him.

**Love of the Dead (Su):** No undead with fewer Hit Dice than the 2nd-level Forsaken shigmaa will attack the character for any reason. The shigmaa gains a +4 bonus to all Diplomacy checks made against intelligent undead, and if he has the ability to command or rebuke undead, he does so as if two levels higher than normal.

**Death Ward (Su):** The 3rd-level and higher Forsaken shigmaa is immune to all death effects and energy drains—if he wishes to be. He can forego this ability should he desire to.

**Paralyzing Touch (Su):** With a touch attack, the 3rd-level Forsaken shigmaa can use the negative energy within him to paralyze a foe. The touch enervates a victim's mind and body, rendering her helpless and unable to act for 1d6 rounds plus 1 round per class level of the Forsaken shigmaa. To avoid it, the victim must make a Fortitude save (DC 10 + shigmaa's class level + shigmaa's Intelligence modifier). The Forsaken shigmaa can use this ability once per day per class level.

**Death Attack (Su):** If a 4th-level or higher Forsaken shigmaa studies his victim for 3 rounds and then attacks with a melee weapon that successfully deals damage, the attack has the additional effect of killing the target. While studying the victim, the Forsaken shigmaa can undertake other actions so long as his attention stays focused on the target and the target does not detect him or recognize him as an enemy. If the victim of a death attack fails a Fortitude save (DC 10 + shigmaa's class level + shigmaa's Intelligence modifier) against the kill effect, she dies. If the victim's saving throw succeeds, the attack remains just a normal attack.

Once the Forsaken shigmaa has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If he attempts a death attack and fails (the victim makes her save) or if he does not launch the attack within 3 rounds of completing the study, he must complete 3 new rounds of study before he can attempt another death attack. A Forsaken shigmaa's death attack need not accompany a sneak attack (like an assassin's death attack must), but any creature not subject to sneak attacks is likewise immune to the shigmaa's death attack.

**Energy Drain (Su):** With a touch attack, the 5th-level and higher Forsaken shigmaa can use the negative energy within him to bestow one negative level upon a foe. When he does so, the Forsaken shigmaa gains 10 temporary hit points. To rid herself of the negative level after twenty-four hours, the victim must make a Fortitude save (DC 10 + shigmaa's class level + shigmaa's Intelligence modifier). The Forsaken shigmaa can use this ability once per day per class level.

**Death Exchange (Su):** At 6th level and higher, each time the shigmaa dies and returns, he can exchange skill ranks and feats for other skill ranks and feats. The character is still bound by the rules of class skills, feat prerequisites, and so on, but basically the shigmaa can "rebuild" his skills and feats each time he comes back from death. Spellcasting shigmaa who do not prepare spells (like sorcerers) can choose different spells to have on their spells known list. This includes the death that preceded 6th level.

**Immunities of the Grave (Su):** At 6th level and higher, the Forsaken shigmaa is immune to disease, poison, and stunning attacks.

**Leadership of the Dead (Su):** Beginning with 7th level, all undead with fewer Hit Dice than the Forsaken shigmaa see him as their leader and obey his commands to the best of their ability. This is as though the shigmaa had the command undead ability of an evil cleric and always succeeded at his roll. It requires no action on the shigmaa's part. If two shigmaas use this ability to command the same undead creature, the undead attempts to obey both. In the event of a conflict, it obeys the higher-level shigmaa; if both are the same level, an opposed Charisma check determines who commands the undead.

**Greater Energy Drain (Su):** With a touch attack, the 8th-level and higher Forsaken shigmaa can use the negative energy within him to bestow two negative levels upon a foe. When he does so, the Forsaken shigmaa gains 20 temporary hit points. To rid himself of the negative levels after twenty-four hours, the victim must make a Fortitude save (DC 10 + shigmaa's class level + shigmaa's Intelligence modifier). The Forsaken shigmaa can use this ability once per day per class level.



**Imbue With Undeath (Su):** Starting at 9th level, the Forsaken shigmaa gains one of his most feared powers. With a touch, he can infuse any corpse with negative energy, causing that corpse to rise as a vampire. This is a free-willed vampire, but it immediately comes under the effects of the "death debt" with the Forsaken shigmaa—it cannot attack the character that granted it unlife for at least twenty-four hours. The shigmaa can use this ability once per day, but most are loathe to use it too often, since they do not directly control the risen vampire, and it could later challenge them.

**Mastery of Death (Su):** It is widely believed that no one has ever attained the highest level of shigmaa. Those who do are so familiar with death that, if slain, they can bring themselves back to life 1d4 hours later, as if *raise dead* had been cast. Further, while dead, a character with the mastery of death ability can spend the time observing the world of the living, watching and listening to anything going on while he is dead, as if using *clairaudience* and *clairvoyance*.

**Note:** When determining Challenge Rating, multiply an NPC's number of Forsaken shigmaa class levels by 1.5 (round down) and add it to the number of his class levels in other classes. For example, a 10th-level sorcerer/6th-level Forsaken shigmaa has a CR of 19 (10 + [6×1.5]). A 6th-level fighter/5th-level shigmaa has a CR of 13 (6 + [5 × 1.5])

### The Book of Days Forsaken

*"Life, by its very definition, is finite and short. Death is eternal. Infinite."*

The book, bound in what appears to be human flesh and decorated with actual bones and teeth, is handwritten. Not quite a journal, it is an attempt by the authors to chronicle the events of the hideous group that calls itself the Forsaken. It appears to have been written by Shigmaa Urasta.

The book explains that leaders of the Forsaken are called "shigmaa," which means "to shepherd toward death" in an ancient, long-forgotten tongue. The shigmaa are living people who have touched death and returned to speak of it. Their bodies course with negative energy to the point where they are practically undead, even while still alive. Each time they died, their power grows stronger.

The death exchange ability allows Forsaken shigmaa to use death as a tool. They can shape their own abilities and powers as needed using that tool. A shigmaa sorcerer could be a fire-spewing evocation-based mage, die, then come back with all sorts of necessary divination abilities, if he so chose.

## PRESTIGE CLASSES FROM THE CORE RULES

*Prestige classes in Ptolus are not limited to those in this chapter.*

*Here are ideas from the Core Rules, with suggestions for incorporating them into the Ptolus Campaign. Most of the prestige classes found in Chapter 6: Characters of the DMG are appropriate to Ptolus. For example:*

*Arcane Archer: Common among the Shoal elves, many members of this class could be associated with the Order of the Bow (PT4: page 209).*

*Arcane Trickster: Uncommon arcane tricksters exist in Ptolus only in small numbers.*

*Archmage: Although rare, a few archmages likely dwell in the city, probably among the mages of the Inverted Pyramid.*

*Assassin: Most, if not all, of the Vai are assassins. It's likely that both major criminal groups in the city have assassins on hand as well.*

*Blackguard: Common among the cthorn (PT9: page 495), blackguards probably appear among the dark elves or the Forsaken (PT3: page 112) as well.*

*Dragon Disciple: Although very rare, it would not be surprising to find a dragon disciple or two involved with House Dallimothan (PT3: page 89).*

*Duelist: Duelists in Ptolus are not at all uncommon; one can find them among both the aristocracy and the criminal elements.*

*(cont'd on the next page)*

*Inverted Pyramid, PT3: page 115*

## INVERTED PYRAMID INITIATE

The initiate is a new member of the **Inverted Pyramid**, a semi-secret "guild" of arcanists. Only those of proven power and skill, sponsored by another member, are invited to join the group. For more information about joining the Inverted Pyramid, see PT3: *Organizations*.

Inverted Pyramid initiates are always wizards or sorcerers. While technically a bard, an assassin, or perhaps another spellcasting class could qualify, none ever has joined. Many Inverted Pyramid initiates also have levels in other prestige classes, such as loremaster, mystic theurge, archmage, or even arcane trickster, arcane archer, or eldritch knight.

**Hit Die:** d4

## REQUIREMENTS

To qualify to become an Inverted Pyramid initiate, a character must fulfill all the following criteria.

**Knowledge (Arcana):** 11 ranks

**Spellcraft:** 11 ranks

**Feats:** Spell Focus

**Special:** Must be able to cast 4th-level arcane spells. Must be invited into the organization by an existing member willing to act as a sponsor.

## CLASS SKILLS

The Inverted Pyramid initiate's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (any) (Int), Decipher Script (Int), Knowledge (any) (Int), Search (Int), Spellcraft (Int), and Use Magic Device (Cha). See the *Player's Handbook*, Chapter 4: Skills, for skill descriptions.

**Skill Points at Each Level:** 4 + Intelligence modifier.

## CLASS FEATURES

All of the following are class features of an Inverted Pyramid initiate.



**Weapon and Armor Proficiency.** Inverted Pyramid initiates gain no proficiency with weapons or armor, or with shields.

**Spell Affinity (Su):** An Inverted Pyramid initiate can choose one spell on his spell list to prepare (if he prepares spells) and cast as if it were one level lower than normal; for this spell he uses a slot one level lower than is standard. For example, if a character chooses *displacement*, he can cast *displacement* as if it were one of his 2nd-level spells, rather than 3rd level. The parameters of the spell do not change, and the saving throw derives from

## INVERTED PYRAMID PRESTIGE CLASSES

Like many of the offerings in this chapter, the Inverted Pyramid organizational classes work a bit differently than standard prestige classes. There are three different classes available, each with only one level. The classes—initiate, adept, and master—show a progression of power, but the lower-ranking classes are not prerequisites for the higher ones. You do not need to take a level in Inverted Pyramid initiate in order to take the level in Inverted Pyramid adept, for example. However, a character can replace one of the lower-ranking class levels with a higher one. For example, once a character with a level in Inverted Pyramid initiate meets the qualifications for Inverted Pyramid adept, he can get rid of all benefits he received from being an initiate and replace them with the benefits of being an adept: Basically, being an adept grants you everything that you gained from being an initiate, and a bit more. Eventually, that same character can replace his adept level with a master level, if he wishes. These are not level gains, but level exchanges. Note, however, that a character need not make the exchanges if he does not want to. One can have a level in two or even all three Inverted Pyramid classes at once, if desired.

the new level. Once the initiate chooses the spell for which he has an affinity, he cannot change it.

### INVERTED PYRAMID ADEPT

The adept is a more experienced member of the Inverted Pyramid than the initiate (above). Inverted Pyramid adepts are always wizards or sorcerers—often with other prestige classes—as described for the initiate.

**Hit Die:** d4

### REQUIREMENTS

To qualify to become an Inverted Pyramid adept, a character must fulfill all the following criteria.

**Knowledge (Arcana):** 13 ranks

**Spellcraft:** 13 ranks

**Feats:** Spell Focus

**Special:** Must be able to cast 5th-level arcane spells. Must have been a member of the Inverted Pyramid for at least two years.

### CLASS SKILLS

The Inverted Pyramid adept's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (any) (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (any) (Int), Search (Int), Spellcraft (Int), and Use Magic Device (Cha). See the *Player's Handbook*, Chapter 4: Skills, for skill descriptions.

**Skill Points at Each Level:** 4 + Intelligence modifier.

### CLASS FEATURES

All of the following are class features of an Inverted Pyramid adept.

**Weapon and Armor Proficiency.** Inverted Pyramid adepts gain no proficiency with weapons or armor, or with shields.

**Spell Affinity (Su):** An Inverted Pyramid adept can choose one spell on his spell list to prepare (if he prepares spells) and cast as if it were one level lower than normal; for this spell he uses a slot one level lower than is standard. For example, if a character chooses *displacement*, he can cast *displacement* as if it were one of his 2nd-level spells, rather than 3rd level. The parameters of the spell do not change, and the saving throw derives from the new level. Once the character chooses the

spell for which he has an affinity—whether as an adept or using this ability as an initiate—he can no longer change it.

**Spell Weaving (Su):** The Inverted Pyramid adept can use three spell slots of a given level to prepare (if he prepares spells) and cast a spell of one level higher. For example, the adept could use three 1st-level spell slots to cast a 2nd-level spell. Likewise, he can use a single spell slot to gain two spells of one level lower. Thus, he could exchange a 3rd-level spell for two 2nd-level spells. The adept still uses his slots normally, so if he prepares spells (like a wizard), he must decide to use spell weaving while preparing his spells.

### INVERTED PYRAMID MASTER

The master is a more experienced member of the Inverted Pyramid than the initiate and the adept (above). Inverted Pyramid masters are always wizards or sorcerers—often with other prestige classes—as described for the initiate.

**Hit Die:** d4

### REQUIREMENTS

To qualify to become an Inverted Pyramid master, a character must fulfill all the following criteria.

**Knowledge (Arcana):** 20 ranks

**Spellcraft:** 20 ranks

**Feats:** Spell Focus

**Special:** Must be able to cast 8th-level arcane spells. Must have been a member of the Inverted Pyramid for at least five years.

### CLASS SKILLS

The Inverted Pyramid master's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (any) (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (any) (Int), Search (Int), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha). See the *Player's Handbook*, Chapter 4: Skills, for skill descriptions.

**Skill Points at Each Level:** 4 + Intelligence modifier

### CLASS FEATURES

All of the following are class features of an Inverted Pyramid master.

## PRESTIGE CLASSES FROM THE CORE RULES

*(cont'd from the previous page)*

**Dwarven Defender:** *The Stone-lost dwarves of Kaled Del (PT7: page 448) have dwarven defenders protecting their fortress and the bridges of the Eternity Cave (PT7: page 448).*

**Eldritch Knight:** *Ptolus' most infamous eldritch knights are the Urthon Aedar, although the class is also found elsewhere.*

**Hierophant:** *Now there are no hierophants in Ptolus, but there could be.*

**Loremaster:** *Loremasters are one of the more common prestige classes in Ptolus. They are members of the Inverted Pyramid or lone individuals living in Vock Row (PT5: page 333) in Oldtown.*

**Mystic Theurge:** *Somewhat rare, the mystic theurge class appeals to those following in the footsteps of the Wizard-Priests of Ni-Gorth (PT2: page 80). Others might dwell among the Malkuth.*

**Shadow Dancer:** *House Sadar has a number of shadow dancer agents.*

*Remember, characters can exchange a lower-ranking Inverted Pyramid prestige class for a higher-ranking one for which they qualify.*

### Inverted Pyramid Prestige Classes

	Class Level	Base	Fortitude	Reflex	Will	Special	Spells
		Attack Bonus	Save	Save	Save		
Initiate	1	+0	+0	+0	+2	Spell affinity	+1 level of existing class
Adept	1	+0	+0	+0	+2	Spell affinity, spell weaving	+1 level of existing class
Master	1	+0	+0	+0	+2	Spell affinity, spell weaving, spell emphasis	+1 level of existing class

*Knights of the Chord,*  
PT3: page 123

*Fleeing the Empire's growing distaste for arcane magic (due to the influence of the Church of Lothian), the Inverted Pyramid relocated to far-flung Ptolus in 554 IA.*

*The symbol of the Inverted Pyramid hearkens back to ancient lore, in which the pyramid symbolized the power of many being focused into one—like the power of a kingdom focusing on the king. Inverting the pyramid shows that the power of magic starts with the individual.*



*Jode, Guardian of Song,*  
PT2: page 69

*Knights of the Chord are not numerous. However, they are important in the Ptolus Campaign. They demonstrate that a bard can be more than just a minstrel singing songs in a tavern. They also show that knightly orders can be more than simply groups of fighters or paladins and can have their own unique focus.*

**Weapon and Armor Proficiency.** Inverted Pyramid masters gain no proficiency with weapons or armor, or with shields.

**Spell Affinity (Su):** An Inverted Pyramid master can choose one spell on his spell list to prepare (if he prepares spells) and cast as if it were one level lower than normal; for this spell he uses a slot one level lower than is standard. For example, if a character chooses *displacement*, he can cast *displacement* as if it were one of his 2nd-level spells, rather than 3rd level. The parameters of the spell do not change, and the saving throw derives from the new level. Once the character chooses the spell for which he has an affinity—whether as a master or using this ability as an adept or initiate—he cannot change it.

**Spell Weaving (Su):** The Inverted Pyramid master can use three spell slots to prepare (if he prepares spells) and cast a spell of one level higher. For example, the master could use three 1st-level spell slots to cast a 2nd-level spell. Likewise, he can use a single spell slot to gain two spell slots of one level lower. Thus, he could exchange a 3rd-level spell for two 2nd-level spells. The master still uses his slots normally, so if he prepares spells (like a wizard), he must decide to use spell weaving while preparing his spells.

**Spell Emphasis (Su):** The Inverted Pyramid master can use two spell slots of a given level to give additional power to a single spell. For example, a master could use two 3rd-level slots to cast a *fireball* spell. The affected spell is cast as if the master were one level higher than normal, and the saving throw DC (if any) gains a +2 bonus. The bonus caster level can even break the parameters of the spell—for example, the aforementioned *fireball*, which normally has a maximum damage of 10d6, would inflict 11d6 points of damage.

Further, if the master's character level is 20th or higher, he can use three spell slots of a given level instead (if desired). The spell affected is cast as if two levels higher than normal, and the save DC gains a +3 bonus.

## KNIGHT OF THE CHORD

The sound and the fury, the music of battle, and the songs of war—these elements make up the life of a Knight of the Chord. The **Knights of the Chord** are a group that uses the magic of music to aid their fighting skills. It is a loosely organized order of knighthood, as each member remains a free spirit and highly individualistic.

The order's code is simple: Defend the down-trodden, and preserve freedom above all else. The knights sing and focus on music, but they are not performers. They do not sing to entertain, but to call upon music's hidden power. Nevertheless, their practiced voices make them more than a match for any professional minstrel, and fortunate is anyone blessed to hear a knight's daily song-meditations.

Normally, Knights of the Chord are bards or at least have some bard levels. Multiclass fighter/bards are common among the order's ranks. Knights of the Chord travel alone or in small groups, only occasionally returning to one of the order's strongholds—called Jodan Templehalls, as each is dedicated to **Jode, the Guardian of Song**. As they rarely recognize local authorities, magistrates and law enforcers do not exactly welcome their presence. However, the common folk look upon them as champions and defenders.

**Hit Die:** d8

## REQUIREMENTS

To qualify to become a Knight of the Chord, a character must fulfill all the following criteria.

**Alignment:** Any chaotic

**Knowledge (Arcana):** 3 ranks

**Perform:** 9 ranks

**Feats:** Toughness, Weapon Focus (any)

**Special:** Must be able to cast the spell *sculpt sound*.

**Special:** Must be invited into the order by an existing knight.

## Knight of the Chord

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells
1	+1	+2	+0	+0	Armor song (medium)	—
2	+2	+3	+0	+0	Imbue vibration	+1 level of existing class
3	+3	+3	+1	+1	Battle dance	—
4	+4	+4	+1	+1	Imbue vibration	+1 level of existing class
5	+5	+4	+1	+1	Armor song (heavy)	—
6	+6	+5	+2	+2	Imbue vibration	+1 level of existing class
7	+7	+5	+2	+2	Singblade	—
8	+8	+6	+2	+2	Imbue vibration	+1 level of existing class
9	+9	+6	+3	+3	Sonic protection	—
10	+10	+7	+3	+3	Song of smiting	+1 level of existing class



### CLASS SKILLS

The Knight of the Chord's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Perform (any) (Cha), Ride (Dex), Sense Motive (Wis), Speak Language (none), Spellcraft (Int), and Use Magic Device (Cha). See the *Player's Handbook*, Chapter 4: Skills, for skill descriptions.

**Skill Points at Each Level:** 4 + Intelligence modifier.

**Note:** If you are using the *Complete Book of Eldritch Might* bard class, use the version of this prestige class that appears in that book.

### CLASS FEATURES

All of the following are class features of a Knight of the Chord.

**Weapon and Armor Proficiency.** Knights of the Chord are proficient with all simple and martial weapons, with all types of armor, and with shields.

**Armor Song (Su):** At 1st level, a Knight of the Chord can cast bard spells with no chance of spell failure while wearing medium armor. Otherwise, she suffers arcane spell failure as normal. At 5th level, she can cast bard spells with no chance of spell failure while wearing heavy armor.

**Spells:** When a Knight of the Chord gains her second level, and on alternating levels after that, the character gains new spells per day as if she had also gained a level in her previous spellcasting class. She does not, however, earn any other benefit a character of that class would have gained (improved chance of controlling or rebuk-

ing undead, metamagic or item creation feats, and so on). This essentially means she adds the new Knight of the Chord level to the level of her previous spellcasting class, then determines the spells per day, spells known, and caster level accordingly. If a character had more than one spellcasting class before she became a Knight of the Chord, she must decide to which class she adds the level of Knight of the Chord.

**Imbue Vibration (Su):** At 2nd level, a Knight of the Chord can sing a special daylong song, placing its magical vibrations within a melee weapon. Henceforth, when the knight (and only the knight) uses the weapon, it displays the quality chosen at the time she sang the song. She can add new qualities to the same weapon (or a different weapon) at 4th, 6th, and 8th level. Once imbued, they cannot be changed, although they can be dispelled. If dispelled, the same quality can be imbued in the weapon again, using another daylong song. Qualities should come from the following list (those available to the knight depend on her level and Charisma; she may not choose an ability more than once):

Class Lvl. +	Cha Mod.	Ability
2		The weapon provides a +1 luck bonus on attack rolls involved in disarm and sunder attempts.
3–4		The weapon can be used to blindfight, as if its wielder had the feat.
5–6		When the wielder fights defensively or uses total defense, the weapon provides an additional +2 luck bonus to Armor Class.
7		The weapon can be used to make multiple attacks of opportunity as if the wielder had Combat Reflexes.
8		The weapon can be used with Weapon Finesse, even if normally it could not.
9		When the weapon is used in the off hand, the penalty for doing so falls by 2 (so, a penalty of –4 becomes –2 with this ability).
10		Foes struck by the weapon must make a Fortitude saving throw or find themselves dazed for 1 round (usable once per day per class level).
11		The weapon strikes incorporeal creatures all the time (instead of just 50 percent of the time).
12		The weapon provides a +1 luck bonus on damage.

