



PT3



PIOLUS

ORGANIZATIONS



A Sourcebook By
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WALHAVEN PRESS





PTOLUS™

ORGANIZATIONS

By Monte Cook



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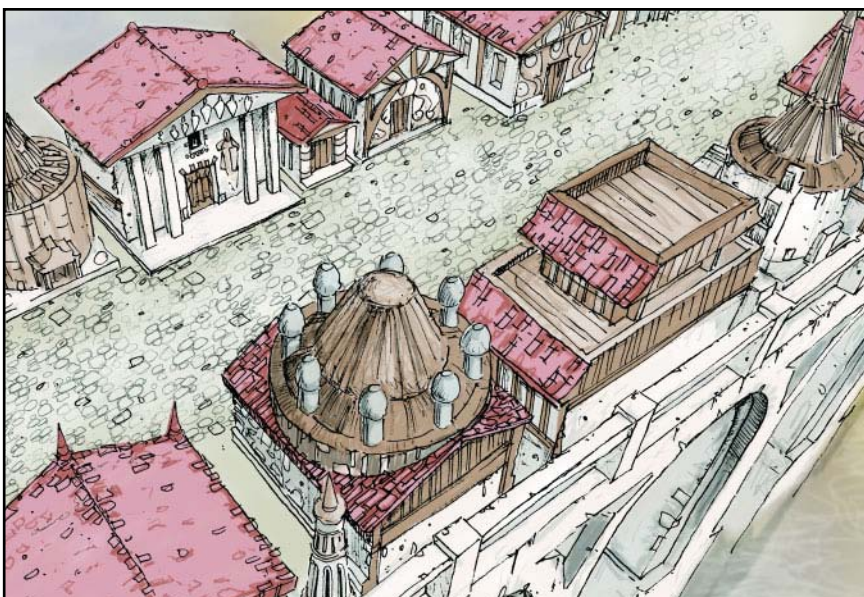
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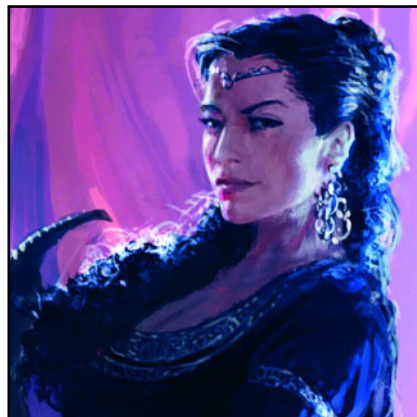
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GUIDE TO THE PTOLUS PDFS

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 Organizations</i>	PT2
<i>Districts of the City, Vol. 1</i>	PT3
<i>Districts of the City, Vol. 2</i>	PT4
<i>DM’s Companion</i>	PT5
<i>Beneath the Streets</i>	PT6
<i>Adventures</i>	PT7
<i>The Spire</i>	PT8
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INTRODUCTION

This book deals not with any particular portion of the city of Ptolus. Instead, it covers the city's residents: the groups and families that wield power and influence here. These organizations are in many ways the heart and soul of the Ptolus Campaign, and most player characters will deal with them extensively, some as allies and some as enemies.



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 *Organizations*, designed to introduce you to the most interesting groups within the City of Ptolus. The material in this book corresponds directly to Chapter 6 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—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 *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 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.

GROUPS FOR ALL SEASONS

This book details dozens of the organizations that operate within and below the City of Ptolus. Perhaps you are looking for groups for your player characters to join or groups for them to battle. Or maybe you simply need a group from which they can solicit information. Either way, you'll find an appropriate organization in these pages. Knightly orders, crime families, guilds, racial groups, noble families—even associations of angels and demons—are only some of the groups detailed here.

Much of the information in *Organizations* is of interest to players, but most of it should remain a secret at first. For example, consider the majority of the cosmological details privileged information—facts the PCs might discover as the campaign progresses.

Throughout *Organizations*, 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>.

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

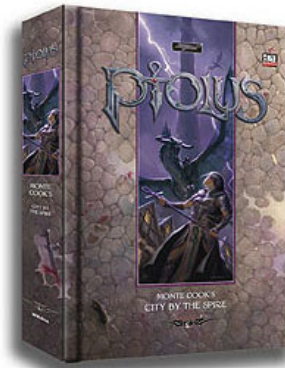


WHAT IS PTOLUS?

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 cardstock 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 3). When you buy all nine PDFs, you have the same print items available in the physical *Ptolus* book.



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Ptoleus





ORGANIZATIONS

The organizations of Ptolus have conflicting methods and motivations, which makes them one of the city's most dynamic features. They definitely keep things interesting!



The key to understanding Ptolus almost certainly requires an understanding of the organizations of people who live there. Ptolus as we know it exists as a result of the ways these groups interact. From the noble houses to the criminal organizations, from the knightships to the guilds, these are the groups that have really shaped the city. This book details dozens of the most important groups in (and under) Ptolus.

NOBLE HOUSES

Ptolus has ten noble families, all of whom claim a special status by ancestral right. Although the Empire does not officially recognize their titles, Ptolus is far enough removed from the heart of Empire that local traditions and beliefs still grant the noble houses hereditary seats on the city's ruling council. Plus, most of them are quite wealthy, and with affluence comes influence.

While not every house is equal in terms of power or money, the Commissar granted each one a single seat on the Assembly of the Ptolus **City Council** close to three centuries ago. The people of Ptolus and the surrounding area feel a sense of tradition and respect for the noble houses, for they represent the familial lines that have commanded power and influence in the region since

at least a thousand years before the founding of the Empire. Thus, the noble houses are all far older than Ptolus itself—many thousands of years old, in most cases, although not all the houses can claim the same longevity. In the days before the Empire, the leader of one house was appointed King or Queen of **Palastan** and ruled over all the houses, and most of what is now southern Palastan. (It should be noted that this King has no relation to the monarchy that now claims rulership in the city of Trolone—see the “History” chapter in PT2.)

What only the high-ranking members of each house know is that, after a fashion, the last king still rules, despite the fact that he died at the claws of Ghul hundreds of years ago. His ghost, known only as the Last King, resides in a sacred stone called the **King's Stone**. Although he does not take an active hand in ruling the houses, he does still preside over all disputes between them, enforcing what the families call the Ancient Rites of Custom. First and foremost, these rites forbid any member of a noble house from murdering another, whether from the same house or a different one, except as part of a formal challenge performed before the Last King. The rites are enforced by an ancient and powerful curse that would bring inevitable doom to anyone who violated them.

The relationship between the noble families and the common folk of Ptolus is a complex one. On the one hand, a commoner in Ptolus is likely to have his fair share of contempt for the nobility and their decadent lifestyles. But, on the other hand, the Commissars of Ptolus have allowed the nobility to continue to exist because they have the support of the people. Plus, common folk love nothing more than gossiping about the lives of the nobility and have historically preferred the rule of local nobles to that of the Empire. In the end, perhaps they simply prefer the nobles they know to those they don't.

Palastan, PT2: page 42

King's Stone, page 88

City Council, PT4: page 148



A tapestry depicting King Rissathion in life.

House Abbercombe

Once the eleventh noble house, House Abbercombe had enemies—Houses Abanar, Sadar, and Vladaam—who engineered its downfall over five centuries ago. In its day, Abbercombe was an ally of Erthuo and Shever, but it was always a small house. Most believe that its last lord fell victim to a curse and died of a wasting disease. The truth is that in the house's last days, a powerful wizard and cleric fashioned an artificial body of gold to house the lord's spirit while his body was healed and the curse was lifted. Once his spirit was within the golden body, however, the spellcasters were slain by Sadar agents. Thus, Lord Abbercombe, last member of his house and family, lives today within an immortal body not his own. He prefers to wander the caverns and tunnels below the city rather than its streets. For more on Lord Abbercombe, see PT8: Adventures.



Lord Abbercombe

THE KING'S STONE

Once located far to the south, the King's Stone is a single megalith made of a strange blue and silver mineral said to have fallen from the sky when the world was young. It long represented the power of the king of the region that is now southern Palastan and all areas north of the Cold Desert. It is, in fact, this king that gives the King's River in Ptolus its name, although the people who know that bit of lore are few and far between today.

When Ghul, the Skull-King, rose to power, he personally slew King Rissathion and laid his corpse upon the King's Stone to defile it forever. Instead, Rissathion's soul entered the stone, and he became known as the Last King.

When the noble families all moved to the city of Ptolus about three centuries ago, they discreetly moved the King's Stone with them and secreted it away in a recess at the base of the Spire. Today the Last King remains in this hidden crevice within the King's Stone, presiding over all challenges and disputes between the noble houses as a part of the Ancient Rites of Custom. The king has the power to seal off the crevice so that no force short of a deity or *wish* can penetrate it unless he so wishes. Within this area, challenges are sometimes settled by trials of combat, although this is actually quite rare today.

Because of the Ancient Rites of Custom and the power of the Last King, all the noble houses obey his rulings and judgments. Even the most immoral members of House Vladaam and the most conniving members of House Abanar know that to disobey the Last King or break with the Ancient Rites of Custom will bring down doom upon them.

Each house comprises two levels of membership. The first members are titled individuals. In most cases, these are people who can draw a direct blood tie or familial connection by marriage to the noble family itself. The head of each house is always known by the title of Lord or Lady. The second type of house affiliation is known simply as an "extended association." These are people with no title or familial bond to the house who nonetheless enjoy strong ties with it. For example, Nestlin Ka, the majordomo of House Dallimothan, is not a member of the family, but he is a member of the house. (Technically, they are "associates," although in truth the term is rarely used. They are simply "members" of the house in question.) These extended association members often have a relationship with their house that goes back generations, further distinguishing them from simple servants or employees.

Extended association members usually earn a stipend from the noble house, while family members have funds placed in trust that represent some portion of the House's total wealth (with the head of the house commanding the lion's share).

Membership in noble houses is predominantly human.

ABANAR

A mercantile family, House Abanar commands great wealth. Abanar is the largest house as well as the wealthiest—although probably not the most powerful or influential. In Ptolus, people say, "wealth breeds contempt," and that's true of the merchants of Abanar. The members of the house have a poor reputation. Most people think of them as greedy, usurious cheats and liars who

use their power, position, and wealth to gain greater power, position, and wealth.

Abanar is unique among the noble houses, due to the fact that one can quite literally buy one's way into it. For approximately 10,000 gp, anyone can buy a minor title and position within the house hierarchy. This enables the titled individual to attend house functions and participate in house business (from making investments to actual employment in a house-owned business at a managerial level). This is what makes the house so large. The house has as many as one hundred titled members, with an extended association of another two hundred individuals. (Most houses have five to twelve titled members and an extended association of perhaps forty to eighty.)

Dered Abanar (male human aristocrat10) is the very old head of the house. Most believe he is not long for this world—most, that is, except for Dered. If he has made plans for what will become of the house leadership when he is gone, he hasn't let on, much to the consternation of his many children and other high-ranking members of the house. Dered is worth millions of gold coins when one considers all holdings and controlling interests in various businesses in addition to liquid wealth. He is still quite sharp mentally but has grown feeble in his old age. He floats about the house's estate on a huge magical chair, never leaving the premises; he conducts all business by proxy and agent. His wealth has not made him kind or happy, but instead always deadly serious, spiteful, and even quietly paranoid.

Abanar keeps many adventurers, mercenaries, and bounty hunters busy by offering a sizable reward (500 to 1,000 gp, or sometimes as high as

5,000 gp) for the head of anyone who steals from them or one of their businesses. This serves as a fairly good deterrent, though not a perfect one. Thus, with holdings as vast as theirs, Abanar always has one or two recent **outstanding bounty offers**—and far more old ones (some thieves are just never caught). The Commissar has stopped objecting to this kind of mercenary justice, if for no other reason than it occasionally works.

Abanar has no real allies among the other houses or other important organizations in the city. Its members frequently butt heads politically with House Nagel and House Khatru.

See the Nobles' Quarter (PT5, page 296) for information about the estate of House Abanar.

DALLIMOTHAN

To the people of Ptolus, House Dallimothan is “House Dragon,” although no member of this noble house would ever use that name. In fact, while it is fairly common knowledge that the lineage of Dallimothan extends back to dragonkind—and some would speculate that most family members are dragons or half-dragons—the members of the house make no such claims. In fact, they would look upon an outsider doing so (or even asking whether it were true) as an insult of the highest degree. The house’s official position is that “Dallimothan is a friend to dragonkind.” This hardly needs stating, however, since as often as not there is an actual dragon roaming, sleeping, or even romping about the grounds of this noble house’s estate.

The truth is that the Dallimothan family does indeed descend from dragons who could take human form. It goes back to at least the time of **Father Claw** and **Ni-Gorth**, some eight thousand years ago. Only **House Vladaam** is older. Occasionally, humans or elves would join the family by marriage, producing half-dragon sons and daughters. Of the current family, there are five half-dragons and six full-blooded (or nearly so) dragons. Strangely enough, not all the dragons that have been, or currently are, part of the family have been of the same type. Most have been metallic, but there have even been a few chromatic wyrms as well. Of the six dragon family members, four are silver, one is gold, and one is bronze. This draconic interbreeding has produced interesting offspring over the millennia. One type or another almost always breeds true, but the individuals sometimes possess unique abilities. They usually seem in some way superior to a typical member of their type.

Kirstol Dallimothan

Lord **Kirstol Dallimothan** leads the house. He is an old silver dragon who almost always keeps a human form—that of a tall and handsome man.

He is able to use his breath weapons even in human form, although when he does, his mouth opens wide in a reptilian manner and his skin flashes with silver scales. He also retains some of his draconic strength in human form. Kirstol is a personal friend of **Andach the druid** and some of the more powerful celestials among the **Malkuth**. He used to be known as Phord Dallimothan, Kirstol’s “father,” and before that as Hallos Dallimothan, his “grandfather.” The lord, at more than four hundred years old, has undergone these identity changes to help preserve the illusion that he is human (or at least partially so).

Kirstol Dallimothan

Male old silver dragon (air), (Lawful Good)

Human form CR 20

HD 28d12+56 **hp** 256

Init +0 **Speed** 20 feet

AC 30, touch 10, flat-footed 30

BAB/Grapple +28/+36

Attack +42 melee (1d10+13, 17–20/x2 bastard sword)

Full Attack +42/+37/+32/+27 melee (1d10+13, 17–20/x2 bastard sword)

SA Breath weapon (50-foot cone, 16d8 cold damage, Reflex DC 30 half; or 40-foot cone, paralysis 1d6+8 rounds, Fortitude DC 30 negates), spell-like abilities, spells.

SQ Alternate form (any animal or humanoid form of Medium size or smaller), blindsense, cloudwalking (tread on clouds/fog as though



House Abanar Coat of Arms

Abanar currently offers a bounty for the capture of a dark elf thief named **Shilukar**. See PT8, page 589.

Andach the druid, PT4: page 233
The Malkuth, page 129



House Dallimothan Coat of Arms

Father Claw, PT2: page 69
Ni-Gorth, PT2: page 70
House Vladaam, page 96

While many people fear House Dallimothan due to its relationship with dragons, most realize that these nobles are stalwart enemies of the forces of darkness.

Some years ago, a half-dragon named **Synethys** sought to join House Dallimothan, but was deemed unworthy. See PT5: pages 345–346.

The Sword of the Dragonkings

This artifact—a golden-hilted weapon with an indestructible ivory blade—was created by the Wizard-Priests of Ni-Gorth (see “History” in PT2). It is a +5 keen bastard sword that allows its wielder to rage three times per day like an 11th-level barbarian (greater rage) with no fatigue at the end. If the wielder can already rage, these are additional rages.

Created while Father Claw was still bound by the fabled dragon chain, this blade was believed to help eliminate all chromatic dragons from the world, ensuring that humans and metallic dragons could live in peace forevermore. Now it is the traditional weapon of the head of House Dallimothan, and has been for more than five millennia.

Strong enchantment; CL 20th



Assess creature, PT6: page 639
Thoughtstone, PT4: page 166

The Dallimothan estate in the Nobles’ Quarter has a quite interesting tower with unique properties; see PT5: page 296.

on solid ground), DR 10/magic, darkvision 120 feet, immunity to acid, cold, sleep, and paralysis, low-light vision, SR 26.
Fort +18, **Ref** +16, **Will** +22
Str 26, **Dex** 10, **Con** 14, **Int** 22, **Wis** 23, **Cha** 22
Crucial Skills: Concentration +33, Intimidate +37, Jump +31, Listen +37, Search +25, Sense Motive +37, Spot +30.
Other Skills: Diplomacy +30, Disguise +37, Heal +37, Knowledge (arcana) +37, Knowledge (history) +37, Knowledge (local) +20, Knowledge (nobility and royalty) +23, Spellcraft +35.
Crucial Feats: Cleave, Flyby Attack, Great Cleave, Power Attack, Wingover.
Other Feats: Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword).
Spell-Like Abilities: Caster level 11th. The save DCs are Charisma based.
 3/day—fog cloud, control winds.
 2/day—feather fall.
Spells Known: 6/8/8/7/7/5; save DC 16 + spell level; as 11th-level sorcerer.
 5th—teleport, wall of force.
 4th—charm monster, locate creature, stoneskin.
 3rd—dispel magic, displacement, haste, lightning bolt.
 2nd—align weapon, cat’s grace, cure moderate wounds, owl’s wisdom, silence.
 1st—divine favor, protection from evil, shield, true strike, unseen servant.
 o—**assess creature**, cure minor wounds, dancing lights, detect magic, detect poison, mage hand, mending, prestidigitation, ray of frost.
Possessions: +5 full plate armor, +5 heavy steel shield of arrow deflection, **sword of the dragonkings**, belt of giant strength +6, amulet of health +4, **thoughtstone**, helm of telepathy, potions of cure serious wounds (4), ivory ring of House Dallimothan worth 10,000 gp, 100 pp.

Kirstol Dallimothan
 Male old silver dragon (air), (Lawful Good)
Dragon form (Huge) **CR** 20
HD 28d12+224 **hp** 424
Init +0 **Speed** 40 feet, fly 150 feet (poor)
AC 35, touch 8, flat-footed 35
BAB/Grapple +28/+49
Attack +39 melee (2d8+13, bite)
Full Attack +39 melee (2d8+13, bite), +34 melee (2d6+6, 2 claws), +34 melee (1d8+6, 2 wings), +34 melee (2d6+19, tail slap)
Space/Reach 20 feet/10 feet (bite 15 feet)
SA Breath weapon (50-foot cone, 16d8 cold damage, Reflex DC 30 half; or 40-foot cone, paralysis 1d6+8 rounds, Fortitude DC 30 negates), frightful presence (240-foot radius, HD ≤18, Will DC 30 negates), crush (2d8+19, Reflex DC 30 or pinned), spell-like abilities, spells.
SQ Alternate form (any animal or humanoid form of Medium size or smaller), blind-sense, cloudwalking (tread on clouds/fog as

though on solid ground), DR 10/magic, darkvision 120 feet, immunity to acid, cold, sleep, and paralysis, low-light vision, SR 26.
Fort +24, **Ref** +16, **Will** +22
Str 37, **Dex** 10, **Con** 27, **Int** 22, **Wis** 23, **Cha** 22
Crucial Skills: Concentration +39, Intimidate +37, Jump +41, Listen +37, Search +25, Sense Motive +37, Spot +30.
Other Skills: Diplomacy +30, Disguise +37, Heal +37, Knowledge (arcana) +37, Knowledge (history) +37, Knowledge (local) +20, Knowledge (nobility and royalty) +23, Spellcraft +35.
Crucial Feats: Cleave, Flyby Attack, Great Cleave, Power Attack, Wingover.
Other Feats: Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword).
Spell-Like Abilities: Caster level 11th. The save DCs are Charisma based.
 3/day—fog cloud, control winds.
 2/day—feather fall.
Spells Known: 6/8/8/7/7/5; save DC 16 + spell level; as 11th-level sorcerer.
 5th—teleport, wall of force.
 4th—charm monster, locate creature, stoneskin.
 3rd—dispel magic, displacement, haste, lightning bolt.
 2nd—align weapon, cat’s grace, cure moderate wounds, owl’s wisdom, silence.
 1st—divine favor, protection from evil, shield, true strike, unseen servant.
 o—**assess creature**, cure minor wounds, dancing lights, detect magic, detect poison, mage hand, mending, prestidigitation, ray of frost.
Possessions: Belt of giant strength +6, amulet of health +4, **thoughtstone**.

Other Members

Other family members include Narris, a young male silver; “Uncle Favil,” a very old silver; “Great Aunt Klaron,” an ancient silver; “Grandmama,” an old gold; Utresh, an adult bronze; and the various half-dragon “cousins,” three of whom are still just children. (Most Dallimothan half-dragons are not obvious as such in appearance.) It’s common to see Uncle Favil or Great Aunt Klaron playing with the half-dragon children on the estate grounds in dragon form. Narris delights in flying about the city in his true form as well. They never allow outsiders to see them change from one form to another, however. Sometimes dragons from elsewhere in the world visit the estate.

Nestlin Ka is the majordomo of the house. This slight, short, bald man has impeccable manners and a crisp, precise manner of speaking. Visitors to the house often speak only with Nestlin, but he makes that a pleasant experience.

House Dallimothan has always strived toward benevolence and seeks to live among other sentient

ORGANIZATIONS AND MONEY

The organizations discussed here command vast wealth, but at any given time much of that wealth is tied up in property, business holdings, and investments, as well as in the assets of its members. Thus, the vault of, say, House Dallimothan, may hold only 10,000 gp in coins, but the noble house is worth millions. Most organizations also have extensive lines of credit that they can draw upon if necessary, extending their financial reach even farther.

In effect, unless an organization is described as being extremely small or poor, it may be useful to assume that it always has access to the funds it needs, at least from the PCs' point of view. For example, if the player characters need to sell a *ring of djinni calling*, hoping to get about 62,500 gp for it, it's safe to assume that either Menon Balacazar or Lord Khattru could purchase it (as well as others, most likely) if they wanted to—although it might take them a day or two to gather the necessary funds. Likewise, if an adventure hook requires that the Knights of the Pale offer the PCs 5,000 gp each to perform a task for them, the DM can always assume that they have it (particularly if they offer to pay in letters of credit, magic items, or treasure).

With this in mind, organizational leaders have at least as much if not slightly more gear than their levels would suggest. Some have much more; their Challenge Ratings have been adjusted accordingly, in those cases.

Coins listed as the possessions of the heads of organizations represent not their total accessible funds, but what they generally carry on them at any given time.

For more on money, see "The Economy" in PT4 (page 154).



Members of House Dallimothan have an outstanding offer of 50,000 gp for any of the ancient artifacts called orbs of dragon-kind. Any orbs brought to them are destroyed—the Dallimothans hate these dragon-controlling items. No one has found an orb in centuries, but the offer is still valid for any orbs that remain.

beings as equals. Its members look harshly upon dragons (usually chromatic) who prey upon other intelligent creatures or terrorize and steal from those less puissant than themselves. Despite this outlook, they view all dragonkind as kin and tend to forgive others of their kind generously. In the past, members of House Dallimothan have paid secret reparations to those harmed by other dragons in the region, leaving bags of gold mysteriously on doorsteps.

No one attached to the house ever mentions the name of **Father Claw**. They refer to him only as the Destroyer or the Annihilator, and rarely that.

In the library of the estate, Kirstol keeps an ancient book of great dweomercraft. This unnamed tome magically records the name of all dragons who have ever lived, as well as their exploits, the location of their lairs, and other pertinent details.

House Dallimothan has always been a bitter rival of House Vladaam. The members remain on good terms with House Nagel and House Kath. Despite a shared hatred for House Vladaam, no member of House Dallimothan will work with the **Knights of the Golden Cross**, for they were once well-known dragon slayers.

See the Nobles' Quarter (PT5, page 296) for details about the estate of House Dallimothan.

ERTHUO

Scholars and gentlefolk, House Erthuo normally avoids confrontation and rarely gets involved with the various rivalries or intrigues that seem to be the lifeblood of other houses.

Like most of the other noble houses, Erthuo started out as an aristocratic human family, but

over the years the family has become more and more devoted to the culture of elvenkind. Family members have married elves, producing half-elf Erthuo offspring, as well as making the members' elven mates full members of the house. Of all the titled Erthuo members in the family today, only three are humans; seven are half-elves, and three are elves. Cordelia Erthuo (female aristocrat4), one of the humans, technically has at least a little elvish blood, and Vaethir Erthuo (male aristocrat4/wizard1) has a little human blood.