**Battle Dance (Su):** Starting at 3rd level, a Knight of the Chord can take a free additional move action during a round. Thus, in a given round, a Knight of the Chord can do the following:

### PRESTIGE CLASSES FROM THE BOOKS OF ELDRITCH MIGHT

*Some of the prestige classes from The Complete Book of Eldritch Might and the Books of Hallowed Might from Malhavoc Press are appropriate to Ptolus:*

**Blessed Prelate:** *One might imagine that in the church of Gaen or Lothian one could find a blessed prelate or two.*

**Diplomancers:** *Diplomancers are rare but do figure among the city's nobles and government officials.*

**Eldritch Warrior:** *A few members of the Order of Iron Might (PT3: page 130) supplement their skills with magic as eldritch warriors.*

**Embermage:** *Embermages, extremely rare in Ptolus, are considered dangerous to be around. The Inverted Pyramid forbids them membership.*

**Graven One:** *Very unusual in Ptolus, graven one mages are found only among Grailwarden dwarves, and seldom at that.*

**Hallowed Mage:** *This class is not at all uncommon among those who work in the Temple District.*

**Mirror Master:** *Although rare in Ptolus, a few mirror masters number among the Malkuth.*

**Song Mage:** *The handful of song mages in Ptolus have a secret headquarters beneath Oldtown called the Hall of Harmony. They often work with the Knights of the Chord (PT3: page 123).*

*Plus, the shadowsworn and gutter mage, core classes from The Book of Roguish Luck, would work well in Ptolus, particularly among the criminal element. House Sadar would have shadowsworn within its ranks.*

Currently, Navanna Vladaam masquerades as a Knight of the Chord named Nicalon Regelis to better spy on the order's members.

*Devout Faith, page 655*



*Knights of the Chord symbol*

Most Knights of the Pale will pick a suite, usually the highest-level one they can access, and stick with it. However, the ability to customize a character on a daily basis, focusing on whether to excel against undead or demons or evil spellcasters, is a valuable one that should not be overlooked.

*Knights of the Pale, PT3: page 125*

Key members of the Knights of the Pale in Ptolus include the Runewarden Zophas Adhar and "Prince" Ironheart.

- Move up to her speed and then make a full attack or cast a full-round spell)
- Move double her speed and make a single attack (or cast a standard action spell)
- Move her speed, make a single attack or cast a standard action spell, and then take a move action

This ability can be used once per day per class level. It does not stack with the *haste* spell.

**Singblade (Sp):** A 7th-level and higher Knight of the Chord can use a standard action once per day to sing a special song that lasts for 1 round per class level. During this time, the knight gains a luck bonus to attack rolls and Armor Class equal to her Charisma modifier.

**Sonic Protection (Su):** A 9th-level and higher Knight of the Chord grows resistant to the rigors of harsh sounds. She gains a damage reduction of 10 + Charisma modifier against sonic attacks.

**Song of Smiting (Sp):** A 10th-level and higher Knight of the Chord can unleash a powerful song that affects all within fifty feet. Those in the area must make Fortitude saving throws (DC 20 + the knight's Charisma modifier) or they become stunned for 1d4 rounds. Whether or not the save succeeds, all in the area suffer 3d6 points of sonic damage. The Knight of the Chord can use this ability once per day.

## KNIGHT OF THE PALE

While there are many great heroes of good in the world today, many lived in earlier times as well. Some people called these holy champions saints. Many characters alive today draw upon the goodness and purity of these historical figures to fight the forces of evil. The **Knight of the Pale** specialize in revering and honoring the saints of the past.

The Knights of the Pale are an order dedicated to ridding the world of evil magic as well as the creatures created or summoned by that magic. In particular, they despise demons. Because they also prove fairly adept at fighting undead, they frequently ally with lawful good churches, although they are not a part of any formal church hierarchy.

Most Knights of the Pale are fighters, paladins, rangers, or clerics, although barbarians, druids, and even rogues occasionally join their ranks. Sorcerer, wizard, and monk knights are rare. NPC Knights of the Pale work in groups, fighting alongside their brethren or like-minded individuals.

**Hit Die:** d10

## REQUIREMENTS

To qualify to become a Knight of the Pale, a character must fulfill all the following criteria.

**Alignment:** Any nonchaotic, nonevil

**Base Attack Bonus:** +7

**Knowledge (Religion):** 4 ranks

**Feats:** *Devout Faith*

## CLASS SKILLS

The knight's class skills (and the key ability for each skill) are Craft (any) (Int), Knowledge (arcana) (Int), Knowledge (religion) (Int), Listen (Wis), Profession (any) (Int), Sense Motive (Wis), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

**Skill Points at Each**

**Level:** 2 + Intelligence modifier.

## CLASS FEATURES

All of the following are class features of the Knight of the Pale prestige class.

**Weapon and Armor**

**Proficiency:** The Knight of the Pale is proficient with all simple and martial weapons, and all types of armor, and shields.

**Ability Suites (Su):** A

Knight of the Pale gains a group of special abilities called a suite; specifically, at 1st level, she gains the first suite.

Higher-level knights gain multiple suites.

Each day at sunrise, a Knight of the Pale with more than one suite chooses which group of powers to activate for that day. Each suite is named for a renowned and heroic saint appropriate to the Ptolus Campaign.

*Suite of St. Chausle (Guardian of the Temple)*

- *Bless weapon* (as spell, cast at knight's class level) once per day
- +2 enhancement bonus to Strength.
- +2 enhancement bonus to Constitution.
- +1 bonus on attack and damage rolls against all outsiders.





### Knight of the Pale

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1st	+1	+2	+0	+2	Suite of St. Chausle
2nd	+2	+3	+0	+3	—
3rd	+3	+3	+1	+3	Suite of St. Gustav
4th	+4	+4	+1	+4	—
5th	+5	+4	+1	+4	Suite of St. Yessid
6th	+6	+5	+2	+5	—
7th	+7	+5	+2	+5	Suite of St. Daris
8th	+8	+6	+2	+6	Holy Avenger
9th	+9	+6	+3	+6	Suite of St. Feldin
10th	+10	+7	+3	+7	Suite of Lothian

#### *Suite of St. Gustav (Protector of the Just)*

- *Cure moderate wounds* (as spell, cast at knight's class level) once per day.
- +2 enhancement bonus to Dexterity.
- +2 dodge bonus to Armor Class.
- +2 resistance bonus on all saves.
- +1 bonus on attack and damage rolls against all undead.

#### *Suite of St. Yessid (Judgment from Above)*

- *Fly* (as spell, cast at knight's class level) once per day.
- *Dismissal* (as spell, cast at knight's class level) once a day.
- +2 bonus to attack and damage rolls against all outsiders.
- Resistance 20 against fire, cold, acid, sonic, or electricity (must choose at beginning of day).
- +2 resistance bonus on all saves.

#### *Suite of St. Daris (Swift Avenger)*

- *Haste* (as spell, cast at knight's class level) once per day.
- +1 bonus on attack and damage rolls against all undead.
- +1 bonus on attack and damage rolls against all evil-aligned spellcasters or evil-aligned creatures with spell-like abilities (stacks with bonus against undead).
- +2 enhancement bonus to Dexterity.
- +2 resistance bonus on all saves.
- Spell resistance against all evil spells, equal to 11 + knight's class level.

#### *Suite of St. Feldin (Faultless Rock of Faith)*

- *True strike* (as spell, cast at knight's class level) once per day per class level of knight.
- *Stoneskin* (as spell, cast at knight's class level) once per day.
- *Dispel evil* (as spell, cast at knight's class level) once per day.
- +4 enhancement bonus to Strength.
- +4 enhancement bonus to Constitution.

- +2 bonus on attack and damage rolls against all outsiders.
- +2 bonus on attack and damage rolls against all evil-aligned spellcasters or evil-aligned creatures with spell-like abilities (stacks with bonus against outsiders).

#### *Suite of Lothian (Provider of Truth)*

- *Heal* (as spell, cast at knight's class level) once per day.
- *Holy word* (as spell, cast at knight's class level) once a day.
- *See invisible* (as spell, cast at knight's class level) continuously.
- Spell resistance equal to 11 + knight's class level.
- +4 enhancement bonus to Strength.
- +4 enhancement bonus to Constitution.
- +2 bonus on attack and damage rolls against all outsiders.
- +2 bonus on attack and damage rolls against all evil-aligned spellcasters or evil-aligned creatures with spell-like abilities (stacks with bonus against outsiders).

**Holy Avenger (Su):** A Knight of the Pale can forge a personal *holy avenger* sword that functions in her hands (and only in her hands) as if she were a paladin. Use the character's Knight of the Pale class levels (stacking with any paladin levels she possesses) to determine "paladin levels" for figuring the power of the sword. This ability effectively eliminates the need for the Craft Magic Arms and Armor feat and all other prerequisites and allows the knight to make whatever sort of sword she wishes (long, short, great, bastard, etc.). Cost to create, in gold and experience, is normal. Once it's created, if the knight is separated from this weapon by more than twenty-five feet, she suffers the effects of a negative level until she touches the blade again. If the sword is destroyed, the negative level equates to true level loss (no save).



#### **Devout Faith Feat [Special]**

You take your religious beliefs very seriously—and gain blessings for your devotion.

**Prerequisite:** DM approval

**Benefit:** No more than once per day, for up to 10 rounds, you gain the effects of a *bless* spell (+1 bonus on attacks and saving throws against fear)—but only when your deity or his servants choose to bestow the blessing on you. Thus, activating this feat requires no action on your part, but you cannot know when and if the feat comes into play (the DM decides). The will of gods is difficult to fathom, and should never be questioned, at least by the faithful. This effect is a supernatural ability.

**Special:** You can gain this feat only if the DM decides that your character truly obeys the teachings and tenets of his faith, and if his patron deity or deities approve of his actions. If this changes at any time, you lose the benefits of this feat and any classes for which it is a prerequisite.



## LOCALES GLOSSARY

*Area abbreviations: Doc (Docks), DW (Dwarven-hearth); GD (Guildsman), JS (Jabel Shammar), MID (Midtown), NEC (Necropolis), NQ (Nobles' Quarter), NM (North Market), OLD (Oldtown), RIV (Rivergate), SM (South Market), TD (Temple), UM (Undercity Market), and WAR (Warrens). Listing offers only the main reference for each item; does not include "Other Locales" sites.*

**Administration Building** (176): Local government headquarters; OLD.

**Alabaster Sanctuary** (351, 366): Good remnant of Mosul Pearl; JS.

**Alcherin's Tomb** (314): Ancient wizard's resting place; NEC.

**Ar-Nampur** (77): Charad Titan fortress north of the city.

**Arena** (315): Sporting events stadium; OLD.

**Aristocrat's Table** (284): Classy restaurant; NQ.

**Ath** (528): Ethereal Isle; Jewel of Spirit.

**Av** (527): Ethereal Isle; Jewel of the Mind

**Avery's Armor** (200): Shop; MID.

**Back Room** (190): Sex club at Skull and Sword; GD.

**Baneheart** (537): Shaft up the length of the Spire in the Banewarrens; also called Tremoc Korin.

**Banewarrens** (77, 419): Damar's underground storage vaults for evil items and artifacts.

**Barbarian Balloonists** (344): Halfling air tours; RIV.

**Beacon Island** (160, 172): In the Bay of Ptolus; DOC.

**Bellringers' Guild Office** (317): Guild HQ; OLD.

**Black Spike** (61): A Galchutt fortress.

**Black Swan** (201): Dwarven bar; MID.

**Blackstock Printing** (353): Operated by Fardream elf clones; SM.

**Bladechapel** (125, 317): Knights of the Pale home; OLD.

**Blessed Bridge** (369, 370): Crosses the King's River at the Street of a Million Gods.

**Bone Hill** (228): Area within the Necropolis.

**Book Wagon** (305): Darthalis Temester's information business; NM.

**Borning Stone** (388): Ren Tehoth site significant to Navashtröm and his sister Tardeshou.

**Bull and Bear** (20, 201): Delver's Square armorers; MID.

**Castle Shard** (285): Ancient magical castle; NQ.

**Cathedral Cavern** (481): Great hall; DW.

**Cathedral of Night** (248): Hall in Dark Reliquary, home to D'Stradi dancers; NEC.

**Cavern of Night** (482): Site of Kaled Menar; DW.

**Caverns of the Galchutt** (453): Site deep below the city where the Nathar'l'nacna sleep.

**Celestial Conclave** (372): Temple where religion itself is revered; TD.

**Chamber of Longing** (427): Delvers' meeting spot with claw-shaped statue; UM.

**Chapel of the Final Resolution** (404-405): Vai HQ; WAR.

**Chapel of St. Thessina** (349): For Lothianites; RIV.

**Chapel of the Uncreated** (250): Shrine in Dark Reliquary led by Kaladeen the balor; NEC.

**Cherubar** (41): Land far west of Ptolus.

**Church of the Lawgiver** (311): For Lothianites; NM.

**Church of the Lothian the Redeemer** (337): OLD.

**Citadel of the Golden Cross** (317): Knights' HQ; OLD.

**Citadel of Might** (318): Order of Iron Might HQ; OLD.

**Citadel of the Seven Chains** (62): Fortress on the Vallis moon; home of the heart of the world.

**City Courts** (318): Justice center; OLD.

**City Library** (318): OLD.

**Clasthamus Isle** (232): Home of Andach; NEC.

**Clock Tower** (319): OLD.

**Cloud Theater** (201): Dramas performed; MID.

**Cock Pit** (355): Gambling den; SM.

**Cold Desert** (41): Southwest of Ptolus.

**Conciliator Chapterhouse** (372): HQ of Lothianite inquisitor sect; TD.

**Conservatory**: See *Imperial Academy of Music*.

**Copper Kettle** (202): Coppersmith; MID.

**Court of Night** (463): Night King's Palace; DW.

**Courthouse**: See *City Courts*.

**Crown Theater** (92, 291): Opera house; NQ.

**Crypt Home of Igor Reichstav** (235): NEC.

**Dalen's Cliffs** (156): Ridge at east end of Oldtown.

**Dalenguard** (320): Historic fortress; OLD.

**Dallaster Manor** (292): Spice magnate's home; NQ

**Danbury's** (20, 202): Delver's Square Mage bar; MID.

**Dark Elf Refuge**: See *Madame Kaetha's House*.

**Dark Market** (427): Illegal commerce; UM.

**Dark Reliquary** (238): Fallen/Forsaken HQ; NEC.

**Darkbirth Madhouse** (184): Asylum; GD.

**Darklock Hill** (228): Area within the Necropolis.

**Darksoul House** (345): Yavos Nared's house, home to a Sorn cell; RIV.

**Daykeeper's Chapel** (221): For Lothianites; MID.

**Deathguider Headquarters** (236): Funerals; NEC.

**Delver's Guild Library and Maproom** (322): OLD.

**Delver's Guildhouse** (425): Group HQ; UM.

**Delver's Square** (20, 198): Adventurers' quarter; MID.

**Dockmaster's Tower** (172): Harbormaster's; DOC.

**Dohrinthas** (43): Empress' capital and the Golden City of the Sea Kingdoms southwest of Ptolus.

**Donnel's** (357): Leather shop; SM.

**Dragon Vault** (296): In Dallimothan tower; NQ.

**Dragonsbirth Mountains** (43): East of Ptolus.

**Dread One's Path** (537): Extradimensional space inside the Spire.

**Dreaming Stone** (454): In Caverns of the Galchutt.

**Dreta Phantas** (457): Dreaming City of Elder Elves, captured by dark elves; now far below city.

**Dungeon** (415): Adventuring areas below city.

**Dwarvenhearth** (460): Abandoned home of Stonemight dwarves; fell to Ghul long ago.

**Dweomer Street**: See *Vock Row*.

**Ebbert's Outfitters** (20, 202): Adventuring supplies in Delver's Square; MID.

**Ebony Tube** (344): Underground passage connecting Rivergate and Oldtown.

**Edarth's Loans** (360): Korben Trollone's front; SM.

**Emerald Hill** (199): Elf neighborhood; MID.

**Endle's Finery** (21): Clothiers; NM.

**Endless Sea of Ice** (41): Far north of Ptolus.

**Entropy Sphere** (499): Powered by the Gates of Delirium near Goth Gulgamel.

**Erdek Ard** (448): Dwarvish name of Eternity Cave.

**Erish-aga** (80): City built by wizards of Kem.

**Esh** (528): Ethereal Isle; Jewel of the Divine.

**Eternity Cave** (448): Massive caverns under the city.

**Ethereal Islands, Seven**: See *Jewels of Parnait*.

**Ethereal Sea** (63): The Ethereal Plane.

**Everwood** (64): Elder Elves' name for Ethereal Sea.

**Exotic Market** (358): Sells rare items; SM.

**Fabric Market** (358): SM.

**Fairbriar** (199): Gnome neighborhood; MID.

**Faraway Scents** (360): Perfume shop; SM.

**Finelle's Pleasant Diversions** (346): Games hall; RIV.

**Firehouses** (154): Fire Brigade stations.

**Fogbottom** (77): Area around Ar-Nampur.

**Fortress of the Redeemed** (421): Brotherhood's HQ.

**Foundry** (185): Ironworks; GD.

**Gallows Square** (313): Execution site; OLD.

**Games House** (333, 337): On Vock Row; OLD.

**Gates of Delirium** (499): Built by Eslathagos Malkith within the Spire to power the Entropy Sphere.

**Gathering Hall** (424): At Delver's Guild office; UM.

**Gear Gate** (477): At the Grand Entrance; DW.

**Ghostly Minstrel** (20, 304): In Delver's Square; MID.

**Ghoul paths** (236): Run beneath the Necropolis.

**Ghul's Labyrinth** (418): Warrens beneath the city Ghul built for storage, billeting, and laboratories.

**Giant's Staircase** (448): Leads to Eternity Cave.

**Glaugsgulgus** (452): Locathah city in deep caverns.

**Golathan Naddershrike's House and Laboratory** (347): Former wizard home; RIV.

**Golden Tooth** (360): Gold shop; SM.

**Goth Gulgamel** (81, 486): Ghul's fortress on Spire.

**Grail Keep** (43, 48): Fortress-city home of Grailwarden dwarves in Prustan Peninsula.

**Grail Temple** (43): Beneath Grail Keep.

**Grand Cathedral** (64): Lothianites' HQ in Tarsis.

**Grand Entrance** (476): Accesses Dwarvenhearth.

**Grand Guildhall** (186): Gathering place; GD.

**Great Hall of Morachon** (479): Part of King Stardelver's Tomb; DW.

**Great Hall** (424): Contains shops and vendors; UM.

**Grey Mountains** (42): East of Tarsis.

**Greyson House** (595): "Haunted" house; NM.

**The Griffon** (206): Popular bar; MID.

**Guildhouse of Iron** (186): Ironworkers' HQ; GD.

**Guilder Gate** (158): A southern entry into Ptolus.

**Gurhorond**: See the *Star Jewelers*.

**Hall of Heroes** (372): Statue garden/memorial; TD.

**Hall of the Valiant** (236): Quiet memorial; NEC.

**Hammersong Vaults** (322): Stores valuables; OLD.

**Havan's Haven** (206): Barbershop; MID.

**Heart of the Malignancy** (529): Pinnacle of evil; JS.

**Heartwood of all Trees** (131): Former Quaan locale.

**Heavenly Baked Goods** (305): Bakery; NM.

**Herbalists' Guildhall** (187): Group's HQ; GD.

**Hidden Prison** (535): In the dungeons of JS.

**Holy Palace** (292): Holy Emperor's Ptolus residence; includes fine chapel for locals; NQ.

**Holy Throne** (149): Seat of the Holy Emperor.

**Hotash Mountains** (42): In Prustan Peninsula.

**House of the Sacred Heat** (373): Mundane healing center; TD.

**The Howling** (228): Area within Necropolis.

**Imm** (527): Ethereal Isle; Jewel of Energy.

**Imperial Academy of Music** (295): Arts school; NQ.

**Imperial Palace** (29): Emperor's residence in Tarsis.

**Imperial University** (322): OLD.

**Inner Vaults** (419): Ring the Spire in Banewarrens.

**Inverted Pyramid** (324): Invisible, floating mage guild HQ; OLD.

**Inverted Tower** (477): At the Grand Entrance; DW.

**Iridithil's Home** (207): Elven sanctuary run by Doraedian Mythlord; MID.

**Jabel Shammar** (77, 501): Evil fortress of Eslathagos Malkith atop the Spire.

**Jangave Lesh's Training Hall** (347): Martial and combat training; RIV.

**Jeweled Cliffs** (156): Ridge at east end of NQ.

**Jewels of Parnait, Seven** (526): Ethereal path to godhood created by the wife of the Dread One.

**Jirraith's Lair** (406): HQ of Pale Dog leader; WAR.

**Jodan Templehall** (337): Knights of the Chord HQ; OLD.

**Jurrin's Plaza** (199): Katterwood central square; MID.

**Kadmiel** (326): Shade Tower that exists only in the Shadow of Ptolus; OLD.

**Kaled Del** (448): Stonelost settlement in caverns.

**Kaled Menar** (483): Home of the Mindforge in the Cavern of Night; DW.

**Kastralathakasal** (453): Galchutt stronghold of alien metals and organic components in deep caverns.

**Katterwood** (200): Halfling neighborhood; MID.

**Kem** (41): Land along the Southern Sea, blighted by Wars of Fire millennia ago.

- Kerrick's (221): Bar where one can reach the Vai; MID.  
**King Starldelve's Tomb** (478): Stonelost holy site; DW.  
**King's River** (88, 160): Flows through Ptolus.  
**King's River Gorge** (160): Runs through Ptolus.  
**Konagis** (604): Underwater triton city in the Whitewind Sea.  
**Korben Trollone's Office** (360): HQ of crime boss at Edarth's Loans; SM.  
**Koth** (457): Dream tower that guards the path to the many worlds in Dreta Phantas.  
**The Labyrinth**: See *Ghul's Labyrinth*.  
**Lackie's** (407): Cheap bar; WAR.  
**Ladris' Fine Foods** (210): Grocery in Narred; MID.  
**Larel's Implements** (174): Nautical shop; DOC.  
**Lendarick** (308): A kennel; NM.  
**Longbottom** (200): Rough neighborhood in southern Midtown.  
**Longdraught Brewery** (188): Largest brewer; GD.  
**Madame Kaethea's House** (408): Dark elf refuge run by Urshanna; WAR.  
**Mahdoth's Asylum** (361): For mad arcanists; SM.  
**Maran's Odd Sizes** (364): Unique clothiers; SM.  
**Market Gate** (158): A southern entry into Ptolus.  
**Midden Heaps** (188): Local dump; GD.  
**Mirror Maze** (436): Built by Kagrisos; UM.  
**Misbegotten Tower** (506): Part of Jabel Shammar.  
**Mitoren's Blades** (309): Weapon shop; NM.  
**Moonsilver Forest** (42): Palastan home of Shoal elves, once home of the Harrow elves.  
**Mosul Pearl** (75): Original name of Danar's fortress; became Jabel Shammar.  
**Mountain of the Sky Kings** (46): Floating dwarf mountain far to the west; now shattered.  
**Mrathrach's Pit** (74): Evil site in the Cold Desert.  
**Myraeth's Oddities** (210): Magic and trinket shop in Delver's Square; MID.  
**Nall** (41): A northern wasteland east of Ptolus.  
**Nall Hall** (309): Nallish cultural center; NM.  
**Navaen Bowcraft** (366): Elf archery shop; SM.  
**Necrophilium** (249): Licheloved area of the Dark Reliquary; NEC.  
**Nluguran** (456): Dark elf city in deep caverns.  
**North Gate** (158): A main entry into Ptolus.  
**North Point Restaurant** (214): Fairbriar eatery whose owners sell night-song magic drug; MID.  
**Ond** (527): Ethereal Isle; Jewel of the Physical.  
**Onyx Spider** (215): Sinistar Tavern Row bar; MID.  
**Order of the Fist Compound** (373): TD.  
**Orr** (527): Ethereal Isle to which Ghul fled; Jewel of Beginnings and Endings.  
**Outer Vaults** (419): Area of the Banewarrens.  
**Palace of Day** (483): Day King's court; DW.  
**Palastan** (42): The land that includes Ptolus.  
**Pale Dogs Safe House** (410): Harbors Spyncer Coil; WAR.  
**Pale Tower** (329): Home of the Malkuth; OLD.  
**Pier Five** (174): Harbors the ghost Tyrus Green; DOC.  
**Pits of Insanity** (416): Areas within the Spire that play havoc with natural laws.  
**Plains of Panish** (42): Area between Tarsis and the Grey Mountains.  
**The Pointy Hat** (333, 337): Wizard bar and grill on Vock Row; OLD.  
**Postal Stationhouses** (164): Mail delivery HQs.  
**Potions and Elixirs** (221, 426): Magic shops; UM, MID.  
**Potter's** (20, 218): Cheap Delver's Square hostel; MID.  
**Praemal** (40, 59): The world.  
**Priory of Introspection** (374): Sisterhood of Silence HQ; TD.  
**Prustan Peninsula** (28, 42): Land between Kem and the Plains of Panish.  
**Ptolus Harbor** (170): In the Bay of Ptolus; DOC.  
**The Quaan** (131): Pactlords' extradimensional HQ.  
**The Quiet** (228): An area within the Necropolis.  
**Ramoro's Bakery** (364): SM.  
**Rastor's Weapons** (20, 218): In Delver's Square; MID.  
**Ravenstroke** (422): Laboratory in the Well of Shadow Eyes below the city.  
**Red Stallion Pub** (309): Large alehouse; NM.  
**Ren Tehoth** (43): Ruined land east of Palastan.  
**Rhoth** (43): Provincial land west of Ptolus.  
**River Tonam** (30, 82): Palastani river.  
**Rogue Moon Trading Company** (364): Major commerce outfit; office in SM.  
**Rosegate House** (298): Home in NQ.  
**Row Bathhouse** (219): On Tavern Row; MID.  
**Runihan Square**: See *Delver's Square*.  
**Saches** (219): Yeoman Street clothiers; MID.  
**Sages' Guild Headquarters** (332): OLD.  
**Sailor's Rest** (175): Nice bar; DOC.  
**Sallachor Isle** (597): Center of shivvel processing in the Whitewind Sea.  
**Salora's Pots** (365): Ceramics shop; SM.  
**Sard's Boats** (175): Rent or buy; DOC.  
**Savage Shark** (175): Tough bar; DOC.  
**Scorched Peaks** (44): Range south of Uraq.  
**Scouts, Guides, and Porters** (426): Hiring hall and access point to Dark Market; UM.  
**Sea of World's End** (44): World's southern edge.  
**Sea Kingdoms** (43): South and west of Ptolus.  
**Secret Hall** (332): Naltegro Suun HQ; OLD.  
**Sepulcher of the Wintersouled** (272): Shrine in Dark Reliquary; NEC.  
**Serpent Caves** (451): Connect Mahdoth's Asylum to deep caverns.  
**Serpent Path** (533): Part of the dungeons of JS.  
**Seven Jewels of Parnaith**: See *Jewels of Parnaith*.  
**Shade Tower**: See *Kadmiel*.  
**Shadow of Ptolus** (327): Dimension of shadow parallel to Ptolus; accessed via Kadmiel.  
**Shadow Sendings** (164, 221): Magic couriers; MID.  
**Shadow Theater** (334): Unique performances; OLD.  
**Shoggoth** (609): Hidden city in Dragonsbirth Mtns.  
**Shrine of the Oracle** (375): TD.  
**Siege Tower** (237): Keepers of the Veil HQ; NEC.  
**Sign of the Shovel** (425): Booth that sells digging equipment; UM.  
**Silver Palace** (292): Onetime Ptolus home of Prince of the Church.  
**Sinking Swamp** (74): Once surrounded what is now the Pit of Mrathrach.  
**Skulk Alley** (334): Street where one signals the desire to meet with a skulk; OLD.  
**The Skull and Sword** (190): Rough tavern; GD.  
**Slave City** (422): Refuge of escaped slaves below city.  
**Smoke Shop** (310): Shuul firearms shop; NM.  
**Soaring Idyll** (300): Floating apartment; NQ.  
**Sombrous Sepulcher** (532): Dread One's abode; JS.  
**South Gate** (158): A main entry into the city.  
**Southern Sea** (41): South of the Sea Kingdoms.  
**Spice Market** (365): SM.  
**Spire** (75, 159): Needle of stone 3,000 feet tall; marks the location of Ptolus and is steeped in evil.  
**St. Chausle's Chapel** (366): For Lothianites; SM.  
**St. Daris' Church** (193): For Lothianites; GD.  
**St. Gustav's Chapel** (219): For Lothianites, across from Delver's Square; run by Fabitor Thisk; MID.  
**St. Valien's Cathedral** (376): City's main Church of Lothian; adventurers unwelcome; TD.  
**Star Crossing** (350): Large open plaza; SM.  
**Star Jewelers** (191): Skilled dwarf gemcrafters; GD.  
**Stirring Stone** (274): Idol of Kihomenethoth, the Writhing One in Galchutt temple.  
**Stockyards** (191): GD.  
**Stormwrought Campanile** (377): Carillon; TD.  
**Street of a Million Gods** (370): Church hub; TD.  
**Swordthrower's Club** (300): Exclusive tavern; NQ.  
**Tabby's Den** (192): Small bar; GD.  
**Taggert's** (378): Bar/temple of the ale god; TD.  
**Tarsis** (44): Imperial capital, the Eternal City.  
**Tavern Row** (198): Hub of many bars; MID.  
**Tavoh's Bakery** (21): NM.  
**Temple of Ahaar** (378): God of the winds.  
**Temple of Asche** (378): God of cities; TD.  
**Temple of Destor** (403, 422): Devoted to illegal lightning god of ill luck; in Ghul's Labyrinth.  
**Temple of the Ebon Hand** (379): Cult HQ; TD.  
**Temple of Excellence** (384): Improve in skills; TD.  
**Temple of Gaen** (385): Goddess of the sun; TD.  
**Temple of the Iron God** (397): God of the forge; TD.  
**Temple of Navashtröm** (387): God of strength and harmony; TD.  
**Temple of the Rat God** (390): Chaos cult front; TD.  
**Temple of Teun** (395): Mother of All Machines; TD.  
**Temple Observatory** (389): Dedicated to the Watcher of the Skies; TD.  
**Tenebrous Pit** (323): Below the cellar of Imperial University, created by minion of Ghul; OLD.  
**Tent City** (163): Around the Market Gate.  
**Theridae** (42, 77): Elder Elf land north of the Spire along the Whitewind coast.  
**Three-Horned Goat** (347): Tavern; RIV.  
**Throne of Darkness** (453): Galchutt stronghold accessed most easily via the Tourbillion.  
**Tourbillion** (453): Teleportation matrix accessible via activation of the *Signet of Shallmoth Kindred*.  
**Tournament Field** (393): Site of the Godsdays Tournament, north of the city wall.  
**Tower of Blasphemy** (511): Part of Jabel Shammar.  
**Tower of House Dallimothan** (296): Designed by the aasimar wizard Tirestian; NQ.  
**Tower of Malice** (515): Part of Jabel Shammar.  
**Tower of Science** (334): Under construction; OLD.  
**Tower of Terephon** (237): Home of Licheloved leader; NEC.  
**Tremoc Korin**: See the *Baneheart*.  
**Tridam** (449, 451): Island in Umbral Lake that holds stronghold of Pactlords of the Quaan.  
**Trolone** (28, 42): Capital of Palastan.  
**Ul-Drakkan** (456): House Vrama's fortress in dark elf caverns; citadel of the lizard.  
**Ullar's Sons' Tannery** (193): Fine leather; GD.  
**Ul-Rassadin** (457): Temple-palace in Nluguran.  
**Ul-Sinistar** (456): House Yurganth's fortress in dark elf caverns; citadel of the spider.  
**Umbral Lake** (448): In the Eternity Cave.  
**Undercity Market** (423): Shopping hub and entry into Dungeon, accessed from Delver's Square.  
**Unn** (528): Ethereal Isle; Jewel of Magic.  
**Uraq** (44): Empire south of the Southern Sea.  
**Urason's Used** (426): Pawnshop; UM.  
**Urnst, Alchemist** (427): Magic shop; UM.  
**Vantaran Peaks** (43): Western limit of Ren Tehoth.  
**Vaults of the Rhodintor** (453): Earthbound demons' home in the deep caverns below the city.  
**Vock Row** (333): Arcane street; OLD.  
**The Waiting** (228): An area within the Necropolis.  
**Wall of the Lost** (426): Posting board for lost adventurers in the Great Hall; UM.  
**Watchhouse** (151): Garrisons for City Watch.  
**Welcome Inn** (365): Hostel near South Gate; SM.  
**Well of the Shadow Eyes** (348): Leads to Ravenstroke; RIV.  
**The White House** (334): Legal brothel owned by Aggah-Shan; OLD.  
**Whitewind Sea** (42): Inland sea north of Palastan.  
**Wings Falls** (160): Site where the King's River drops down Dalen's Cliffs.  
**Wondrous Tattoos** (310): Magical tattoo parlor; NM.  
**Zar'at** (310): Harrow elf neighborhood; NM.

## NPC GLOSSARY

*Alphabetized by first name, not last name or title. Listing offers only the main reference for each name; does not include "Other Locales" proprietors.*

- Abbercombe, Lord** (88): Last member of ancient noble house, trapped in gold body.
- Addares XXXIV** (79): Current Empress.
- Adlam Theobald** (376): Cleric of Lothian, archbishop in St. Valien's Cathedral.
- Adnith Fror** (160): Runs the Lost Dove in Charenburg north of Ptolus.
- Aelian Fardream** (353): Elf wizard who cloned himself disastrously.
- Ageless Titan**: See *Kadavalus*.
- Aggah-Shan** (335): Lich owner of the White House.
- Aisheth** (176): Elf wizard, now gone.
- Alevolenz** (456): Dark elf ruler of House Vrama.
- Aliastr Vladaam** (98): Arcanist son of Iristul.
- Aliya Al-Mari** (373): Monk member of the Runewardens from Uraq.
- Allarrete Cangeri** (300): Soaring Idyll's manager.
- Alnina Silvertree** (207): Manager at the Wind's Mystery at Iridithil's Home.
- Ammel Dar** (221): Fence for stolen goods.
- Anageo Quigg** (310): Gnome tattoo artist and spellcaster, runs Wondrous Tattoos.
- Anathais, King** (42): King of Palastan in Trolone.
- Andach** (232): Mighty druid of Clasthamus Isle.
- Ander Von Yelsin** (295): Dubious Conservatory instructor.
- Angash** (614): Male half-fiend gnoll in Shilukar's lair, child of Ravvan.
- Aoska** (129): Malkuth, one of the Twelve Commanders.
- Araevil Severson** (612): Elf rogue hired to frame Delemele.
- Araki Chipestiro** (338): Yearsend child and runecaster.
- Aran Boturr** (387): High priest of Navashtrom.
- Arbon Sevolve** (130): Cofounder of the Order of Iron Might
- Arkhall Vaughn** (104): Infamous Balacazar wizard.
- Asaiel Silverdoor** (129): Paladin at Pale Tower.
- Ashby Gerard** (148): Retired City Watch captain and one of the Twelve Commanders.
- Aullik** (258): Ghoul sorcerer and Warhound keeper in the Dark Reliquary.
- Averon**: See *Dark Averon*.
- Avery Tannenboss** (200): Owns Avery's Armor.
- Balleah** (522): Planetar in the Alabaster Sanctuary.
- Barit Calomar** (385): A high priest of Gaen.
- Barras Noven** (216): Mercenary who hangs out at the Onyx Spider; cousin of Thurman Rees.
- Bartel Denton** (152): Crooked Watch captain in the South Market.
- Bastion**: See the *Malificite*.
- Beck Von Tibbitz** (120): Keepers of the Veil leader.
- Bellas Rau** (94): Verrana's cousin.
- Bermund Thorn** (378): Cleric of Ahaar.
- Biesta Cran** (600): Linech's shivvel-addict half-sister, now dating Shilukar.
- Bith the Ratter** (305): Rogue in the North Market.
- Boris Ilvata**: See *Savane*.
- Brig Stoneheart** (126): Famous Knight of the Pale.
- Brugul** (615): Female half-fiend gnoll in Shilukar's lair, child of Ravvan.
- Brusselt Airmol** (226): Halfling master thief and friend to Doraedian Mythlord.
- Cabais Fortun** (315): The Minister of Religion.
- Calista** (256): Girl entrusted with the Elder Gods' secret; imprisoned in the Dark Reliquary.
- Canabulum** (58): Minotaur wizard and member of the Runewardens.
- Cardalian** (224): Halfling held in the Dark Reliquary; Lilith created a magical duplicate of her.
- Cardilion Brunner** (317): A paladin Knight of the Pale at the Bladechapel.
- Carlatia** (364): Runs Ramoro's Bakery.
- Carson Herdsman** (334): Father of Tellith and manager of the Shadow Theater.
- Celdore Silverwood** (108): Dark Leaf leader.
- Cerrinthan "Cerry" Sanserra** (105): Balacazar family diplomat.
- Chanticleer Winterwood** (209): Member of the Order of the Bow.
- Charan Fellashath** (215): Bartender at Onyx Spider, with Hennick.
- Charl Willothon** (160): Old sailor who runs the Stew Pot in Balleton north of Ptolus.
- Charnoth** (54): Litorian of the surrounding plains.
- Chelsean Featherhair** (432): Sorcerer/rogue on retainer at the Longfingers Guild headquarters.
- Chol Notan** (174): Five-year-old son of Larel.
- Chorian** (456): Female dark elf fighter of Ul-Sinistar.
- Chuster Nogol** (115): Bankers' guildmaster.
- Collus Adderwood** (594): Addled mage ally of Toridan Cran.
- Commissar of Ptolus**: See *Igor Urnst*.
- Cordelia Erthuo** (91): Human member of House Erthuo.
- Cravish Nathed** (106): Nobles' Quarter crime boss.
- Cynric Gallow, Shigmaa** (246): Urasta's lieutenant.
- Dadian Navaen** (364): Uncle of Naequant at Navaen Bowcraft.
- Daersidian Ringsire** (226): Elf battle mage who rides a wyvern; friend to Brusselt Airmol.
- Damarcan** (527): Half-celestial ruler of Orr who became corrupt.
- Dark Averon** (530): Solar who helped Danar build the Banewarrens, now corrupted.
- Dartalius Estalon** (317): New Knight of the Pale at the Bladechapel.
- Darthalis Temester** (305): Information broker who owns the Book Wagon.
- Dasani Merriwether** (284): Aasimar woman of the Aristocrat's Table.
- Delemele Sartaris** (611): Cleric of Melann.
- Delline Yashara** (187): Herbalists' guildmaster.
- Delloch Boundstone** (188): Dwarven chief scrap merchant at Midden Heaps.
- Dered Abanar** (88): Head of House Abanar.
- Deregalis Finorin** (362): Crazy summoner inmate at Mahdoth's Asylum.
- Derral Fank** (591): Member of the Pale Dogs.
- Derrence Springdart** (425): Halfling vendor of everburning torches in the Undercity Market.
- Derron Polon** (219): Co-owner (with Eltan) of the Row Bathhouse.
- Derresh** (339): The greatest assassin in Ptolus; specialty is illusions; "lives" in Oldtown.
- Desariana Ballack** (338): On the run from Araki Chipestiro.
- Dessis Palath** (124): Gnome rogue Knight of the Golden Cross.
- Devina Kath** (92): Head of House Kath and chancellor of the Conservatory.
- Dharim Boch** (112): Lives at Fate Weavers' school.
- Dialla Cester** (185): Physicker bad apple at Darkbirth's Madhouse.
- Dierna Hillerchaun** (125): Knight of the Pale leader.
- Dockmaster** (172): Obese harbormaster in the Docks.
- Dodun Fisk** (623): Old man at the Docks.
- Dollin Ebonhome** (122): Killraven's dwarven crime boss in the North Market.
- Donrah** (527): Ruler of the jewel of Ond.
- Doraedian Mythlord** (208): Master of Iridithil's Home.
- Dorant Khattru** (92): Head of House Khattru.
- Dorg** (426): Troll guard at Potions and Elixirs.
- Doril the Elder** (536): Dwarf queen imprisoned in the dungeons of Jabel Shammar.
- Doril the Younger** (536): Dwarf queen imprisoned in the dungeons of Jabel Shammar, devious sister of the above.
- Dorut Wolfstone** (334): Architect at Tower of Science.
- Dream King** (457): Ruler in Dreta Phantas, spent his entire adult life asleep.
- Drusii** (262): Marilith in the Dark Reliquary.
- Dullin Balacazar** (103): Maystra's son, a runebearer.
- Dulson Farber** (347): Lives at the three-horned goat house.
- Durant** (122): Troglodyte agent of Killraven; the Stink Man.
- Durg** (360): Korben Trollone's best friend and closest cohort, a troll.
- Ebbert Boltcrafter** (202): Rotund, good-natured dwarf owner of Ebbert's Outfitters.
- Edarth Ovis** (360): Moneylender and front for Korben Trollone.
- Edwina Coll** (127): Owner of Heavenly Baked Goods and leader of the Knights of the Secret Sun.
- Ekarth'il** (508): Aboleth mage in the Misbegotten Tower.
- Ednol Friss** (172): Docks resident.
- Elga Kord** (106): Rivergate crime boss.
- Eltan Polon** (219): Co-owner (with Derron) of the Row Bathhouse.
- Emperor of the Church**: See *Rehoboth Ylestos*.
- Empress Addares**: See *Addares XXXIV*.
- Enis Sadar** (95): Wife of Renn Sadar.
- Erda Schenk** (152): Crooked Oldtown City Watch captain.
- Erediana** (456): Rules Nluguran and House Thess.
- Erell Yinnick** (595): Neighbor of Greyson House.
- Erissa Endal, Sister** (176): Cleric of Lothian.
- Ernest Krundar** (344): Halfling owner (with Fallix Hord) of Barbarian Balloonists.
- Erred** (112): Centaur Fate Weaver.
- Erreshifal** (536): Half-dragon scion of Father Claw, in Jabel Shammar's dungeons.
- Esbel Pamorias** (358): Owns the Exotic Market.
- Esgilar Masters** (330): Paladin leader of the Order of the Steadfast Heart.
- Ethisha Kath** (92): Devina's ballerina daughter.
- Everard Wibert** (152): Crooked Watch captain in the Guildsman District.
- Eyvind** (422): Fugitive wizard in the Slave City.
- Fabitor Thisk, Brother** (220): Chaplain of St. Gustav's Chapel.
- Falishmal** (251): Balor in the Dark Reliquary.
- Falles Donnel** (357): Uris' father, started a leather shop.
- Fallix Hord** (344): Halfling owner (with Ernest Krundar) of Barbarian Balloonists.
- Falstef** (256): First of the Malkuth; tortured astral deva held in the Dark Reliquary.
- Favil Dallimothan, Uncle** (90): A very old silver dragon.
- Feegus, Doctor** (598): Shuul creator of the Prajdall.
- Felaer** (330): Deva with gold-tipped feathers at the Pale Tower.
- Fellig Desiduo** (364): Maran's husband.
- Fellis** (269): A vampire guardian of the Wintersouled.
- Ferrid Naphon** (106): Docks crime boss.
- Fesamere Balacazar** (104): Menon's daughter.