House Erthuo is said to possess one of the finest collections of rare books, antiquities, and artifacts of historical significance in this part of the world. Most of their wealth, in fact, is tied up in their various private collections.

The head of the house is **Peliope Erthuo** (aristocrat9), a female half-elf. She enjoys the placid tranquility of her home and the calm that comes from staying well away from intrigue, politics, and conflicts. However, her life is not without risk or danger. Peliope has indulged in a long-term sexual affair with **Renn Sadar**, a married man. If this were to come to light, not only would Peliope be shamed by the scandal and gossip, but she would risk bringing her house into an alliance with House Sadar. Such a pairing would destroy Erthuo's neutrality and place the family in league with a noble house with whom she has not a single political opinion in common. Peliope's and Renn's mutual attraction and affection defy all logic, for they agree on virtually nothing.

See the Nobles' Quarter (PT5, page 297) for information about the estate of House Erthuo.



House Erthuo Coat of Arms

Father Claw, PT2: page 69

Renn Sadar, page 95

Knights of the Golden Cross, page 124



House Kath Coat of Arms

*Imperial Academy of Music,
PT5: page 295
Crown Theater, PT5: page 291*

Knights of the Chord, page 123

*Order of Iron Might, page 130
Edict of Deviltry, PT2: page 85*



House Khattru Coat of Arms

Brooch of Khattru

This minor but unique artifact is the icon of the Khattru family, shaped in the form of the family crest. The wearer adds a +4 bonus on weapon damage rolls and becomes proficient with all weapons, even exotic ones. Those following the wearer into combat gain a +1 morale bonus on attack rolls, damage rolls, and saving throws if they stay within one hundred feet of the wearer and can see him.

Strong transmutation; CL 17th

*Twelve Commanders,
PT4: page 148*

KATH

If there are stars on the Ptolus social scene, they are the Kath family. These wealthy aristocrats possess striking talents, winning charm, and extreme comeliness. People in the city follow the exploits of House Kath with wonder and admiration. Kath concerns itself almost exclusively with the arts, and most members of the family are trained musicians, dancers, painters, sculptors, or writers.

House Kath administers the respected music Conservatory in Ptolus (also called the **Imperial Academy of Music**). It owns the **Crown Theater** and serves as patron of a number of theater troupes and opera companies, as well as small dancing and singing groups in the city. Kath also employs talent scouts to search the city for young, beautiful, and talented individuals to recruit as house associates, trained for free at the Conservatory or apprenticed under master artists. Such recruits are treated extremely well. They are set up for life financially, as long as they remain diligent and perform well—and remain always loyal and obedient to House Kath.

House Kath has strong and ancient ties to the **Knights of the Chord** and can call upon them for assistance when needed. Likewise, it is in Kath's interest to support the knights and keep them strong, well-funded, and secure.

Among the members of House Kath, decorum and etiquette are the rule of the day. This is particularly true among their extended association, such as Garin Vnata (male human expert4), a haughty effete who serves as Vice Chancellor of the Conservatory, or Myalla Wurt (female human expert6), the estate's severe house matron, who greets guests with a cold, suspicious eye and insincere but properly polite compliments.

Lady Devina Kath (human expert14) is the head of the house. She also composes music and writes poetry with wide critical acclaim as well as mass appeal. Although in her forties, she is a striking example of womanhood, her flaxen hair usually worn up. Whenever anyone sees her she is wearing a beautiful and original gown and carefully applied cosmetics. Other family members include Matrenus (male human aristocrat5), Devina's husband; Ethisha (female human aristocrat3/expert4), Devina's ballerina daughter; Tallaeth (male half-elf aristocrat4), Ethisha's husband; Sallina (female human expert9), Devina's sister; Raule (male human aristocrat1/expert9), Sallina's son, a well-known singer and songwriter; and Katerin (female human expert7), Devina's sculptor cousin.

Kath maintains good relations with House Nagel, House Dallimothan, and, surprisingly, House Sadar. This family dislikes House Vladaam, House Khattru, House Abanar, and House Rau.

See the Nobles' Quarter (PT5, page 297) for information about the estate of House Kath.

KHATRU

Famous for its military leadership and martial prowess, House Khattru is made up entirely of headstrong warriors and fighters. Most believe them to be arrogant, self-righteous warmongers—and that opinion isn't far from the truth.

Members of the Khattru family are poorly equipped to hide their nature even if they wanted to. They have no respect for spellcasters or rogues: only for those who live by the skill and strength of their sword arm. To Khattru, might makes right . . . and they have the most might.

House Khattru possesses its own private army, numbering around a hundred extremely well-trained troops. Almost to a soldier, these fighters also belong to the **Order of Iron Might** warriors' guild. House Khattru does not hesitate to use this army if needed, putting them at the city's disposal in times of crisis as well as in private disputes.

Although they have neither the time nor the patience for religion, the members of Khattru have regretted the Church's abolition of the **Edict of Deviltry** ever since it happened some eighty years ago. They think of all arcanists as cowards at best, and diabolists at worst. Even most clerics, in their eyes, are likely demon-lovers, weak in their hearts and overly dependent on others—even if the "others" in question are in fact gods.

Lord Dorant Khattru is the current master of the house. At eighty-nine years old, Dorant is far older than he appears (about forty, according to most). Rumors blame this on some magical effect, but he denies any such thing, claiming he simply comes from strong stock with good breeding. The truth is actually even more interesting. Unbeknownst to Dorant, his youthful appearance and vigor are indeed the result of a spell, cast upon him more than sixty years ago. During a dalliance with an elf wizard, his paramour cast a spell on him to grant him the lifespan of an elf, rather than that of a human. In this way, the two could share their love forever. Unfortunately, the relationship did not last (no Khattru would ever marry an elf), but the magical effect did.

Dorant is the head of the Order of Iron Might and one of the **Twelve Commanders**. He is a close confidant of the Commissar and supports the Empire more than the representative of any other noble family, with the possible exception of the machine-savvy House Shever.

House Khattru hates the members of House Rau and would have long preferred to slay the lot of them. Khattru folk also dislike and mistrust House Vladaam and House Sadar, both of whom they assume to be evil, conniving wizards or demon-lovers—or both. They are no friends of



longsword, cloak of resistance +5, brooch of Khatru (see sidebar), **thoughtstone**; potions of cure serious wounds, neutralize poison, and lesser restoration, 50 pp, 150 gp.

* +1 bonus to CR due to extra gear.

NAGEL

An older house, Nagel has recently fallen on hard times. The former head of the house, Kurtlan Nagel (male human aristocrat11), was placed in the **Prison** for murder. The truth of the matter is that House Sadar framed him and bribed or blackmailed various authorities to keep it quiet. Lord Kurtlan was never formerly tried—just tossed into one of the darkest corners of the Prison and left to rot. (**Odsen Rom**, the warden of the Prison, is an ally of **Renn Sadar**).

In days of old, House Nagel possessed a reputation for altruism and charity. Its members opposed those who would exploit or abuse the common folk and did much to help the impoverished and otherwise needy.

Lady Fransin Nagel (human aristocrat7), wife of Kurtlan, is mistress of this house now. She devotes virtually all her time and energy to recovering her husband. This may involve an even larger bribe to Odsen Rom than what House Sadar gave him, but even that may not be enough to sever the warden’s ties to that alliance. Lady Fransin looks for aid wherever she can find it. Despite her current straits, she remains an elegant, regal lady full of class, grace, and pride with a kind heart and undaunted courage.

The rest of the family members alive today consist only of Kurtlan’s doddering uncle Yarek (human aristocrat4) and Yarek’s sickly daughter Nilla (human aristocrat1). The rest of the house numbers less than a dozen, and the family recently has had to let go most of its servants.

Needless to say, House Nagel is an enemy of House Sadar and has been for centuries. In days long past, they called the **Knights of the Golden Cross** allies, but time rather than actions wore those ties away. Fransin Nagel is close friends with **Doraedian Mythlord**, master of **Iridithil’s Home**. Among the noble houses, only Houses Kath and Dallimothan call Nagel an ally anymore.

For more information on the estate of House Nagel, see the Nobles’ Quarter (PT5, page 298).

RAU

The Rau, as they like to be called, have earned a reputation as rogues, pirates, and scalawags. Long ago, Rau ships prowled the Whitewind Sea looking for prey under the guise of explorers. Today, their past privateering and profiteering ventures are no secret, giving rise to the phrase “a deal with the Rau,” meaning a cheat or swindle. They still own a fleet of ships that serve as merchant vessels or sometimes as mercenary craft

Thoughtstones, PT4: page 166

The Prison, PT7: page 436
Odsen Rom, PT7: page 436
Renn Sadar, page 95



A valuable relic of House Nagel, its ancient crest (above) sits in a secret vault of the Longfingers Guild headquarters (PT7: page 434).

Yarek Nagel, whom most believe is a senile old man, is actually sharper than he appears. He spends a great deal of his time at the Yarrow Street Forum (PT5: page 336) listening to what people there have to say and generally getting an idea of where general public opinion lies on the issues of the day. He is a wise old man, but he does tend to digress into stories of the old days with little provocation.

Knights of the Golden Cross, page 124
Doraedian Mythlord, PT4: page 208
Iridithil’s Home, PT4: page 207



House Rau Coat of Arms

Houses Kath or Abanar, but the enmity is minor. Of all the houses, Khatru prefers Shever.

See the Nobles’ Quarter (PT5, page 297) for information about the estate of House Khatru.

Lord Dorant Khatru

Male human (Lawful Neutral)

Fighter20 **CR** 21*

HD 20d10+80 **hp** 206

Init +2 **Speed** 20 feet

AC 29, touch 12, flat-footed 27

BAB/Grapple +20/+25

Attack +32 melee (1d8+14, 17–20/x2, longsword)

Full Attack +32/+27/+22/+17 melee (1d8+14, 17–20/x2, longsword)

Fort +21, **Ref** +13, **Will** +11

Str 21, **Dex** 14, **Con** 18, **Int** 13, **Wis** 11, **Cha** 12

Languages: Common, Draconic.

Crucial Skills: Jump +23, Listen +2, Spot +2.

Other Skills: Craft (Weaponsmithing) +3, Handle Animal +24, Ride +24, Survival +4, Swim +27.

Crucial Feats: Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Dodge, Improved Bull Rush, Improved Disarm, Improved Trip, Mobility, Power Attack, Quick Draw, Spring Attack.

Other Feats: Alertness, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Critical (longsword), Leadership, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +5 breastplate of spell resistance (SR 19), +5 heavy steel shield, +5 axiomatic

Longfingers Guild, page 128
Kebris Killraven, page 121

Verrana Rau is in her mid-forties. She is thin and short, and so often finds that her opponents tend to underestimate her. In reality, she is quite competent and extremely intelligent. One of her many talents is her ability to get exactly what she wants for herself or House Rau without ever seeming to have bested anyone.

Balacazars, page 100

Ancient Rites of Custom, page 88



House Sadar Coat of Arms

Renn Sadar has made a secret alliance with the Holy Emperor; see PT5: page 294.

Days of Blood, PT2: page 85
Inverted Pyramid, page 115

hired to escort other vessels for the right price (the employer always keeping one eye on the Rau ship for a sudden betrayal).

The truth is, however, that the Rau hardly ever work as brigands or con artists today. They have found what they call “soft crime” much more profitable. Soft crime, in the parlance of House Rau, means taking on a managerial role rather than a direct one. For example, the Rau finance criminal operations for a cut of the profits. They manage small gambling dens and bordellos, smuggle goods, and help minor criminals find work (for a cut). Ironically, in order for this new business to succeed, the Rau have learned that only honesty and integrity in their dealings earns them the trust they need, even if it is a trust among criminals.

In fact, they have perfected this underworld trust to such a degree that they have earned a parental figure’s position among the thieves and other criminals of the city. In keeping with this role, rather than developing an antagonistic relationship with the other local longtime organized crime family, the **Balacazars**, the Rau instead work *with* the Balacazars, trading political favors (thanks to their position as one of the influential noble houses) for contracts and financial agreements. The Rau’s ability to work with rather than against the Balacazars is aided by the fact that the latter are much more “hands-on” than the Rau; the Balacazars, in truth, are a very different kind of organization.

The Rau are not afraid to play both sides of the game, however. For example, even though the

Longfingers Guild has no love of the Balacazars, the Rau have long served as the financial force behind the thieves’ guild. Though they have not yet worked any deals with **Kebris Killraven**, the Rau would not be opposed to it. As members of a noble house, they see themselves as above gang wars and organizational rivalries. Further, they see the Empire and its laws not as an opponent, but as an opportunity. If so many things weren’t illegal, they would not enjoy so much profit from them.

Not all the Rau are rogues, however. The house is also known for its spellcasters as well. The talent for sorcery runs strong in the family bloodline. Rau spellcasters often specialize in illusion, enchantment, or abjuration rather than conjuration or evocation. They are subtle rather than overt.

The head of the house is **Verrana Rau** (female human rogue12). In his mid-twenties, her son Kalbir (human rogue6/sorcerer6) is her virtual equal and helps manage all Rau business. Verrana’s cousin, Bellas, (male human aristocrat4/rogue1) does little but use house finances to indulge in his vices, but his wife Nara (human rogue10) is an expert in appraising goods and people, making her invaluable to the family as they work with and manage various criminals.

Longtime foes of House Khattru, the Rau to this day enjoy putting the Khattru family in awkward or embarrassing situations and otherwise being a thorn in their side. Only the **Ancient Rites of Custom** keep the Khattrus from taking their revenge the only way they know how—by putting all the Rau to the sword. The Rau family is also not on good terms with House Kath. It does have better relations with House Abanar than most houses do, although deep down Abanar still does not trust the Rau.

For more information on the estate of House Rau, see the Nobles’ Quarter (PT5, page 298).

SADAR

House Sadar is sometimes called the House of Shadows. The family has long been “shadow-tainted”—gifted with a predilection for shadow-related magic, but in turn unnaturally obsessed with darkness and saddled with an aversion to light.

Known for its long line of mages, this house was persecuted and hated by the Church during the **Days of Blood**. According to house legends, Sadar had almost faded into oblivion some two centuries ago, but a mysterious stranger appeared and gave then house leader Tal Sadar the *shadow-staff*. Things immediately turned around for the family. (It’s worth noting that the **Inverted Pyramid** played a vital role in saving House Sadar in those days, a debt few speak of but no Sadar forgets.) Its current leader, **Lord Renn Sadar**, still wields the staff and remains one of the most



powerful wizards in the city—and one of the highest-ranking members of the Inverted Pyramid. Unbeknownst to most, including Renn’s wife Lady Enis Sadar (human aristocrat12), he is having an affair with **Peliopie Erthuo**. Renn is a confident, conniving, enigmatic figure in the city. He rarely shows up in person at house functions or at council meetings, preferring instead to send his proxy, Naephos Worldsea (male elf aristocrat4/wizard8), a charismatic and well-mannered diplomat. Meanwhile, Renn is off studying lore, researching the *box of shadows*, or conducting Inverted Pyramid business.

It is worth noting that Enis is no vacant, pampered noblewoman. Though she ignores most pursuits of the house (shadows, magic, etc.) she is, ironically, influential in the Church of Lothian. She works specifically with the **Order of Dayra**, helping the underprivileged and in particular orphans, and has accomplished much in this role.

Perhaps more than anything else, House Sadar seeks the aforementioned *box of shadows*. This mysterious artifact’s origins are lost to antiquity, but it is said to have been the bane that **Danar Rotansin** was going to store away in the Bane-warrens the day he succumbed to the evil of the *Book of Inverted Darkness*. Thus it was never placed in a vault but secreted away by a servant before fading into the mists of history.

House Sadar is the enemy of House Nagel and ally of House Vladaam. House Kath looks upon the family with favor, and the feeling is mutual—which is strange, as Kath is an ally of House Nagel. Because of Renn, the Sadar family has a strong association with the Inverted Pyramid and a subtle influence over House Erthuo.

Some members of this house are shadowdancer mages or even shadowdancer assassins.

For more details on the estate of House Sadar, see the Nobles’ Quarter (PTS, page 298).

Renn Sadar

Male human (Lawful Evil)

Wizard20 **CR** 20

HD 20d4+40 **hp** 87

Init +4 **Speed** 30 feet

AC 26, touch 14, flat-footed 22

BAB/Grapple +10/+11

Attack/Full Attack By spell

SQ Darkvision 120 feet, light sensitivity, see invisible, and ethereal (continuous)

Fort +8, **Ref** +14, **Will** +13

Str 12, **Dex** 18, **Con** 15, **Int** 25, **Wis** 12, **Cha** 12

Languages: Abyssal, Common, Draconic, Ignan, Infernal.

Crucial Skills: Concentration +25, Search +17, Spot +11.

Other Skills: Craft (alchemy) +18, Craft (silversmith) +15, Knowledge (arcana) +29, Knowledge (dungeoneering) +25, Knowledge (history) +30, Knowledge (local) +27, Knowledge (nobility and royalty) +28, Spellcraft +30.

Crucial Feats: Combat Casting, Improved Counterspell.

Other Feats: Craft Wand, Craft Wondrous Item, Empower Spell, Eschew Materials, Forge Ring, Greater Spell Focus (illusion), Maximize Spell, Quicken Spell, Scribe Scroll, Spell Focus (illusion), Spell Mastery (*displacement, greater invisibility, project image, phantasmal killer, shield*).

Spells: 4/6/6/12/6/6/5/5/4/4, save DC 17 + spell level, DC 19 + spell level for illusion spells, DC 21 + spell level for illusion and shadow spells.

9th—*dominate monster, mass hold monster, power word kill, shades.*

8th—*antipathy, greater shadow evocation, maze, scintillating pattern.*

7th—*greater shadow conjuration, greater teleport, limited wish, project image, waves of exhaustion.*

6th—*disintegrate, greater dispel magic, maximized lightning bolt, mislead, shadow walk.*

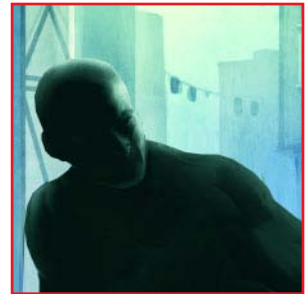
5th—*cone of cold, **divinatory expungement**, false vision, mirage arcana, prying eyes, telepathic bond.*

4th—*greater invisibility, illusory wall, lesser globe of invulnerability, phantasmal killer, solid fog, stonewalk.*

3rd—*arcane sight, displacement, halt undead, fireball, fly, lightning bolt (2), major image, nondetection, protection from energy, suggestion (2).*

Sadar Shadow Magic

Members of the Sadar family have a special affinity with shadow magic. They can cast spells with the shadow descriptor as though they were two levels higher than normal, with a +2 bonus to their saving throw DCs. Shadow conjuration and shadow evocation produce effects that are 50 percent of normal if disbelieved (rather than 20 percent); the greater versions produce effects that are 90 percent real (rather than 60 percent). Effects produced by shades are 100 percent real even if disbelieved.



*Peliopie Erthuo, page 91
Box of shadows, PTS: page 326*

FROM MY CAMPAIGN TO YOURS

Although the members of the original Ptolus Campaign never confronted Renn Sadar directly, they frequently ran afoul of the minions of House Sadar, including shadowdancers and wizards that used shadow-based magic.

Order of Dayra, PT2: page 67

Divinatory expungement, PT6: page 641

*Danar Rotansin, PT2: page 75
Book of Inverted Darkness, PT9: page 531*

Thollos Shever is in his late thirties, tall, and balding. With his thick spectacles and paunchy physique, he hardly looks the part of the noble. It surprises many to meet his wife, Redalla, who is a decade younger than he and strikingly beautiful. These two have an excellent marriage, however, and love each other deeply.

*Thoughtstone, PT4: page 166
Invisible charm, page 118
Mage coins, PT4: page 155*



House Shever Coat of Arms

*The Arena, PT5: page 315
The Shuul, page 131*

House Shever is infamous for the conflicts between Thollos and his brother Marcad. These two seem to agree on absolutely nothing. Marcad has a reputation as somewhat of a gadabout, but in truth he actually has a strong interest in politics. He just doesn't share his brother's interest in machines.

FROM MY CAMPAIGN TO YOURS

In the original Praemal Campaign, the PCs encountered a foe named Vladaam (see PT4, page 238). When some of those same players joined the first Ptolus Campaign and heard of House Vladaam, they knew that these were not people to trust!

*Vested of the Galchutt, PT2: page 60
The Fallen, page 110*

HOUSE RIVALRIES AND ALLIANCES

Noble House	Allies	Enemies
Abanar	None	Khatru, Nagel
Dallimothan	Kath, Nagel	Vladaam, Knights of the Golden Cross
Erthuo	Sadar (secret ally)	None
Kath	Dallimothan, Nagel, Sadar	Abanar, Khatru, Rau, Vladaam
Khatru	Shever	Abanar, Kath, Rau, Sadar, Vladaam
Nagel	Dallimothan, Kath, Knights of the Golden Cross, Iridithil's Home	Sadar
Rau	Abanar	Kath, Khatru
Sadar	Vladaam, Kath, Inverted Pyramid, Erthuo	Nagel
Shever	Khatru, Shuul	Vladaam
Vladaam	Sadar, Balacazars, chaos cults, Fallen/Forsaken	Dallimothan, Khatru, other houses, Knights of the Golden Cross

2nd—*cat's grace, darkness, false life, knock, mirror image, whispering wind.*
1st—*magic missile (2), mount, ray of enfeeblement, silent image, shield.*
○—*detect magic, detect poison, mage hand, mending.*

Possessions: *Shadowstaff, bracers of armor +8, robe of eyes, headband of intellect +4, ring of wizardry III, **thoughtstone**, wand of stonesskin (45 charges), Inverted Pyramid's **invisible charm**, 10 **mage coins** (in a vault).*

SHEVER

Known for their skill with machines, the members of House Shever made a great deal of gold long ago and commanded significant political influence. Their connections to the Empire were very strong—ties much more evident than the other noble houses'. Now, as the Empire partially built upon Shever technology fades (and the technical lore fades even faster), House Shever was until recently also fading in influence.

House Shever is the youngest of the noble houses. Still, only House Nagel finds itself in more dire straits today. Shever's finances are quickly drying up, and with each passing year the family loses more and more political influence. "Blossomed too fast, too early," people say of House Shever—although that seems to be overstating a bit the plight of a family that still commands some power, wealth, and respect after a thousand years.

Thollos Shever (male human expert16) is the head of the house. A skilled technologist, Thollos spends more time in his workshop with steam-powered experiments than anywhere else. In truth, his wife Redalla (human aristocrat7) maintains the order of the house and conducts most of its actual business. Their young children all study the technical arts of their father. The only other titled member of the Shever family is Thollos' younger brother, Marcad (human aristocrat3/fighter4), who shares none of Thollos' skills with machines.

Thollos has long feared that Marcad's lack of technical aptitude adds credence to the theory that the decline of the Empire and its technology is more than just happenstance, but actually a fundamental change in the way of the world. As one of the first of the Shever bloodline ever to possess no propensity toward machinecraft, he may represent a shift toward chaos, ignorance, and simplicity. Marcad can often be found at the **Arena** or in any of the various gambling dens in the city.

Unsurprisingly, House Shever maintains strong ties to a new upstart organization called **the Shuul**, which promises the return of progress, order, and technology, as well as the strengthening of the Empire. These goals all would benefit the Shever family and, perhaps more importantly, reinforce their worldview. Most other noble houses ignore the members of House Shever, although if they were ever to rise again to prominence, they certainly would be enemies of House Vladaam. In the past, they have held an alliance with House Khatru.

For more details on the estate of House Shever, see the Nobles' Quarter (PT5, page 298).

VLADAAM

House Vladaam is not only the oldest of the noble houses but also the most decadent and corrupt. A fact that remains unknown to most, the members of this noble family trace their lineage back to the ancient race of dark entities called the Natharl'nacna—or at least to their servants. The members of House Vladaam descended from a being known as Vladaam, one of the ancient **Vested of the Galchutt**. Today, the family funds a number of criminal organizations, profiting from theft, extortion, smuggling, illegal gambling, assassination, and trade in slaves, drugs, and evil magic items. Even in a city where demons walk the streets (as **the Fallen**), the Vladaam family may hold its darkest depths of evil.

House Vladaam seeks the awakening and return of the Natharl'nacna. Aside from gaining as much

evil power as they can, its members want to find a path to the **Caverns of the Galchutt** where the Natharl'nacna sleep. Barring that, they would settle for finding a way into **Jabel Shammar**, the Dread One's fortress atop the Spire.

The family has, in no uncertain terms, been a menace to the world virtually since day one. For example, in 651 IA, Yrkyth Vladaam created the Enigma Engine, a monstrosity of technology and magic, which he hoped would tap into the power of the **Entropy Sphere** by regulating the **Gates of Delirium** from a distance. He failed, but the Enigma Engine still exists somewhere under the city. Some knowledgeable, power-mad mages seek it, believing that, unlike Yrkyth, they could make it work.

The house's leader is **Iristul Vladaam** (male tiefling fighter8/blackguard10), currently abroad seeking the six **hungerswords**. This man of decadent and unsavory appetites is father to all the other titled House Vladaam members: Gattara, Godfred, Navanna, and Aliaster. Their mothers are all dead.

While Iristul is away, his daughter Navanna runs things. All the Vladaams are wicked and cruel, but Navanna is also extremely devious and more cautious than most of her relations. She is not the most powerful of the family, nor the eldest, but she is the best leader.

Navanna Vladaam

Navanna maintains a number of false identities in the city, including one as Nicalon Regelis, a member of the Knights of the Chord. As Nicalon—a tall, thin, dark-skinned human man—she speaks out strongly against House Vladaam in order to learn what her enemies have to say. Nicalon keeps to himself most of the time, so few of the other knights know anything about him. He seems to be a devout worshipper of Jode but very poor at calling upon the magical power of music. Nicalon is entirely a creation of Navanna's. She used her brother Aliaster's magical aid to fake her way through the order's initiation rites. In any of her many guises, Navanna has Aliaster cast *misdirection* on her to avoid *detect evil* or similar spells. In addition to her manufactured identities, Navanna has a network of spies and agents throughout the city. Her personal agents are all werewolves (see sidebar), although she is not a lycanthrope herself.

Her real appearance is that of a short-haired, pointy-chinned human woman in her twenties, extremely fit and thin. Her hair is dark brown and her skin is extraordinarily black—almost blue—so that she might be mistaken for a dark elf. However, her teeth are bright yellow, and she has four tiny yellow horns on her forehead right at the hairline.

Navanna Vladaam

Female tiefling (Chaotic Evil)
Fighter 5/rogue6 CR 12
HD 6d6+18 + 5d10+15 **hp** 85
Init +7 **Speed** 30 feet
AC 19, touch 13, flat-footed 19
BAB/Grapple +9/+12
Attack +14 melee (1d8+6, longsword)
Full Attack +14/+9 melee (1d8+6, longsword), or +13/+8 ranged (1d8+3, longbow)
SA *Darkness* 1/day, sneak attack +3d6
SQ Resistance to cold 5, electricity 5, and fire 5, darkvision 60 feet, evasion, trap sense +2, uncanny dodge
Fort +9, **Ref** +9, **Will** +5
Str 16, **Dex** 17, **Con** 17, **Int** 14, **Wis** 14, **Cha** 15
Crucial Skills: Bluff +12, Disable Device +8, Hide +9, Listen +6, Move Silently +11, Search +4, Sense Motive +10, Spot +7, Tumble +10, Use Magic Device +11.
Other Skills: Diplomacy +8, Disguise +17, Forgery +8, Open Lock +10, Swim +9.
Crucial Feats: Blind-Fight, Combat Expertise, Dodge, Mobility.
Other Feats: Improved Initiative, Weapon Focus (longsword), Weapon Specialization (longsword).
Possessions: *Cloak of charisma* +2, *headband of dimension door* (1/day), +1 longsword of subtlety, +2 leather armor, +1 buckler; *potions of cure moderate wounds*, *cat's grace*, *nondetection*,

URBAN WEREWOLVES

Navanna's werewolves do not use traditional rules for lycanthropes. The agents who work for her take either their normal form (usually human) or a hybrid form. In their hybrid form, the agents look like hulking, furry bipedal creatures. As hybrids, they simply add the following to their normal forms:

- Hit Dice increase one type (d12 max.).
- Add +10 to speed.
- Add +4 natural bonus to AC.
- A bite attack inflicts 1d6 points of damage and inflicts lycanthropy (Fortitude save, DC 15).
- Add DR 15/silver.
- Include the ability to shift forms as a standard action.
- Include the scent ability.
- Add +2 racial bonus on Fortitude and Will saves.
- Add +4 racial bonus on Strength, Dexterity, and Constitution.
- Add +4 racial bonus on Search, Spot, and Listen, and on all checks having to do with influencing wolves or dogs.
- Add the Blind-Fight and Improved Initiative feats.
- Add +2 to normal CR.

Caverns of the Galchutt, PT7: page 453
Jabel Shammar, PT9: page 501

Entropy Sphere, PT9: page 499
Gates of Delirium, PT9: page 499

DM TIPS

The Vladaam children presented here all have game stats but their father Iristul does not. This is because Iristul is far, far away at present, searching for the hungerswords. He seeks them because he has unearthed an ancient spell that, if cast on all six hungerswords at once, can make them even more deadly and powerful: This spell would allow them to literally annihilate any living thing they touch. Should his search ever become part of the campaign, it shouldn't happen until quite late in the campaign, as Iristul is very powerful. If he should successfully gather all six swords and use the spell, he and his children will become extraordinarily deadly.

Hungersword, page 98



House Vladaam Coat of Arms

Navanna Vladaam is one of the main antagonists in The Banewarrens adventure.

Standard werewolves guard the estate of House Vladaam in the Nobles' Quarter.

Hungerswords

It is said that six of these swords exist. They are all +5 unholy greatswords made of black adamantine (see PT2, page 45) with bone hilts and pommels.

Once per day, the energy of a hungersword creates a black, skull-shaped mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain an immunity to all death effects. They also possess the ability to launch a pale grey ray of energy, which requires a ranged touch attack to hit the target. Targets struck must make a Fortitude saving throw (DC 22) or die. Even those who make the save suffer 1d4 points of temporary Constitution damage. Using this ray of death ability immediately dismisses the mark.

The sword absorbs good spells and spells from good-aligned clerics like a rod of absorption, with no maximum amount of absorption, although the levels are not used for spellcasting. Each spell level can be used to confer an additional +1 damage bonus to a given strike with the weapon (to a maximum of +10 points of damage per strike).

In combat, these evil swords bestow a negative level with every successful strike. A Fortitude save (DC 23) shakes off the negative level one day later.

Strong abjuration and evocation; CL 19th; Weight 4 lbs.

*Thoughtstone, PT4: page 166
Mage coin, PT4: page 155*

Lord Zavere of Castle Shard was once an associate of Iristul Vladaam.

and invisibility; elixir of glibness, masterwork composite longbow (Strength +3), masterwork arrows (12), deathblade poison (2 doses), gold necklace worth 500 gp, gold and emerald ring worth 1,700 gp, disguise kit, 10 pp, 50 gp.

Navanna's Typical Agent

Male human shapechanger (urban werewolf hybrid form), (Neutral Evil)

Warriors CR 6
HD 5d10+20+3 **hp** 60
Init +8 **Speed** 40 feet

AC 20, touch 14, flat-footed 16

BAB/Grapple +5/+10

Attack/ Full Attack +11 melee (1d6+5 bite) or +10 ranged (1d6+5, javelin)

SA Curse of lycanthropy

SQ Scent, DR 15/silver, alternate form

Fort +10, **Ref** +3, **Will** +4

Str 20, **Dex** 18, **Con** 18, **Int** 12, **Wis** 12, **Cha** 11

Crucial Skills: Balance +6, Hide +4, Jump +13, Listen +5, Move Silently +6, Search +8, Spot +5.

Other Skills: Handle Animal +8 (+12 with dogs or wolves).

Crucial Feats: Blind-Fight, Power Attack.

Other Feats: Improved Initiative, Toughness, Weapon Focus (bite).

Possessions: Bracers of armor +2, masterwork javelins (3).

Aliaster Vladaam

Aliaster Vladaam appears to be a human in his fifties with completely black eyes. He wears special lenses to disguise his eyes if he feels the need, but when lounging about the estate (which is what he normally does), he does not wear them. He has six fingers on each hand and six toes on each foot. While Navanna possesses great ambition and drive, Aliaster does not. What little motivation he has he puts into his study of magic. Aliaster helps his younger half-sister with her schemes by casting spells on her or for her in the simple hope that she will leave him alone and not actually force him to go into a dangerous situation. His cowardice seems doubly surprising, as his unnatural heritage has clearly left him much sturdier than a typical wizard.

Aliaster Vladaam

Male tiefling (Chaotic Evil)

Wizard 13 CR 13
HD 13d4+52 **hp** 91
Init +2 **Speed** 30 feet

AC 12, touch 12, flat-footed 10

BAB/Grapple +6/+7

Attack +8 melee (1d4+1, dagger)

Full Attack +8/+3 melee (1d4+1, dagger)

SA Darkness 1/day

SQ Resistance to cold 5 electricity 5, and fire 5; darkvision 60 feet

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

Str 12, **Dex** 14, **Con** 19, **Int** 19, **Wis** 12, **Cha** 12

Crucial Skills: Concentration +20, Listen +4, Spot +7.

Other Skills: Appraise +7, Craft (alchemy) +20, Craft (sculpting) +19, Knowledge (arcana) +19, Knowledge (history) +19, Knowledge (local) +5, Spellcraft +18.

Crucial Feats: Combat Casting.

Other Feats: Alertness, Empower Spell, Heighten Spell, Lightning Reflexes, Quicken Spell, Scribe Scroll, Spell Focus (evocation).

Spells: 4/5/5/5/5/3/2/1; save DC 14 + spell level, DC 15 + spell level for evocation spells.

7th—finger of death.

6th—chain lightning, heightened suggestion.

5th—cone of cold, teleport, wall of stone.

4th—greater invisibility, polymorph self, scrying, stonewall, wall of ice.

3rd—fly, gaseous form, haste, lightning bolt, suggestion.

2nd—ghoul touch, mirror image, misdirection, web, whispering wind.

1st—burning hands, charm person, mage armor, magic missile, shield.

0—daze, detect magic, mage hand, read magic.

Possessions: Ring of spell storing (unholy aura), wand of lightning bolt (41 charges), scroll of flesh to stone, potion of cat's grace, thoughtstone, masterwork dagger, wyvern poison (1 dose), platinum black pearl ring worth 850 gp, 1 **mage coin** (in a vault).

Gattara Vladaam

Gattara is the eldest sibling, but she is hopelessly mad, given to fits of irrational rage without notice. Once thought a promising wizard, she gave up her studies to serve as a priestess to the Galchutt. She has a round face and shoulder-length dark brown hair. She wears scandalously revealing garments much of the time.

Gattara Vladaam

Female tiefling (Chaotic Evil)

Sorcerer3/cleric3 (Galchutt)/mystic theurge9 CR 15
HD 3d4+9 + 3d8+9 + 9d4+27 **hp** 96
Init +2 **Speed** 30 feet

AC 15, touch 15, flat-footed 13

BAB/Grapple +7/+8

Attack +11 melee (1d8+3, heavy mace)

Full Attack +11/+6 melee (1d8+3, heavy mace)

SA Darkness 1/day

SQ Resistance to cold 5 electricity 5, and fire 5; darkvision 60 feet

Fort +10, **Ref** +7, **Will** +17

Str 12, **Dex** 14, **Con** 17, **Int** 18, **Wis** 20, **Cha** 17

Crucial Skills: Concentration +13, Listen +10, Search +7, Spot +7, Tumble +6.

Other Skills: Appraise +9, Craft (alchemy) +14, Heal +18, Knowledge (arcana) +18, Knowledge (history) +15, Knowledge (religion) +13, Spellcraft +21, Swim +6.

Crucial Feats: Combat Reflexes, Dodge, Empower Spell.

Other Feats: Alertness, Extra Turning, Scribe Scroll, Weapon Focus (heavy mace).

Sorcerer Spells Known: 6/7/7/7/6/5/3; save DC 13 + spell level.



6th—*eyebite*.
 5th—*baleful polymorph*, *passwall*.
 4th—*Eva's black tentacles*, *fear*, *wall of fire*.
 3rd—*displacement*, *fireball*, *gaseous form*, *ray of exhaustion*.
 2nd—*blindness/deafness*, *false life*, *ghoul touch*, *invisibility*, *see invisibility*.
 1st—*burning hands*, *disguise self*, *mage armor*, *shield*, *sleep*.
 ○—*acid splash*, *dancing lights*, *detect magic*, *ghost sound*, *light*, *mage hand*, *prestidigitation*, *read magic*, **sense spell**.
Domains: Destruction, Evil.
Cleric Spells: 6/7+1/5+1/5+1/4+1/4+1/2+1; save DC 15 + spell level.
 6th—*harm*, *heal*, *summon monster VI*.
 5th—*dispel good*, *flame strike*, *righteous might*, *scrying*, *spell resistance*.
 4th—*cure critical wounds* (2), *giant vermin*, *summon monster IV*, *unholy blight*.
 3rd—*contagion*, *cure serious wounds*, *dispel magic* (2), *magic vestment*, *protection from energy*.
 2nd—*aid*, *augury*, *bear's endurance*, *bull's strength*, *shatter*, *silence*.
 1st—*bane*, *command* (2), *doom* (2), *entropic shield*, *protection from good*, *sanctuary*.
 ○—**assess creature**, *cure minor wounds* (2), *detect magic* (2), *guidance*.
Possessions: +2 *mace of spell storing* (*contagion*), *ring of protection* +3, *broom of flying*, **thoughtstone**; *potions of lesser restoration*, *fly*,

and *fox's intellect*; *scroll of feeblemind* and *true seeing*; *scroll of project image*, *shape-change*, and *greater teleport*; *scroll of wall of force* and *wall of iron*; *scroll of summon monster VI*, *word of recall*, and *raise dead*; *silver and amethyst necklace* worth 800 gp, *silver and amethyst ring* worth 300 gp, *healer's kit*, 50 pp.

Godfred Vladaam

Godfred is the youngest and Iristul's favored, but the head of House Vladaam is smart enough to know that the boy is too slow witted and rash to be in charge. A lumbering oaf, Godfred is a master of the greatsword and wields the only *hunger sword* his father has yet found. He is tall, dark haired, and pale, with extremely broad shoulders. Godfred has thick hair and bushy eyebrows, and a long scar down one side of his often unshaven face.

Godfred Vladaam

Male tiefling (Neutral Evil)
Fighter15 **CR** 15
HD 15d10+60 **hp** 144
Init +4 **Speed** 30 feet
AC 21, **touch** 14, **flat-footed** 17
BAB/Grapple +15/+20
Attack +26 **melee** (2d6+14, 17–20/x2, greatsword), or +22 **ranged** (1d8+4+1d6 fire, 19–20/x3, longbow)

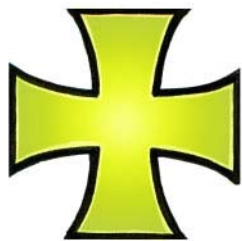
The Vladaam Family (from left): Gattara, Aliaster, Iristul, Godfred, and Navanna.

Sense spell, PT6: page 644

Iristul gave the only hunger sword he has found to date to his son Godfred. What none of the Vladaam family knows is that one of the other five hunger swords has been found—it is currently in the hands of Sheva Callister (PT4, page 222). However, Sheva's sword has been altered magically and obfuscated to help keep it from the Vladaams.

The Ptolus: City by the Spire comic book deals directly with Sheva's struggle to keep her sword out of Vladaam clutches.

*Assess creature, PT6: page 639
 Thoughtstone, PT4: page 166*



Knights of the Golden Cross, page 124
Cults of Chaos, PT2: page 71

Menon Balacazar pretends to be a wealthy financier, even though virtually everyone in town knows he leads a large criminal organization. If during one of his rare public appearances someone suggests he is something other than a businessman, that person usually disappears soon thereafter—no matter who it is.

The Vai, page 139
Pale Dogs, page 131
Forsaken, page 112
Fallen, page 110
Sisterhood of Silence, page 134

The Dread Cloak

This evil artifact of Menon Balacazar is black as night and lined with black felt. It adds a +10 bonus to the wearer's Hide checks, provides a +4 armor bonus and a +4 deflection bonus to AC, and gives a +4 resistance bonus to saves. It has a continuous nondetection ability. Once each day for ten minutes it provides a displacement effect (50 percent miss chance). It allows the wearer to become invisible once per day, also for ten minutes. Lastly, once per week, it allows the user to use a greater teleport spell. The drawback to this malevolent item is that the wearer must bathe it in the blood of a human once each week, then eat that human's heart.

Strong transmutation and abjuration; CL 18th; Weight 5 lbs.

Full Attack +26/+21/+16 melee (2d6+14, 19–20/x2, greatsword) or +20/+20/+15/+10 ranged (1d8+4+1d6 fire, 19–20/x3, longbow)
SQ Resistance to cold 5, electricity 5, and fire 5; darkvision 60 feet
Fort +13, **Ref** +9, **Will** +4
Str 20, **Dex** 18, **Con** 19, **Int** 8, **Wis** 9, **Cha** 12
Crucial Skills: Climb +19, Intimidate +7.
Other Skills: N/A.
Crucial Feats: Cleave, Combat Reflexes, Dodge, Weapon Specialization (greatsword), Improved Critical (greatsword), Mobility, Point Blank Shot, Power Attack, Rapid Shot.
Other Feats: Improved Critical (longbow), Weapon Focus (greatsword), Weapon Focus (longbow), Weapon Specialization (longbow).
Possessions: +2 mithral breastplate, hunger-sword, +1 flaming longbow, +2 arrows (20), *potion of shield of faith* +3, climber's kit, 55 gp.

House Vladaam's list of enemies is long. Most people do not trust this family, either because of the rumors of its demonic heritage or because of nefarious deeds its members have committed over the years. With the exception of House Sadar, all the noble houses despise Vladaam, although House Dallimothan and House Khatru remain the clearest of their foes. The **Knights of the Golden Cross**, an organization as old as House Vladaam, has opposed nearly every action the family has ever taken.

The house's allies include House Sadar, the Balacazars, the **Cults of Chaos**, and even the Fallen and the Forsaken (as allies of allies).

For more on the estate of House Vladaam, see the Nobles' Quarter (PT5, page 298).

BALACAZAR CRIME FAMILY

Probably the most powerful crime family in the city, the Balacazar clan is certainly the oldest. **Menon Balacazar** is the aging head of the organization, with his son, Malkeen, taking his place as second in command. Menon has two other children, his daughters Fesamere and Maystra.

For more than two centuries—dating back to Menon's great-great-grandmother, Maven—the family has literally run the business of crime in Ptolus. Far from the seat of power in the Empire, Ptolus seemed an opportune place in which to do business: lots of commerce, lots of money, and few obstacles. Today, the family's extensive organization funds a number of criminal enterprises, gaining profit from theft, extortion, smuggling, illegal gambling, assassination, and trade in slaves, poisons, and drugs.

In addition to the various houses and apartments it holds in a variety of false names throughout the city, the family owns a number of warehouses, storefronts, crafthouses, and other build-

ings. Some of its businesses are entirely legitimate, some are purely fronts. In any case, all these locations serve as potential safe houses or meeting places for members of the organization.

Under Menon, the family has begun to deal more and more in magic-related contraband, such as magic items with illegal spells (*dominate person, animate dead, contagion*), evil magic items, mind-controlled slaves, and demonic or undead slaves. He seems to have a fascination for black magic.

The Balacazars are very smart. They know that as long as they don't do anything terribly overt—burn down a noble estate, kill dozens in broad daylight, murder a large number of City Watch guards, or commit a major crime easily traceable to the family itself, the Commissar will allow them to continue. Taking them on would be too difficult, and in the end fighting them would amount to a war in the city. So the Balacazars keep their businesses going subtly and quietly, earning hundreds of thousands in gold every year. This is the way it has worked for generations, and it's the way the family feels it should continue. Now and then, challenges to this status quo arise to make trouble for the Balacazars.

RELATIONS

The Balacazar family really has no allies, but it does have partners. The twin Lords Keper of the **Vai** do as Menon commands, and in exchange receive goods and information. Through them, the Balacazars can exert influence over the various chaos cults and even—to a degree—the **Forsaken**. And, of course, all these groups, plus the **Fallen** and most religions of evil gods, do business with the Balacazars to obtain various commodities: slaves/victims, poisons, drugs, evil magic items, and so on. The family also has friends in the Nobles' Quarter, particularly among Houses Vladaam and Sadar, but also in House Rau. They even do extensive business with some of the darker members of the Inverted Pyramid and among the **Pale Dogs** of the Warrens.

As influential and long as their list of business partners may be, the Balacazars surely have more enemies than friends. No one hates the Balacazar family more than the **Sisterhood of Silence**. While the Sisters need not limit themselves to acting upon what can be proven in court and do not worry about evidence, they don't confront the Balacazars directly; they do not believe it to be a fight they can win—at least, not yet.

Throughout his administration, the Commissar has done little to oppose the Balacazars. He views them as something of a necessary evil. Sure, he'd like to see Menon behind bars and all his criminal operations brought to an end, but the truth is, there will always be crime. The structure of the Balacazar

family brings a sort of organization to the otherwise anarchic nature of the crime in the city. With the Balacazars behind it, criminal activity maintains an ordered, predictable pace. The Commissar knows that Balacazar doesn't want a war with him, and so he makes sure that those under his command never stray past unacceptable bounds. It's a way to maintain the status quo. And, truth be told, the Commissar is not entirely certain that if he went to war with the Balacazars, he could win.

The family's greatest opponent is also its newest. The recent emergence of **Kevris Killraven** onto the organized crime scene has hit Ptolus' underworld elements like a firestorm. Suddenly, the Balacazar family has competition. Today the city exists in the midst of a gang war between these two organizations: The bloody aftermath of the secret, nighttime battles can be seen in back alleyways the following mornings.

MENON BALACAZAR

To reach Menon Balacazar, one must peel the onion of the criminal underworld to its very core. No one goes to see Menon—people find themselves summoned before him, or, rarely, he goes to see them. Layers and layers of bureaucracy lie between the average thug and the grand master of the family. Most people in the organization have never laid eyes on Menon Balacazar nor ever have a clue where he is at any given time. He is a most mysterious figure.

Dark and ruthless, Menon is full of spite, bile, and cynicism. He sees no light in the world, only shades of darkness, and he believes the only real way to get ahead is to embrace the deepest darkness that he can find. Although he is no spellcaster, he is one of the world's foremost experts on black magic, demons, and supernatural corruption. Menon even looks the part—he is shriveled, decrepit, and palsied, and he likely sustains himself only by drugs and magic.

Menon ultimately wishes to retire. He assumes his son will take his place, and Malkeen assumes the same. His daughter Maystra has other plans, but Menon, unlike the rest of the family, is fully aware of her schemes. He assumes that Malkeen will discover them eventually and most likely kill her.

The family owns a number of residences throughout the city, but Menon prefers the manor along the sea cliffs north of town. A secret underwater entrance allows the **Covenant of Blood** to interact with the local sahuagin who serve the vampires.

Rumors say that Menon himself is a vampire. Although this tale is false, he takes no steps to dissuade people from thinking him undead, and it's worth mentioning that Menon is one living human that even vampires will work with and treat with respect.

Both rumors and respect might stem from the copious amounts of black magic with which Menon surrounds himself. First and foremost, there's the powerful artifact known as the *dread cloak* (see sidebar). This item, said to have been stolen from Orcus himself, was brought here by **Lilith** and sold to Menon in secret for an undisclosed sum (but certainly enough to fund her convoluted schemes in the **Dark Reliquary**).

Another rumor has it that Menon keeps a minor goddess, **Unnah**, Mistress of the Blades, captive in his manor north of town. This incredible rumor is true. Within a vault this minor goddess remains trapped inside a magic candle. Apparently, a group of powerful wizards in Kem captured her just before their own murder. The candle was traded to the Balacazars and brought here. The Hussar—fanatical warrior-cultists who serve Unnah—must work as enforcers and assassins for the Balacazar family while he holds their deity hostage.