**Thomas Reen** (107): Vies for leadership of the Brotherhood of Redemption.

**Filas Nevish** (406): Drug-using master in the banker's guild.

**Frana Amberfist** (481): Ghost of last cleric of Unnom in Dwarvenhearth.

**Fransin Nagel** (93): Head of House Nagel.

**Frastis Bek** (202): Owner of the Copper Kettle and an extremely talented coppersmith.

**Frein Avathon** (382): Commander of the Ebon Hand temple guard.

**Gaerioth Shadowhand** (52): Harrow elf monk and a member of the Company of the Black Lantern.

**Garin Vnata** (92): Conservatory Vice Chancellor.

**Garreth Bek** (202): Son of Frastis the coppersmith.

**Gattara Vladaam** (97): Daughter of Iristul.

**Gavel Longdraught** (188): Gnome brewery owner.

**Geffrey Barton** (148): Renowned war hero and one of the Twelve Commanders.

**Gegall** (247): Nalfeshnee in the Dark Reliquary.

**Geraeal Glitterstone** (214): Gnome co-owner of the North Point Restaurant.

**Giva Desiduo** (364): Gnome daughter of Maran.

**Glasa Tiaro** (329): The Graven's half-celestial friend.

**Godfred Vladaam** (99): Son of Iristul.

**Golathan Naddershrike** (346): Recently murdered human wizard in the Rivergate District.

**Gorti Jurgen** (424): The Delver's Guild's chief representative in the Undercity office.

**The Graven** (329): Stone golem covered in engraved holy symbols at the Pale Tower.

**Grandmama Dallimothan** (90): Old gold dragon.

**Guildmaster Delver**: See *Sorum Dandubal*.

**Gunther Edlund** (310): Runs the Smoke Shop.

**Gunn Moriggon** (593): Toridan Cran's warrior ally.

**Hadrien Runihan** (195): Son of Abesh and friend of the Balacazars; Covenant of Blood vampire.

**Halgrim Fatherstone** (106, 366): Dwarf North Market crime boss for the Balacazars.

**Hallidin** (192): Centaur employee at the Stockyards.

**Hallos Dallimothan** (89): Kirstol's "grandfather."

**Hallusium Everfar** (123): Elf Knight of the Chord.

**Hannis Goldtooth** (360): Dwarf owner of the Golden Tooth, head of Goldsmiths' guild.

**Hanthan Yan** (175): Owns the Savage Shark.

**Harla Glitterstrike** (191): Dwarf mage who gets gems from Star Jewelers.

**Haurt** (536): Troll chieftain in Jabel Shammar's dungeons.

**Hayman Knapp** (128): Aging Guildmaster Thief.

**Heffrul Dominarik** (315): Minister of Health.

**Helmut Itlestein** (389): Republican leader and Watcher of the Skies high priest.

**Hennam** (234): Andach's apprentice, afflicted with demonseed.

**Hennick Fellashath** (215): Bartender at Onyx Spider, with Charan.

**Hirus Feek** (201): Blacksmith of the Bull and Bear, with brother Sholum.

**Hogun Silvergleam** (107): Leader of the Brotherhood of Redemption.

**Holy Emperor**: See *Reboboth Ylestos*.

**Iernis Poetaen** (425): Elf who sells mapping equipment in the Undercity Market.

**Igor Reichstav** (235): Friend of Necropolis flies.

**Igor Urnst** (149): The Commissar of Ptolus and a famous general who won the Gnoll War.

**Illene Schuk** (365): A daughter of the Welcome Inn's owners.

**Iti** (247): One of two night hags (with Ulti) in the Dark Reliquary.

**Iltumar Shon** (201): Sixteen-year-old human clerk at the Bull and Bear.

**Iniah Croesh** (116): Inverted Pyramid master.

**Inlios Pabovini** (358): Gnome who hangs out at Danbury's and runs the Exotic Market.

**Ireve Nal** (106): Midtown crime boss.

**Iristul Vladaam** (97): Head of House Vladaam.

**Iron Mage** (340): Most powerful wizard in Ptolus, independent.

**Irretharm, Shigmaa** (270): Herald of the Wintersouled.

**Jallek Pedastan** (124): Paladin Knight of the Golden Cross.

**Jamila Nox** (610): A Fate Weaver at Helmut Itlestein's house.

**Jangave Lesh** (347): Offers combat training in Rivergate.

**Jebathio Spiritstar** (214): Gnome co-owner of the North Point Restaurant.

**Jevicca Nor** (116): Well-known Inverted Pyramid mage.

**Jinsa Hammerblight** (425): Dwarf vendor of firearms in the Undercity Market.

**Jirraith** (406): Doppelganger and crime lord in charge of the Pale Dogs.

**Juna Quenan** (314): Minister of Education.

**Juranan Kath** (291): Lady Devina's aging uncle.

**Jurgen Yath** (309): Adventurer at the Red Stallion Pub.

**Kabel Dathimol** (67): Leader of the local Order of the Dawn and one of the Twelve Commanders.

**Kadavalus** (497): The Ageless Titan in Goth Gulgamel.

**Kadiradel** (129): A solar Malkuth high-up.

**Kadmus** (1): Majordomo of Castle Shard.

**Kaela Sparkborn** (611): Elf bard; friend of Delemele.

**Kaeran Altarstone** (116): Inverted Pyramid master.

**Kaira Swanwing** (124): Elf leader of the Knights of the Golden Cross; lives in Oldtown.

**Kaladeen** (250): Balor in the Dark Reliquary who would like to lead the Fallen; hates Lilith/Raguel.

**Kalbir Rau** (94): Verrana's son.

**Karee** (311): Harrow elf vampire and a member of the Covenant of Blood.

**Karetsan** (311): Harrow elf wizard and leader in the Zar'at.

**Karn Ellosh** (261): Prisoner in Drusii's chamber.

**Karsha Hammersong** (322): Dwarf wife of Ollam.

**Katerin** (92): Devina Kath's sculptor cousin.

**Kenill Dallaster** (292): Made a small fortune as a spice merchant.

**Keper, Lords** (139): Twins Reddis Keper and Neivis Keper, who lead the Vai.

**Kevis Killraven** (121): Hag crime lord.

**Keylord** (254): Half-demon minotaur in Dark Reliquary dungeons.

**Kharl Mitoren** (309): Sells weapons at Mitoren's Blades.

**King in Yellow** (80): Leader of the Wintersouled.

**Kird** (212): Myraeth's ogre bodyguard.

**Kirian Ylestos** (294): Prince of the Church.

**Kirstol Dallimothan** (89): Head of House Dallimothan.

**Kiseela Starwave** (339): Elf illusionist on Dweomer Street, created Derresh.

**Klaron Dallimothan, Great-Aunt** (90): Ancient silver dragon.

**Knifal** (260): Half-fiend sorcerer and chief torturer in the Dark Reliquary.

**Kohoath the Betrayer** (139): Once was one of the Urthon Aedar, now in league with Ul-Sinistar.

**Kolister Mahaven** (184): Administrator of Darkbirth's Madhouse.

**Konna Werran** (107): Human bard with the Brotherhood of Redemption.



**Korben "the Keeper" Trollone** (361): Killraven's agent in the South Market.

**Koth Yurtin** (356): Arena manager at the Cock Pit.

**Krag** (356): Minotaur warrior in the Cock Pit's arena.

**Kragas the Bold** (210): Infamous Harrow elf barbarian.

**Kruellis, Lady** (149): Tarsis noblewoman who hates Ptolus.

**Kurnor Steelaxe** (425): Stonelost dwarf of the Sign of the Shovel.

**Kurtlan Nagel** (93): Jailed former head of House Nagel (he was framed).

**Lackie** (407): The Beggar King and a Harrow elf; real name Lakimos; owns Lackie's bar.

**Ladris** (210): Centaur cohort of Kragas the Bold.

**Laerose Trueflight** (364): Elf member of the Order of the Bow and an owner of Navaen Bowcraft.

**Laithe Silksong** (365): Manages drug traffic through the Spice Market.

**Lakimos**: See *Lackie*.

**Larel Notan** (174): An alchemist.

**Larsh** (426): Guard at Potions and Elixirs.

**Lathikamis** (524): The Dread One's personal bodyguard, a balor.

**Laucio Dellinti** (593): Criminal Shoal elf from the Sea Kingdoms.

**Leisarth** (528): Wizard-Priest of Ni-Gorth and vanished ruler of Unn.

**Lerthan Dergstrom** (106): Oldtown crime boss.

**Liessa Vergan** (372): Celestial Conclave high priestess.

**Lilith** (111): Ruler of the Fallen and Forsaken.

**Linech Cran** (601): Drug smuggler and Balacazar ally in Rivergate.

**Linele Cran** (597): Linech's thirteen-year-old daughter, became undead after attack on Sallachor Isle.

**Liss Satorosh** (201): Owns the Cloud Theater.

**Lothao Valinth** (207): Elf proxy of Doraedian Mythlord and one of the Twelve Commanders.

**Lyaale** (536): Lunas elf princess impersonated by a doppelganger in Jabel Shammar's dungeons.

**Lyala Cooper** (345): Owns Rivergate general store.

**Lyrasa Contair** (154): Fire Brigade's new captain.

**Lyrikka** (269): Wintersouled vampire guardian.

**Mahdoth** (362): An ocular tyrant under the effects of a compulsion to run an asylum for mages.

**Malasir** (301): Efreeth head of Killraven's Nobles' Quarter operations; found in Swordthrower's.

**Malegoch Krill** (428): Half-fiend sorcerer and Ennin leader in the Dark Market.

**The Malificite** (419): Formerly Bastion, a planetar who helped Danar build the Banewarrens (now corrupted in Jabel Shammar).

- Malkeen Balacazar** (102): Balacazar family heir.
- Malleck Javimal** (381): Powerful Ebon Hand priest.
- Maloyatas** (272): One of the Wintersouled.
- Mand Scheben** (378): Cleric of Asche and friend to Castle Shard.
- Mara von Witten, Sister** (577): One of the Rune-wardens, cleric of Lothian.
- Maran Desiduo** (364): Gnome clothier and expert seamstress.
- Marcad Shever** (96): Thollos' younger brother.
- Mardun Narvesh** (190): Tends bar at the Skull and Sword.
- Margaetalis Everwood** (207): Elf who delights in gossip and intrigue.
- Marija Elinek** (112): Head Fate Weaver.
- Markus Schuk** (365): Owns the Welcome Inn with Valene.
- Marlow Atrabonc** (202): The Cloud Theater's primary director and writer.
- Marta Thone** (219): Works as a seamstress at Saches clothiers.
- Marved Sallin** (377): Self-titled campanologist.
- Matrenus** (92): Devina Kath's husband.
- Maystra Balacazar** (103): Menon's daughter.
- Medre Allaconda** (249): Most powerful member of the Covenant of Blood, member of the Forsaken; lives in the Dark Reliquary.
- Meither Amost** (106): Half-elf North Market crime boss.
- Melanope Havan** (206): Owns Havan's Haven.
- Melior Kalen** (385): A high priest of Gaen.
- Mellintha Springdart** (425): Sorcerer wife of Derrence who makes everburning torches for sale.
- Menaster Orrund** (610): A Fate Weaver at Helmut Itlestein's house.
- Menon Balacazar** (101): Aging crime lord, head of the Balacazar crime family.
- Merchael Finetooth** (346): Gnome who operates Finelle's Pleasant Diversions.
- Mercus Niolonthor** (314–315): Minister of Guilds.
- Meruk** (535): Solar angel imprisoned in Jabel Shammar's dungeons.
- Methul Watcher** (595): Alias of Helmut Itlestein.
- Miaga, Queen** (42): Palastani ruler in Trolone.
- Migos Foraeth** (201): Half-elf proprietor of the Black Swan.
- Mooncry** (330): Beautiful deva with long dark hair at the Pale Tower.
- Moondros** (422): Nymph ruler of the Slave City.
- The Mother** (265): Terribly transformed marilith in the Dark Reliquary.
- Mother Superior of the Sisterhood of Silence** (136): Head of this order of law-enforcing female monks.
- Moynath Autumnson** (288): Inverted Pyramid master and friend to Castle Shard.
- Muwal** (536): Ogre-mage who was a prince of his kind millennia ago; in Jabel Shammar's dungeons.
- Myalla Wurt** (92): The Kath estate's severe house matron.
- Myraeth Tuneweaver** (210): Elf wizard and owner of a magical oddities and trinket shop.
- Mystia Descri** (130): Cofounder of the Order of Iron Might.
- Na'haras** (103): Ancient human revived as a vampire of the void to be Malkeen Balacazar's bodyguard.
- Naeon Ullistri** (295): Elf bard at the Conservatory.
- Naephos Worldsea** (95): Renn Sadar's proxy.
- Naequant Navaen** (364): Head of the Trueflight family; owns Navaen Bowcraft.
- Naevin Swanwing** (124): Elf fighter Knight of the Golden Cross.
- Nagrus** (106): Half-orc Warrens crime boss.
- Nalachoserithis** (536): Great wyrm gold dragon whose bones lie in the hidden prison of Jabel Shammar's dungeons.
- Nalleth Falcron** (193): Possessed slayer in the Guildsman District who invented the stone mask.
- Nallia Feston** (360): Korben Trollone's mistress at Swordthrower's Club.
- Nann Krakosh** (425): Makes and sells iron rations in the Undercity Market.
- Naosh** (355): Aggah-Shan's half-orc lieutenant and manager of the Cock Pit.
- Nara Nayson** (426): Assistant to Tirres.
- Nara Rau** (94): Bellas' wife, an expert in appraising goods and people.
- Narasha** (289): Rare female satyr at Castle Shard.
- Narlu** (58, 163): Ornu-Nom consort of Radik.
- Narlus Dye** (129): Bard at the Pale Tower.
- Narris Dallimothan** (90): Young male silver dragon.
- Narya Helstein** (191): Stockyards administrator and Helmut's older sister.
- Nastriss** (428): Ritter Ratagan's assarai slave-soldier in the Dark Market.
- Navanna Vladaam** (97): Daughter of Iristul.
- Nayvras** (375): Oracle at the Shrine of the Oracle.
- Neivis Keper** (139): One of the twin Lords Keper.
- Nella Schaun** (206): Manager of the Griffon.
- Neridoc Bittersong** (424): Gnome "Arcane Scribe" in the Undercity Market.
- Nest Master** (446): Albino ratman in the sewers.
- Nestlin Ka** (90): Majordomo of House Dallimothan.
- Niaer Daystep** (360): Half-elf owner of Faraway Scents.
- Nicalon Regelis** (97): Alias of Navanna Vladaam in her guise as a Knight of the Chord.
- Nila Finch** (296): Captain of the *Vanished Dream* Abanar aeroship.
- Nilla Nagel** (93): Yarek Nagel's sickly daughter.
- Nillis Regarson** (315): Minister of Safety.
- Nireus Pard** (66): Bishop of Ptolus.
- Nivae Tamelli** (123): Greatest bard in all of Ptolus; also a Knight of the Chord.
- Nolvaga Von Meudel** (323): University chancellor and Tarsis native.
- Nora Dallaster** (292): Wife of Rillis.
- Nord Steelgrim** (315): Minister of Public Works.
- Norris Felder** (176): Cursed captain with aethel, hiding in the Docks.
- Nowen the Horse** (425): Human of Nallich heritage at Sign of the Shovel.
- Nyathoch** (272): One of the Wintersouled.
- Nyatrah** (614): Gnoll cleric of Ravvan.
- Nyphistree Silvertree** (209): Head of the Order of the Bow.
- Ochremeshk** (623): Imprisoned demon prince; can be released using soul magic in Tinareg's tooth.
- Odsen Rom** (436): Tiefling warden of the Prison.
- Ogden Reinhard** (148): Well-known fighter and one of the Twelve Commanders.
- Ollam Hammerson** (322): Dwarf owner of Hammerson Vaults.
- Ooshul** (262): Drusii's babau lieutenant.
- Orachon** (454): Great wyrm black dragon with the remaining essence of Thoggidrum.
- Orden Falcron** (193): Sociopathic possessor of Nalleth; powerful sorcerer and alchemist.
- Oron Bridgemaster** (202): Dwarf bartender at Danbury's.
- Ortry Gannon** (590): One of the Pale Dogs.
- Oukina** (602): Linech's girlfriend.
- Oulgas, King** (85): Barbarian ruler of the Eastern Hordes.
- Pabos Lendarick** (308): Runs a kennel.
- Pared Cobart** (188): Masons' guildmaster.
- Parnell Alster** (222): Sheva Callister's ghost friend.
- Pauthan Udelis** (364): Ramoro's pickpocket brother.
- Peliopie Erthuo** (91): Head of House Erthuo.
- Pellandar** (208): Friend of Zaetra.
- Pevan Shamus** (378): Cleric/owner of Taggert's.
- Phadian Gess** (121): Keepers of the Veil seneschal.
- Phon Quartermain** (590): Seamstress at Saches.
- Phord Dallimothan** (89): Kirstol's "father."
- Piraloth** (331): Half-celestial brooder at the Pale Tower.
- Prince of the Church**: See *Kirian Ylestos*.
- Prince Ironheart** (127): A Knight of the Pale.
- Quaelin Fillasti** (124): Elf wizard and Knight of the Golden Cross.
- Quideth Minnisham** (232): Onetime companion of Wynn Rabinall.
- Quillong** (604): Triton scout/spy from Konagis.
- Quivor Nox** (426): Coproprietor of Potions and Elixirs.
- Radik** (163): Ornu-Nom orc from south of Ptolus.
- Radolf Cooper** (600): Lives in Linech's burrow and works for him.
- Raenashal** (456): Dark elf mistress of Ul-Sinistar.
- Raguel** (111): Divine ruler of Hell, now in the Dark Reliquary.
- Rajaz Nillotti** (216): An Uraqi knife fighter and Imperial Eyes spy.
- Ralelle Noramar** (124): A Knight of the Golden Cross.
- Ramoro Udelis** (364): Runs Ramoro's Bakery.
- Rastor** (218): Massive litorian with beads tied into his mane who owns Rastor's Weapons.
- Raule** (92): Sallina Kath's son, a singer and songwriter.
- Rebeva Autorth** (317): Manages the office of the Bellingers' Guild.
- Rechel Pattemon** (141): Most experienced Viridian Lord; one of the Twelve Commanders.
- Redalla Shever** (96): Thollos' wife.
- Reddis Keper** (139): One of the twin Lords Keper.
- Regan Frome** (107): Sorcerer with the Brotherhood of Redemption.
- Rehoboth Ylestos** (79, 293): Holy Emperor of the Church of Lothian; also claims secular throne.
- Reinym Ghar** (388): The Great Warder; half-elf cleric leader of the Navashtroum/Tardeshou church.
- Relinda Chiliton** (332): The Guildmaster Sage.
- Renala Hotterin** (153): Halfling Goldshield administrator.
- Renn Sadar** (94): Head of House Sadar.
- Ressis Kal** (190): Half dark elf who runs the Back Room.
- Rethicalas** (311): Juvenile male red dragon rumored to be among the Harrow elves in the Za'rat.
- Rill, Lady** (286): Lord of Castle Shard, Bride of Magic.
- Rillis Dallaster** (292): Spice trade magnate.
- Rintha** (139, 405): Half-fiend ratcatcher and Vai courier.
- Ritter Ratagan** (428): Ennin leader in Dark Market.
- Robel Pillian** (127): A captain in the Commissar's Men.
- Roema Ashenwood** (378): Elf member of the campanile Sorn cell.
- Rona Schuk** (365): A daughter of the Welcome Inn's owners.
- Ronam Tumblefoot** (176): Halfling member of the Longfingers Guild.
- Ruballa** (192): Orc employee at the Stockyards.
- Ruror Greatblade** (601): Linech's dwarf bodyguard.
- Saeth Watersong** (360): Elf employee at Faraway Scents.

Sala Eddaris (358): Wizard investigating Inlios.  
 Sallina Kath (92): Devina Kath's sister.  
 Salora Hail (365): Owns a pottery shop.  
 Salsan (606): Lizardfolk slave ("Sir Jingles") kept in the Balacazar cave complex by the sea.  
 Sanne (309): Is seeking her husband, Sebestin.  
 Savane (133): Shuul leader whose real name is Boris Ilvata.  
 Savvan (527): Demon lord in the Jewels of Parnaith who has the *cloak of frozen dreams*.  
 Scrud (406): Gutterkings leader.  
 Seanus Illithan (601): Eager halfling who is Linech's newest employee.  
 Sebestin (309): Missing husband of Sanne.  
 Secki (173): Eight-year-old girl who works for the Dockmaster.  
 Segaci Fellisti (79, 85, 121): Aging councilor who now claims the Lion-Guarded Throne.  
 Selestical (272): One of the Wintersouled.  
 Sephranos, the Winged King (129): A solar and the leader of the Malkuth.  
 Serai Lorenci (577): Elf wizard/chaositechnician; a member of the Runewardens and Sercian's twin.  
 Sercian Lorenci (583): Multitalented elf member of the Company of the Black Lantern; Serai's twin.  
 Setarsis (508): Aboleth wizard in the Misbegotten Tower of Jabel Shammar.  
 The Shadow Eyes (348): Mad sorcerer clone of the elf Aelian Fardream.  
 Shaeshin Twinleaf (207): Elf who hopes to become the new emissary from Dohrinthas.  
 Shakkar (456): Male dark elf fighter of Ul-Sinistar.  
 Sheva Callister (222): Famous delver (retired) who found the *Crown of Ki-Lias*.  
 Shibata (397): Minotaur cleric of Nivaler.  
 Shilukar (580, 597, 617): Dark elf chaositechnician and puppetmaster.  
 Sholum Feek (201): Blacksmith of the Bull and Bear, with brother Hirus.  
 Shim (334): A skull.  
 Shurrin Delano (577): Carper's Bay rogue who loves Tellith Herdsman; one of the Runewardens.  
 Silion Ankismar (391, 394): One of the heads of the Temple of the Rat God.  
 Singriosh Notorison (426): Tiedfling who runs the knife booth in the Undercity Market.  
 Siphanon Shatterbright (209): Elf member of the Order of the Bow.  
 Sissy Cooper (600): Radolf's wife; lives in Linech's burrow and works for him.  
 Slugashulg (452): King of the locathah caverns.  
 Smurd (192): An ogre employee at the Stockyards.  
 Sobac Redwand (225): A well-known elf thief.  
 Sokalahn (438): Half-demon wizard who wanted the *Black Grail* and became a lich after breaking one of the Gates of Delirium.  
 Soren Clanstone (450): Dwarf prince of Kaled Del who hangs out at the Black Swan.  
 Sorum Dandubal (109): Guildmaster Delver.  
 Spyncer Coil (410): Mad creator of the *Swords of Ptolus*, now hiding with the Pale Dogs.  
 Ssethenus (422): Lizardfolk former slave who seeks to overthrow Moondros in the Slave City.  
 Starachele (456): A sorcerer spy in Ul-Sinistar.  
 Starsochin (465): A Hound once imprisoned by Stonemight dwarves.  
 Stavislav Felatt (124): Sorcerer/ranger Knight of the Golden Cross.  
 Steron Vsool (386): Mighty paladin and champion of Gaen with permanent *heartglow*.  
 Stillis Covenrow (125): Halfling rogue who serves as the Bladechapel's majordomo.  
 Sulet (311): Mercenary Harrow elf in the Zar'at.

### Important Characters From History

Abesh Runihan (112, 372): Hero who defeated the ghost-lich Kagrisos but died in doing so.  
 Addares X (Von Tessel) (31, 82): The Empress who instituted the need for firearm permits.  
 Alchestrin (232, 285): Human wizard and former lord of Castle Shard.  
 Arlian (112): A friend of Abesh Runihan; like Nitham, could see fates.  
 Bared Stonefist (461): Dwarvenhearth's Day King at time of Sokalahn.  
 Barris Deeperstone (461): Dwarven general in first dark elf war, won at Cabled Rock.  
 Brusk (372): The half-orc warrior who slew the tarraaque.  
 Cheroboth Ylestos (149): Former Emperor of the Church (657 1A).  
 Cordaris (421): A woman of long ago who found the Legacy and created the Order of the Legacy.  
 Danar Rotansin (28, 75-77, 419): Good cleric who created the Banewarrens to rid the world of evil artifacts but was corrupted by one of them and became Eslathagos Malkith. Dwelled in Mosul Pearl. Husband of Parnaith.  
 Delian Von Tessel (28, 29, 64, 78, 83, 372): The first Emperor of the Lion-Guarded Throne.  
 Derrick Stonefist (460): The first Day King in Dwarvenhearth.  
 Derrin Darkbirth (184): Founded an asylum in the Guildsman District.  
 Dionys (81, 372): A human fighter-druid and member of the Great Seven who killed Ghul.  
 The Dread One: See *Eslathagos Malkith*.  
 Eriskal (81, 372): Elf rogue and member of the Great Seven who killed Ghul.  
 Eslathagos Malkith (28, 75-77, 419): Evil overlord who sought to conquer the world and the planes beyond thousands of years ago. Also called the Dread One. Dwelled in Jabel Shammar. See also "Danar Rotansin."  
 Ethylsair (285): A powerful mage of long-ago Castle Shard.  
 Farastra the Faithful (528): Slain ruler of the Jewel of Ath.  
 Gerris Hin (332): A loremaster and historian from ages past.  
 Ghul (28, 29, 81): Claimed to descend from the Dread One and sought to emulate his conquest hundreds of years ago. Built the fortress of Goth Gulgamel halfway up the Spire. Created the Utterdark and many new evil creatures and ruled much of the world for centuries before he fell to the Brightfather's Day forces.  
 The Gilded Angel (61-62): Sent to judge Praemus' creation; created or bequeathed the Legacy.  
 The Half God: See *Ghul*.  
 Hathol Hammersmith (460): The first Night King in Dwarvenhearth.  
 Iridithil (207): Legendary Elder Elf known for sheltering the needy.  
 Jan Dalen (320): Prustan general in the Ghulwar.  
 Kagrisos (28, 112): Ghost-lich that threatened to unleash a disease on the world; killed by Abesh Runihan.  
 Kam (81, 372): Halfling monk and a member of the Great Seven who killed Ghul.  
 Karalada (422): Sorcerer sister of Karanosin near the Slave City; foe to Father Claw.  
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 Kaval Stardele (462): One of the last Day Kings, and probably one of the greatest.  
 Khelaeson (81, 139): Elf wizard who banished the Utterdark.  
 The Last King: See *Rissathion, King*.  
 Lukas Mikolic (236): Prince of the Church when Ptolus became the heir's home, buried in the Necropolis.  
 Maeritha Moonrise (372): Created the Quaan and helped slay Eslathagos Malkith.  
 Maven Balacazar (100): Menon's great-great-grandmother; ran the crime family circa 547 1A.  
 Mrathrach (60): A Vested of the Galchutt who sought to imprison the Gilded Angel to destroy the world.  
 Nitham (112): A friend of Abesh Runihan; like Arlian, could see fates.  
 Norrid Favanar (116): Onetime Commissar of Ptolus.  
 Palabosh, Holy Emperor (293): Uncle of current Holy Emperor Rehoboth Ylestos.  
 Parnaith (28, 526): Powerful mage who created the Seven Jewels (along with the Wizard-Priests of Ni-Gorth). Tried and failed to reverse the corruption of her husband, Danar.  
 Polemith (523): A former lieutenant of the Dread One; created the Dire Song.  
 Radlov Von Tessel (29): Nephew of first Emperor; became the second Emperor.  
 Rissathion, King (87-88, 296): The Last King of Palastan, slain by Ghul.  
 Rudolf Von Tessel (83): Main Purveyor of Law and former Emperor.  
 Runshallot (81, 372): Human cleric of Gaen and a member of the Great Seven who killed Ghul.  
 Saerth (81, 372): Elf wizard-rogue and a member of the Great Seven who killed Ghul.  
 Saggartintys the Silver King (75, 419): Silver dragon who helped Danar in the Banewarrens.  
 Shay Orridar (84): Recreated the Knights of the Golden Cross.  
 Silver Sisters: See *Karalada* and *Karanosin*.  
 Skull-King: See *Ghul*.  
 Tomas Storocek (236): Former leader of the Keepers of the Veil.  
 Tacheron Kint (28, 372): A famous fighter and explorer who rescued children from the Shadow of Ptolus.  
 Tarbenthis Frome (322): A corrupt Commissar in 547 1A, Maven Balacazar had him in her pocket.  
 Thadeus Koll (226, 326): Discovered the Shadow of Ptolus.  
 Thoggidrum (60): A Vested of the Galchutt who received the Dreaming Stone; now Oracthon.  
 Thoy Champous (372): A human paladin of Ahaar, now in the Hall of Heroes.  
 Trestian (296, 329): Aasimar wizard who designed the Tower of House Dallimothan and the Pale Tower.  
 Uthegos (81, 372): Dwarf fighter and a member of the Great Seven who killed Ghul.  
 Voklav Von Tibbitz (119): Founded the Keepers of the Veil.  
 Vedisham Ylestos (149): Former Emperor of the Church.  
 Vladaam (60): A Vested of the Galchutt; rent the veil between life and death to bring forth the undead.  
 Yllistro (81, 372): Half-elf sorcerer-ranger and a member of the Great Seven who killed Ghul.  
 Yrkyth Vladaam (28, 97): A mad wizard who built the Enigma Engine.  
 Zachary Hedron (372): Fighter who died rescuing people in the Great Fire of 701 1A.

**Sumar (606):** Slave from Uraq kept in the Balacazar cave complex by the sea.

**Surmoil Rallekred, Shigmaa (244):** Forsaken sorcerer.

**Synthys (346):** Half-dragon Sorn member, claims to be a half-demon.

**Synlass Perideth (298):** Elf member of House Sadar.

**Tabor Danbury (202):** Danbury's proprietor.

**Tagel Unergart (27):** Order of the Dawn leader.

**Tal Ingersol (193, 426):** Leatherworker in the Guildsman District and the Undercity Market.

**Talenta (398):** Trumpet archon in the Temple District with viral goodness plague.

**Taliestha (456):** Female dark elf fighter of Ul-Sinistar.

**Tallaeth (92):** Ethisha Kath's half-elf husband.

**Taltos Urnst (427):** Claims to be the Commissar's cousin; runs Urnst, Alchemist.

**Tamora Rigan (365):** Runs the Rogue Moon Trading Company local office.

**Taran Mult (175):** Manages the Sailors' Rest bar.

**Tarin Ursalatao (204):** Talented and charismatic bard at the Ghostly Minstrel.

**Tarkus (406):** Centaur member of the Pale Dogs, a messenger for Jirraith.

**Tashari Lin (365):** A main Rogue Moon stockholder; ex-wife of Linech Cran.

**Tasilicus Rhedron (331):** Wizard at the Pale Tower.

**Tellian Riverborn (387, 583):** One of the Company of the Black Lantern, a cleric of Navashtrom.

**Tellith Herdsman (204):** Manages the inn at the Ghostly Minstrel.

**Teophia Jewelblade (214):** Gnome wizard and friend of the North Point Restaurant's owners.

**Terraeth Whispermooon (333):** Harrow elf sorcerer; a specialist in fighting threats to city.

**Terrek Nal (220, 222):** A student of Golatham Naddershrike who killed him in anger.

**Terella SPOCH, Sister (125):** Cleric at the Bladechapel.

**Terrick Clanstone (450):** Dwarf leader of Kaled Del.

**Terros Kallind (316):** Human gladiator in Oldtown.

**Testusumi (317):** Guardian naga at the Citadel of the Golden Cross.

**Teyvran Newaster (291):** Owner of the Crown Theater.

**Themus Wuur (190):** Half-orc owner of the Skull and Sword bar.

**Therese Urnst (148, 154):** Eldest of the Commissar's daughters.

**Thollos Shever (96):** Head of House Shever.

**Thord Questin (612):** Recently excommunicated cleric of Melann.

**Thorrin Kolvir (225):** Centaur paladin in Midtown.

**Thuella Nasarini (122):** Halfling (aranea) crime boss for Killraven in Oldtown.



**Thurman Rees (334):** Proprietor of the White House in Oldtown; cousin of Barras Noven.

**Thurvan Rashong (328):** Daersidian Ringsire's friend; stole the *box of shadows* and was corrupted.

**Tiel Lawley (398):** Well-known warrior and worshipper of Battle.

**Tillian Dallaster (292):** Daughter of Rillis and Nora.

**Timerian, Velator (421):** Insane leader of the Order of the Legacy beneath Ptolus.

**Tinareg (256):** Old half-orc in the Dark Reliquary's prison whose tooth has Ochremeshk's symbol.

**Tinerias Edren (320):** A philosopher.

**Tirres (426):** Centaur weaponsmith in the Undercity Market with a workshop in the South Market.

**Tissakal (409):** Dark elf killer in the Warrens.

**Toman Etherin (201):** A commoner with missing daughter in Midtown.

**Torel Sellek (188):** Longdraught Brewery worker.

**Toridan Cran (593):** Half-orc criminal brother of Linech.

**Travinor Rem (427):** Rogue proprietor of Scouts, Guides, and Porters; also runs the Dark Market.

**Tueca Severwing (124):** Harrow elf paladin Knight of the Golden Cross.

**Tully Boltcrafter (203):** Ebbert's brother; took one too many blows to the head in his adventuring days.

**Tussi Moheath (192):** Runs Tabby's Den.

**Tyonaeth Glittersprite (426)** Elf sorcerer and coproprietor of Potions and Elixirs.

**Tyrese Anvilfist (115):** Tinsmiths' dwarf guildmaster.

**Tyrus Green (174):** A ghost at Pier Five in the Docks.

**Tyrus Marphel (154):** Fired from the Fire Brigade following a scandal.

**Udalaag (577):** Abused half-dragon burrower rescued by the Runewardens and turned to good.

**Uetha Wolanet (124):** Half-elf cleric of the Elder Gods and Knight of the Golden Cross.

**Ularis Gadare (123):** Killraven's half-elf rogue lieutenant in the Guildsman District.

**Uldrick Kord (106):** Guildsman District crime boss.

**Ulithik (509):** A monstrous, tentacled sorcerer in the Misbegotten Tower.

**Ulti (247):** One of two night hags (with Ilti) in the Dark Reliquary.

**Unirthom the Blue (116):** An Inverted Pyramid master.

**Urak Nar (363):** Mahdoth's Asylum administrator.

**Urasta, Shigmaa (114):** Tiedling Forsaken leader.

**Uris Donnel (357):** Falles' son, runs a leather shop in the South Market.

**Urleinius (387):** Ogre-mage Star of Navashtrom.

**Urnest Ankismar (391, 394):** A wererat and one of the heads of the Temple of the Rat God.

**Ursaon Brightfall (426):** Half-elf pawnbroker at Urason's Used.

**Urshanna (408):** Dark elf priestess who runs Madame Kaethea's House.

**Utha Aryen (309):** Co-owns the Red Stallion Pub.

**Uthlachiman the Elder (456):** Blue dragon who leads a sorcerer cabal in Ul-Sinistar.

**Utresh Dallimothan (90):** Adult bronze dragon.

**Uyethicas (272):** One of the Wintersouled.

**Vaethir Erthuo (91):** Elf member of House Erthuo.

**Vagger Nulus (592):** Small-time hood with big ambitions.

**Vala Ivansk (175):** Owns the Sailors' Rest bar.

**Valene Schuk (365):** Owns the Welcome Inn with Markus.

**Vanum Vaal (348):** Alias for the Shadow Eyes in his guise as a witch and Killraven ally.

**Vard Hillman (204):** Owner of the Ghostly Minstrel.

**Varen (528):** Ruler of Av.

**Varthis Starborn (208):** Gnome squatter at Iridithil's Home.

**Vatur (426):** Lizardfolk who repairs damaged equipment from his Undercity Market booth.

**Veda Medaris (186, 410):** Head of the Ironworkers' Guild.

**Velator:** See *Timerian*.

**Verrana Rau (94):** Head of House Rau.

**Vestra Totharson (317):** Paladin with the Order of Dayra; friend of Dierna at the Bladechapel.

**Vexander Sangreal (583):** Elf mage and a member of the Company of the Black Lantern.

**Vissuine (456):** Dark elf evoker in Ul-Sinistar.

**Vladimir Urnst (427):** Claims to be the Commissar's cousin; helps run Urnst, Alchemist.

**Waeven Iosanil (337):** Elf philosopher.

**Wandering Smith (367):** Avatar of the Iron God in the South Market.

**Wareth Naddershrike (347):** Brother of the murdered wizard Golathan.

**The Warhound (258):** Special retriever in the Dark Reliquary.

**Wilhemara (536):** Cloud giant queen in the dungeons of Jabel Shammur.

**Winistar "Winnie" Potter (218):** Owns Potter's inn.

**Winteril (372):** Cherubim elf at the Celestial Conclave.

**Wuntad, Shigmaa (73):** Seeks to unite the chaos cults for the Night of Dissolution.

**Wynn Rabinall (373):** Powerful monk and leader of the Order of the Fist.

**Wynthaes (176):** Cherubim elf spy who seeks out slavers in the Docks.

**Yahn Runhald (193):** One of Ullar's sons.

**Yallis Kether (309):** Co-owns the Red Stallion Pub.

**Yarek Nagel (93):** A doddering noble uncle.

**Yarrana Montass (315):** Minister of Trade.

**Yavan Helliscon (301):** Owns Swordthrower's Club; a member of House Abanar.

**Yavil Totharson (317, 347):** A retired soldier at Jangave's Training Hall; brother of Vestra.

**Yavos Nared (345):** Evil Sorn cell leader at Darksoul House.

**Ylouil (608):** Demon spirit possessing Linech's pocketwatch.

**Ymrik (326):** Frost giant who stole the *box of shadows*.

**Yorid Glitterfist (148):** A representative of Kaled Del among the Twelve Commanders.

**Yuethi Moonicircle (107):** Vies for leadership of Brotherhood of Redemption.

**Yul Haven (206):** A barber at Haven's Haven.

**Yula Falass (333):** Abjurer known as a security specialist.

**Yurikin Falahoff (358):** Fabric Market manager.

**Zachean (466):** Dark elf vampire in Dwarven-Hearth.

**Zade Kenevan (204):** Gruff and skinny bartender at the Ghostly Minstrel.

**Zaetra (208):** Cherubim elf and a close friend of Doraedian Mythlord.

**Zairic Westridon (363):** Mahdoth's gnome wizard assistant who hangs out at Danbury's.

**Zalisartaram (346):** Harrow elf games expert.

**Zastanix (242):** A flylike demon in the Dark Reliquary.

**Zathirix (492):** Orc sorcerer and leader of the Sorn-Ulth orcs beneath the Nobles' Quarter near Goth Gulgamel.

**Zavere, Lord (286):** A Lord of Castle Shard.

**Znaam (527):** Bloated insectlike ruler of Inn.

**Zophas Adhar (125, 577):** Aasimar paladin and Knight of the Pale; member of the Runewardens.



**FRIENDS AND FOES**

If you're looking for enemies or allies for your player characters, check the appropriate level in this list, then refer back to the NPC glossary for the page number where you can read more about the character.

**Friends****Low-Level Friends**

Bermund Thorn (cleric of Ahaar)  
 Cardilion Brunner (Knight of the Pale at the Bladechapel)  
 Chuster Nogol (Bankers' guild-master)  
 Dartalius Estalon (new Knight of the Pale at the Bladechapel)  
 Derrence Springdart (sells everburning torches in Undercity Market)  
 Dessis Palath (gnome Knight of the Golden Cross)  
 Fabor Thisk, Brother (chaplain of St. Gustav's)  
 Gorti Jurgen (Delver's Guild's Undercity Market representative)  
 Igor Reichstäv (friend to flies in the Necropolis)  
 Mand Scheben (cleric of Asche, friend of Castle Shard)  
 Migos Foraeth (half-elf proprietor of the Black Swan)  
 Myraeth Tuneweaver (elf wizard Oddities shopkeeper)  
 Nyphistree Silvertree (head of Order of the Bow)  
 Oron Bridgemaster (bartender at Danbury's)  
 Rastor (litorian weapon shopkeeper)  
 Salora Hail (potter and gossip in South Market)  
 Seanus Illithan (drug lord Linech's newest employee)  
 Tal Ingersol (leatherworker in the Guildsman District and Undercity Market)  
 Tellith Herdsman (manages the inn at the Ghostly Minstrel)  
 Terros Kallind (gladiator in Oldtown)  
 Thorrim Kolvir (centaur paladin in Midtown)  
 Vatur (lizard man, repairs damaged equipment in Undercity Market)

**Mid-Level Friends**

Aran Boturr (high priest of Navashtrom)  
 Beck Von Tibbitz (Keepers of the Veil leader)  
 Brig Stoneheart (a Knight of the Pale)  
 Brusselt Airmol (halfling master thief)  
 Cerrinthan "Cerry" Sanserra (Balacazar diplomat)  
 Daersidian Ringsire (elf battle mage)  
 Darthalis Temester (information broker in North Market)  
 Devina Kath (head of House Kath and Conservatory chancellor)

Doraedian Mythlord (master of Iridithil's Home)  
 Erred (centaur Fate Weaver)  
 Esgilar Masters (leader of the Order of the Steadfast Heart)  
 Falstef (astral deva in Dark Reliquary)  
 Felaer (deva at the Pale Tower)  
 Fransin Nagel (head of House Nagel)  
 Hallusium Everfar (a Knight of the Chord)  
 Jallek Pedastan (a Knight of the Golden Cross)  
 Jevicca Nor (well-known Inverted Pyramid mage)  
 Kaira Swanwing (leader of Knights of the Golden Cross)  
 Liessa Vergan (high priestess of Celestial Conclave)  
 Naevin Swanwing (a Knight of the Golden Cross)  
 Nara Rau (expert in appraising goods and people)  
 Narlus Dye (bard at the Pale Tower)  
 Neridoc Bittersong (the Arcane Scribe in the Undercity Market)  
 Phadian Gess (Keepers of the Veil seneschal)  
 Prince Ironheart (a Knight of the Pale)  
 Quaelin Fillasti (Knight of the Golden Cross)  
 Ralelle Noramar (a Knight of the Golden Cross)  
 Rill, Lady (Lord of Castle Shard, Bride of Magic)  
 Sheva Callister (famous delver, retired)  
 Soren Clanstone (dwarf prince)  
 Tasilicus Rhendron (wizard at the Pale Tower)  
 Tiel Lawley (warrior and priest of Battle)  
 Tuela Severwing (a Knight of the Golden Cross)  
 Urlenius (ogre-mage Star of Navashtrom)  
 Zaetra (Cherubim elf wizard)  
 Zairic Westridon (assistant to Mahdoth)  
 Zalisartaram (Harrow elf games expert)  
 Zavere, Lord (Lord of Castle Shard)

**High-Level Friends**

Adlam Theobold (Lothianite archbishop in St. Valien's Cathedral)  
 Andach (druid master of Clasthamus Isle)  
 Ashby Gerard (one of the Twelve Commanders)  
 Barit Calomar (a high priest of Gaen)  
 Dierna Hillerchaun (Knights of the Pale leader)  
 Kadiradel (solar Malkuth high-up)  
 Melior Kalen (a high priest of Gaen)  
 Nivae Tamelli (greatest bard in Ptolus)  
 Steron Vsool (champion of Gaen and the city's greatest paladin)

Veda Medaris (head of Ironworkers' Guild)  
 Wynn Rabinall (head of Order of the Fist)

**Foes****Low-Level Foes**

Bartel Denton (crooked South Market Watch captain)  
 Cravish Nathed (Nobles' Quarter crime boss)  
 Derral Fank (Pale Dog)  
 Dollin Ebonhome (North Market crime boss)  
 Durant (troglodyte Killraven operative)  
 Elga Kord (Rivergate crime boss)  
 Eyvind (ambitious fugitive in the Slave City)  
 Ferrid Naphon (Docks crime boss)  
 Korben Trollone (South Market crime boss)  
 Lerthan Dergstrom (Oldtown crime boss)  
 Linech Cran (drug smuggler in Rivergate)  
 Malleck Javimal (powerful Ebon Hand priest)  
 Meither Amost (North Market crime boss)  
 Nagrus (Warrens crime boss)  
 Nalleth Falcon (possessed slayer in Guildsman District)  
 Ortry Gannon (Pale Dog)  
 Scrud (Gutterkings leader)  
 Shilukar (dark elf chaostech puppet-master)  
 Silion Ankismar (a head of the Temple of the Rat God)  
 Synethys (Sorn half-dragon)  
 Thuela Nasarini (Oldtown crime boss)  
 Tissakal (dark elf killer in the Warrens)  
 Toridan Cran (half-orc criminal)  
 Uldrick Kord (Guildsman District crime boss)  
 Urnest Ankismar (wererat head of Rat God Temple)  
 Vagger Nulus (small-time hood with big ambitions)