Menon Balacazar

Male human (Chaotic Evil)
Expert 7 **CR** 8**
HD 7d6+20 **hp** 40
Init +3 **Speed** 30 feet
AC 21, touch 17, flat-footed 18
BAB/Grapple +5/+5
Attack/Full Attack †: +5 melee or +8 ranged
Fort +6, **Ref** +9, **Will** +10
Str 11*, **Dex** 16*, **Con** 10*, **Int** 21, **Wis** 12, **Cha** 17
Languages: Abyssal, Common, Dwarvish, Elvish, Halfling.
Crucial Skills: Hide +22, Listen +3, Move Silently +15, Search +9, Spot +3, Use Magic Device +16.
Other Skills: Diplomacy +9, Disguise +13, Forgery +14, Gather Information +13, Knowledge (arcana) +17, Knowledge (local) +15, Knowledge (nobility and royalty) +14, Knowledge (religion) +11, Profession (businessman) +11.
Crucial Feats: Dodge.
Other Feats: Alertness, Skill Focus (Knowledge [arcana]), Skill Focus (Use Magic Device).
Possessions: *Dread cloak*, headband of intellect +2, boots of elvenkind, amulet of false life (continuously grants him 20 bonus hit points), void bomb (see the "Chaositech" chapter in PT6), onyx ring worth 2,500 gp, platinum ring worth 1,200 gp, 70 pp, 45 **mage coins** (in a vault).
 * Without drugs, each of these scores is 8 points lower.
 ** Menon has far greater than the normal amount of gear, so his CR has been raised by 2 points.
 † Noncombatant; no damage stats needed.

Lilith, page 111
Dark Reliquary, PT4: page 238
Unnah, PT2: page 70

Kevris Killraven, page 121

The Covenant of Blood

The Balacazar family has long held an affection for vampires. Over the last five decades, Menon has used magic and influence to gather together six particularly powerful vampires to recreate the bonds of an ancient pact called the Covenant of Blood. In ages past, mighty vampire sorcerers forged an agreement with the sahuagin of the Whitewind Sea that ensured able-bodied sahuagin warriors would come and serve the vampires in exchange for fresh blood (specifically, live land-dwelling victims). Now that six vampires work together once more in the name of the Covenant, sahuagin once again come to the coast to serve them. And since the vampires work for Balacazar, so do these sea creatures.

The most powerful of the vampires is Medre Allaconda (PT4, page 249), a member of the Forsaken. She owns the horn of blood (PT4, page 270), which the Covenant can use to call in sahuagin from the deep sea in exchange for blood, as laid out in the original agreement. They use the horn very sparingly.

Dread cloak, page 100
Mage coins, PT4: page 155



Hadrien Runihan of the Covenant of Blood (PT4: page 195)

Malkeen Balacazar has recently acquired a tattoo over his right eye. This is a symbol of an ancient and obscure assassins' cult from the far south, worn only by those who master the marriage of stealth and magic.

DM TIPS

It's worth noting that a sneak attack from Malkeen's bodyguard, Na'haras (see next page), has a +22 attack bonus and inflicts 11d6+9 points of damage, plus 1 point of temporary Constitution damage, 2 points of temporary Strength damage, and 2 negative levels. And that's not counting the benefits gained from true strike or cat's grace. Enemies of Malkeen Balacazar don't stay alive very long.

Na'haras was a deadly assassin in Kem over two thousand years ago. Malkeen Balacazar received his remains as a gift from his father on his twentieth birthday and had him reconstituted as an undead protector.

Onyx Spider, PT4: page 215

Assess creature, PT6: page 639

Disruption ray emitter, PT6: page 573



MALKEEN BALACAZAR

Malkeen is Menon's middle child. His older sister, Maystra, never wanted a position of power within the organization (although things have changed; see the next section). Thus, it fell to Malkeen to take upon himself the mantle of "heir apparent." One day, after his father retires or dies, Malkeen will run the organization. Contrary to what many would assume, Malkeen has no desire for that day to come prematurely. As it is now, Malkeen wields a great deal of power in the city and commands almost limitless wealth. He sees his father's position as having only more responsibility, not additional benefits. That said, when the day comes, he will not shirk his duties—he will control the family and its operations, and most likely he will do so with great efficiency.

Already, when new contacts wish to parley with the Balacazar family, they must come to Malkeen first. Menon sees only his longtime acquaintances and associates. In his role as the family's public representative, Malkeen spends a great deal of time at the **Onyx Spider** (on Tavern Row in Midtown), using it as a meeting place for much of his business activity. As the tavern is wholly owned by the family, not only is it a safe place for him, but one where he enjoys special treatment. He has a reserved booth always waiting for him, and the Spider's two bartenders take messages for him whenever he is not there.

Malkeen has average looks, with dark hair and medium skin. Dark circles and a weary redness frequently mark his somewhat droopy eyes. He has the appearance of one who does not sleep

much, which is accurate. He takes extensive illegal stimulants to keep himself going, but the wear and tear this causes to his body is evident. Still, despite these conditions, his mind is sharp. Malkeen never falls prey to overconfidence; he usually assumes that those he deals with are dishonest, at least on some level. Once he finds the heart of someone's dishonesty, he doesn't let on, for it gives him the upper hand.

Malkeen Balacazar

Male human (Lawful Evil)
Evoker8/rogue3/arcane trickster2 CR 14**
HD 8d4+32 + 3d6+12 + 2d4+8 **hp** 89
Init +4 **Speed** 30 feet
AC 22, touch 14, flat-footed 18
BAB/Grapple +7/+8
Attack +11 ranged (3d6 plus Fortitude save [DC 14] or -4 penalty on attacks, saves, and checks for 1d6+4 rounds, emitter)
Full Attack +11/+6 ranged (3d6 plus Fortitude save [DC 14] or -4 penalty to attacks, saves, and checks for 1d6+4 rounds, emitter)
SA Sneak attack +3d6
SQ Evasion, ranged legerdemain 1/day, trap sense +1
Fort +7, **Ref** +12, **Will** +11
Str 13*, **Dex** 19*, **Con** 18*, **Int** 17, **Wis** 12, **Cha** 12
Crucial Skills: Disable Device +10, Escape Artist +11, Hide +9, Move Silently +10, Search +5, Sense Motive +7, Spot +3.
Other Skills: Craft (alchemy) +7, Craft (chaositech) +9, Decipher Script +10, Gather Information +10, Knowledge (arcana) +16, Knowledge (geography) +4, Knowledge (local) +16, Knowledge (nobility and royalty) +10, Open Lock +7, Spellcraft +10, Use Rope +8.
Crucial Feats: N/A
Other Feats: Brew Potion, Craft Wand, Craft Wondrous Item, Investigator, Quicken Spell, Scribe Scroll, Spell Focus (evocation), Still Spell.
Prohibited Schools: Necromancy, enchantment.
Spells: 4+1/5+1/5+1/4+1/3+1/2+1; save DC 13 + spell level, DC 14 + spell level for evocation spells.
 5th—quicken *magic missile*, *sending*, *wall of force*.
 4th—*fire shield*, *ice storm* (2), *Otil's resilient sphere*.
 3rd—*dispel magic*, *displacement*, *lightning bolt* (2), *stinking cloud*.
 2nd—*blur*, *invisibility*, *stilled magic missile*, *mirror image*, *scorching ray*, *shatter*.
 1st—*magic missile* (3), *shocking grasp*, *shield*, *silent image*.
 ○—*assess creature*, *detect magic*, *mage hand*, *message*, *flare*.
Possessions: **Disruption ray emitter**, *bracers of armor* +4, *amulet of natural armor* +4, *cape of the mountebank*, *figurine of wondrous power*

(obsidian steed), **thoughtstone**, **void bomb**, *wand of fireball* (CL 10th, 39 charges), scroll of **divinatory expungement**, *potions of cure serious wounds* (3), *potions of see invisibility* and *protection from fire*, *elixir of sneak*, pocketwatch, 350 gp, 10 **mage coins** (in a vault).

- * Without drugs, each of these scores is 8 points lower.
- ** Malkeen has more gear than normal, so his CR has been raised by 1.

Malkeen's bodyguard is Na'haras, an ancient human recently brought back to life via an equally ancient, powerful, and evil spell to walk the earth as a "vampire of the void" (see sidebar). Even in life, Na'haras was a cold-blooded killer without an inkling of remorse, and he possessed an engineered genetic talent for deadly strikes. No one ever sees Malkeen without Na'haras—in fact, the vampire is usually seen first. Na'haras has bright red hair, chalk-white skin, and a small, slight frame. When he opens his mouth, only utter blackness is revealed, as though his interior is an open gateway to an endless void (which is exactly what it is).

Na'haras

Male human vampire of the void (Lawful Evil)
Medium undead (augmented humanoid)

Rogue10/**assassin**5 **CR** 18
HD 15d12+30 **hp** 120
Init +10 **Speed** 30 feet
AC 26, touch 16, flat-footed 26

BAB/Grapple +10/+14

Attack +18 melee (1d6+5+1 Constitution plus energy drain, short sword) or +14 melee (1d6+4 plus energy drain, slam)

Full Attack +18/+13 melee (1d6+5+1 Constitution plus energy drain, short sword), or +14 melee (1d6+4 plus energy drain, slam)

SA Sneak attack +10d6 +2 points of Strength damage, death attack (DC 18), energy drain (2 negative levels; 3 for each round he maintains a pin), blood drain, dominate (Will save, DC 21, CL 12th).

SQ Undead traits, darkvision 60 feet, resistance to cold 10 and electricity 10, gaseous form and *spider climb* at will, +4 turn resistance, fast healing 5, DR 10/silver and magic, alternate form (bat, dire bat, feral dog, or dire wolf), evasion, improved uncanny dodge.

Fort +4, **Ref** +19, **Will** +11

Str 18, **Dex** 22, **Con** —, **Int** 16, **Wis** 20, **Cha** 19

Crucial Skills: Balance +18, Bluff +21, Climb +17, Hide +27, Intimidate +15, Listen +28, Move Silently +24, Search +22, Sense Motive +13, Spot +15, Use Magic Device +17.

Other Skills: Appraise +15, Decipher Script +13, Knowledge (religion) +5, Open Lock +15, Sleight of Hand +14, Use Rope +19.

Crucial Feats: Combat Reflexes, Dodge, Mobility.

Other Feats: Alertness, Improved Initiative, Lightning Reflexes, Iron Will, Stealthy, Weapon Finesse, Weapon Focus (short sword).

Spells Known: 4/3/1; save DC 13 + spell level.
3rd—*false life*, *nondetection*.
2nd—*cat's grace*, *invisibility*, *pass without trace*.
1st—*detect poison*, *feather fall*, *obscuring mist*, *true strike*.

Possessions: +2 *leather armor*, +1 *short sword of subtlety and wounding*, *ring of protection* +2, *potion of haste*, **sunless salve**.

MAYSTRA AND FESAMERE BALACAZAR

Unlike her brother, Maystra wants nothing more than to see her father die so she can take over control of the family. She has so far tried to keep her ambitions a secret—she thinks her father believes she has no interest in the organization. Presently she lacks the influence to have her father murdered, so she is waiting for something to happen to him so she can seize power.

To further confuse things, Maystra often poses as her younger sister, Fesamere, using a magical *amulet of disguise self*. She does this to gather information and sow seeds that will help her later. In addition, if she wants someone murdered, she might pose as Fesamere to order it done.

Maystra is tall and lithe, with dark hair and skin. She has an eight-year-old son, Dullin, whom she dotes upon. For instance, she uses her family's influence to get Dullin parts in local plays and to get him into exclusive schools that simultaneously teach him magic, martial arts, and diplomacy. Dullin is indeed a prodigy. In fact, he is a **runebearer**.

Maystra Balacazar

Female human (Lawful Evil)

Aristocrat5/**rogue**5 **CR** 9
HD 5d8–10 + 5d6–10 **hp** 29
Init +7 **Speed** 30 feet

AC 15, touch 13, flat-footed 13

BAB/Grapple +6/+5

Attack ⚔ +5 melee or +9 ranged

Full Attack ⚔ +5/+0 melee or +9/+4 ranged

SA Sneak attack +3d6

SQ Evasion, trap sense +1, uncanny dodge

Fort +0, **Ref** +10, **Will** +10

Str 9, **Dex** 16, **Con** 7, **Int** 15, **Wis** 17, **Cha** 15

Crucial Skills: Bluff +10, Disable Device +6, Hide +10, Listen +7, Move Silently +13, Sense Motive +8, Spot +12, Tumble +11.

Other Skills: Diplomacy +11, Disguise +20, Gather Information +10, Knowledge (local) +7, Knowledge (nobility and royalty) +8, Sleight of Hand +5.

Crucial Feats: Dodge.

Other Feats: Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Disguise).

Possessions: *Bracers of armor* +2, *amulet of disguise self* (1/day, 50 minutes, CL 5th,

Thoughtstone, PT4: page 166

Void bomb, PT6: page 572

Divinatory expungement,

PT6: page 641

Mage coins, PT4: page 155

Sunless Salve

This ointment can be applied to the flesh of a vampire (or other corporeal creature harmed by sunlight) to render it immune to harmful effects of the sun or sunlight (or magical effects, like sunbeam, that would take advantage of that weakness) for twenty-four hours.

Faint abjuration; CL 5th; Craft Wondrous Item, darkness, protection from elements; Price 1,400 gp

Vampire of the Void

Treat a vampire of the void as a normal vampire with these exceptions: They have no children of the night or create spawn abilities. Instead, by calling upon the void, they can channel their energy drain through a melee weapon. Also, rather than draining blood, the vampire of the void drains even more energy with its bite than with its slam. Lastly, by channeling negative energy from the void, the void vampire gains an additional +30 bonus hit points.

Runebearers, PT2: page 60

To achieve her wish of controlling the family business, Maystra Balacazar will first have to kill her brother and maybe even her sister as well. She has laid plans for eliminating her siblings immediately after her father's passing.

Why Aren't These People Arrested?

While it's true that the City Watch in Ptolus is quick to apprehend individuals without any direct proof of criminal activity, the Balacazars are another matter entirely. The Balacazar family is extremely wealthy and influential. It's a well-known fact that if some naive city guard attempted to arrest a member of the family or even a mid-ranking member of the organization based on hearsay alone—assuming the guard could even pull off the arrest—not only would the criminal be released almost immediately, but the guard likely would “disappear” soon afterward. The system harbors enough corrupt people (see PT4, page 152) and those vulnerable to intimidation for the Balacazars to remain out of prison.

Of course, if the Commissar really wanted to get rid of them, he would be within his rights to send troops to slay Menon and family. The problem is, the Commissar doesn't know if his City Watch could pull it off—and if they couldn't, the retribution would likely be ghastly.



Mage coins, PT4: page 155

10,000 gp); *potions of barkskin +4, cure light wounds, and fly; elixir of glibness, gold ring worth 150 gp, gold and silver necklace worth 800 gp, disguise kit, 12 pp, 60 gp.*
‡ Noncombatant; no damage stats needed.

Fesamere Balacazar is a mystery to most, including her own family and particularly her father. While her ties to her family are strong, Fesamere—“Fes” to her friends—does not share their dark hearts. She's not altruistic, nor does she work against the organization, but she would blanch at committing outright murder herself. Still, she's a renowned thief in her own right, practicing her skills for the sheer enjoyment of it. She frequently breaks into well-guarded homes, vaults, or other structures, steals something of great value, and then returns it anonymously (unless it strikes her fancy as a souvenir, but this is rare, as she wants for nothing). Sometimes she takes on breaking-and-entering assignments for the family, the more challenging the better. No one in the city knows the wards of elite homes and the security of wealthy storehouses better than Fesamere.

Fesamere has dark skin and dyes her hair golden blond. She is slight and very fit.

Fesamere Balacazar

Female human (Neutral)
Rogue10 **CR** 10
HD 10d6 **hp** 46
Init +3 **Speed** 30 feet
AC 18, touch 13, flat-footed 18
BAB/Grapple +7/+7
Attack +12 melee (1d4+2, dagger) or +11 ranged (1d8+1, light crossbow)
Full Attack +12/+7 melee (1d4+2, dagger) or +11 ranged (1d8+1, light crossbow)
SA Sneak attack +5d6
SQ Evasion, defensive roll, improved uncanny dodge, trap sense +3
Fort +3, **Ref** +10, **Will** +6
Str 11, **Dex** 16, **Con** 11, **Int** 14, **Wis** 16, **Cha** 17
Crucial Skills: Balance +10, Bluff +16, Climb +15, Disable Device +13, Escape Artist +15, Hide +16, Listen +10, Move Silently +16, Search +11, Sense Motive +15, Spot +5, Tumble +15.
Other Skills: Open Lock +11, Sleight of Hand +15.
Crucial Feats: Dodge, Mobility, Point Blank Shot.
Other Feats: Alertness, Weapon Finesse.
Possessions: +2 studded leather of heavy fortification, +2 dagger, +1 light crossbow, +1 bolts (15), bag of holding (type II); *potions of invisibility, cat's grace, and cure moderate wounds; gold ring with a ruby worth 1,000 gp, climber's kit, 50 feet of silk rope, 50 gp, 9 mage coins* (in a vault).



ARKHALL VAUGHN

Once a prominent member of the Inverted Pyramid (he has technically retained his membership), Arkhall Vaughn serves as the family's foremost magical advisor, representative, and enforcer. When Menon's children were young, Arkhall was the second-in-command, and now—even with Malkeen in that role—the organization's activities are vast enough that Arkhall's duties and power have not diminished. He remains a trusted ally of both Menon and Malkeen, and with good reason. Arkhall's loyalty is sincere, as is his desire to see the organization prosper. There are rumors that Arkhall's loyalty is cemented by his unrequited love for Maystra, but this is untrue; Arkhall is a homosexual.

Extremely intelligent and shrewd, Arkhall makes it his business to know the names, affiliations, and shortcomings of anyone of power or influence in the city (meaning, anyone over 10th level). He keeps this information in his head, never committed to paper.

Arkhall is a rotund man with dark skin. He keeps his head clean shaven. Unless he is trying to avoid notice—which is rare—he wears striking, flame-red robes with gold trim.

Arkhall Vaughn

Male human (Chaotic Neutral)
Wizard14 **CR** 14
HD 14d4+42 **hp** 73

Init +8 **Speed** 30 feet
AC 16, touch 16, flat-footed 12
BAB/Grapple +7/+8
Attack +9 melee (1d4+2, dagger) or +12 ranged (1d4+2, dagger)
Full Attack +9/+4 melee (1d4+2, dagger) or +12/+7 ranged (1d4+2, dagger)
Fort +7, **Ref** +8, **Will** +10
Str 12, **Dex** 18, **Con** 17, **Int** 20, **Wis** 13, **Cha** 13
Crucial Skills: Concentration +18.
Other Skills: Diplomacy +9, Knowledge (arcana) +22, Knowledge (geography) +22, Knowledge (history) +18, Knowledge (local) +21, Knowledge (nature) +18, Knowledge (the planes) +12, Spellcraft +22.
Crucial Feats: Dodge, Improved Counterspell.
Other Feats: Brew Potion, Forge Ring, Heighten Spell, Improved Initiative, Scribe Scroll, Silent Spell, Still Spell.
Spells: 4/6/10/5/5/4/3/2, save DC 15 + spell level.
7th—*finger of death, reverse gravity.*
6th—*greater dispel magic, mass suggestion, stone to flesh.*
5th—*cone of cold, Mord's faithful hound, teleport, waves of fatigue.*
4th—*charm monster, crushing despair, greater invisibility, phantasmal killer, polymorph.*
3rd—*clairaudience/clairvoyance, fly, lightning bolt, slow, summon monster III.*
2nd—*Blindness/deafness, heightened charm person, stilled charm person, hypnotic pattern, invisibility, levitate, silent magic missile, Mel's acid arrow, mirror image, see invisibility.*
1st—*color spray, hypnotism, jump, mage armor, magic missile (2).*
0—*detect magic, mage hand, message, read magic.*
Possessions: +1 daggers (2), bracers of health +2, gauntlets of dexterity +2, ring of protection +2, ring of wizardry II, wand of fireball (CL 10th, 15 charges), *potion of displacement, potion of cure serious wounds, scroll of wall of force; scrolls of stonewall, scrying, and true seeing; pocketwatch, 20 **mage coins** (in a vault), 90 gp.*

CERRINTHAN SANSERRA

Known around town as the nicest criminal in Ptolus, Cerrinthan—or Cerry, as he is often called—works alongside Malkeen and sometimes Arkhall. He is the diplomat of the Balacazar organization. In many ways, he's the glue that holds it all together, for Cerry manages the internal affairs of this criminal empire. He makes sure that the various underbosses stay happy, satisfied, or (if need be) intimidated.

Cerry is well known throughout Ptolus. As with other high-ranking members of his organization, most people know what he does. But in Cerry's case, even such figures as **Lord Dorant Khatru** or **Aoska of the Malkuth** find him a likable and pleasant fellow. When a group or individual that normally would not consort with the

Balacazars—such as the **Knights of the Pale** or **Doraedian Mythlord**—must deal with them, they often ask for Cerry.

Cerry is of medium height and of fairly average looks, although there's something about his winning smile and sparkling eyes that makes people think he's far more attractive than he really is. He has a gentle, winning manner and knows that kindness and reason usually accomplish as much as—if not more than—threats or violence.

Cerry is married and has two children. He lives in the Nobles' Quarter in a modest flat. Menon has two bodyguards follow him around for protection. They are so good at blending in that even Cerry doesn't know they are there.

Cerrinthan Sanserra

Male half-elf (Neutral)
Rogue **CR** 9
HD 9d6+9 **hp** 45
Init +4 **Speed** 30 feet
AC 16, touch 14, flat-footed 16
BAB/Grapple +7/+8
Attack +13 melee (1d6+2, rapier) or +12 ranged (1d8, light crossbow)
Full Attack +13/+8 melee (1d6+2, rapier) or +12 ranged (1d8, light crossbow)
SA Sneak attack +5d6
SQ Evasion, improved uncanny dodge, trap sense +3, elven traits, low-light vision
Fort +4, **Ref** +10, **Will** +5
Str 12, **Dex** 18, **Con** 12, **Int** 15, **Wis** 14, **Cha** 23
Languages: Common, Dwarvish, Elvish, Litorian.
Crucial Skills: Balance +5, Escape Artist +6, Hide +8, Intimidate +15, Move Silently +16, Search +8, Sense Motive +12, Spot +3, Use Magic Device +9.
Other Skills: Appraise +12, Diplomacy +23, Gather Information +18, Knowledge (local) +14, Listen +13, Open Lock +10, Swim +3, Use Rope +14.
Crucial Feats: N/A
Other Feats: Negotiator, Skill Focus (Diplomacy), Weapon Finesse, Weapon Focus (rapier).
Possessions: +1 rapier, masterwork light crossbow, bolts (10), leather armor, *cloak of charisma* +4, *potions of invisibility* and *cat's grace*, gold and emerald rings worth 1,000 gp each (3), 100 pp, 54 gp, 5 sp.

THE REST OF THE ORGANIZATION

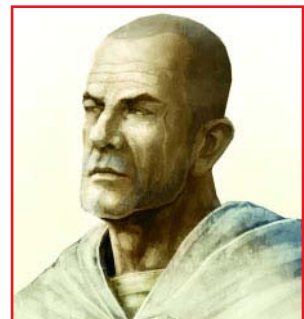
The immediate Balacazar family organization, not including partners (such as the Vai, the Pale Dogs, and so on), involves hundreds of people of all races. The organization spreads throughout Ptolus and uses the city's boundaries (districts, and within them neighborhoods) to organize its own hierarchy. Each district of Ptolus has a crime boss; below them, usually two to three underbosses

Knights of the Pale, page 125
Doraedian Mythlord, PT4: page 208

Cerrinthan Sanserra tries very hard to keep his professional life and his personal life separate. His wife and children know almost nothing about what he does and whom he works with. If he can, Cerry tries to keep those he works with from knowing anything about his family, for he fears that his enemies might use them against him some day.

The Balacazar crime family has been such a constant presence in Ptolus for so long that its existence is fairly well accepted by the common folk. If a person who is known to work for the Balacazars is observed committing a crime, many people will simply look the other way—sometimes including even the City Watch.

Mage coins, PT4: page 155

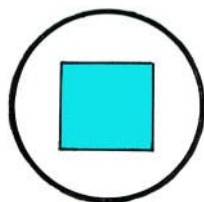


Dorant Khatru, page 93
Aoska of the Malkuth, page 129

The Balacazar family uses a wide variety of hired muscle, thugs, and enforcers. In fact, they even recruit from other groups, such as the Pale Dogs (see page 131) and other criminal gangs.

However, to become a crime boss—or even an underboss—an aspirant must have an interview with either Menon or Malkeen.

Although few know what goes on in these interviews, it is not unknown for candidates to die during them. Presumably, these applicants must have angered the interviewer in some way.



In the Brides of Magic symbol, the blue square represents the feminine heart. The white circle represents the magic that immerses and embraces that heart.

The Banewarrens, PT7: page 419

Balacazar Crime Bosses and Underbosses

District	Crime Boss	Underbosses	Notes
Docks	Ferrid Naphon (male tiefling expert4/warrior2)	2	—
Guildsman	Uldrick Kord (male human fighter4/sorcerer9)	2	—
Midtown	Ireve Nal (female human rogue9)	3	—
Necropolis	N/A	N/A	See also the Forsaken
Nobles' Quarter	Cravish Nathed (male human aristocrat7/rogue3)	3	—
North Market	Meither Amost (male half-elf rogue10)	2	—
Oldtown	Lerthan Dergstrom (male human expert12)	3	Almost ready to betray the family to Killraven
Rivergate	Elga Kord (female human rogue7)	2	—
South Market	Halgrim Fatherstone (male dwarf fighter6/rogue4)	2	—
Warrens	Nagrus (male half-orc fighter1/rogue6/assassin2)	0	See also the Pale Dogs (Jirraith)

divide up the territory even further, usually by neighborhood.

Each crime boss oversees all the illegal gambling, trade, prostitution, extortion, and thievery in his district and collects a cut from the underbosses working beneath him; they in turn collect money from the individual criminals and gangs who work for them. The crime bosses all pay tribute money to Menon Balacazar. In addition to collecting these feudal-like payments, each level—underbosses, crime bosses, and the immediate family itself—also carries out its own criminal operations.

Beyond the group's immediate hierarchy, various independent or semi-independent criminal organizations and gangs pay tribute to the Balacazar family through the local crime boss or sometimes an underboss. Even though these smaller groups and gangs do not specifically belong to the organization, the Balacazars can exert influence and control over them. This has become less true in recent months, as some of these smaller groups now work for Kevris Killraven. Even those that don't see Killraven's sudden appearance last year as a sign of weakness for the Balacazar family and may attempt to make their own way.

It would be a mistake to think that every member of the vast Balacazar organization worked in harmony. While there is a definite hierarchy, there is also no question that a great deal of autonomy is afforded to the various crime bosses and underbosses. Sometimes these "allied" bosses vie for control of a territory or go to war over anything from a personal slight (intended or unintended) to a dispute over a financial deal. Menon believes this kind of activity keeps his bosses sharp and culls the weak. While this is true, the infighting almost certainly weakens the family when pitted—as

an organization—against its new rivals working for Kevris Killraven.

BRIDES OF MAGIC

The Brides of Magic is a very small, elite organization of female sorcerers. To join, a member must give up her normal life and devote herself solely to magic. She can have no romantic or familial ties.

The membership meets in secret once each month when Lunas is full. They have no permanent headquarters, so their meeting place changes each month. They gather to discuss arcane matters and, rarely, to work together to perform a ritual or create a magic item. The brides have no secrets from one another, but they keep each other's confidences well.

The goal of the Brides of Magic seems extremely esoteric in the minds of nonmembers. Being sorcerers and not wizards, the brides see magic as a part of the natural order—it comes freely from within them, an innate energy intended to nurture and promote life. They seek a purity of balance in the flow of magic into the world, perhaps erring ever so slightly on the side of the good and positive. As such, they avoid aligned spells and items if possible and work against those who would gather a great deal of magical power focused to either end of the spectrum. They look upon Danar's creation of the Banewarrens, a massing of good energies to contain all evil magic, as the greatest folly ever perpetrated by a mortal.

The Brides of Magic believe that, at some point in the future, something will drastically alter or perhaps permanently destroy all magic in the world. Their devotion to sorcery bids them to prepare for that eventual day and prevent it, if possible.

The group has no leader or hierarchy. The most powerful and prominent member of the

Brides of Magic is **Lady Rill of Castle Shard**, but she holds no position of authority over the other brides.

The Brides of Magic rarely take overt action as a group. Most people do not even know the organization exists. Nevertheless, one cannot overlook their ability, as a network, to promote change over the long term.

BROTHERHOOD OF REDEMPTION

Few groups spark debate like the Brotherhood of Redemption. This order of monks sees killing evil beings as a terrible waste. They believe in the sanctity of all life, even that which is corrupted by evil or which threatens to wreak destruction and death. As their name implies, the brothers seek to redeem evil, rather than destroy it. To that end, about eighty years ago they worked with Hogun Silvergleam (male dwarf cleric14) and a human bard named Konna Werran (now deceased) to develop a process to turn evil creatures good. This process involves alchemical mixtures, bathing in magical light, and long-term exposure to certain magical music.

The Brothers started out with the goal of hunting down evil beings themselves and confining them in underground cells to redeem them. With the advent of the **Delver's Guild** and the arrival of so many adventurers to the city, however, they found it far more efficient simply to put out a public offer to pay gold for living evil creatures (50 gp times the creature's CR). They detain these creatures in the **Fortress of the Redeemed**, their dungeon complex beneath the Guildsman District. There the creatures receive the magical treatments that slowly change their outlook and reform them.

The exact details of the process are proprietary and thus remain secret. The Brotherhood does not allow nonmembers other than the prisoners themselves into their Dungeon complex. Visitors come to the **Monastery of Redemption**, a modest building in the Guildsman District.

The Brotherhood of Redemption does not value free will nor really even believe in it. The group's doctrine says that life is inherently good. The Brothers look upon their magical process as a means to put right what has gone wrong and set creatures upon their natural path.

Nevertheless, to avoid controversy, they refuse to accept evil humans, elves, dwarves, halflings, gnomes, centaurs, and litorians as prisoners to be redeemed (this would also raise some legal issues that they would rather avoid). However, rumor has it that this is just a public relations policy and that, in fact, they accept any evil creature.

Two individuals currently vie for leadership of the Brotherhood of Redemption. One, a monk named Yuethi Mooncircle (female elf monk14),

THE BROTHERHOOD OF REDEMPTION: TWO OPTIONS

When the players are introduced to the concept of the Brotherhood of Redemption, some will recoil with distaste, regardless of their characters' alignment. The idea of using magic to force evil creatures to be good will seem abhorrent to them. Others may take this a step further and assume that the group has a sinister secret, related either to the process or its overall goals. They will find it impossible to trust a group that forcibly exerts its will and worldview on others, even if it seems to be for the cause of good.

You can set up the Brotherhood of Redemption however you wish in your campaign, having either Yuethi or Phomas take control of the group. The order can be as altruistic as its members claim or as sinister as some might expect.

Either way, from a metagame point of view, the Brotherhood of Redemption can help the player characters deal with prisoners. When an evil monster surrenders, the PCs can bring it to the Brotherhood and receive a reward for their troubles, while avoiding the sometimes sticky issue of, "Do we kill this creature just because it is evil?"

simply wants to continue in the group's existing modus operandi. The other, Phomas Reen (male human monk13), wants to use the Brotherhood's magical resources to implant *suggestions* in those they redeem, so the organization has the means to control them directly, should the need arise. He also wants to speed up the magical process, even though doing so would make the treatment far more unpleasant for those forced to endure it.

The order is small, numbering only a dozen actual Brothers, with a handful of nonmonk support personnel, in particular a sorcerer named Regan Frome (female gnome sorcerer12), who helps keep powerful magic-using prisoners in line with *antimagic fields* and other means. Not surprisingly considering their duties, all members of the order and those who help them are at least mid-level.

Typical Brother of Redemption

Male human (Lawful Good)
Monk CR 9
HD 9d8+36 **hp** 85
Init +2 **Speed** 60 feet
AC 18, touch 18, flat-footed 16
BAB/Grapple +6/+9
Attack +9 melee (1d10+3, unarmed attack) or +12 ranged (1d10+2+2d6 holy, heavy crossbow)

Lady Rill of Castle Shard, PT5: page 286

Brotherhood of Redemption leader Yuethi Mooncircle has very short, dark hair, and is lithe even for an elf. She wears a look of both serenity and compassion at virtually all times. The group's co-leader Phomas Reen is short and extremely muscular. He has dark hair and a dark complexion. He is stern faced. More often than not, his hands are balled into fists.

*Delver's Guild, page 108
 Fortress of the Redeemed, PT7: page 421*



The Brotherhood of Redemption symbol represents a triumvirate of stars seen in the night sky to the west. Legend has it that these three stars are actually the souls of three evil fey who, at the end of their lives, redeemed themselves by saving a mortal hero from a terrible whirlwind.

Monastery of Redemption, PT4: page 193

Balacazars, page 100
Killraven Crime League, page 121
Emerald Hill, PT4: page 199

Iridithil's Home, PT4: page 207
Doraedian Mythlord,
PT4: page 208

Cerrinthan Sanserra, page 105



Viridian Lords, page 140

Moonsilver Forest, PT2: page 42

Some people suspect that Andach, the mighty druid who guards Clasthamus Isle in the Necropolis, is the son of a member of the Circle of Green (see PT4: page 233).

Ghul, PT2: page 81

Ebbert's Outfitters, PT4: page 202

Delver's Guild officials will pay 10 gp for a map of an area of the Dungeon that they do not already have mapped.

Full Attack +9/+9/+4 melee (1d10+3, unarmed attack—flurry) or +12 ranged (1d10+2+2d6 holy, heavy crossbow)

SA Stunning fist

SQ Improved evasion, deflect arrows, +2 saves against enchantment, slow fall 40 feet, immune to disease, heal self 18 points/day

Fort +12, **Ref** +10, **Will** +13

Str 17, **Dex** 14, **Con** 18, **Int** 13, **Wis** 20, **Cha** 12

Languages: Common, Undercommon

Crucial Skills: Balance +13, Climb +16, Jump +13, Listen +16, Spot +7, Tumble +10.

Other Skills: Diplomacy +9, Knowledge (arcana) +8, Knowledge (religion) +9.

Crucial Feats: Blind-Fight, Combat Expertise, Deflect Arrows, Improved Disarm, Improved Trip, Improved Unarmed Strike, Point Blank Shot, Stunning Fist.

Other Feats: Alertness.

Possessions: *Periapt of wisdom* +2, masterwork heavy crossbow, +2 *holy bolts* (10), *cloak of resistance* +2; *potions of shield of faith* +3, *remove paralysis*, and *neutralize poison*; masterwork manacles, climber's kit, 50 feet of silk rope.

CIRCLE OF GREEN

More than seventeen hundred years ago, long before there were even dreams of empires from the east, a powerful conclave of druids held sway over all that lived within the wilderness of Palastan and beyond. These druids were called the Circle of Green, and their power was unmatched. The **Viridian Lords** served the circle, walking the land in their name.

The druids were not cruel or selfish in their position, but neither were they merciful to those who transgressed their will. In truth, a typical commoner would never come into contact with the Circle of Green and would only rarely see the druids' envoys or servants. Local governments and nobility ruled over their subjects on a daily basis, but if the Circle of Green gave an order, princes and dukes—even the King of Palastan himself—had to obey.

Such power, even if used fairly, draws resentment. The Circle of Green operated for more than six centuries but came to a dire end. When **Ghul**, the self-proclaimed Half God, came to Palastan, he found it easy to move from community to community sowing ire and disapproval for the Circle of Green. Thus, when he attacked the conclave with his giants, destrachans, and rakshasas, no one came to the druids' aid. In 399 BE, every member of the Circle of Green lay dead at Ghul's hand, a precursor to the horrors he soon would unleash upon the world.

Today, the Viridian Lords still patrol the wilderness of Palastan, but the Circle of Green is no more.

Or is it?

DARK LEAF

This extremely small confederacy is composed entirely of elves operating on the shadowy side of the law. Mostly, the members of Dark Leaf hire themselves out as mercenary agents for some of the major criminal interests, such as the **Balacazars** or **Killraven**. They also help ensure that elves remain relatively safe from criminals in the city by being *very* good at their jobs, thus making themselves desirable as allies. Of course they won't work with anyone who preys upon the elves, particularly those in **Emerald Hill**.

Really more a network than a cohesive group, the members of Dark Leaf never gather together. If need be, word spreads from member to member quickly but subtly. Most of the time, at least two members are at **Iridithil's Home** in Midtown, and one of those is usually their *de facto* leader Celdore Silverwood (rogue12). Celdore commands great respect among the elves of the city—almost as much as his friend **Doraedian Mythlord**.

From time to time, Celdore has used his position as a “disinterested third party” to act as a highly paid negotiator when someone—either an individual of importance or an organization—runs afoul of one of the city's criminal groups. His actions have stopped blood feuds from starting more than once. He is close friends with **Cerrinthan Sanserra** of the Balacazar organization and knows most of the important figures in the Killraven Crime League.

Rumor has it (Knowledge [local], DC 24) that Celdore, who hails originally from the **Moonsilver Forest** north of Ptolus, committed some crime there that was so heinous he can never return. He will not speak of it, but he remains very knowledgeable about that region.

DELVER'S GUILD

Despite the fact that the Delver's Guild has existed for just over three years, it is already one of the most powerful and prominent guilds in the city. It offers its members information about job opportunities and events pertaining to the exploration of regions below Ptolus, which many call the Dungeon. The Delver's Guild also maintains the city's most extensive collection of maps of the underground areas and an impressive library for research. Most active adventurers in the city belong to the Delver's Guild, at least for the discount at **Ebbert's Outfitters** and access to the maps and library (see next page).

Members not only have access to this information, they also receive passwords that allow them into secret chambers within the underground regions. These secret chambers, called waystations, are stocked with food and simple supplies. High-ranking members gain retrieval insurance, which

guarantees them that, if they should die while exploring, guild members will retrieve their bodies and have them raised if at all possible (retrieval and raising paid for out of a special guild account funded by the insured).

The guild's membership hovers around eight hundred. There are said to be at least four hundred delvers not affiliated with the guild. At any given time, about one-fifth of this number is exploring the Dungeon (about two hundred fifty). The Guildmaster Delver, Sorum Dandubal (male human expert4/fighter4), is quickly becoming one of the most powerful and influential people on the **City Council**.

MEMBERSHIP LEVELS

There are four levels of Delver's Guild membership.

1. **Associate Guildsman.** Open to anyone.
Dues: 10 gp per year (payable upon admission).
Benefits: Access to guild information, 10 percent discount at Ebbert's Outfitters.
2. **Guildsman.** Open to anyone.
Dues: 20 gp per year (payable upon admission).
Benefits: As associate, plus access to guild library, maproom, and waystations.
3. **Master Delver.** Open to guildsmen after at least one year's membership.
Dues: 500 gp per year.
Benefits: As guildsman, plus voting privileges and retrieval insurance.
4. **Grand Master.** Open to master delvers with at least three year's membership. Title held by all founding members (18 total).
Dues: 5,000 gp per year.
Benefits: As master delver, plus claim staking.

Guild Information: The Delver's Guild compiles reports of what their membership encounters below the city in terms of dangers and treasures. The guild keeps track of monsters, inhabitants, traps, hazards, and other factors of note. It then rates each area on a scale of 1 to 20 based on difficulty and reward—typically, the higher the difficulty, the higher the reward.

Guild Library and Maproom: The Delver's Guild **Library and Maproom** is located in Oldtown, despite the fact that the main headquarters of the Guild is located just off the Undercity Market, below Midtown. The Guild librarian is a kindly fiftyish man named **Shad Livbovic** (male human expert8). Guild maps are not free. Access to the library and maproom

costs 1 gp, and copying a map costs between 50 to 200 gp, depending on the map. Guild maps always show waystations, if any.

Guild Waystations: Each waystation contains 3d6 days' worth of iron rations and water, 1d3–1 doses of antitoxin, 3d6 torches, flint and steel, a healer's kit, 1d2–1 *potions of cure light wounds*, 1d6 sacks, 1d4 daggers, 50 feet of rope, and some miscellaneous simple tools. About 10 percent of the time, however, a waystation is completely empty.

Most waystations are protected in areas sealed with voice-activated magical locks. All waystation locks open to a single password communicated to the entire membership of guildsman rank and above. The passwords change weekly. Members using a waystation's supplies are expected to return and restock them, but in reality this only happens about 25 percent of the time. The rest of the time, if possible, the guild pays for teams to restock waystations.

Retrieval Insurance: If a master delver dies while exploring the Dungeon, the Delver's Guild guarantees that it will attempt divinations to find him, and—if successful—send someone down to recover the body so it can be raised. The master delver must put aside sufficient money in a special fund (held in trust by the guild) to pay for the spells and to recompense those who go down and retrieve the body. Typically, this amount would be at least 6,730 gp (280 gp for a *divination* spell, 5,450 gp for *raise dead*, and 1,000 gp to pay a retrieval team), but to play it safe, many master delvers deposit 11,650 gp (1,200 gp for *discern location*, 5,450 gp for *raise dead*, 5,000 gp to pay an extremely competent retrieval team, including two *teleport* spells), or still more for a *resurrection* or *true resurrection*. Some adventurers make their living doing nothing but working as a part of a retrieval team.

Voting Privileges: The Guild operates as a democracy of a sort, with all master delvers getting a vote regarding guild actions and the election of the Guildmaster Delver, who represents them on the City Council and leads the guild for a two-year renewable term. Grand master votes count as five votes.

Claim Staking: Grand master delvers are allowed to stake a claim on a certain area of the Dungeon, either to ensure that no one else besides them can explore it, or to use it as a base of operations or residence. The claim must be approved by a majority of the existing grand masters. When a claim is posted, no guild members may enter the claimed territory without permission, or they immediately lose their membership and are fined 1,000 gp. In fact, the guild pays up to five associate guildsmen to serve as guards (such a job usually pays 20 gp per month) if the grand master with

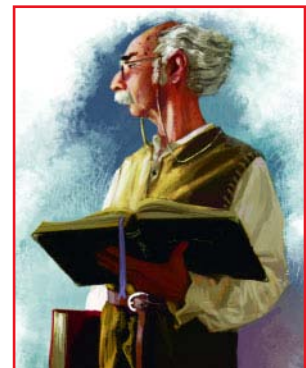


Delver Statistics

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 exploring the dungeons. Another two hundred thirty have permanently retired, either in the city or elsewhere.

City Council, PT4: page 148

For more on the adventurer's lifestyle, see the "On Being a Delver" chapter in PT6, starting on page 547.



Library and Maproom and Shad Livbovic, PT5: page 322

Guild main office, PT7: page 424

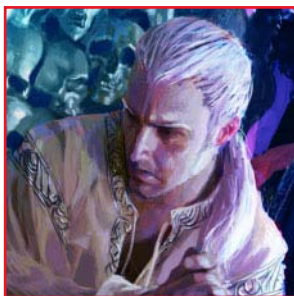
Dark Reliquary, PT4: page 238
The Forsaken, page 112

Unique cosmology: See "Ptolus as a Prison Plane," PT2: page 61

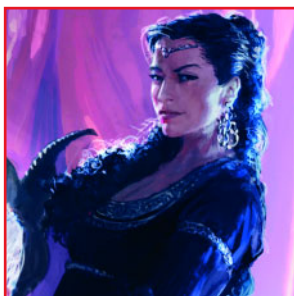
Night of Dissolution, PT2: page 60

Seven Jewels of Parnaith, PT9: page 526
Parnaith's mirrored sphere, PT4: page 278

Crimson Court, PT4: page 241



Raguel



Lilith

Over the years, there were many exceptions to the rule forbidding demons from entering the world of Praemal physically. Some demons did come to the world—particularly at the behest of powerful mortals like the Dread One or Ghul.

the claim wishes it (and, of course, he can hire more on his own).

THE FALLEN

The Fallen is an organization of demons, referred to as “young demons,” although only a handful of people really know what that means. To understand the Fallen, one must first understand the ancient history of the world and its **unique cosmology**. Before the creation of Praemal, the Galchutt ruled over all fiends, even the so-called Demon Gods. Thousands of years ago, however, when the Galchutt were imprisoned, the hellish planes were left without leadership. Powerful demons like Demogorgon, Orcus, and Ochremeshk quickly moved in to fill the void, but it was not long before the Elder Gods produced their first child, a demigod named **Raguel**. Through powerful elder magic, the newly-born Raguel was sent outside the world to the nether realms to rule over all demonkind. His main job was to make sure the Galchutt were never able to contact the fiends outside the boundaries of the world and somehow gain their help to escape. More powerful than any of the demon princes at the time, Raguel’s might ensured that he would attain the position bequeathed him by the parents he never met.

Thousands of years passed, and eventually Raguel—who was not a fiend and did not share their delight for the nature of his domain—grew weary of life in Hell. He sought his parents to learn more about why they sent him to rule over a kingdom of depravity and evil when he himself had no place there. A host of demonkind followed their ruler, contrary to their previous refusal to ever come into the world physically. The demons that came were almost all born, spawned, or created recently enough that they lacked any firsthand memories of the Galchutt or those distant days when they reigned in Hell. Although they knew those ancient Lords of Chaos resided in the world to which they traveled, they had no idea what that meant. They knew that, like the Galchutt, they would be trapped in Praemal, but they trusted in Raguel. Sadly for them, they had no concept of what it would be like to be separated from their dark home realms.

Raguel arrived in the world with his demonic host two hundred years ago, but to his dismay he found his parents missing. Almost no word of their existence had been recorded for thousands of years.

Immediately, though, the host of demons—now calling themselves the Fallen—heard the clarion call of the Galchutt. Their dark sires would be stirring again relatively soon and sought their metaphorical children’s—or rather *grandchildren’s*—aid. The young demons turned to Raguel. What would they do? Flock to the sides of the Galchutt? Work

against the Galchutt in the name of Raguel’s parentage? Wreak havoc and chaos on this mortal world, ignoring any allegiances at all?

Raguel had to make a decision. He brought his host to be near where the Galchutt slept—near the Spire of Ptolus. While he contemplated, he and the demons who followed him settled in the **Dark Reliquary** within the Necropolis. There was no resistance—the **Forsaken** welcomed them eagerly

And still today Raguel contemplates. And the Fallen wait.

Raguel’s lover, **Lilith**, is a unique demon princess in her own right. She favors siding with the Galchutt and attempts to influence Raguel in that direction. Even when that proves fruitless, she clandestinely works with the Forsaken and various chaos cults to bring about the **Night of Dissolution**. She enjoys the support of many of the Fallen.

Meanwhile, Raguel has learned that the only way to contact the Elder Gods is by journeying through the **Seven Jewels of Parnaith**. He has, though his own agents, obtained an artifact called **Parnaith’s mirrored sphere**, which can speed travelers along the journey. He contemplates going to the Jewels himself, but fears that Lilith will usurp his power while he is gone. So what he really wants is to find someone to go to the Jewels without him—someone who is not a demon.

Many of the Fallen are half-fiends, some able to pass for human, others able to do so if they disguise themselves. Even some of the full-blooded fiends attempt to take human shape and manner. These Fallen, calling themselves the **Crimson Court**, have become “tainted” by the physical world. Those that can take human shape (or occasionally elven, dwarven, etc.) do so regularly. Those that cannot have had their physical form magically altered so that they look somewhat more human. Either way, most wear humanlike clothing—usually raiment of great finery and expense. Thus, a hezrou of the Crimson Court might appear slightly smaller than a normal hezrou with a more human shape, although clearly it is still a size Large humanoid toad, so no one would ever actually mistake it for a human. It might wear a black and dark green suit with a flowing black cape. The Crimson Court uses vast halls outside of Raguel’s throne room for lavish parties that continue for weeks, dancing to the music of undead minstrels accompanied by the carefully orchestrated screams of torture victims, drinking wines mixed with blood, and feasting on entrails and hearts. They fancy themselves a noble court and have assigned themselves various titles and ranks.