**Mid-Level Foes**

Aggha-Shan (lich owner of the White House)  
 Alevolenz (dark elf ruler of House Vrama)  
 Aliaster Vladaam (arcanist son of Iristul)  
 Ander Von Yelsin (dubious Conservatory instructor)  
 Araki Chipestiro (Yearsend child and rune caster)  
 Arkhall Vaughn (infamous Balacazar wizard)  
 Erda Schenk (crooked Oldtown Watch captain)  
 Feegus, Doctor (Shuul creator of the Prajdall)  
 Gattara Vladaam (Iristul's daughter)

Godfred Vladaam (Iristul's son)  
 Hadrien Runihan (Covenant of Blood vampire)  
 Helmut Itlestein (republican leader)  
 Jirraith (Pale Dog crime lord and doppelganger)  
 Karee (Harrow elf vampire and member of the Covenant of Blood)  
 Krag (warrior in the Cock Pit's arena)  
 Lackie (the Beggar King)  
 Laithe Silksong (manages drug traffic through the Spice Market)  
 Malasir (efreeti Killraven operative)  
 Malegoch Krill (Ennin leader in Dark Market)  
 Malkeen Balacazar (Balacazar heir)  
 Mayastra Balacazar (Menon's daughter)  
 Navanna Vladaam (noblewoman arcanist seeking *Banewarrens key*)  
 Odsen Rom (Prison guard)  
 Pared Cobart (Masons guildmaster)  
 Ritter Ratagan (Ennin leader)  
 Surmoil Rallekred (Forsaken sorcerer and shigmaa)  
 Talenta (trumpet archon with viral goodness plague)  
 Thurvan Rashong (holds the *box of shadows*)  
 Vanum Vaal (the Shadow Eyes' witch identity)  
 Wuntad, Shigmaa (uniting the chaos cults for Night of Dissolution)  
 Yavos Nared (evil Sorn cell leader)  
 Zachean (dark elf vampire in Dwarvenhearth)

**High-Level Foes**

Dered Abanar (head of House Abanar)  
 Derresh (greatest assassin in Ptolus)  
 Drusii (marilith in Dark Reliquary)  
 Erediana (dark elf ruler of Nluguran and House Thess)  
 Keper, Lords (twins Reddis Keper and Nevis Keper of the Vai)  
 Kevris Killraven (hag crime lord)  
 Lilith (leader of the Fallen)  
 Medre Allaconda (head of Covenant of Blood)  
 Menon Balacazar (head of the crime family)  
 Raenashal (dark elf mistress of Ul-Sinistar)  
 Renn Sadar (head of House Sadar)  
 The Shadow Eyes (sorcerer clone of Aelian Fardream)  
 Travinor Rem (runs the Dark Market)  
 Urasta, Shigmaa (Forsaken leader)

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# Ptolus



## PTOLUS CLIP-ON SCREEN REFERENCE FOR DMs

### The City Council Tribunal

Igor Urnst (The Commissar)  
Kirian Ylestos (Prince of the Church)  
Mother Superior of the Sisterhood of Silence

### Other Important People

Aoska (half-celestial member of the Malkuth)  
Adlam Theobold (archbishop of Lothian)  
Doraedian Mythlord (influential elf)  
Iron Mage (powerful wizard)  
Jevicca Nor (mighty Inverted Pyramid mage)  
Kevris Killraven (crime lord)  
Lady Fransin Nagel  
Lady Verrana Rau  
Lord Dered Abanar  
Lord Kirstol Dallimothan  
Lady Peliopie Erthuo  
Lady Devina Kath  
Lord Dorant Khatru  
Lord Renn Sadar  
Lord Thollos Sheva  
Lord Iristul Vladaam  
Menon Balacazar (crime lord)  
Moynath Autumnsong (powerful sorcerer)  
Rehoboth Ylestos (Emperor of the Church)  
Sorum Dandubal (Guildmaster Delver)  
Zavere and Rill (Lords of Castle Shard)

### Noble Houses

Abanar (mercantile) Nagel (altruistic)  
Dallimothan Rau (rogues)  
(dragons) Sadar (shadows)  
Erthuo (scholars) Shever (technology)  
Kath (the arts) Vladaam (evil)  
Khatru (military)

### Other Important Groups

Delver's Guild (adventurer organization)  
Sisterhood of Silence (female monks who help keep the peace)  
Keepers of the Veil (undead hunters)  
Knights of the Pale (good-aligned order)  
The Fallen (demons in the Dark Reliquary)  
The Forsaken (admirers of death and the undead; allied with the Fallen)  
Balacazar Family (criminal organization)  
Inverted Pyramid (mage organization)  
Killraven Crime League (upstart criminal organization)  
Knights of the Golden Cross (good-aligned order serving the Elder Gods)  
Longfingers Guild (thieves' guild)  
Malkuth (angels in the Pale Tower)  
Order of Iron Might (warrior's guild)  
The Shuul (technology-based order)  
The Sorn (spellcasting mercenaries/assassins)  
Urthon Aedar (mysterious wandering judges)  
Vai (death-worshipping assassins)  
Viridian Lords (plant-bonded rangers)

### Special Materials

Aethel (absorbs energy)  
Black adamantine (resists magic)  
Firestone (long-burning fuel)  
Heliothil (negates gravity)  
Ithildin (glows in moonlight)  
Ithilnaur (strong and glows in moonlight)  
Liquid light (residual goodness)  
Liquid shadow (residual evil)  
Marlite (magic dead)  
Moonsilver (liquid metal)  
Vallis (raw magic)

### Major Deities

Ahaar (CG Lord of the Air)  
Asche (N God of Cities)  
Father Claw (CE Serpentine Lord)  
Gaen (LG Goddess of Light)  
Gorgoth-Lol (CE Goddess of the Dark Elves)  
Heiran and Nareis (LE and CE, Sisters of Death)  
Lothian (LG Official Imperial Deity)  
Maleskari (NE God of Shades)  
Melann (NG Goddess of Farming)  
Mocharum (LG God of the Dwarves)  
Myliesha (CG Mistress of the Wind's Path)  
Navashtrom (NG God of Strength and Harmony)  
Teun (LN Mother of All Machines)  
Thamus (NG God of Protection and Defense)  
Watcher of the Skies (N God of Divination)

### RACES OF PTOLUS

#### Major Races

Dwarves  
Stonelost  
Grailwarden  
Elves  
Shoal  
(Harrow\*)  
Elder  
(Cherubim\*)  
(Dark\*\*)  
Half-Elves

Gnomes  
Halflings  
Humans

\* *More of a minor race.*  
\*\* *An NPC race.*

#### Minor Races

Aram (centaurs)  
Assarai (lizardfolk)  
Cherubim elves  
Harrow elves  
Litorians

#### NPC Races

Aasimars  
Dark elves  
Minotaurs  
Orcs  
Ornu-Nom  
Toruk-Rul  
Sorn-Ulth  
Half-Orcs  
Tiefings

#### TRAVEL TIMES IN THE CITY \*

STARTING POINT	DESTINATION ON FOOT									
	Nobles	Oldtown	Rivergate	S. Market	N. Market	Midtown	Temple	Guild	Warrens	Docks
Nobles	—	10	25	20	32	20	22	35	50	38
Oldtown	13	—	15	10	22	10	12	25	40	28
Rivergate	28	17	—	25	10	20	10	30	40	34
S. Market	23	12	26	—	22	10	22	20	35	23
N. Market	35	24	11	22	—	18	10	25	40	23
Midtown	23	12	21	10	18	—	8	15	30	17
Temple	25	14	11	22	10	8	—	20	35	20
Guild	38	27	31	20	25	15	20	—	20	10
Warrens	41	30	34	23	23	17	20	10	—	16
Docks	63	52	51	43	50	40	45	30	28	—

STARTING POINT	DESTINATION BY CARRIAGE									
	Nobles	Oldtown	Rivergate	S. Market	N. Market	Midtown	Temple	Guild	Warrens†	Docks
Nobles	—	5	12	10	15	10	10	20	30	22
Oldtown	6	—	5	5	10	5	5	15	25	17
Rivergate	13	6	—	12	5	10	5	15	25	17
S. Market	11	6	12	—	10	5	10	10	25	12
N. Market	17	11	5	10	—	10	5	10	25	9
Midtown	11	6	10	5	10	—	5	5	20	6
Temple	11	6	5	10	5	5	—	10	25	10
Guild	21	16	15	10	10	5	10	—	15	5
Warrens†	23	18	17	12	9	6	10	5	—	13
Docks	36	31	30	30	30	30	30	20	11	—

\*All times are in minutes and assume average crowds and traffic and a brisk pace, traveling between the centers of two districts.  
†Public carriages for hire do not venture into the Warrens; these times assume travel by private carriage.

**PTOLUS RANDOM ENCOUNTER MATRIX** *(for instructions, see reverse)*

d%	DOCKS	GUILDSMAN	MIDTOWN	NECROPOLIS	NOBLES' Q.	N. MARKET	OLDTOWN	RIVERGATE	S. MARKET	TEMPLE	WARRENS
01-02	181/304	194	43/304	240/316	1	237/304	43/304	43/304	236/304	267/304	44/199
03-04	182/304	56	44/304	241/316	2/304	238	44/304	44/304	239/304	268/304	45/200
05-06	183/304	57	45/304	242/304	3/304	239	45/304	45/304	56/304	270/304	50/201
07-08	184/304	43/304	46/304	244/304	4/304	43/304	46/304	46/304	57/304	271/304	66/202
09-10	185/304	44/304	47/304	245/246	11	44/304	47/304	47/304	43/304	272/304	133
11-12	186/304	45/304	48/304	245/250	49	45/304	48/305	48/304	44/304	273/304	134
13-14	187/304	46/304	50/304	247/254	120	46/304	64/307	49/304	45/304	278/304	136
15-16	44	47/304	51/304	248/255	121	47/304	73/308	50/305	46/304	44/304	199
17-18	45	48/304	52/304	251	122	48/304	74/308	73/308	47/304	45/304	210
19-20	311	120	53/304	252	127	120	120	74/121	48/304	120	223
21-22	129	134	54/304	252	18/304	126	127	120	71/304	126	224
23-24	199	15	55/304	257	86/304	303	17/304	127	120	133	225
25-26	201	42	120/305	258	79/304	303	19/304	20/304	303	134	172
27-28	295	199	126/308	304	90/304	16/199	78/304	21/307	303	18/304	173
29-30	296	201	16/308	304	91/304	17/200	80/121	40/310	15/304	28	174
31	181	195	226/199	292	5/304	236/304	258	266	237/304	271/310	286
32	188	196	227/200	242/257	6	237	259/304	58	238/305	274	287
33	189	197	228/202	243/253	7	238	260/304	64	52/305	275/307	288
34	190	198	229/203	245/313	8	239	261	67/304	53/305	276/307	289
35	191	52/304	230/203	247/313	9	52/201	262/304	69/304	54/171	277/307	290
36	192	53/304	231/204	248/314	10	53/202	263/304	72/304	58/172	279	291
37	193	54/304	232/209	249/315	12/304	54/203	264	75/304	59/307	269	292
38	66	58/304	233/210	251	13	58/211	265	121	62/308	280	58
39	69	60/305	234/207	251	14	127	49/304	122	76/119	281	200
40	121	61/305	235/208	252	69/304	121	58	123	121	282	201
41	126	66/305	58	252	126	122	59/304	126	122	283/304	202
42	133	67/308	59/209	252	85/304	133	61/304	133	123	284	203
43	37	71/308	61/210	66/313	103	134	62/304	15/304	126	285	204
44	15	75/308	62/211	316	32/304	137	65/66	16/304	134	121	205
45	16	124	64/212	316	33/304	164	67/304	17/304	137	122	206
46	24	126	66	233	61/304	18/209	72/304	19/304	16/138	123	207
47	36	133	68	64/314	62/304	19/210	121	27/304	22/139	268	208
48	4	137	70/213	42/315	67/304	20/207	124	35/304	31/140	270	209
49	294	16	73/214	37/304	71/304	21/208	126	38	32/145	271	211
50	295	34/308	74/215	304	89/304	22/209	79/304	39/304	33/161	272	212
51	296	43/215	77/216	304	97/304	23/210	81/304	41/304	56/163	273	213
52	263	44/216	121	304	97	24/211	86/310	42/304	57/166	274	214
53	268	45/304	125	304	110/304	25/212	90	82/304	59/169	278/304	215
54	237	46/304	127	304	117/304	26/213	91	87/304	60/304	278/304	216
55	13	47/199	133	304	119	27/214	92/95	89/304	67/304	15/304	217
56	311	48/200	134	304	120	29/215	93	90/304	71/304	16/304	218
57	44/305	92/201	137	304	121	30/304	94	92/304	72/304	24/304	219
58	45/305	93/202	162	304	122	32/304	95	93	73/304	28/304	220
59	45/305	94/203	17/121	304	123	33/304	96/308	97/304	74/304	42	221
60	56/199	96/211	22/217	304	304/129	78/304	97/308	98/304	82/304	44/199	222
61	58/200	121/209	23/218	304	145	81/304	98/304	110/306	83/199	45/200	160
62	59/201	124/210	25/219	304	147	91	100	114	88/200	52/201	161
63	60/202	128/207	26/220	304	147	93	101	119	90/201	58	163
64	69/203	137/208	27/221	304	148	94	102	128	91/203	59/304	169
65	72/211	139/209	31/222	304	150	97/308	103	129	92	60/304	171
66	83/209	140/210	38/304	304	151	103/304	104	141/120	93	61/253	175
67	84/210	145/211	39/304	304	155	105/304	106/199	154	94	65/251	177
68	90/207	148/212	40/304	304	167	117/304	110/200	156	95	67/252	178
69	91/208	153/213	41/308	304	168	303/120	112	165/307	133/308	68/254	180
70	129	156/214	42/308	304	101	123	114	170	97/308	69/203	42
71	135	160	94	304	102	124	120	39/304	98/304	70/211	311/310
72	138	161	95	304	103	126	121	40/304	109	72/210	311
73	138	166	96/308	211	202	133	122	41/304	127/304	73/211	311/317
74	140	167	97/308	209	227/304	134	123	42/304	113	90	312
75	142	169	98/304	208	234	138	125	43/304	115	91	137/312
76	145	170	99	208	235	141	129	44/304	116/308	94	139/313
77	147	171	100	209	259/304	142	133	45/304	121	303/304	303/308
78	149/209	172	101/304	221	262/304	145	136/201	58	122	303/304	303/304
79	163	174	102/304	223	266/121	153	148	59/199	126	245/313	303/304
80	168	177	103/304	223	271/122	156	152	61/200	130/310	247/317	303/304
81	171	178	104/304	304/313	276/123	165	159	62/202	134	258	138
82	175	180	105/304	304/313	282/304	167	170	91/203	136	303/209	142
83	181/210	194	106/304	304/314	284	168	175	111/112	138	126	145
84	182/211	196	107/304	304/315	304	303/173	177	113	143/310	156	156
86	184/212	199	108/304	304/316	304	303	179	115	144/211	157	156
87	185/213	200	109/304	304/246	304	191/305	189	120	146/209	150	199/292
88	186/214	202	110/304	304/292	304	192	192	121	149/206	239/212	44/199
89	197/215	220	111/304	304/292	304	194/305	203	122	151/207	262/213	45/253
90	200	296	112/304	304/250	304	222	220	123	152/208	271	50/254
91	201	297/217	113/305	304/250	304	237/306	228/171	135	154	271	58/256
92	202	297/218	114/305	304/250	304	238/307	259/172	136	157	272	93
93	215	297/219	115/305	304/251	304	239/308	260/177	138	158	283/304	94
94	217	298/220	116/306	304/254	304	258	261	145	173	297/304	99
95	218	298/221	117/307	304/255	2/304	263/310	262/216	149/304	297/209	297/304	100
96	219	299/222	118	304/256	3	296/313	263/219	150/304	297/210	129/304	113
97	220	299/304	119	304/257	4	297/314	264	151	298/211	130/304	115
98	239	237/304	131/308	307	5/304	300/171	265	166	298/212	141/304	119
99	286	239/308	132/309	308	304/6	301/172	266/304	259/304	299/2131	148	171
00	293	262/214	165	312	7/304	302/177	297/307	271/171	311/310	304	172



## RANDOM ENCOUNTERS LIST

Random street encounters are possible in any district of Ptolus. You'll find the random encounter matrix on the reverse side of this sheet. If you're interested in a random encounter, first roll d%. Find the number you rolled in the left-hand column of the matrix, and read across in that row till you arrive at the column for the appropriate district. The result will be a three-digit number. (Some results have a different number for daytime versus nighttime encounters; the first number is the daytime encounter, the second is for the nighttime.) Flip through the numbered encounter descriptions on these sheets until you find the description for your result. There's your random encounter.

Note that this matrix isn't meant to generate absolutely every creature the player characters pass by as they wander the streets. Instead, it generates potential encounters—the actual events that happen within the district. Most of them are not combat encounters, although many could be. Some of these events might lead to adventures all their own. Others can be used simply as flavor. For guidelines on using random encounters in Ptolus, see the “Urban Campaigns” chapter in PT6 (pages 585–586).

1. 1d2 aristocrats (level 1d6) walking hand in hand.
2. 1d8 aristocrat children on their way to or from school.
3. 1d6 commoner servants (level 1d3) on their way to or from work.
4. 1d2 commoner servants (level 1d2) running errands for their master or mistress.
5. 1d2 well-dressed aristocrat children playing with a cat.
6. 1d3 drunken aristocrats (level 1d6) acting obnoxious and arrogant, sure that no one can or will touch them.
7. Aristocrat woman (level 1d4) with her dog on a leash.
8. Aristocrat elf man (level 1d3) cleaning splashed mud from his expensive coat.
9. 1d4+4 aristocrat children causing trouble.
10. Two young aristocrats (level 1d3) fighting a duel over some minor slight, each with an attendant (commoner level 1d3).
11. 1d3 aristocrats and one commoner driver (all level 1d8) in a speeding carriage, splashing mud everywhere.
12. Wealthy woman (aristocrat level 1d4) wearing a great deal of jewelry and throwing around a lot of money.
13. A flying ship sailing overhead.
14. An aeroship flying overhead.
15. Male vendor (commoner 1) selling hot, frosted rolls from a cart (2 cp).
16. Male vendor (commoner 1) selling meat pies from a cart (9 cp).
17. Female vendor (commoner 1) selling fresh fruit from a cart (2 cp).
18. Female vendor (commoner 1) selling hot tea and coffee from a cart (3 cp) She is particularly attractive.
19. Female vendor (commoner 1) selling jellied candies from a cart (1 cp).
20. Male vendor (commoner 1) selling cooked meat on sticks from a cart (8 cp). He is particularly friendly and funny.
21. Male vendor (commoner 1) selling beer from a keg in a cart (4 cp).
22. Female vendor (commoner 1) selling painted mugs from a cart (3 cp).
23. Male vendor (commoner 1) selling cheap jewelry out of a bag (1–30 sp).
24. Male dwarf vendor (commoner1) selling exotic creature skulls from a box (1–10 gp).
25. Male elf vendor (commoner1) selling glass bottles of all sizes and colors from a cart (3 sp).
26. Female elf vendor (commoner1) selling hats from a cart (1–10 gp).
27. Male halfling vendor (commoner 1) selling dice, Dragonscales, and other games from a box (1–20 sp).
28. Female halfling vendor (commoner 1) selling folded paper sculptures from a box (5 cp).
29. Male vendor (commoner level 1d6) selling illegal drugs out of a bag (1–100 sp).
30. Male vendor (commoner1) has spilled apples all over the ground and frantically tries to gather them up.
31. Man (commoner1) handing out flyers for new restaurant.
32. Male elf (commoner1) handing out flyers for a new shop.
33. Woman (commoner1) handing out flyers announcing a coming fair, sale, or other event.
34. Woman (commoner1) giving away kittens for free.
35. Woman (commoner 1) giving away puppies for free.
36. Man (commoner 1) whittling a flute.
37. Woman (commoner1) crying because her husband left her.
38. Commoner child looking for a lost dog.
39. 1d4+4 commoner children playing marbles or jacks on the ground.
40. 1d4+4 commoner children playing a chasing or hiding game.
41. 1d2 commoner children and a dog, all chasing around a ball.
42. 1d4+4 commoner teenagers causing trouble (stealing and running, knocking things over, throwing rocks).
43. 1d8 commoner children on their way to or from school.
44. 1d6 commoners (level 1d3) on their way to or from work.
45. 1d2 commoners (level 1d2) running errands.
46. 1d2 commoner elves (level 1d2) running errands.
47. 1d2 commoner dwarves (level 1d2) running errands.
48. 1d2 commoner halflings (level 1d2) running errands.
49. 1d2 commoners (level 1d2) doing yard work.
50. 1d2 commoners (level 1d2) sweeping or hanging up washing outside.
51. 1d2 commoner halflings (level 1d2) sweeping or hanging up washing outside.
52. 1d6 commoner elves (level 1d3) on their way to or from work.
53. 1d4 commoner gnomes (level 1d3) on their way to or from work.
54. 1d4 commoner dwarves (level 1d3) on their way to or from work.