The Fallen are allies of the Forsaken, sharing both their disgusting appetites and their main

residence, the Dark Reliquary. The Fallen believe themselves superior to the Forsaken, an opinion the weaker (albeit more numerous) Forsaken can do little to argue against. Some of the Fallen are also allies of the **chaos cults** and occasionally have dealings with the **Balacazars** and even the **Vai**. The Fallen's greatest enemies are the **Knights of the Pale**, but the **Keepers of the Veil** are also a thorn in their collective side. And that's not even mentioning the occasional group of paladins or other heroes who—dismayed that an organization of demons operates semi-openly in the city—show up at the doorstep of the Dark Reliquary looking for a fight. They usually get one, and they are never heard from again.

Raguel commands his followers not to draw too much of the city's attention, but he has spent his entire life among demonkind, so he knows they must have victims upon which to feed—both physically and spiritually. So, although they do sneak out of the Necropolis to prey upon local residents, they do so with care and subtlety. Sometimes they leave the city and waylay travelers or small farming villages away from Ptolus. For the most part, the demons keep a surprisingly low profile, allowing Ptolus' citizens and authorities to attempt to ignore them.

RAGUEL

Raguel is a demigod, although he shed some of his power when he left his position in Hell (see above). Use the statistics of a solar, except where noted below, if such are needed.

Raguel, Solar Angel: hp 286; see MM but true Neutral alignment, Charisma 30 (+3 bonus to spell-like ability DCs and Charisma-based skills), no weapons, and no wings. All spell-like abilities and spells that affect only evil creatures (such as *dispel evil*) function against both good and evil creatures.

Possessions: *Ring of protection +5* (for a total AC of 40), *rod of rulership*, *crystal ball with true seeing*, ***Parnaith's mirrored sphere***.

LILITH

Under the command of Lilith, a unique demon who may be related to one or more demon princes, a small but powerful group of the Fallen act to learn more about the Galchutt's current situation, the impending doom of the **Night of Dissolution**, and the cultists and creatures working to aid these Lords of Chaos. In her own strange, demonic way, she may actually love Raguel, but she craves power too much to sit idly by and allow him to waste the opportunity she sees set before them. Lilith wants to reign in Hell next to the Galchutt themselves, and in so doing see this world annihilated.

Lilith is a succubus sorcerer with a few additional advancements as befits her position.

Lilith

Female succubus (Chaotic Evil)
Outsider (chaos, evil)
Sorcerer 9 CR 26
HD 6d8+12 + 19d4+38 hp 130
Init +4 Speed 30 feet, fly 50 feet (average)
AC 33, touch 18, flat-footed 29
BAB/Grapple +15/+16
Attack +16 melee (1d6+1, claw)
Full Attack +16 melee (1d6+1, 2 claws)
SA Energy drain (1 negative level [Fortitude DC 30 to remove], *suggestion* Will DC 30), spell-like abilities, summon demon (including a balor, as 9th-level spell).
SQ DR 10/epic and cold iron or good, darkvision 60 feet, immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, SR 32, telepathy 100 feet, *tongues*.
Fort +13, **Ref** +15, **Will** +20
Str 12, **Dex** 18, **Con** 15, **Int** 17, **Wis** 18, **Cha** 27
Crucial Skills: Bluff +38, Concentration +30, Escape Artist +10, Hide +13, Intimidate +19, Listen +22, Move Silently +13, Search +11, Spot +22, Tumble +15.
Other Skills: Craft (alchemy) +20, Diplomacy +13, Disguise +17, Knowledge (arcana) +20, Knowledge (history) +7, Knowledge (local) +20, Knowledge (nobility and royalty) +11, Survival +2, Use Rope +10.
Crucial Feats: Dodge, Heighten Spell, Maximize Spell, Mobility, Spell Penetration.
Other Feats: Alertness, Craft Wondrous Item, Magical Aptitude, Persuasive, Scribe Scroll.
Spell-Like Abilities: Caster level 12th. The save DCs are Charisma based.
At will—*charm monster* (DC 22), *detect good*, *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 lbs. of objects only), *greater teleport* (self plus 50 lbs. of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 21).
Spells Known: 6/8/8/8/8/7/7/7/4; save DC 18 + spell level.
9th—*meteor swarm*, *time stop*.
8th—*maze*, *mind blank*, *prismatic wall*.
7th—*forcecage*, *greater scrying*, *insanity*.
6th—*acid fog*, *greater dispel magic*, *planar binding*.
5th—*baleful polymorph*, *persistent image*, *summon monster V*, *wall of force*.
4th—*Eva's black tentacles*, *cone of cold*, *stone-skin*, *wall of ice*.
3rd—*displacement*, *hold person*, *lightning bolt*, *summon monster III*.
2nd—*invisibility*, *knock*, *mirror image*, *summon swarm*, *web*.
1st—*cause fear*, *magic missile*, *shield*, *shocking grasp*, *unseen servant*.
0—*acid splash*, ***assess creature***, *dancing lights*, *daze*, *detect magic*, *ghost sound*, *light*, *mage hand*, *read magic*.
Possessions: *Bracers of armor* +6, scroll of *trap the soul* and *soul bind*, *ring of protection* +4, *ring of regeneration*.



Chaos cults, PT2: page 71
Balacazars, page 100
The Vai, page 139
Knights of the Pale, page 125
Keepers of the Veil, page 119

In a way that is not fully understood, Lilith claims all of the Demon Gods (Demogorgon, Orcus, Ochremeshk, and so on) as her fathers. Her mother, if she has one, is never spoken of.

DM TIPS

When the PCs first hear of Raguel, they should learn only that he is the leader of the demons and a resident of the Dark Reliquary. It should come as a surprise to them—should they ever get the chance to meet him—that Raguel is not a demon, or even evil.

Parnaith's mirrored sphere, PT4: page 278

Night of Dissolution, PT2: page 60

Assess creature, PT6: page 639

Raguel's father is the Elder God Nathrak, and his mother is the Elder Goddess Dien.

Fate Weaving

The Fate Weavers don't predict future events so much as look into the fate of single individuals to tell them whether they are on a path toward prosperity or doom. They can answer specific questions only up to a point—details are never available to a Fate Weaver. "Am I on the path to reuniting with my sister?" will get an answer. "Where are the kidnappers holding my sister?" will not.

DMs should consider whether they want to handle the Fate Weavers' talents as a sham (even a well-meaning one), a flavorful aspect of the city, or something actually supported by game mechanics. If the latter, consider making Fate Weaving a Wisdom-based skill that is cross-class for all classes. The Difficulty Class for Fate Weaving checks is normally 15; modifiers increase the DC based on how far into the future the weaver looks and how specific the topic is. "Will I be successful in life?" has no modifier, while "Will I be successful in my new career as a sailor?" might increase the DC by +1, and "Will my voyage to Trolone succeed?" garners a +5 modifier.

As a general rule, fate weaving helps one determine whether one is on the right path, not identify a secret door's location or tell what lies in the next room in a dungeon.

Urthon Aedar full plate armor, page 138

Helmut Itlestein, PT5: page 389

*Dark Reliquary, PT4: page 238
Lovely Malison, page 113*

Lilith of the Fallen, page 111

*Pit of Insanity, PT7: page 416
Urthon Aedar, page 138*

FATE WEAVERS

Long ago, Ptolus stood on the brink of disaster, a powerful ghost-lich ready to loose a plague that would certainly kill most if not every living thing in the city. But the hero Abesh Runihan fought and defeated Kagrisos, the undead chaos worshipper who sought to slay the city. That much is well known.

What is less known is how Runihan knew that Kagrisos was a threat, scheming his schemes below the city.

Abesh Runihan had two friends, Arlian and Nitham, a brother and sister with a strange gift. Taught many secrets by their grandmother, the siblings could look at the skeins of destiny and see how one individual's fate fit into the lattice of all other fates.

After the death of Runihan at the hands of Kagrisos, the two started a secret school in the Rivergate District to teach others their skills. Most of their students were young waifs living on the streets with few other options, and the Fate Weavers offered opportunities no one else would. Not everyone had the gift, though, so the school stayed small.

The Fate Weavers all bear the mark of their affiliation on their foreheads. Once trained in the art of fate weaving, members earn money by reading the destinies of others. The Fate Weavers get little respect—particularly from spellcasters, who call them charlatans. Wizards, sorcerers, and clerics warn that magic able to actually presage the future is extremely powerful and difficult to master; a group of young waifs certainly could not accomplish such a potent metaphysical task. The group also loses the respect of the more upstanding city residents, as many members also work as Imperially licensed (and thus legal) prostitutes to help earn funds for the school.

Still, many people believe what the Fate Weavers have to say. Much of what they see seems to come to pass, or at least the advice they give seems to be more beneficial for the subject than not.

Currently, the leader of the organization is a woman named Marija Elinek (female human expert11). She and her close associate, Erred (male centaur expert7/warrior2), both live at the school and are the primary teachers as well as the administrators. Although not a Fate Weaver, a human man named Dharim Boch (fighter13) also lives at the school. An adventurer, Dharim was exploring regions under the city more than two decades ago (long before the current rush to do so) near what he believed was the edge of the Banewarrens, near a **Pit of Insanity** when he found one of the mysterious **Urthon Aedar**. The figure was dying, horribly wounded from the energies of the nearby pit. Dharim did what he

could to help him, and in return the Urthon Aedar told him about his mysterious brethren, their history, and their goals. He bequeathed his possessions, including his **Urthon Aedar full plate armor**, to Dharim Boch.

Henceforth, Dharim wore the armor, but told almost no one where it came from—he considered himself a sort of honorary Urthon Aedar and remained always loyal to them. He did what he could to further their goals, which was in fact very little. Dharim is now quite old—too old to go off on adventures anymore, but he found solace among the Fate Weavers, perhaps because like them, the Urthon Aedar are tied to the future and see how the present shapes it. Still, a handful of locals are aware that, if you want to know about the Urthon Aedar, Dharim Boch is the man to ask. But first you have to convince him that your need to know means the Urthon Aedar no harm.

What many people overlook is that this group's name is the *Fate Weavers*. They ultimately don't want simply to predict the future, they want to shape it for the better. Because of this leaning, for example, the Fate Weavers secretly back the republican movement led by **Helmut Itlestein**. They believe that being free of the Empire would be best for the people of Ptolus.

THE FORSAKEN

The most reviled group in the city of Ptolus, the Forsaken are living people who possess an unhealthy fascination with death and—worse—undeath. Not surprisingly, the Forsaken spend much of their time in the Necropolis. The vast majority of this group are humans, with a few half-elves and half-orcs. The other races seem even more universally repelled than most humans by the idea of consorting with undead.

The Forsaken value death and undeath more than life. These disgusting necrophiles, necrophages, and necrophiliacs worship dark gods and consort openly with undead and the Fallen. They headquarter their activities in a place called the **Dark Reliquary** in the Necropolis. Many become ghouls unintentionally by means of something they refer to as the **Lovely Malison** or the corpse kiss.

The Forsaken are subdivided into two groups: the Torrens and the Licheloved. The Torrens hate the living to the point of self-loathing but they despise Lothianites beyond all others. They relish wanton murder and destruction in the name of death and undeath. They sympathize with the causes of the various cults and favor a close alliance with them and with **Lilith of the Fallen**. The Licheloved are far more detached, interested in the esoterica of death and undeath. They rarely concern themselves with the affairs of the living at all, thus they have no interest in killing or allying with other groups. The

Licheloved would rather just be left alone with their undead companions.

Not surprisingly, the suicide rate among both groups is very high.

The Forsaken share their home in the Dark Reliquary with the Fallen. The demons make good neighbors, as they don't mind living among the undead (although they certainly do not revere them the way the Forsaken do) and they have similar morbid tastes. The Forsaken appreciate the fact that the presence of the Fallen keeps away most of their enemies. They know that, were it not for the demons, the city authorities probably would have marshaled an army to cleanse the Necropolis and the Dark Reliquary by now.

The Forsaken have close ties to **the Vai** and a loose connection with the **Balacazars** (the crime family supplies them with magic items, drugs, and other contraband). They also have made a recent alliance with **Zachean**, a dark elf vampire who has found a way into **Dwarvenhearth** far below the Undercity. This alliance allows Zachean to learn more about goings-on in the city and, in exchange, the Forsaken have learned the location of the **Vaults of the Rhodintor**, uncovered by accident in Zachean's attempts to get to the subterranean dwarven city.

Many Forsaken worship chaos; crossover with the chaos cults is common. Worshippers of the

gods of death—such as the sisters Heiran and Nareis, or Maleskari, God of Shades—find friends among the Forsaken as well. Despite their outcast nature, they have surprising ties all over (and under) the city. Recently, the powerful creature known as **Wuntad**, in the process of uniting all the forces of chaos in the city to help bring about the **Night of Dissolution**, has sealed an agreement with the Forsaken that joins them with the cultists forevermore. (The chaos cultists were particularly interested in the location of the Vault of the Rhodintor.) Wuntad has even taken on the mantle of shigmaa to show this fellowship.

The shigmaa are among the most powerful Forsaken: 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. (See the Forsaken shigmaa in "Prestige Classes" in PT6.)

While the Forsaken have little more than contempt for the living people of Ptolus, they also rarely cause them any direct harm. They do, however, frequently disturb graves in the Necropolis, which infuriates the citizenry. For this reason, recently the Commissar has made grave-robbing a crime punishable by death. Forsaken captured by the authorities rarely reach trial but are killed on the spot.

Most people—particularly Forsaken enemies, such as the Keepers of the Veil—lump the undead

The Lovely Malison

The Lovely Malison, also known as "the corpse kiss," is a supernatural disease contracted by eating the flesh of an undead creature or a corpse that has been corrupted in some other way. An intelligent creature dining on such flesh must succeed at a Fortitude save (DC 17) or lose 1d4 points of Constitution each day until it dies. The following night, the victim rises from the dead as an undead ghoul. The creature retains all its memories and, if it succeeds at a Will save (DC 20), it may add all its class levels to its new ghoul statistics as well. Many Forsaken undergo this transformation intentionally.

*Wuntad, PT2: page 73
Night of Dissolution, PT2: page 60
The Vai, page 139
Balacazars, page 100
Zachean, PT7: page 467
Dwarvenhearth, PT7: page 460
Vaults of the Rhodintor, PT7: page 453*





Forsaken Body Paint

This paint has two uses: It can cover the user's body with symbols of death, or it can make the user look vaguely like a skeleton, with black-painted flesh and white images of bones over it. Using it in either manner makes it clear to any nonintelligent undead that the painted character is not a foe (this effect is dispelled as soon as the character attacks an undead). The paint also adds a +1 damage bonus against all living foes, as long as the painted character stands within 30 feet of an undead or remains within the Necropolis. The paint lasts for 1d4 days unless it is removed intentionally.

Faint enchantment; CL 3rd; Craft Wondrous Item, ghoul touch, hide from undead; Price 200 gp

*Assess creature, PT6: page 639
Detect chaositech, PT6: page 641
Dragon pistol, PT6: page 560
Harrower, PT6: page 573*

See PT6 (page 646) for the Forsaken shigmaa prestige class.

DM TIPS

If Urasta casts all her listed preparatory spells, she has 214 hit points, AC 32, and her saves become Fort +22, Ref +17, Will +24. Her full attack with her morningstar becomes: +30/+25/+20/+15 melee (2d6+15+2d6 unholy+1d6 negative energy). Plus she grows to size Large (with 10-foot reach), with DR 15/good.

that the Forsaken live among and revere along with the Forsaken themselves. Truthfully, the Forsaken and the undead work so closely together than the distinction is fairly irrelevant.

Many of the Forsaken don't hold all undead in the same regard. For example, while they look up to vampires as veritable gods, zombies are nothing but slaves or tools. In fact, Forsaken agents make money for the organization by selling zombie slaves—through Balacazar connections—to well-paying clients. In so doing, they also sell magic items keyed to the zombies to make them obey the new owner, even if the client is not a spellcaster.

The current leader of the Forsaken is Shigmaa Urasta, a female tiefling whose demonic lineage has helped her get along with the Fallen. Although she resisted for quite some time, Urasta has embraced the alliance with the chaos cults and Wuntad as well. She is a combatant to be greatly feared, particularly when she casts certain spells on herself: *divine power* (+6 bonus to melee attack and +3 bonus to damage, +16 bonus hit points), *divine favor* (+5 bonus to attack and damage), *bear's endurance* (32 bonus hit points, +2 bonus to Fortitude saves), *righteous might* (+3 bonus to melee attack and +4 bonus to damage, +3 bonus to AC, 32 bonus hit points, +2 to Fortitude saves, DR 15/good, and she becomes size Large) and *unholy aura* (+4 bonus to AC and +4 bonus to all saving throws).

Shigmaa Urasta

Female tiefling (Chaotic Evil)
Cleric (Heiran and Nareis)/shigmaa6 CR 19
HD 10d8+40 + 6d10+24 –10 **hp** 134
Init +3 **Speed** 30 feet

AC 25, touch 13, flat-footed 22

BAB/Grapple +13/+14

Attack +16 melee (1d8+3+2d6 unholy+1d6 negative energy, morningstar), or +17 ranged (1d12+2+1d6 frost+2d6 unholy, dragon pistol)

Full Attack +16/+11/+6 melee (1d8+3+2d6 unholy+1d6 negative energy, morningstar), or +17 ranged (1d12+2+1d6 frost+2d6 unholy, dragon pistol)

SA Death attack (DC 17), darkness 1/day, paralysis touch (1d6+6 rounds, Fortitude save DC 17, 6/day), energy drain (1 negative level, Shigmaa gains 10 hp), SR 20

SQ Second chance, call of death (8 HD), necromantic lore, secrets of the dead, love of the dead, death ward, immune to disease, poison, and stunning, darkvision 60 feet, resistance to cold 5, electricity 5, and fire 5

Fort +16, **Ref** +13, **Will** +20

Str 12, **Dex** 17, **Con** 18, **Int** 12, **Wis** 22, **Cha** 12

Crucial Skills: Bluff +10, Concentration +16, Hide +10, Listen +6, Spot +6.

Other Skills: Diplomacy +17, Heal +22, Knowledge (history) +14, Knowledge (local) +2, Knowledge (religion) +19.

Crucial Feats: N/A

Other Feats: Craft Magic Arms and Armor, Exotic Weapon Proficiency (firearms), Iron Will, Lightning Reflexes, Scribe Scroll, Spell Focus (necromancy).

Domains: Death, Evil.

Spells: 6/7+1/7+1/6+1/5+1/5+1/4+1/3+1/2+1, save DC 16 + spell level, DC 17 + spell level for necromancy spells.

8th—*create greater undead*, *cold fire storm**, *unholy aura*.

7th—*blasphemy*, *destruction* (2), *repulsion*.

6th—*create undead*, *greater dispel magic*, *harm*, *heal*, *word of recall*.

5th—*greater command*, *cold flame strike**, *righteous might*, *scrying*, *slay living*, *spell resistance*.

4th—*divination*, *divine power*, *freedom of movement*, *sending*, *summon monster IV*, *unholy blight*.

3rd—*animate dead*, *cure serious wounds*, *magic circle against good*, *invisibility purge*, *magic vestment*, *protection from energy* (2).

2nd—*bear's endurance*, *bull's strength*, *death knell*, *hold person* (2), *lesser restoration*, *shatter*, *silence*.

1st—*bane*, *bless*, *command*, *cure light wounds*, *divine favor*, *entropic shield*, *protection from good*, *shield of faith*.

0—*assess creature*, *detect chaositech*, *detect magic* (2), *mending*, *read magic*.

* Urasta's fire spells deal cold damage rather than fire damage and are dark blue in appearance.

Possessions: +3 mithral breastplate, +2 heavy steel shield, +2 unholy morningstar, +1 unholy dragon pistol, +2 frost ammunition (12 rounds), healer's kit, harrower chaositech device, wand of unholy blight (CL 8th, 48 charges), scarab of protection.

THE GUILDS

Ptolus has many guilds—a whole district devoted to them, in fact. A few guilds appear in their own sections in this book (see the Delver's Guild, the Longfingers Guild, the Order of Iron Might, the Sorn, and the Vai). Some have more details in PT4—the Guildsman District and Necropolis (the Deathguilders)—and the Oldtown chapter of PT5 (the Bankers' Guild, Order of Iron Might, and the Sages' Guild). Some groups—even though they are organizations of people with similar professions—are not considered guilds because their membership is so exclusive, because the group operates in a very unusual manner, or because the similarity of the professions or interests of the membership is not actually the main point of the organizations. Such exceptions include the Inverted Pyramid, the Order of the Fist, the Order of the Dawn, the Naltegro Suun, and others detailed in this book. The list that follows, however, is a comprehensive list of all the city's functioning guilds:

Bankers' Guild: This powerful guild of money-lenders and bankers allies itself closely with House Abanar. Chuster Nogol (male human aristocrat2/expert5) serves as the guildmaster. Its headquarters is in Oldtown.

Bellringers' Guild: This small operation disseminates information using criers from its base in Oldtown.

Brewers' Guild: This guild covers all brewers and associated workers. It is based in the Guildsman District.

Cobblers' Guild: This guild of shoemakers is also based in the Guildsman District. Though shoemaking and repairing is one of the most common occupations in Ptolus, this guild is one of the least influential. Most cobblers actually do not bother to join the guild.

Coppersmiths' Guild: This small metalworkers' group is controlled by the Ironworkers' Guild.

Deathguilders: An organization of morticians, embalmers, gravediggers, and professional mourners, the Deathguilders operate out of the Necropolis. (See PT4.)

Delver's Guild: This guild organizes those who explore the levels beneath Ptolus. (See page 108.)

Glassblowers' Guild: Small and quiet, this guild is based in the Guildsman District.

Goldsmiths' Guild: This guild has its headquarters in the Guildsman District. It is a rival of the Silversmiths' Guild but is more or less controlled by the Ironworkers' Guild.

Herbalists' Guild: This group covers all herbalists and physickers, including dentists and even barbers—all are considered similar professions in Ptolus. They are based in the Guildsman District.

Ironworkers' Guild: One of the most powerful guilds in the city, the ironworkers virtually control the Goldsmiths', Silversmiths', Tinsmiths', and Coppersmiths' Guilds.

Jewelers' Guild: Jewelry makers and gem cutters belong to this small guild based in the Guildsman District.

Longfingers Guild: This thieves' guild once had more power than it does today. (See page 128.)

Masons' Guild: Notorious for its corruption, this guild makes its home in the Guildsman District.

Merchants' Guild: This new guild operates out of the South Market. So far, most merchants seem resistant to the idea of guild membership, however, as they fear regulation and the domination of larger merchant organizations over smaller, individual merchants.

Order of Iron Might: A guild of soldiers, mercenaries, gladiators, and anyone else who earns a living with sword or spear. This warriors' guild is based in Oldtown.

Sages' Guild: Headquartered in an aging building in Oldtown, this guild is open to sages and scholars of all kinds.

Silversmiths' Guild: This guild of silvercrafters based in the Guildsman District is a rival of the Goldsmiths' Guild but, like that group, is more or less controlled by the Ironworkers' Guild.

The Sorn: This mages' guild also operates as an unofficial assassins' guild. (See page 137.)

Leatherworkers' Guild: This guild for all who work with leather—tanners, saddlers, beltmakers, glovemakers, but not cobblers—operates out of the Guildsman District.

Textile Workers' Guild: Clothiers, weavers, seamstresses, and textile dyers form this large and surprisingly influential guild in the Guildsman District.

Tinsmiths' Guild: This small guild based out of the Guildsman District is controlled, at least in part, by the Ironworkers' Guild. A dwarf named Tyrese Anvilfist (male expert7) is the guildmaster.

Weaponsmiths' Guild: This surprisingly small guild is controlled almost entirely by the ironworkers. In fact, most of its members also belong to the Ironworkers' Guild. Many consider it entirely obsolete.

Woodworkers' Guild: This large and influential guild is open to carpenters, woodcarvers, furniture makers, cabinet makers, barrel makers, and more. It is based in the Guildsman District.

The Vai: This notorious assassins' guild comprises depraved murderers who worship death. (See page 139.)

THE INVERTED PYRAMID

While most people assume it was formed out of necessity hundreds of years ago when arcane magic was outlawed in the Empire, the truth is that the Inverted Pyramid has joined the most powerful wizards and sorcerers in the world together since before recorded history. Even before the **Dread One** rose to power, the Inverted Pyramid served as a society of magic wielders who wished to separate from the rest of the world. Little is known of the secretive organization's history, except that it centered in the lands south of Ptolus, just east of the Cold Desert. The Inverted Pyramid enters the annals of history most prominently during the **Days of Blood**.

From the earliest days of the Empire of Tarsis, the Inverted Pyramid was a great foe of the **Church of Lothian**. So when the Church declared that all arcane magic was evil, the Inverted Pyramid worked tirelessly throughout the Empire to rescue persecuted mages and bring them to secret safe houses. In so doing, the Inverted Pyramid also gathered the arcane knowledge that

Using Guilds

So, you think the Cobblers' Guild and the Glassblowers' Guild are unlikely ever to come up in adventures in your campaign? Even such mundane groups have politics and intrigues. Imagine if someone embezzled all of the Cobblers' Guild funds, and the guildmaster looks for someone to help track down the culprit, perhaps using magic. But the culprit uses her ties with the Balacazar organization to help her "lay low." Now, suddenly, an association with the Cobblers' Guild leads the player characters into potential conflict with one of the most powerful and dangerous groups in the city.

Or perhaps a member of the Glassblowers' Guild was commissioned to create a glass orb to use in fashioning a magic item. Once the orb was finished, however, the artisan was found murdered. His fellow guilders want retribution, so they hire the PCs to see what they can find out. The trail leads into the Dungeon, where a number of Sorn-Ulth orcs—who had hired the glassblower in disguise—wish to finish their magic item.

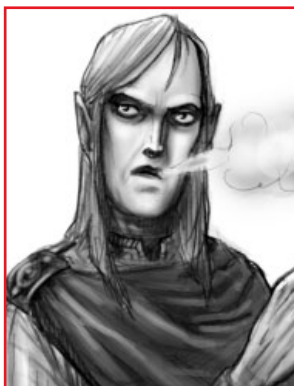


Inverted Pyramid symbol

*Dread One's rise, PT2: page 77
Days of Blood, PT2: page 85*

Church of Lothian, PT2: page 64

See “Prestige Classes” in PT6 for three Inverted Pyramid prestige classes (page 650).



Moynath Autumnson, PT5: page 288

Great Seven, PT2: page 81

Renn Sadar, page 95
Balacazars, page 100
Kevris Killraven, page 121



Chaos cults, PT2: page 71

Inverted Pyramid headquarters, PT5: page 324

survived this terrible time. Thus, as they saved the lives and work of many wizards and sorcerers, they also managed to create a network of arcanists and a collection of knowledge unparalleled throughout the world. When Commissar Norrid Favonar offered Ptolus as a sanctuary for mages in 615 IA, the Inverted Pyramid relocated its headquarters to the City by the Spire.

Today, the Inverted Pyramid is less a sanctuary from oppression than a force for fostering magical study and rewarding those who excel in it. The members of the Inverted Pyramid never refer to their organization as a “guild”—the Pyramid is far more than that. The group is concerned with preserving magical lore and all things arcane from those it believes would eradicate such knowledge. Its membership includes most of the powerful arcanists in Ptolus and the world.

Even with the fame it garnered opposing the Church, the Inverted Pyramid has remained extremely secretive. The general public has no idea where in the city the group bases its operations, and no one knows any details about its membership, other than perhaps the identities of its more flamboyant or famous members (probably Moynath Autumnson, Jevicca Nor, and Lord Renn Sadar).

Although no longer openly antagonistic toward the Church of Lothian, the Inverted Pyramid fears that at any time the religion could fall into the grip of its more right-wing clergy and oppose arcane magic again. While such an event seems unlikely, this paranoia keeps the Inverted Pyramid watching the Church of Lothian closely and with great distrust.

Through **Lord Renn Sadar**, a prominent member, the Inverted Pyramid allies itself with House Sadar and thus its ally House Vladaam. The mages have found that dealing with criminals like the **Balacazars** makes their secretive life easier than attempting always to stay on the proper side of the law, but the appearance of **Kevris Killraven**—a powerful individual who wants to replace both the Balacazars and the Inverted Pyramid—has pushed the mages and the criminal family even closer. In theory, these alliances might draw connections between the Inverted Pyramid and such groups as the Vai, the Forsaken, and the Fallen, but in reality no such connections exist. And to be sure, the Inverted Pyramid wants nothing to do with the growing **chaos cults** and their dreams of destruction. For the most part, the Inverted Pyramid wants to preserve the status quo, not make radical change.

The organization takes its name from **its headquarters**, probably Ptolus’ strangest structure: a floating, upside-down pyramid that hangs almost a thousand feet above Oldtown. The pyramid and everything within it is invisible, however, so it is also Ptolus’ most mysterious structure. The vast

majority of Ptolus citizens have no idea where it actually is; those few who know it is in Oldtown don’t know exactly where, or that it sometimes moves.

MEMBERSHIP

The Inverted Pyramid has over one hundred members, which means that Ptolus has, by far, the highest concentration of high-level spellcasters of any city; one out of about every seven hundred fifty people is an arcane spellcaster of 8th or higher level. And that number is even a little low, since not every arcanist belongs to the Inverted Pyramid. The list of elite members of the organization, called masters, is a list of some of the most powerful beings in the world. They include:

Moynath Autumnson: See “Castle Shard” in the Nobles’ Quarter (PT5).

Unirthom the Blue: This very old man (human wizard15/archmage5) is known to have created magic items whose power levels could only be described as artifacts, including his own *staff of the magi*. He moves very slowly now and stands hunched over. Small tufts of white hair remain on either side of his otherwise bald head.

Kaeran Altarstone: This powerful elf (male sorcerer18/Inverted Pyramid master1) claims to be the reincarnation of Saerth, one of the **Great Seven** who defeated Ghul. He is rather arrogant and not well liked.

Iniah Croesh: A powerful spellcaster, Iniah (female Cherubim wizard12/lorekeeper7/Inverted Pyramid master1) was rendered permanently invisible in an unreplicable magical experiment a few years ago. This condition has not deterred her from her constant studies.

Renn Sadar: See House Sadar, page 94.

The Genesis: This strange individual (male tiefling wizard18/archmage1/Inverted Pyramid master1) keeps to himself, specializing in creating constructs and even artificial life. He stands about five feet tall, with dark skin, hair, and eyes. His hands each have only three fingers and a thumb.

Jevicca Nor: Youngest and perhaps least powerful of the masters, Jevicca is so talented at magical studies that the Inverted Pyramid welcomed her into its inner circle with open arms. When she lost an arm in a battle with a dragon, she created her own magical prosthesis out of red glass. Because Jevicca is warm and friendly, she serves as the public face of the Inverted Pyramid when needed, attending public gatherings and holding a seat on the City Council. She has also created some well-known spells (see “Magic” in PT6).

Jevicca is tall with long red hair. Many consider her fairly attractive. Her one-room house in Oldtown connects to other one-room buildings all over the world via *gates*, creating a vast mansion.



Jevicca Nor

Female human (Neutral Good)

Transmuter17/**Inverted Pyramid master**1 CR 18

HD 18d4+54 **hp** 103

Init +4 **Speed** 30 feet

AC 27, touch 18, flat-footed 23

BAB/Grapple +8/+14

Attack +10 melee (1d6+2, unarmed strike)

Full Attack +10/+5 melee (1d6+2, unarmed strike)

SQ SR 18

Fort +12, **Ref** +13, **Will** +20

Str 15, **Dex** 18, **Con** 17, **Int** 21, **Wis** 18, **Cha** 15

Crucial Skills: Concentration +24, Hide +14, Listen +6, Move Silently +14, Sense Motive +8, Spot +6.

Other Skills: Craft (glassworking) +17, Decipher Script +11, Knowledge (arcana) +26, Knowledge (architecture and engineering) +22, Knowledge (local) +25, Spellcraft +26.

Crucial Feats: Deflect Arrows, Improved Grapple, Improved Unarmed Strike, Stunning Fist.

Other Feats: Alertness, Craft Wondrous Item, Empower Spell, Extend Spell, Heighten Spell, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Focus (evocation), Spell Focus (transmutation), Spell Mastery (slow, dimension door, fly, knock, levitate), Still Spell.

Prohibited Schools: Conjuraton, Illusion.

Spells: 4+1/6+1/5+1/5+1/5+1/5+1/4+1/3+1/3+1/2+1; save DC 15 + spell level, DC 16 + spell level for evocation and transmutation spells.

9th—*mass hold monster, power word kill, time stop.*

8th—*maximized cone of cold, horrid wilting, mass charm monster, polymorph any object.*

7th—*delayed blast fireball, ethereal jaunt, **Jevicca's fourfold ostracism**, quickened lightning bolt.*

6th—*antimagic field, disintegrate, maximized fireball, globe of invulnerability, mass suggestion.*

5th—*baleful polymorph, cone of cold, fabricate, quickened magic missile, stone shape, symbol of sleep.*

4th—*arcane eye, confusion, ice storm, polymorph, stonkskin, wall of ice.*

3rd—*dispel magic, fly, haste, **Jevicca's just reversal**, lightning bolt, slow.*

2nd—*alter self, knock, levitate, rope trick, spider climb, touch of idiocy.*

1st—*expeditious retreat, feather fall, jump, magic missile (2), shield, Ten's floating disk.*

0—*dancing lights, mage hand, mending, message.*

Contingency: If Jevicca falls to 4 hp or less, she teleports to her home in Oldtown.

Possessions: **Jevicca's Arm**, white robe of the archmagi, amulet of natural armor +4, ring of protection +4, scroll of greater scrying; scroll of disintegrate, baleful polymorph, and horrid wilting; scroll of stonkskin, shield, and blink; potion of cure serious wounds, ruby necklace worth 2,750 gp, ruby ring worth 1,000 gp, Inverted Pyramid's **invisible charm**, 25 pp, 25 gp, 23 **mage coins** (in a vault).

JOINING

Inverted Pyramid membership is available to characters with at least eight levels in an arcane spellcasting class. An invitation is required to join, and invitations usually go to characters of 10th level or higher. Membership dues are 2,000 gp per year, but various duties within the organization can earn a member far more gold than that, if one desires. New members are called initiates and can take the Inverted Pyramid initiate prestige class. Characters who have belonged to the group for at least two years and meet other requirements can become adepts. Those who have been members for at least five years and meet extremely strict other requirements become masters, the highest rank within the Inverted Pyramid. Most masters are 20th-level spellcasters. See PT6 for the Inverted Pyramid prestige classes; note that these prestige classes are not membership requirements—even for adepts or masters.

Aside from the dues, initiates must honor the reasonable requests of all adepts and masters at any time, and adepts must likewise do as the masters bid them. “Reasonable” is a subjective term; members who find a request unreasonable must

*Jevicca's fourfold ostracism, PT6: page 642
Jevicca's just reversal, PT6: page 643*

Jevicca's Arm

Magic animates this red, solid glass arm and provides Jevicca with all sorts of enhancements and combat capabilities. These include a +2 bonus to Strength, +4 bonus to Constitution, and +2 bonus to Dexterity, plus the following bonus feats: Deflect Arrows, Improved Grapple, Improved Unarmed Strike, and Stunning Fist.

Strong transmutation; CL 15th.

FROM MY CAMPAIGN TO YOURS

In the original Ptolus Campaign, the character Serai Lorenci joined the Inverted Pyramid. He didn't live there, but he used his thoughtstone (PT4: page 166) to network mentally with other members.

*Invisible charm, page 118
Mage coins, PT4: page 155*

Inverted Pyramid mages are often extremely elitist and will not work with or trust mages who are not members. They look with particular distaste upon the Sorn. (No member of the Sorn may be admitted to the membership of the Inverted Pyramid.) At first, when the Iron Mage (PT5, page 340) would not join the organization, the members were quite embarrassed. Later, however, they circulated their version of the story, which paints the Iron Mage in a poor light and makes it clear that they do not want him. By all appearances, the Iron Mage could not care less.

INFO CHECKS

With a Gather Information or Knowledge (local) check, one can attempt to learn background about the mysterious Inverted Pyramid as follows:

Learn of the group's existence and origins as related here (DC 15).

Learn that the group members reside in an upside-down pyramid that floats above the city; one can reach it only by teleportation (DC 25).

Thoughtstones, PT4: page 166

DM TIP

The first few times the player characters contact the Dreaming Apothecary, play out the entire encounter. Stress the strangeness of an outside force invading the character's dream to do business. Later on, it will not be necessary to play out the entire encounter, and PCs with the funds can simply order whatever they need.



No matter what the circumstance may be, the Dreaming Apothecary agents always make it clear to customers that they are extremely busy, and that getting any item made quickly is quite a burden.

take it up with a board of inquiry. If the board finds the request unreasonable, the higher-ranking member can be fined up to 10,000 gp. If the request was deemed reasonable, the lower-ranking member can be expelled from the organization. Realistically, requests are made only when absolutely necessary—members are taught to respect the privacy, the work, and the studies of all other members, even those of lower rank. They do not abuse this privilege, lest they look poorly in the eyes of their peers.

Benefits to joining the Inverted Pyramid are many. Members can, if they wish, take up quarters in the Inverted Pyramid itself, or simply maintain a laboratory or workshop there. The primary benefit of the organization, however, is information: both arcane knowledge and contacts. The Inverted Pyramid structure holds the greatest library of arcana in the world, with every known spell on file. This collection grows constantly, as members devise new spells all the time and share them with their fellows. The library also has extensive sections on history, the planes, religion, and other topics. (Any Knowledge check made within the library by a character who takes at least 1d4+1 hours to research gains a +5 circumstance bonus.)

And of course, members can approach most other members for advice or lore, although some require appointments.

Since the membership includes some of the most powerful people in the city, it is one of the best informed organizations. When there is news within Ptolus, members of the Inverted Pyramid know about before most others. Also, all members can buy *thoughtstones* for the standard fee if they wish.

Lastly, all members receive a 20 percent discount on magic items created by the Dreaming Apothecary.

Membership in the Inverted Pyramid is usually considered secret, although many members—particularly the masters—have allowed their association with the group to become known. In any case, every member is given a magic item called an *invisible charm*. This invisible brooch takes up no magic item “slot.” It projects above the wearer’s head an upside-down floating pyramid symbol, which only someone wearing an *invisible charm* can see. The Inverted Pyramid can deactivate any *invisible charm* remotely, should one ever be stolen or a member die.

DREAMING APOTHECARY

The Inverted Pyramid is likely the wealthiest organization in Ptolus, thanks to the Dreaming Apothecary.

Most people who live in Ptolus have heard of the Dreaming Apothecary—although many may

think it a myth. Reportedly, it is an organization that dwells only within the realm of dreams and can provide one with anything desired, as long as the interested party has the funds to pay for it.

The rumors are more or less true. The Dreaming Apothecary is a group of spellcasters who make magic items to order. What few realize (but at least some suspect) is that it is not a separate group, but one and the same as the Inverted Pyramid. Occasionally, the Inverted Pyramid takes certain steps to distance itself from the Dreaming Apothecary’s actions, which are not always legal, but there is really no foolproof way to trace the Apothecary or its operators.

Selling magic items—the most expensive objects in the world—is a dangerous business. The mages of the Dreaming Apothecary have concocted a means of handling the extraordinarily pricey transactions with virtually no risk to themselves or their inventory. All interaction with the public is done through dreams.

The Dreaming Apothecary operates no storefront. It has no known location in the city. Instead, it employs local representatives. While the representatives remain safely ignorant of the group’s secrets, they can provide people with the means and the knowledge to do business with the Dreaming Apothecary. They grant anyone wishing to contact the group a small bronze token with the image of a human man’s face on one side—his eyes closed, as though asleep—and a female elf’s face on the other, her eyes likewise closed.

The representative instructs the interested party to place the token under his pillow or bed when he goes to sleep that night, or otherwise very near his sleeping body. The Dreaming Apothecary will contact the character in his dreams, the representative says. He advises prospective clients to have the exact funds needed for the transaction in their possession or gathered in a secure place. What the representative does not make clear is that following these instructions essentially makes the character a willing recipient (no saving throw) to a powerful divination that tells the mages of the Apothecary his location and that he wants to be contacted. Further, the character willingly and automatically becomes subject to effects similar to *detect thoughts* and *discern lies*.

The sleeping character with a token has a lucid dream in which a levitating figure appears to him in the room where he sleeps. This figure usually looks like a beautiful human woman in a long, flowing red-and-gold robe or a dapper elf gentleman in a formal suit with a walking stick. In either case, the figure is actually an illusion, although the dreamer has no means to discern that. The friendly figure gets right to business, asking the dreamer what he wants. Early on in

the transaction, the figure asks the dreamer whether he has the money to pay for the item (remember, the dreamer is subject to *detect thoughts* and *discern lies*). Those without adequate funds are politely refused, and the dream ends. Those with the means to pay for the desired item can haggle with the figure over the terms. Basically, the figure offers a base price (for standard items, the price listed in the DMG) and states the amount of time it will take to fashion the item. The time quoted is double the time it would normally take to make such an item, or two weeks, whichever is longer. If the dreamer needs the item faster, the price increases (up to 50 percent more). The time required for most items obviously cannot be less than the time it actually takes to make the magic item, although in the case of common items (a *ring of protection +1*, a *cloak of resistance +1*, a *+1 longsword*, and so on) the Apothecary probably has one or more on hand and can produce them as soon as the next morning. The representative never negotiates a price lower than the base price.

Once the price and delivery date are secured, the figure asks the dreamer for the physical location of the funds. Payment is made entirely up front—no exceptions. Again, the dreamer is subject to *discern lies* and *detect thoughts*, so even someone who lies probably reveals the truth. The next morning, the item's exact price is missing from the character's funds, no more and no less. This is true whether the money was in a bag under the dreamer's bed or locked in one of **Ollam Hammersong's vaults**. If the funds lie someplace protected from teleportation or divination, the character does not get his item.

If a client wants an additional enhancement granted to an existing item, the item is likewise gone when the dreamer awakens.

Characters sleeping under the effects of a spell or item (or anything else) that makes them proof against divinations receive no visit from the Dreaming Apothecary; the process will not work for them.

Delivery of an item comes on the appointed morning. Small, inexpensive items are delivered by a courier who has no idea what is in the package, who originally sent it, or where it came from. Larger or expensive items appear via teleportation magic in a location designated during the transaction.

The Dreaming Apothecary does not sell potions or scrolls.

This unusual service provider can afford to be extremely demanding, as it controls an absolute monopoly on magic items made to order. After all its years of existence, it has become common knowledge that spellcasters attempting to create and sell magic items (except for potions and

scrolls, or wands of divine spells sold by temples) end up having terrible accidents. Shops catch fire, explode, or sink into the ground. Mages turn into gnats or become babbling idiots. The Dreaming Apothecary is ruthless in maintaining its viselike grip over this lucrative business, and none of the “accidents” or attacks are ever successfully traced to anyone. Nothing happens to spellcasters who make items for their own use, or the use of their allies.

Those who try to cheat the Dreaming Apothecary earn similar treatment. A half-dozen *delayed blast fireballs* under their beds while they sleep is a common retaliatory action.

KEEPERS OF THE VEIL

The Keepers of the Veil are an order of holy knights with a history dedicated to the destruction of undead, specifically free-willed spirits that should have remained on their own side of the great veil of death. The order is almost eight hundred years old. It started among the Prust in Tarsis, led by the uncle of the man who would become the first Emperor. The founder, Sir Vaklav Von Tibbitz, was the ancestor of the current leader, **Sir Beck Von Tibbitz**, despite the fact that it is not a hereditary position. The Von Tibbitz line has always enjoyed a special affinity for combating the dead. In fact, the family has always been able to see spirits, even those that are invisible or incorporeal.

In 688 1A, the Keepers of the Veil—who had been coming to Ptolus frequently to help deal with the Necropolis—relocated the entire order to the city. Since then, the ranks have swollen to the current membership of more than fifty knights and two dozen support personnel. The knights are mostly paladins and fighters, although a few martial clerics fill out the ranks. The support personnel include squires, stewards, and the like, some scouts and spies (rogues), auxiliary warriors (bards and clerics, mostly), and a couple arcanists. Virtually all members are good aligned, and they all dedicate themselves to the fight against undead.

The Keepers of the Veil operate out of a small keep called the **Siege Tower**, built into the wall surrounding the Necropolis. The order has reconfigured the keep to have more of a gatehouse structure, with the main structure rising above a well-fortified tunnel into the Necropolis. Sir Beck also owns a large home in Oldtown, which the order uses as a supplementary barracks, storehouse, and garrison.

As the name of their headquarters suggests, the Keepers of the Veil consider themselves to be at war. The Siege Tower is a fortress in enemy territory. It once incensed the knights that they could not convince the Commissar to turn over



Aside from battling the Forsaken and undead of the Necropolis, the Keepers of the Veil also offer their services as exorcists to rid any location in town of undead, particularly ghosts. This keeps them fairly busy and earns them a reputation of trustworthiness and skill.

Sir Beck Von Tibbitz, page 120

Hammersong Vaults, PT5: page 322

DM TIP

It's likely that your players will constantly get the Keepers of the Veil and the Knights of the Pale (page 125) confused. Use this as a flavor-making tool. Have everyone in the city constantly get the two groups confused. Perhaps the NPCs that the party interacts with misuses the names or mention that they can never keep the two knighthoods straight. This shared experience will make the player characters feel more a part of the city.

Siege Tower, PT4: page 237

The Keepers of the Veil take their name from the veil that serves as a barrier between the lands of the living and those of the dead. This veil was first breached by the Galchutt early in the history of the world.

Player Character Allies

When the PCs are mid-level, or perhaps even lower, the Keepers of the Veil make for excellent allies, particularly if they must journey into dangerous areas within the Necropolis or combat undead elsewhere in the city. Once the characters face high-level challenges, however, if they're looking for allies, the mightier Knights of the Pale can lend a hand.

Sir Beck lives on High Road in Oldtown.

Twelve Commanders,
PT4: page 148

The Keepers of the Veil and the Church of Lothian have very strong ties. Not only is the seneschal of the Siege Tower, Phadian Gess, a cleric of Lothian, but Sir Beck himself is a devout worshipper of Lothian. The Church sees the order as almost a religious knighthood, useful for combating or exorcising the undead.

Dark Reliquary, PT4: page 238

Knights of the Pale, page 125
Dierna Hillerchaun, page 125

The Keepers of the Veil do more than fight the undead and the Forsaken in the Necropolis. Whenever people of the city have trouble with a haunting or similar situations, they call upon the Keepers to help them.

Imperial Charter, PT6: page 558



his troops to fight the undead and assail the **Dark Reliquary**, but they have since realized that, for now, it is their duty alone to deal with the undead threat. And they are wise enough to know they do not yet have the strength to take on their foe directly—in fact, doing so might stir up the creatures and put the city at risk. So for the time being they fight a defensive war, making sure that no undead get out of the Necropolis.

Occasionally the Keepers of the Veil ally with the smaller **Knights of the Pale**, particularly when dealing with the Fallen. **Dierna Hillerchaun**, captain of the Knights of the Pale, holds the Keepers at arm's length, however; despite their numbers, their membership is not as powerful as her own knights. She does not want to lead them into a situation they are not ready to handle.

The Keepers of the Veil possess an official **Imperial Charter** and, as such, receive direct funding from the Commissar for the services and good works they perform. This includes both a monthly stipend as well as an activities-based bonus system.

Sir Beck Von Tibbitz, a tall, broad-shouldered man with red hair and a beard to match, came to Ptolus to join the order fifteen years ago. He ascended through the ranks quickly due to his prowess and became head of the order in 715 IA. The following year, he appointed a cleric of Lothian to join him as the seneschal of the Siege Tower. Effectively, Phadian Gess—a warm-hearted woman with short black hair and a short but fit frame—became co-leader of the order.

Beck and Phadian are two of a kind. Both self-sacrificing to the end, they would be quick to cast *bull's strength* on an ally before themselves, or put themselves on the line to save another. Beck is boisterous and Phadian quiet, but both become ruthless and single-minded when confronting undead. The rest of the time, they are good natured, pleasant, noble, and helpful. On the other hand, they won't give folks a hand if they're on the way to their own doom. They stop far more adventurers headed into the Necropolis or toward the Dark Reliquary than they help. Sir Beck, who is married with children, serves as one of the Commissar's **Twelve Commanders**. He and Phadian are not, as many assume, romantically linked.