55. 1d2 commoner halflings (level 1d3) on their way to or from work.
56. 1d8 commoners (level 1d2) on their way to or from work with heavy tools.
57. 1d4 commoner dwarves (level 1d2) on their way to or from work with heavy tools.
58. A commoner (level 1d2) woman staring out a window.
59. Man (commoner level 1d2) handing out free broadsheets.
60. Man handing out free broadsheets (actually a rogue of level 1d3 selling illegal drugs).
61. Woman (commoner level 1d2) selling broadsheets (1 cp).
62. Crier (commoner level 1d3+1) from the Bellingers' Guild shouting out news.
63. Man (commoner level 1d3) missing one shoe, chasing a dog with a shoe in its mouth.
64. Male commoner (level 1d2) leaning against a wall, eating an apple, talking to whoever comes by.
65. Blind male commoner (level 1d4) in need of help getting to a specific location.
66. Male commoner (level 1) who has just been robbed.
67. 1d3 masons (experts level 1d8) repairing a damaged wall.
68. 1d3 dwarf masons (experts level 1d8) repairing a damaged wall.
69. Carpenter (expert level 1d8) repairing a damaged wall, shutter, or door.
70. Halfling carpenter (expert level 1d8) repairing a damaged wall, shutter, or door.
71. 1d3 carpenters (experts level 1d4) and 1d6+4 workers (commoners level 1d3) working on a new building project.
72. Roofer (expert level 1d6) repairing a damaged roof.
73. Glass craftsman (expert level 1d8) repairing a damaged window.
74. Painter (expert level 1d3) painting a fence, wall, or windowsill.
75. Painter painting a fence, wall, or windowsill (actually a rogue/assassin3 observing a target).
76. Architect (expert level 1d8) and 1d3 assistants (commoners level 1d3) surveying and planning a new building.
77. Dwarf architect (expert level 1d8) surveying and planning a new building.
78. Street entertainer (expert1 or rogue1) performs a juggling act moderately well.
79. Halfling street entertainer (expert1 or rogue1) performs a juggling act particularly well.
80. Street performer (expert1 or bard1) performs a comedy act particularly well with antics and songs.
81. Street performer (expert1 or bard1) sings well, accompanied by 1d3 musicians (experts1 or bards1).
82. Street entertainer performs a mime act well, but is actually a pickpocket (rogue level 1d6).
83. Street performer (expert1 or bard1) plays the lute terribly, with passersby laughing and mocking.
84. Gnomish street performer (bard level 1d3) plays the fiddle well, collecting a great deal of money.
85. Street entertainer (expert level 1d4) performs a puppetry act particularly well, with foolish antics from a puppet of a famous personality.
86. Street magician (wizard1 or sorcerer1) performs using actual magic (*prestidigitation*).
87. Gnomish street magician (wizard1 or sorcerer1) performs using actual magic (*prestidigitation*).
88. 1d4+1 comedians (experts level 1d3) and their leader (bard level 1d4) insult and make jokes about passersby.
89. Male painter (expert level 1d10) painting a street scene on a canvas on an easel.
90. Male messenger (commoner1) carrying a particularly heavy bundle.
91. Male messenger (commoner1) running with a message, jostling those he runs past.
92. Woman (commoner level 1d3) carrying a bucket for water to or from the nearest well.
93. Man (commoner level 1d3) carrying a bucket for waste water to or from the nearest sewer grate.
94. Rat catcher (expert level 1d6+2) and his ratter dog, with a fresh haul of rat carcasses.
95. 1d3 rat hunters coming up from a sewer grate.
96. 1d3 sewer workers (commoners 1d2) going down into the sewer.
97. 1d2 street sweepers (commoner1) cleaning up the roadway.
98. 1d2 workers (commoner1) repairing a street lamp pole.
99. Fighter (level 1d6) walking with a pronounced limp, having just lost a fight.
100. Lost foreigner (commoner level 1d6+2) looking for help finding an inn.
101. Male wizard (level 1d6+10) accompanied by a shield guardian on his way to a business meeting.
102. Female wizard (level 1d6+8) accompanied by a dwarf bodyguard (warrior level 2d6) on her way to an appointment.
103. Male elf wizard (level 1d6+4) looking to buy magic items.
104. Male ranger (level 1d6+5) with a bear companion, having difficulty finding a specific address.
105. Male litorian fighter (level 1d6+4) looking to sell a number of extra weapons.
106. Female litorian ranger (level 1d6+4) with a panther companion, eating a turkey leg.
107. Female druid (level 1d6+8) with a giant owl accompanying her out of town.
108. Male monk (level 1d6+4), walking barefoot and alone, looking as if in a trance.
109. Large male fighter (level 1d4+2) pushing his way through a crowd, not caring whom he angers (he's looking for a fight).
110. Male centaur commoner (level 1d3) pulling a cart.
111. Nearby building is on fire, and no one else has noticed.
112. Nearby building is on fire, and the Fire Brigade is fighting the fire.
113. Nearby building has very recently burned down or suffered from a major fire.
114. 1d2 spooked horses charging down the street, uncontrolled.
115. 1d6+4 commoners (level 1d6) outside a building accuse someone inside of wrongdoing and demand that he or she come out.
116. Two commoners (level 1d2) push a cart overloaded with crates and barrels, which begins to tip over.
117. A woman (commoner level 1d3) looks for a valuable brooch that she dropped somewhere in the area.
118. An Uraqi man (fighter level 1d6) who does not speak Common needs help finding an inn.
119. A couple (commoners level 1d3) stands, kissing passionately.
120. 1d8 City Watch guards on patrol.

121. 1d8 City Watch guards on their way to or from a call.
122. 1d8 City Watch guards and one constable, on patrol.
123. 1d8 City Watch guards and one constable, on their way to or from a call.
124. 1d6 City Watch guards chase a rogue (level 1d4).
125. A City Watch guard tacking up a wanted poster or a new edict.
126. 1d4+1 Sisters of Silence on their way to or from an arrest.
127. A tax collector making the rounds with 1d6 City Watch guards.
128. 1d4 commoners (level 1d3) throwing rocks at a bottle on a fence.
129. 1d2 loose (but not necessarily wild) dogs.
130. 1d3 commoners (level 1d3), a mule, and an overturned cart, with bags of flour scattered across the street.
131. 1d3 litorian commoners (level 1d3) sitting along the street, sharpening axes.
132. A litorian warrior (level 1d6) combing his mane.
133. 1d4 commoners (level 1d3) working as beggars.
134. 1d4 commoners (level 1d3) working as beggars (and spies for the Beggar King).
135. Two young men (commoners level 1) wrestling.
136. Two commoners (level 1) having a loud argument (maybe in a nearby building).
137. A peddler pushes a cart filled with pots and pans that makes a great deal of noise.
138. 1d3 commoners (level 1d2) working as prostitutes, looking for clients.
139. A drunken warrior (level 1d12), just looking for someplace to sleep it off.
140. Two bouncers (warriors level 1d6) toss out a drunken troublemaker from a pub, restaurant, or club.
141. Male half-elf traveling merchant (expert level 1d4) carrying a large case of brushes.
142. Male Harrow elf (fighter level 1d4/wizard level 1d4) watching passersby contemptuously.
143. Female half-orc fighter (level 1d10) and male gnome bard (level 1d10) playing Dragonscales.
144. A male paladin (level 1d3) apologizes profusely for accidentally knocking down a female commoner (level 1d2).
145. 1d2 skulks—likely unseen unless they want to be visible, or if PCs can *see invisibility* and are observant.
146. Female mage flying overhead, using a spell.
147. A dragon flying high overhead.
148. 1d4 Shuul agents walking down the street, ignoring all around them.
149. 1d2 recruiters for the Order of Iron Might (warriors level 1d4+3), looking for prospective members.
150. 1d2 Fate Weavers (experts level 1d8) offering to read the threads of people passing by.
151. Urthon Aedar walking down the street, causing quite a stir.
152. 1d3 Viridian Lords standing on a street corner, looking uncomfortable in the city.
153. 1d3 cp lying on the ground.
154. 1d3 sp lying on the ground.
155. 1d3 gp lying on the ground.
156. A huge water-filled pothole in the middle of the street, tripping up passersby (Balance check, DC 10, to avoid).
157. A new wanted poster for a murderer (100 gp reward).
158. A posted notice looking for mercenaries to guard a traveling noble.
159. A posted notice looking for adventurers to explore a ruined manor in Oldtown.
160. 1d4+1 teenagers (commoners level 1) pelt passersby with eggs.
161. Female commoner (level 1) who has just been robbed.
162. Male commoner elf (level 1) who has just been robbed.
163. 1d6+2 drunken fighters (level 1d6), being loud and obnoxious.
164. Male beggar (rogue1) with a suspiciously large amount of money, on a spending spree.
165. Pickpocket (rogue level 1d6+2) picking pockets (Sleight of Hand bonus = level + 5).
166. Male rogue (level 1d4) con artist enticing people to play dice with him.
167. Female rogue (level 1d6+1) pickpocket looking for a mark.
168. Rogue (level 1d6+1) who has just stolen something from a shop or picked a pocket.
169. 1d4+4 commoners (level 1d6) and 1d4+2 warriors (level 1d6) engage in a free-for-all drunken brawl.
170. A rogue (level 1d4+1) and 2d4 commoner children, working as a pickpocket gang (the children provide a diversion).
171. One rat swarm.
172. A dog, hungry and desperate.
173. A commoner (level 1d3), severely injured and robbed.
174. 1d3 commoners (level 1d4+1), diseased, working as beggars (they are afflicted with a random disease from the DMG).
175. Male half-orc barbarian (level 1d6+3) belligerently addressing anyone he sees.
176. Female half-elf wizard (level 1d2) causing havoc with an *unseen servant*.
177. 1d3 ratmen, sneaking around in the shadows or the gutters.
178. 1d3 goblins, sneaking around in the shadows, the gutters, or even the rooftops of buildings.
179. An owlbear that can speak crudely, claiming to have been *polymorphed* by an offended wizard.
180. A dead cat lying in the road.
181. 1d8 dockworkers (commoners level 1d4) on their way to or from work.
182. 1d6 commoners (level 1d3) with a wagon full of import or export goods.
183. 1d6 sailors (experts, level 1d3) on leave (50% chance they are drunk).
184. 1d6 sailors (experts, level 1d3) on their way to board a ship.
185. 1d3 ship's officers (experts, level 1d4+3) on leave.
186. 1d3 ship's officers (experts, level 1d4+3) on their way to board a ship.

187. 1d4+1 commoners (level 1d4) and 3d4+3 cows, goats, or sheep going to or from a ship.
188. 1d4 aristocrats (level 1d8) and 2d4 commoner servants (level 1d6) having just arrived in town.
189. A family (2d4 commoners, level 1d3) having just arrived in town.
190. 1d4 aristocrats (level 1d8) and 2d4 commoner servants (level 1d6) preparing to leave town.
191. A family (2d4 commoners, level 1d3) preparing to leave town.
192. An exotically dressed traveler (aristocrat of level 1d8+2) who is lost.
193. A group of 1d3+2 adventurers (each a different class, level 1d10) on their way to or from a ship.
194. 1d8 commoner children on their way to or from work.
195. 1d4+2 adventurers (level 1d20, various classes) pull a manicule in chains down the street toward the Brotherhood of Redemption.
196. Two groups of 1d4+2 guilders (experts of level 1d3) and 1d3 warriors (level 1d4) fighting in a labor dispute.
197. 1d3+1 guilders (experts of level 1d3) arguing over the price for labor.
198. Madman (commoner level 1d6) raving about creatures that can control his mind, making him do terrible things.
199. 1d3 rogues (level 1d4) and 1d6 warriors (level 1d4) in a gang, looking for trouble.
200. 1d4+4 warriors (level 1d4+1) working as slavers, looking for victims to kidnap.
201. A forced conscription unit of 1d4+4 warriors (level 1d4+1) looking for victims to force into service on a ship moored at the Docks.
202. A prostitute (expert level 1d4), soliciting customers.
203. A commoner (level 1d3) beggar, sleeping in an alley.
204. A commoner child, homeless and orphaned, wandering aimlessly.
205. A dog, injured and left for dead.
206. 1d4 commoner children, on the roof of a building, spitting on any who pass by.
207. A female rogue (level 1d4) approaching those who look interested regarding an illegal gambling den nearby.
208. 1d6 hungry wild dogs (may be rabid).
209. 1d6+4 hungry dire rats (may be rabid).
210. 1d3 rogues (level 1d4) and 1d6 warriors (level 1d4) in a gang, mugging a commoner (level 1d3).
211. 1d6 ratmen, waiting in ambush.
212. 1d10 goblins, hiding in an alley, planning a raid.
213. 1d4 orcs (Ornu-Nom), lying low, trying not to attract attention.
214. 1d4 orcs (Ornu-Nom), confident and tough, looking for trouble.
215. Male ogre, trying to mind his own business and stay out of trouble, hoping not to attract attention.
216. Male ogre, confident and tough, not caring who sees him.
217. 1d3 lizardfolk beggars.
218. 1d4 lizardfolk rogues (level 1d3), waiting in ambush.
219. 1d3 lizardfolk escaped slaves, hiding.
220. 1d3 lizardfolk fighters (level 1d3), trying to mind their own business.
221. Female Harrow elf (sorcerer level 1d4+3), wearing a mask, ready to attack anyone that questions her presence.
222. 1d2 Vai assassins, clinging to the shadows as they tail a target.
223. Dagger lying on the ground, covered in blood.
224. A great deal of broken glass lying all over the street.
225. A large bloodstain covering the cobblestones of the road.
226. Elf commoner child looking for a lost cat.
227. 1d4 elf children playing with a cat.
228. 1d2 elf commoner children on their way to or from school.
229. 1d2 commoner centaurs (level 1d3) on their way to or from work.
230. 1d2 drunken mages (wizards or sorcerers of level 1d6), casting spells wantonly.
231. Female centaur warrior (level 1d10) galloping quickly through the street.
232. An elf fighter (level 1d4) and a dwarf warrior (level 1d6) fight in a brawl over a perceived insult.
233. A group of 1d3+2 adventurers (each a different class, level 1d10) on their way to a mission.
234. 1d3 adventurers (various classes, level 1d8+5) riding on a flying carpet.
235. Male elf fighter (level 1d6+4) riding a hippogriff flying overhead.
236. Male dwarf fighter (level 1d10) insisting he get his money back from a merchant for selling him shoddy merchandise.
237. 1d4+1 commoners and 3d4+3 cows, goats, or sheep.
238. 1d2 commoners (level 1d3) and a wagon of produce.
239. Two commoners (level 1d3) carrying a large keg between them.
240. 1d4 clerics (level 1d6) tending to a gravesite.
241. 1d2 paladins (level 1d4) tending to a gravesite.
242. 1d3 gravediggers (commoners of level 1d3).
243. 1d6+1 commoner children causing mischief amid the gravestones.
244. 1d6 commoners (level 1d3) on their way to or from a gravesite or tomb.
245. 1d6 commoners (level 1d3) on their way to or from a funeral service.
246. Female necromancer (cleric level 1d4+5) with 2d6 animated skeleton guards.
247. Funeral or funeral procession: a cleric (level 3d6) with 1d3–1 other clerics (level 1d6) and 4d6 commoners (level 1d4).
248. 1d6 Deathguilders (experts of level 1d6).
249. 1d3 commoners and 1d2 warriors (all level 1d4+1) gathering gravebloom (see page 556).
250. 1d3 demons (random type), wandering and looking for trouble.
251. An ominous raven, staring intently.
252. An unnerving, inexplicable chill.

253. 1d3 ghouls, sneaking around in the shadows or the gutters.
254. A vampire spawn waits in ambush for a victim.
255. A vampire spawn carries a message to its master, traveling in mist form.
256. A vampire (fighter level 1d12) waits in ambush for a victim.
257. 1d2 tiefling rogues (level 2d4), looking to murder a victim and take their money.
258. 1d4 Keepers of the Veil (paladins, fighters, or clerics, level 1d6+2), in a hurry.
259. 1d2 scribes, accountants, or clerks (experts level 1d4) on their way to or from work.
260. A scribe (expert level 1d4) inexplicably writing down everything he overhears on the street.
261. 4d6+6 Commissar's Men, marching.
262. Imperial official (expert level 1d8+1), on her way to or from work.
263. Imperial inspector (expert level 1d6+1) at work, filling out forms and observing something out in the open.
264. 1d4 Knights of the Pale (paladin/Knights of the Pale, total level 1d6+4), in a hurry.
265. 1d4 Knights of the Pale (paladin/Knights of the Pale, total level 1d6+4) on horseback.
266. A hot air balloon floating overhead.
267. 1d8 commoner children on their way to or from religious school.
268. Street preacher (expert level 1d3) haranguing passersby obnoxiously.
269. 1d4+2 adventurers (level 1d20, various classes) carrying a wounded comrade to be healed.
270. 1d4+1 Sisters of Silence on their way to or from the Priory of Introspection.
271. 1d4 clerics (level 1d6) on their way to or from a temple.
272. 1d4 monks (level 1d6) on their way to or from a temple.
273. 1d4 paladins (level 1d6) on their way to or from a temple.
274. 1d6 self-flagellants (commoners 1d3) flagellating themselves in public.
275. 1d6 monks (level 1d3) chanting in public.
276. A choir (1d6+4 commoners level 1d2) singing hymns in public.
277. Female cleric (level 1d4) preaching on the street.
278. 1d6 commoners (level 1d3) on their way to or from a religious service.
279. Male commoner (level 1d3), severely injured, hoping for healing.
280. Male elf commoner (level 1d3), severely injured, hoping for healing.
281. A group of 1d3+2 adventurers (each a different class, level 1d10) on their way to get healed.
282. Male cleric (level 3d6) with a retinue of attendants and acolytes, on the way to or from a temple.
283. Two clerics (level 1d6) of opposing faiths arguing.
284. 1d4+1 Knights of the Dawn (paladins level 1d6+3), looking elated and triumphant.
285. 1d4 Knights of the Dawn (paladins level 1d6+3), looking beaten and dour.
286. Two groups of 1d3 rogues (level 1d4) and 1d6 warriors (1d4 level) in gangs, fighting.
287. 1d3 giant cockroaches (treat as giant fire beetles), scuttling along from one hidey hole to another.
288. 1d3 small monstrous spiders, scuttling along from one hidey hole to another.
289. Male dark elf rogue (level 1d4+2), skulking in the shadows, looking to waylay a victim.
290. Male dark elf sorcerer (level 1d4+3), skulking in the shadows, looking to waylay a victim.
291. An ochre jelly or grey ooze.
292. 1d6 ghouls, waiting in ambush.
293. 1d2 sahuagin.
294. 1d4 foreign sailors (experts level 1d4+1) who can't speak Common, wandering about.
295. 1d4 commoners (level 1) carrying heavy crates.
296. Fisherman (commoner level 1d3) with a net full of fish.
297. 1d4 commoners (level 1d3) carrying armfuls of goods (leather, cloth, wood, etc.).
298. 1d2 crafters (experts 1d6+1) sitting outside their workshop, working.
299. 1d2 crafters (experts 1d6+1) sitting outside their workshop, relaxing and taking a break.
300. Male vendor (commoner 1) selling hats out of a bag.
301. Female vendor (commoner 1) selling shoes from a cart.
302. Male vendor (commoner 1) selling burlap sacks slung over his back.
303. A crowd so thick it is difficult to get through quickly.
304. Everything is quiet and still.
305. A commoner (level 1d3) sleeps on the ground.
306. A commoner man (level 1d3) throws a shoe at a noisy cat.
307. The sound of distant music, barely heard, fills the otherwise empty street or area.
308. The sound of baby crying fills the otherwise empty street or area.
309. A male commoner (level 1d3) stumbles down the street, obviously sleepwalking.
310. Raccoons dig through a pile of trash.
311. Seagulls fight over garbage in the street.
312. A fleshly dead corpse lies on the ground.
313. 2d4 shadows flit out of the darkness.
314. 2d6 zombies wander aimlessly.
315. 2d3 Forsaken cultists (fighters level 1d4) and a priest (cleric level 1d6+1) perform a ritual.
316. 1d4 Forsaken cultists prowl about the gravestones.
317. 1d4 cultists (warriors level 1d6) looking to kidnap someone for a sacrifice.

# EVENTS IN THE CITY

Events are things that happen “in the background” in Ptolus. Most won’t directly affect the player characters or their current adventure, but they make the city seem more dynamic and alive.

## SPECIFIC EVENTS

The following are detailed, one-time-only events that might occur at some point during the Ptolus Campaign. Like the standard events on the reverse side of this sheet, these can happen in the background, or they can involve the player characters. Most, however, will have some kind of lasting impact on the setting.



**Aeroship Explosion.** House Shever’s aeroship explodes in a fiery holocaust above Oldtown. Six people aboard it and ten on the ground die, with others injured. The resulting fire destroys many important buildings. A public outcry erupts against Shever and its allies, the Shuul, as well as technology in general. Meanwhile, House Shever claims that the aeroship was destroyed as a result of sabotage.

**Frog Fall.** A terrible storm comes to Ptolus, bringing rain, hail, high winds, and lightning strikes. Suddenly, in the middle of the storm, live frogs fall from the sky all over the city. Most are killed in a terrible mess on the streets and rooftops, while others survive the fall and hop around in the storm.

Some fall with such force that they punch through roofs and cause damage to merchant stalls in the North Market.

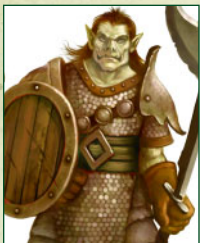
**Ghost Ship.** A ship arrives in the harbor, but it is completely empty, with no crew or passengers aboard. Rumors of the ship spread quickly, with misinformation carrying more weight than the truth. Still, the mystery is very real, and the Dockmaster has difficulty finding anyone who will investigate further.

**Giant Squid.** A number of dead giant squid wash up against the seawall of the Docks. Others foul the nets of fishermen in the harbor or farther out in the bay. No one knows what is harming these creatures or driving them from the murky depths where they normally live. The Keepers of the Veil seem particularly interested but refuse to say why publicly. They believe it has something to do with sahuagin activity, which in turn is linked to the Covenant of the Blood vampires, whom they obviously oppose.



**Magical Accident.** A plume of golden, violet, and reddish light rockets skyward, soaring almost three hundred feet into the air over Vock Row in Oldtown one night. The result of some magical experiment, the conflagration destroyed a tower belonging to Ellabala Inchom, a wizard. Ellabala apparently was also killed in the explosion. In the days that follow, however, inexplicable events begin to occur in points east of the ruined tower (the winds were blowing east that night). People begin to fall victim to bizarre illnesses, others gain telepathic powers. Items disappear, appear, or are completely transformed. A goat gains intelligence, and the cobblestones of one street begin to float. These strange events persist for many days.

**Noble Arrested.** Tollifer Zepeldis, a member of House Abanar, has been arrested on charges of extortion and murder. Dered Abanar, head of the house, has filed an official protest, claiming that the City Council—and in particular Sorum Dandubal of the Delver’s Guild—has political motivations for weakening House Abanar.



**Orc Refugees.** A small tribe of Ornu-Nom orcs gains admittance to the city via the South Gate. They claim they are fleeing their traditional lands because basilisks have moved in, ending all hope of successful (and safe) hunting. An armed vigilante militia gathers to drive the orcs back out of the city. At first the City Watch attempts to only keep order, but after a few bloody clashes in the streets, they decide to force the orcs out in the name of keeping the peace. Instead, the orcs simply scatter into the alleys and streets as night falls.

**Outbreak.** An outbreak of severe influenza spreads through the city. Dozens are already dead, and many think that it will kill hundreds—or worse—before it is over. Although some physickers and healers are already doing what they can, the Commissar reportedly is considering conscripting all clerics in the city to magically help stop the spread of this highly contagious plague. Worse, rumors circulate that the affliction was created via magic and loosed by a chaos cult called the Plagueborn. A bounty of 500 gp has been placed on the heads of each leader of the ten cult cells.



**Queen in Exile.** A thirteen-year old girl claiming to be the queen of Nall shows up with a retinue on a ship in the Docks, seeking asylum. The girl, Holga Kallenstrohm, is on the run from Imperial forces who want her imprisoned or dead, so that she will not inspire Nallish folk into uprising. The Commissar orders the ship boarded and the girl seized. The Holy Emperor, however, sends his own troops to stop the Commissar’s Men, wishing to grant the young queen sanctuary (because she was menaced by rival Emperor Segaci’s troops). A standoff at the Docks ensues, with tensions running high. The City Council eventually rules in favor of Emperor Rehoboth, and the Commissar concedes.

## STANDARD EVENTS

These are run-of-the mill events that occur in the city from time to time. They likely would occur at the rate of perhaps one or two a week (roll 1d3-1), with some recurring multiple times during the course of the campaign. Use standard events to flavor a visit to a tavern as the locals gossip and talk about the news of the day. Use them as fodder for Gather Information checks. Use them as hooks to lead into an adventure. Use them simply to lend verisimilitude to the city.

d%	Event
01-03	A ship bearing exotic cargo arrives in the Docks.
04-06	Two rival gangs clash in the streets, with much bloodshed.
07-10	Strong winds off the Bay of Ptolus damage a few buildings.
11-12	A stopped-up sewer line sends sewage back up into homes and the street.
13	A member of a noble house gets married.
14	An earth tremor shakes the town and causes minor damage, particularly in the Warrens.
15-16	Dysentery spreads through Midtown.
17-18	Vandals deface temples in the Temple District.
19-20	An Imperial envoy from Empress Addares or Emperor Segaci comes to town to meet with the Commissar.
21-23	One of the religions with a temple in the city splits into two groups in a notable schism.
24-26	Bandits plague travelers heading north out of the city.
27-29	A well-known pirate ship preys upon vessels coming into and leaving Ptolus.
30	The Commissar announces higher taxes for the coming year, and the people grow dissatisfied.
31-32	Troubles in another city cause the number of immigrants arriving in Ptolus to increase.
33-36	A public execution of a well-known criminal is conducted in Oldtown.
37-39	A new major building project starts in the city.
40	An older, prominent building in the city collapses.
41	The veterans of the Gnoll Wars hold a parade, attended by the Commissar.
42-43	Fire destroys an entire city block.
44-45	A well-known and well-liked minstrel dies.
46	A popular merchant in the South Market is accused of murdering his wife.
47	Children disappear, kidnapped by an evil cult.
48	A hailstorm causes damage to various buildings in the city.
49-50	A new fashion or fad spreads through the city.
51-53	A major new restaurant opens.
54-56	Two feuding guilds allow a confrontation between its members to grow violent.
57	A concerned group of citizens protests the actions of the Sisterhood of Silence.
58	One of the bridges over the King's River threatens collapse, and people avoid it.
59	Someone vandalizes a statue of a past Commissar in Oldtown.
60	Fishermen in the harbor report a week of terrible catches.
61	Strange graffiti begins appearing throughout town, its meaning unclear.
62-64	A group of knights or adventurers is lauded as heroes for dealing with some sinister threat.
65-68	A particular temple sponsors a feast and celebration.
69-70	The City Watch cracks down on certain illegal gambling establishments and brothels.
71-73	The republican movement stages a rally in Oldtown.
74-75	A spate of robberies occurs in the Nobles' Quarter.
76-77	The ratmen in the sewers are getting either more desperate or more daring in their raids on the surface.
78	Lights are seen with greater frequency in the windows of Goth Gulgamel.
79-80	A carnival sets up south of the city with a freak show, games of chance, and lots of food.
81	An organization attempts to raise money to repair the Clock Tower in Oldtown.
82	A demon from the Dark Reliquary terrorizes a neighborhood before the Knights of the Pale deal with it.
83	The King's River reaches very low levels, making the sewage and garbage in it thick and malodorous.
84-86	Two merchants have a price war.
87-89	A new play or show opens in one of the theaters, to great acclaim.
90-91	Someone makes an attempt on the life of a well-known public figure.
92-93	Ghosts are reported with increasing frequency in a certain location in the city.
94	Litorians, beginning to sour on urban life, leave the city in numbers.
95-96	Fugitives escape from the Prison or one of the madhouses.
97-98	The City Watch and Commissar's Men scour the city for a particular criminal.
99-00	A newcomer replaces a retiring longtime member of the City Council's Assembly.

## Filling Campaign Needs

**For the DM:** You can use this reference yourself, so that when players want to buy a certain type of equipment or find someone to provide a specific service for their characters, you can point to the location they need quickly. Alternatively, you can give these sheets to your players as a reference for handy city locations they might want to know about. Only player characters who are very familiar with Ptolus should have access to these two sheets. Some DMs may want their players to learn this information through gameplay.

**For the Player:** This is only a starting point. The following lists are not comprehensive, but rather only a small sampling of the locations that might be useful for a particular character need.



### EQUIPMENT

Every adventurer needs equipment of some kind. Below is a sampling of equipment types and some of the places where characters can purchase them.

#### Weapons

Jinsa Hammerblight. Undercity Market. Page 425.  
Mitoren's Blades. North Market (H3), map 303. Page 309.  
Navaen Bowcraft. South Market (F8), map 351. Page 364.  
Rastor's Weapons. Midtown, Delver's Square (H6), map 198–199. Page 218.  
Singriosh Notorson. Undercity Market. Page 426.  
Tirres. Undercity Market. Page 426.

#### Armor

Avery's Armor. Midtown (H6), map 198–199. Page 200.  
Bull and Bear Armory. Midtown, Delver's Square (H6), map 198–199. Page 201.

#### Gear

Ebbert's Outfitters. Midtown, Delver's Square (H6), map 198–199. Page 202.  
Sign of the Shovel. Undercity Market. Page 425.  
Urson's Used. Undercity Market. Page 426.

#### Alchemical Items

Larel's Implements. The Docks (M5), map 171. Page 174.  
Urnst, Alchemist. Undercity Market. Page 427.  
West Town Mixtures. Oldtown, Vock Row (E5), map 313. Page 337.

#### Technology

Jinsa Hammerblight. Undercity Market. Page 425.  
Rastor's Weapons. Midtown, Delver's Square (H6), map 198–199. Page 218.  
The Smoke Shop. North Market (J4), map 303. Page 310.

#### Clothing

The Blue Thread. South Market (F8), map 351. Page 366.  
Maran's Odd Sizes. South Market (G8), map 351. Page 364.

Nestor's Nobles' Quarter (C6), map 380. Page 301.  
Saches. Midtown (H7), map 198–199. Page 219.

#### Books

The Book Wagon. North Market (H4), map 303. Page 305.  
Finnar's Books. Oldtown (C7), map 313. Page 337.

#### SERVICES

One of the great things about a large city is that it teems with people willing to give aid—for a price. Below is a general listing of services an adventurer might need.

#### Healing

Derras Fillososh. Rivergate District (F3), map 343. Page 349.  
House of the Sacred Heat. Temple District (J5), map 369. Page 373.  
St. Gustav's Chapel. Midtown (H6), map 198–199. Page 219.  
Temple of Ahaar. Temple District (H5), map 369. Page 378.  
Temple of Gaen. Temple District (H5), map 369. Page 385.  
Temple of Navashtrom. Temple District (H5), map 369. Page 387.

#### Training (Martial)

The Arena. Oldtown (D6), map 313. Page 315.  
Jangave Lesh. Rivergate District (E3), map 343. Page 349.

#### Storing Valuables

Hammersong Vaults. Oldtown (D7), map 313. Page 322.

#### Locksmith

Wilian's Keys. Midtown (J5), map 198–199. Page 221.

#### Repairs

Bull and Bear Armory. Midtown, Delver's Square (H6), map 198–199. Page 201.  
Vatur. Undercity Market. Page 426.

#### Moneylending

Edarth's Loans. South Market (E7), map 351. Page 360.



## Printing

Blackstock Printing. South Market (H8), map 351. Page 353.  
The Bookbindery. Midtown (J6), map 198–199. Page 221.

## Forgery

Finnar's Books. Oldtown (C7), map 313. Page 337.  
Onyx Spider. Midtown, Tavern Row (H7), map 198–199. Page 215.

## Legal Advice/Advocate

Denoss Firth's Offices. Oldtown (E6), map 313. Page 337.  
Lyle Bennit's Office. Oldtown (E6), map 313. Page 337.

## Appraisals

Ander Kellin's Office. Oldtown (C7), map 313. Page 337.  
Myraeth's Oddities. Midtown, Delver's Square (H6), map 198–199. Page 210.

## ACCOMMODATIONS

Ptolus offers many options for characters looking for a place to spend the night, enjoy a drink, eat a meal, or get cleaned up.

### Inn/Hostel

The Ghostly Minstrel. Midtown, Delver's Square (H6), map 198–199. Page 204.  
The Griffon. Midtown, Tavern Row (H6), map 198–199. Page 206.  
Potter's. Midtown, Delver's Square (H6), map 198–199. Page 218.  
The Welcome Inn. South Market (F8), map 351. Page 365.  
The Wind's Mystery. Midtown, Iridithil's Home (G5), map 198–199. Page 207.

### Tavern

Black Swan. Midtown, Tavern Row (H6), map 198–199. Page 201.  
Danbury's. Midtown, Delver's Square (H6), map 198–199. Page 202.  
The Ghostly Minstrel. Midtown, Delver's Square (H6), map 198–199. Page 204.  
The Goat. Midtown, Tavern Row (G6), map 198–199. Page 205.  
The Griffon. Midtown, Tavern Row (H6), map 198–199. Page 206.  
Onyx Spider. Midtown Tavern Row (H7), map 198–199. Page 215.  
Red Stallion Pub. North Market (G4), map 303. Page 309.  
The Sailor's Rest. The Docks (M5), map 171. Page 175.  
The Savage Shark. The Docks (M6), map 171. Page 175.  
The Skull and Sword. Guildsman District (I7), map 180. Page 190.  
Swordthrower's Club. Nobles' Quarter (C5), map 280. Page 301.  
Tabby's Den. Guildsman District (J7), map 180. Page 192.  
Taggart's. Temple District, Street of a Million Gods (H5), map 369. Page 378.  
The Welcome Inn. South Market (F8), map 351. Page 365.  
The Wind's Mystery. Midtown, Iridithil's Home (G5), map 198–199. Page 207.

### Restaurant

Aristocrat's Table. Nobles' Quarter (C5), map 280. Page 284.  
The Ghostly Minstrel. Midtown, Delver's Square (H6), map 198–199. Page 204.

The Griffon. Midtown, Tavern Row (H6), map 198–199. Page 206.  
North Point Restaurant. Midtown (G6), map 198–199. Page 214.  
The Sailor's Rest. The Docks (M5), map 171. Page 175.  
The Starry Night. South Market (F8), map 351. Page 366.  
The Welcome Inn. South Market (F8), map 351. Page 365.  
The Yellow Wall. Rivergate (F2), map 345. Page 349.

## A Bath

Row Bathhouse. Midtown, Tavern Row (H7), map 198–199. Page 219.  
The Waterfall. Rivergate, (F4), map 343. Page 349.

## A Barber

Dragon's Tooth Comb. Rivergate (F4), map 343. Page 349.  
Havan's Haven. Midtown (K6), map 198–199. Page 206.

## ENTERTAINMENT

Everyone's got to relax once in a while, and Ptolus offers many opportunities to do so.

### Theater

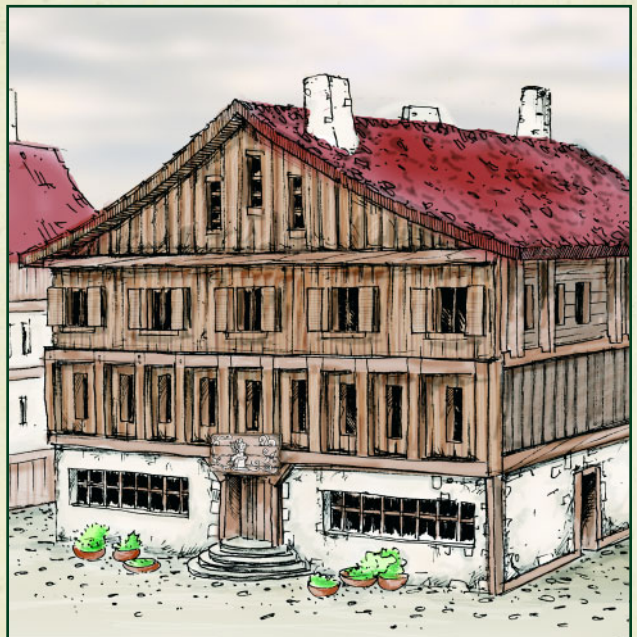
The Cloud Theater. Midtown (F6), map 198–199. Page 201.  
The Crown Theater. Nobles' Quarter (B5), map 280. Page 291.  
The Shadow Theater. Oldtown (D5), map 313. Page 334.

### Gambling (Legal)

The White House. Oldtown (E5), map 313. Page 334.

### Sport

The Arena. Oldtown (D6), map 313. Page 315.  
Golem Fights. Oldtown, Vock Row (E5), map 313. Page 333.  
The Mage Game. Oldtown, Vock Row (E5), map 313. Page 333.



*The Ghostly Minstrel in Delver's Square is popular with adventurers.*

## INFORMATION

Information is power, but it doesn't always come easily—or cheaply. This is a listing of a wide variety of sources of information: from sages to libraries, from gossips to oracles. They are organized by topic.

### General

The Book Wagon. North Market (H4), map 303. Page 304.  
 City Library. Oldtown (D7), map 313. Page 319.  
 Sage's Guild Headquarters. Oldtown (D5), map 313. Page 332.  
 The Shrine of the Oracle. Temple District (J5), map 369. Page 375.  
 Therad Stone. Nobles' Quarter (C4), map 280. Page 301.  
 The Three-Horned Goat. Rivergate (E2), map 343. Page 347.

### South Market

Salora Hail (Salora's Pots). South Market (G7), map 351.  
 Page 365.

### Docks/Shipping

Dockmaster's Tower. The Docks (M5), map 171. Page 172.

### Religious

Celestial Conclave. Temple District (H4), map 369. Page 172.

### The Dungeon

The Ghostly Minstrel. Midtown, Delver's Square (H6), map 198–199. Page 204.  
 Delver's Guild Library and Maproom. Oldtown (E6), map 313.  
 Page 322.

## PEOPLE

Player characters often need to hire on help, look for allies, or just find someone who can offer training, advice, or spellcasting.

### Hirelings

Indigo Services. Nobles' Quarter (C5), map 280. Page 301.  
 Scouts, Guides, and Porters. Undercity Market. Page 426.

### Fighters and Warriors

The Arena. Oldtown (D6), map 313. Page 315.  
 Citadel of Might. Oldtown (D7), map 313. Page 318.  
 Estate of House Khatru. Nobles' Quarter (B6), map 280.  
 Page 297.  
 The Ghostly Minstrel. Midtown, Delver's Square (H6), map 198–199. Page 204.

### Mages

Danbury's. Midtown, Delver's Square (H6), map 198–199.  
 Page 202.  
 The Ghostly Minstrel. Midtown, Delver's Square (H6), map 198–199. Page 204.  
 The Inverted Pyramid. Above Oldtown, map N/A. Page 324.  
 Pointy Hat. Oldtown, Vock Row (E5), map 313. Page 317.

## Rogues and Thieves

The Ghostly Minstrel. Midtown, Delver's Square (H6), map 198–199. Page 204.  
 The Goat. Midtown, Tavern Row (G6), map 198–199. Page 205.  
 Onyx Spider. Midtown Tavern Row (H7), map 198–199. Page 215.  
 The Savage Shark. The Docks (M6), map 171. Page 175.  
 The Skull and Sword. Guildsman District (I7), map 180. Page 190.

## Clerics

Temple District, map 369. Pages 372–397.

## General Aid (Good Alignment)

The Bladechapel. Oldtown (D4), map 313. Page 317.  
 Citadel of the Golden Cross. Oldtown (D4), map 313. Page 317.  
 The Pale Tower. Oldtown (D4), map 313. Page 329.  
 The Siege Tower. Necropolis (K4), map 229. Page 237.

## MAGIC

Magic is a service, a commodity, and more. Ptolus offers many opportunities for someone looking for magic and magical items.

### Potions

Myraeth's Oddities. Midtown, Delver's Square (H6), map 198–199. Page 210.  
 Potions and Elixirs. Undercity Market. Page 426. Also Midtown (K7), map 198–199. Page 221.

### Scrolls

Arcane Scribe. Undercity Market. Page 426.  
 Myraeth's Oddities. Midtown, Delver's Square (H6), map 198–199. Page 210.

### Miscellaneous Magic Items

Myraeth's Oddities. Midtown, Delver's Square (H6), map 198–199. Page 210.

### Magical Identification

Danbury's. Midtown, Delver's Square (H6), map 198–199.  
 Page 202.  
 Myraeth's Oddities. Midtown, Delver's Square (H6), map 198–199. Page 210.

### Scrying/Finding

Danbury's. Midtown, Delver's Square (H6), map 198–199.  
 Page 202.  
 Pointy Hat. Oldtown, Vock Row (E5), map 313. Page 317.

### Supplies

Tess' Cauldron. Oldtown, Vock Row (E5), map 313. Page 337.  
 West Town Mixtures. Oldtown, Vock Row (E5), map 313.  
 Page 337.  
 Zel's Poultrice Shop. South Market (E8), map 351. Page 366.

### Magical Tattoos

Wondrous Tattoos. North Market (J4), map 303. Page 310.

# WANTED

**For Crimes Against the Empire, Including Murder of a Public Official, Murder, Assault, and Animating the Dead**



## Rullus Hobb

Also known as "Rullus the Scar," "Rullus the Blade," and "Serrin Aven"

**Reward of 5,000 gold thrones for his capture or proof of his demise. Apply at Dalenguard.**

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(NAME)

AND CONFIRMED AS A CITIZEN IN GOOD STANDING OF THE EVERLASTING EMPIRE OF TARSIS.

\_\_\_\_\_  
(PLACE OF BIRTH)

\_\_\_\_\_  
(PLACE OF RESIDENCE)

\_\_\_\_\_  
(RACE)

\_\_\_\_\_  
(OCCUPATION)

\_\_\_\_\_  
(PHYSICAL DESCRIPTION)

\_\_\_\_\_  
(PARENTS' NAMES)

\_\_\_\_\_  
(GROUP AFFILIATIONS)

WITNESSED HERE, THIS \_\_\_\_\_ DAY OF \_\_\_\_\_ IN  
THE YEAR \_\_\_\_\_ OF THE IMPERIAL AGE, BY

*Belara Trasero*  
\_\_\_\_\_  
INVESTED IMPERIAL MINISTER

\_\_\_\_\_  
(SIGNATURE OF CITIZEN)



# IMPERIAL IDENTIFICATION PAPERS



IN THE EYES OF THE LION-GUARDED THRONE, THE HOLDER OF THESE PAPERS IS HEREBY RECOGNIZED AS

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(NAME)

WITH NO CLAIMS OF CITIZENSHIP IN THE EVERLASTING EMPIRE OF TARSIS.

\_\_\_\_\_  
(PLACE OF BIRTH)

\_\_\_\_\_  
(PLACE OF RESIDENCE)

\_\_\_\_\_  
(RACE)

\_\_\_\_\_  
(OCCUPATION)

\_\_\_\_\_  
(PHYSICAL DESCRIPTION)

\_\_\_\_\_  
(PARENTS' NAMES)

\_\_\_\_\_  
(GROUP AFFILIATIONS)

WITNESSED HERE, THIS \_\_\_\_\_ DAY OF \_\_\_\_\_ IN  
THE YEAR \_\_\_\_\_ OF THE IMPERIAL AGE, BY

*Belara Trasero*  
\_\_\_\_\_  
INVESTED IMPERIAL MINISTER

\_\_\_\_\_  
(SIGNATURE)



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Durannis Kaletan  
IMPERIAL REGISTRAR OF FIREARMS

\_\_\_\_\_  
(SIGNATURE OF LICENSE HOLDER)



# IMPERIAL LICENSE TO BEAR FIREARMS



THE BEARER OF THIS LICENSE

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Durannis Kaletan  
IMPERIAL REGISTRAR OF FIREARMS

\_\_\_\_\_  
(SIGNATURE OF LICENSE HOLDER)





*Photocopy these pages featuring the Church and Imperial seals to create your own official documents.*



# Ptolus

## DM's COMPANION

A Sourcebook By  
**MONTE COOK**

What's it like to actually live in the city of Ptolus? What's the typical home like, what do people do for entertainment, and what kinds of tools do they use? This book gives the reader an idea of how it feels to walk the streets of the City by the Spire.

Besides learning what life is like for an average Ptolusite, you'll also get a feel for the life of an adventurer in Ptolus. Other chapters delve into Imperial law, scientific wonders (including firearms, clocks, printing presses, and more), and chaosittech, the evil twin of technology.

This DMs' resource also discusses how to plan and run a campaign in the Ptolus setting. It lays out some differences between urban campaigns and other types and offers some valuable new rules material: an assortment of monsters, magic, and prestige classes needed for the Ptolus Campaign.

This is one in a series of nine *Ptolus* PDF releases from Malhavoc Press. When used together, they comprise the entirety of the *Ptolus* print book. Each one is also usable on its own for city-based fantasy d20 roleplaying campaigns.

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