Sir Beck Von Tibbitz

Male human (Lawful Good)

Paladin12 **CR** 12

HD 12d10+12 **hp** 96

Init +1 **Speed** 20 feet

AC 20, touch 11, flat-footed 19

BAB/Grapple +12/+15

Attack +17 melee (2d6+5+2d6 holy, greatsword)

Full Attack +17/+12/+7 melee (2d6+5+2d6 holy, greatsword)

SA Smite evil (+4 attack, +12 damage) 3/day

SQ See *invisible* (permanent spell effect), *detect evil*, lay on hands (48 points), *remove disease* 3/week, aura of courage, immune to disease and fear

Fort +13, **Ref** +9, **Will** +12

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

Crucial Skills: Listen +6, Spot +6.

Other Skills: Diplomacy +10, Knowledge

(arcana) +5, Knowledge (local) +5, Knowledge (nobility and royalty) +16, Knowledge (religion) +11, Perform (oratory) +9.

Crucial Feats: Improved Bull Rush, Power Attack.

Other Feats: Alertness, Endurance, Leadership, Weapon Focus (greatsword).

Spells: 2/2/2; save DC 14 + spell level.

3rd—*cure moderate wounds*, *daylight*.

2nd—*bull's strength*, *remove paralysis*.

1st—*bless weapon*, *detect undead*.

Possessions: +1 full plate armor (offers +2 bonus on saves against spells, spell-like abilities, or supernatural abilities of undead), +1 undead bane ghost touch holy greatsword, *potion of heroism*, flasks of holy water (2), spyglass, 50 feet of silk rope, wooden stakes (3), 35 gp.

Phadian Gess

Female human (Lawful Good)

Cleric (Lothian) CR 9

HD 9d8 **hp** 38

Init -1 **Speed** 20 feet

AC 18, touch 9, flat-footed 18

BAB/Grapple +6/+7

Attack +8 melee (1d8+2, heavy mace)

Full Attack +8/+3 melee (1d8+2, heavy mace)

Fort +6, **Ref** +2, **Will** +9

Str 13, **Dex** 8, **Con** 10, **Int** 12, **Wis** 17, **Cha** 14

Crucial Skills: Sense Motive +4.

Other Skills: Craft (woodworking) +8, Heal +17,

Knowledge (arcana) +13, Knowledge (local)

+3, Knowledge (religion) +11.

Crucial Feats: Extra Turning, Improved Turning.

Other Feats: Craft Magic Arms and Armor,

Extend Spell, Leadership.

Domains: Good, Law.

Spells: 6/5+1/5+1/4+1/2+1/1+1, save DC 13 + spell level.

5th—*dispel evil, flame strike.*

4th—*death ward, holy smite, restoration.*

3rd—*dispel magic, magic circle against evil, magic vestment, searing light (2).*

2nd—*aid, bear's endurance, bull's strength, consecrate, lesser restoration, silence.*

1st—*bless, detect undead, divine favor, protection from evil, sanctuary, shield of faith.*

○—*assess creature, detect magic (2), mending, read magic, resistance.*

Possessions: +1 breastplate, +1 heavy wooden shield, +1 heavy mace of disruption, scroll of cure critical wounds and neutralize poison, scroll of raise dead, silver holy symbol, flasks of holy water (3), healer's kit, 55 gp.

KILLRAVEN CRIME LEAGUE

The members of the Killraven Crime League never use that name for themselves—that's a name others coined, needing something to call this new criminal organization. Those working for Killraven avoid something so frivolous as a name, simply calling themselves "us" or "we." In this context, "them" refers to their main adversaries: not the representatives of law and order, but the **Balacazar crime family**.

Kevris Killraven arrived in Ptolus only last year, and already her organization has spread throughout the city like a virus. Rather than attempting to turn or conscript existing criminals into her empire, Killraven brought outsiders into Ptolus. Many of the important figures working for her are not members of the traditional character races. Most people do not know that she herself is an annis hag.

Kevris' ambition knows no bounds. She arrived in Ptolus intending to create not only a criminal organization to replace the Balacazar family, but an arcane guild to replace the **Inverted Pyramid** and an assassin's guild to replace **the Vai**. Taking on three of the most

powerful and influential groups in the city at once might seem foolhardy if not downright insane, but Kevris has managed to become a threat to all of them. Part of the reason she has done so well involves the vast funds at her disposal that come from her secret alliance with **Emperor Segaci Fellisti** in Tarsis. Segaci has seen that something important is going on in Ptolus, and he does not trust **Commissar Igor Urnst** to handle it. He also worries that his rival, the **Holy Emperor**, and his son **Kirian** have too much influence in the city. So he has allied himself with the unlikeliest of collaborators: the would-be crime lord Kevris Killraven.

Using the gold from Segaci, Kevris first involved herself with the **Shuul**—a move supported, and probably even suggested by Segaci—providing them with enough funding so they could begin producing large numbers of firearms and other devices. Today Killraven's people utilize these innovative weapons and tools, although she herself does not. An alliance with the Shuul also got Killraven the secret support of the temples of **Teun** and the **Iron God**. It is important to note that many members of the Shuul, almost all the devotees of Teun and the Iron God, and virtually all of Segaci's advisors and followers have no idea that they are, at least indirectly, tied to Kevris Killraven and her organization.

Kevris ended up combining her attempts to create a new spellcasters' guild and a new assassins' guild, and thus the **Sorn** began. The Sorn have closer and more obvious ties to Killraven, though they also work closely with the Shuul when needed.

KEVRIS KILLRAVEN

Kevris Killraven is an annis hag with lofty ambitions. Using her *disguise self* ability, she has spent a great deal of time among humans and other humanoids. It became clear to her fairly early in her long life that, due to their numbers, their technologies, and their magic, human civilization held the reins of power in the world. To get ahead, she would have to work within their systems. However, her natural strength would help her in these endeavors.

At first, Kevris' power came from two sources: her money and her physical might. She ruled her growing number of followers and employees with a mixture of great rewards and terrible punishments. Her wrath was infamous. Over time, however, she has earned the respect of many of those she works with, based on the impressive accomplishments she has made so quickly in Ptolus. Still, she is close to no one. She has no inner circle of confidantes or advisors. She holds the reins of power she has coveted for so long very closely.

Segaci Fellisti, PT2: page 79
The Commissar, PT4: page 149
Holy Emperor, PT5: page 293
Kirian Ylestos, Prince of the Church, PT5: page 294

The Shuul, page 131

Killraven maintains a false headquarters in an old stone tower in the North Market; see PT5: page 308.

Teun, PT2: page 70
The Iron God, PT2: page 69

Assess creature, PT6: page 639

The Sorn, page 137

Balacazars, page 100



"Kevris Killraven" is not her real name. It's a far too human/elvish name for a hag to have, but she has adopted it since coming to live among these races. Because of her adopted moniker, she enjoys using raven symbols and even enchanted ravens to serve as spies.

Inverted Pyramid, page 115
The Vai, page 139

Opposing Killraven

While the Balacazars remain deeply entrenched in all aspects of the city, Killraven's organization is still new enough that it stands on fragile ground. Defeating a Balacazar crime boss may be cathartic, but there likely are two to three underbosses waiting to fill that void the very next day. Killraven's hierarchy is not yet so resilient, her organization not quite so intricate.

The biggest difference involves Killraven herself. If Menon Balacazar dies, one of his children takes his place. If the whole family dies, a crime boss of high level would surely fill the ranks after a period of intergang fighting. But kill Kevris and it all topples with her. No one is in a position to take her place, and her followers likely would flee the city.

Thoughtstone, PT4: page 166



Durant the "Stink Man"

Legends say that Kevris got her mighty longbow years ago by killing a hill giant chief in the Cherubar Mountains in unarmed single combat. She apparently led the hill giant tribe for a time, until most of the giants were slain by Cherubim sorcerers.

Malasir, PT5: page 301
Galchutt, PT2: page 60

Pactlords of the Quaan, page 130

Korben Trollone, PT5: page 361

Whenever possible, Kevris rides her nightmare cauchemar, Tallix. The extremely loyal Tallix fights for his mistress and spirits her away ethereally if she's in trouble.

Kevris surrounds herself with followers and employees, but she does not rely on them if danger rears its head. Instead, she wades into battle, often starting by using her *horn of Valhalla* or her *ring of spell storing* (she always has a powerful member of the Sorn cast a *cone of cold* in it for her). If she had time to prepare, she would cast *bull's strength*, *freedom of movement*, and perhaps *protection from energy*, but she won't waste time in a fight to cast them. She believes in a strong offense and enjoys disarming opponents or sundering their weapons or magic items.

Kevris Killraven

Female annis hag (Lawful Evil)
Large monstrous humanoid
Fighters/blackguard8 CR 19
HD 7d8+35 + 5d10+25 + 8d10+40 hp 219
Init +7 Speed 30 feet

AC 32, touch 10, flat-footed 31
BAB/Grapple +20/+35
Attack +32 melee (2d8+17+1d6 fire, greatsword) or +30 melee (1d6+11, claw) or +23 ranged (2d6+12, longbow)

Full Attack +32/+27/+22/+17 melee (2d8+17+1d6 fire, greatsword) or +32 melee (1d6+11, 2 claws) and +25 melee (1d6+5, bite), or +23/+18/+13/+8 ranged (2d6+12, longbow)

SA Smite good (+5 attack, +8 damage 2/day), sneak attack +2d6, improved grab, rake (1d6+11), rend (2d6+16), spell-like abilities.

SQ DR 2/bludgeoning, SR 31, aura of despair (foes get -2 morale penalty on saves), darkvision 60 feet, command undead, detect good.

Fort +24, **Ref** +16, **Will** +16
Str 33, **Dex** 16, **Con** 21, **Int** 14, **Wis** 17, **Cha** 20
Languages: Abyssal, Common, Giant, Orcish.
Crucial Skills: Bluff +13, Climb +11, Concentration +13, Hide +11, Intimidate +7, Jump +11, Listen +12, Ride +8, Spot +12.

Other Skills: Diplomacy +7, Handle Animal +10, Heal +11, Knowledge (religion) +10.

Crucial Feats: Blind-Fight, Cleave, Combat Expertise, Improved Disarm, Improved Sunder, Mounted Combat, Power Attack.

Other Feats: Alertness, Great Fortitude, Improved Initiative, Weapon Focus (greatsword).

Spell-Like Abilities: Caster level 20th. The save DCs are Charisma based.
3/day—*disguise self*, *fog cloud*.

Spells: 3/2/2/1; save DC 13 + spell level.
4th—*freedom of movement*.

3rd—*protection from energy*, *shatter*.
2nd—*bull's strength*, *cure moderate wounds*.
1st—*corrupt weapon*, *cure light wounds*, *doom*.

Possessions: +4 full plate armor, +1 flaming burst and human bane large greatsword, +1 large composite longbow (Strength +11), +1 seeking arrows (20), **thoughtstone**, ring of spell storing (*cone of cold*, CL 15th), iron horn of Valhalla, scroll of bull's strength and cure serious wounds, *potion of fly*, pocket-watch, spyglass, 130 gp.

Nightmare, Cauchemar: 175 hp; see MM.

THE ORGANIZATION

Kevris' criminal organization has a loose structure. Basically, she has placed a crime boss in every district of the city except the Necropolis and the Warrens—and Midtown, which she runs directly. Each boss is set up to run a number of criminal operations as if they were independent organizations, but backed by Killraven's money and, if need be, force of arms. Each of these "independent" bosses pays a cut to Killraven and follows her orders, delivered in secret. It doesn't take a great deal of savvy to figure out that these criminals work for Killraven, but they take pains that no physical evidence ties them to her or to each other.

Killraven herself lives in the Undercity below Midtown with a large force of mercenaries and enforcers that she can dispatch to any of her subordinates as needed. (She draws upon the Sorn for that as well.) A troglodyte named Durant (male rogue4) conducts much of the region's day-to-day business, however. He walks around town with his features hidden, so most know him only as the "Stink Man." Durant has mastered the ability to suppress his stench down to just a bad smell, except when he gets agitated.

Kevris has hired no less than an efreeti to oversee her concerns in the Nobles' Quarter. This tyrant, named **Malasir**, does not intend to work as a subordinate to Killraven for long. Trapped in this world for centuries, he has come to Ptolus to learn more about the **Galchutt** and whether helping them might free him.

In Oldtown, the Killraven-sponsored crime boss is a halfling woman named Thuella Nasarini. She is not actually a halfling, but an aranea taking that form. "Thuella" has long been an ally of Killraven's and is also a member of the **Pactlords of the Quaan**, a group with whom Killraven would like closer ties.

Pianett Thundalin (female human rogue3/sorcerer5) is Killraven's representative in the Rivergate District. Before coming to Ptolus, she was a somewhat infamous pirate captain. Another human, **Korben Trollone**, works for Killraven in the South Market, while in the North Market, a fat dwarf named Dollin Ebonhome (male fighter4) runs her operations, albeit not very well. Durant frequently has to step up and make Dollin's extortion collections.

Ularis Gadare is a male half-elf (rogue8) lieutenant of Killraven's originally from **Dohrinthas** who operates mainly in the Guildsman District.

RELATIONS

Some see Killraven's rise to power as an opportunity. For generations, the Balacazars have held the city in their grip. Now, someone dares oppose them. While this hasn't earned Killraven many actual allies, it has won her quiet support. Some **noble houses**, including Shever and factions within Abanar, favor her over Balacazar. A few, such as Khattru, Kath, and Nagel, would do so if forced to choose.

Of course, the organizations controlled or backed by Killraven, such as the Sorn and the Shuul, are allies of the Killraven Crime League. Kevris is slowly building an alliance with the non-humanoid **Pactlords of the Quaan**, and would like to bring more of them into the city under her command—she sees them as perfectly suited masters of humans and other humanoids. House Rau is a potential ally that she has yet to court.

Obviously, the Killraven Crime League has many enemies. Besides the Balacazars, its members are hated by the Inverted Pyramid, the Vai, Houses Sadar and Vladaam, and to a lesser extent the Forsaken and the chaos cults. Groups like the Knights of the Pale, the Knights of the Golden Cross, the Malkuth, the Church of Lothian, and so on, oppose them and the evil that they do.

Further, while it is somewhat dangerous politically to oppose the Balacazars (they have council members in their pocket and, some would say, the unspoken support of the Commissar), this is not yet true of Killraven's men. This makes them the criminals that are politically acceptable to fight.

KNIGHTS OF THE CHORD

The Knights of the Chord are a small knightly order dedicated to upholding freedom and protecting the innocent. The knights all have mastered, to some degree, the art of drawing power from music and song. While many may have at one time been bards, they are no longer minstrels. These knights are a martial order and focus heavily on combat skills.

The Knights of the Chord hold an official **Imperial Charter** but do not receive direct funding from the Commissar or any other source. They own a small keep in Oldtown called the **Jodan Templehall**, which serves as an informal temple to Jode, goddess of music, as well as the order's headquarters. Many knights live at the hall, while others simply use it as a base of operations when in Ptolus. The templehall has a chapel, practice hall, meeting room/dining hall, kitchen, single-room apartments for some of the knights, and an office suite for the order's leader, Hallusium Everfar (male elf fighter3/bard6/Knight of the Chord8).

In truth, an even greater asset than Everfar is Nivae Tamelli, the greatest bard in all of Ptolus. She has turned down offers to lead the knights numerous times, but whenever they need her, she is there—and no greater supporter could they desire. Nivae isn't interested in combat or adventuring, however. In her spare time, she researches musical history, attempting to learn old songs and old dances important to cultures long dead.

The Knights of the Chord are bound by an ancient oath that ties to them to the fate of **House Kath**. The head of House Kath can invoke this vow and call upon the knights to aid the house when it is in need.

Nivae Tamelli

Female Shoal elf (Chaotic Good)
Bardzo CR 20
HD 20d6 **hp** 80
Init +8 **Speed** 30 feet
AC 29, touch 21, flat-footed 21
BAB/Grapple +15/+16
Attack +25 melee (1d6+3, short sword) or +24 ranged (1d4+2, dagger)
Full Attack +23/+23/+18/+13 melee (1d6+3, short sword) and +22 melee (1d4+2, dagger), or +24/+19/+14 ranged (1d4+2, dagger)
SQ Bardic knowledge, bardic music, elven traits, low-light vision
Fort +9, **Ref** +23, **Will** +16
Str 12, **Dex** 26, **Con** 10, **Int** 18, **Wis** 13, **Cha** 27
Languages: Common, Draconic, Elvish, Goblin, Sylvan.
Crucial Skills: Bluff +24, Concentration +15, Hide +21, Listen +10, Move Silently +18, Search +8, Sense Motive +13, Spot +8.
Other Skills: Appraise +24, Craft (sculpting) +23, Diplomacy +23, Knowledge (arcana) +15, Knowledge (history) +27, Knowledge (local) +20, Perform (dancing) +21, Perform (stringed instruments) +27, Perform (oratory) +30.
Crucial Feats: Combat Casting, Two-Weapon Fighting.
Other Feats: Craft Wondrous Item, Negotiator, Scribe Scroll, Skill Focus (Craft [sculpting]), Weapon Finesse.
Spells Known: 4/6/6/6/5/5/5; save DC 18 + spell level.
 6th—**city transport, commune with the city, find the path, permanent image, project image.**
 5th—**greater heroism, mass cure light wounds, mind fog, mirage arcana, seeming.**
 4th—**cure critical wounds, greater invisibility, hold monster, rainbow pattern, shout.**
 3rd—**confusion, crushing despair, displacement, sculpt sound, speak with animals.**
 2nd—**blur, cure moderate wounds, summon monster II, tongues, whispering wind.**
 1st—**animate rope, charm person, cure light wounds, identify, unseen servant.**
 0—**detect magic, know direction, light, message, prestidigitation, read magic.**

Dohrinthas, PT2: page 43

Noble houses, page 87

House Kath, page 92

Pactlords of the Quaan, page 130

While Nivae Tamelli has no interest in leading the Knights of the Chord, she is very interested in politics. She finds herself drawn to the populist aspects of the republican movement (PT4: page 150).



Knights of the Chord symbol

*Imperial Charter, PT6: page 558
Jodan Templehall, PT5: page 337*

City transport and commune with the city, PT6: page 640

Navanna Vladaam maintains a secret identity as Nicalon Regelis, a member of the Knights of the Chord. In this guise she ferrets out those who scheme against her family. For details, see page 97.

Thoughtstone, PT4: page 166

With her silver hair and eyes, Kaira Swanwing likely has Elder Elves in her family background. Elven historians would say that she looks more Lunas than Shoal.

*House Vladaam, page 96
Vested of the Galchutt,
PT2: page 60*



Even more than other knightly orders based in the city, the Knights of the Golden Cross are a purely altruistic organization, comparable even to the Malkuth. They are, however, an extremely small organization, and their history is filled with mystery and even some misinformation, which leads many Ptolusites to distrust them. This distrust also comes from the cynicism of thinking that no one can really be as selfless as these knights.

Elder Gods, PT2: page 59

Vallis moon, PT2: page 40

The order's headquarters, a falling-down castle, is located in Oldtown (PT5: page 317), as is Kaira's own family home (PT5: page 329).

Possessions: +2 short sword of speed, +1 daggers of returning (3), bracers of armor +4, ring of protection +3, amulet of natural armor +4, gloves of dexterity +6, belt of charisma +6 (as cloak), boots of elvenkind, cloak of elvenkind and resistance +3, potion of levitate, scroll of shout, scroll of mass cure light wounds, **thoughtstone**, gold and emerald ring worth 1,200 gp, gold ring worth 750 gp, 940 gp.

KNIGHTS OF THE GOLDEN CROSS

Founded millennia ago, this ancient order has endured through the ages thanks to the extreme devotion of its members and their descendants. They oppose evil in all its forms with a selfless altruism that sometimes shakes the credulity of those who interact with them. They support goodness and benevolence for its own sake but maintain a low profile, choosing their fights, their goals, and their enemies carefully. Altruistic does not mean stupid. In the case of these knights, it goes hand in hand with serious caution.

Due to events shrouded in the mists of time, the Knights of the Golden Cross have a particular hatred for **House Vladaam**. The (true) story goes that their very earliest members clashed with the progenitor of that noble house, a man called Vladaam (one of the **Vested of the Galchutt**). **Kaira Swanwing**, the order's current leader, knows that her knights lack the power to confront House Vladaam directly at present. So they do what they can to thwart the workings of the wicked family—often from afar or in secret—or help those who also oppose the Vladaams.

They also secretly revere the **Elder Gods**. And like those gods, the Knights of the Golden Cross have been all but forgotten by most people. They keep their faith secret out of habit—years ago, the Church persecuted them for their belief. Today, while no one would think ill of them for it, most would not understand it. The Elder Gods are at best gone and at worst forgotten.

Over the millennia, the Knights of the Golden Cross have struggled against some of the greatest evils to ever rear their heads in the world. The order's secret records have taught the knights more about the Galchutt, the **Vallis moon**, and other ancient matters than most sages know. They also have become somewhat paranoid over time, each generation schooling the next in the dangers of openly opposing the ruthless and malevolent. Today, the Knights of the Golden Cross—while still as stalwart and dedicated as ever—find themselves weighed down by worry. **Kaira Swanwing**, having only recently taken on the mantle of leadership, would like to change this pessimism. She feels she can do so only by



achieving some great victory for the cause of Good.

The Knights of the Golden Cross do not possess an official Imperial Charter. This does not make them an illegal group, it just means the Empire does not recognize them.

The knights come from every class and many races—there is no “typical” member of the order, but membership currently is very small. There are only nine knights: **Kaira Swanwing**, a female elf rogue/wizard; her father **Naevin Swanwing**, a male elf fighter6; **Jallek Pedastan**, a male human paladin8; **Stavislav Felatt**, a male human ranger4/sorcerer4; **Uetha Wolanat**, a female half-elf cleric6; **Tuea Severwing**, a male Harrow elf paladin6; **Quaelin Fillasti**, a male elf wizard10; **Dessis Palath**, a female gnome rogue7; and **Rabelle Noramar**, a female human fighter9.

The Knights of the Golden Cross have a small, somewhat dilapidated manor in Oldtown, but they keep it locked up, meeting there only rarely for fear of drawing unwanted attention. Mostly, they meet at the spacious home of **Kaira** and her father, also in Oldtown, not far away.

The order's symbol is a golden cross with four wide, splayed ends. It is worn around the neck as a medallion. While only a few of these medallions are magical as well, all have long histories of the former knights who bore them around their necks and the great deeds they achieved in the name of the knighthood. **Kaira** has a supply of many more of these symbols and knows the lineage of the successors behind each one.

Kaira is idealistic, generous, and kind. She harbors great ambition, but it is an ambition for her order, her religious faith, and the good of all people, not for herself. She is tall for a Shoal elf, and her hair is a shimmering silver, as are her eyes. She keeps all her gear except her bracers and *thoughtstone* in her *bag of holding*, even her weapons.

Kaira Swanwing

Female elf (Lawful Good)

Rogue/wizard CR 13

HD 5d6 + 8d4 **hp** 37

Init +3 **Speed** 30 feet

AC 17, touch 13, flat-footed 17

BAB/Grapple +7/+8

Attack +9 melee (1d8+2, 17–20/x2, longsword)

Full Attack +9/+4 melee (1d8+2, 17–20/x2, longsword)

SA Sneak attack +3d6

SQ Evasion, uncanny dodge, trap sense +1, elven traits, low-light vision.

Fort +3, **Ref** +9, **Will** +8

Str 12, **Dex** 16, **Con** 11, **Int** 18, **Wis** 13, **Cha** 12

Crucial Skills: Balance +9, Climb +4,

Concentration +9, Disable Device +8, Hide +10, Jump +7, Listen +3, Move Silently +8, Search +7, Spot +3, Tumble +8.

Other Skills: Diplomacy +10, Disguise +5,

Forgery +12, Gather Information +8, Knowledge (arcana) +8, Knowledge (history) +14, Knowledge (local) +15, Knowledge (nobility and royalty) +10, Knowledge (religion) +14, Open Lock +11, Spellcraft +12, Swim +9.

Crucial Feats: Dodge, Point Blank Shot.

Other Feats: Craft Magic Arms and Armor, Craft Wand, Extend Spell, Heighten Spell, Scribe Scroll.

Spells: 4/5/4/4/3; save DC 14 + spell level.

4th—*arcane eye*, *fear*, *greater invisibility*.

3rd—*fly*, *lightning bolt*, *magic circle against evil*, *stinking cloud*.

2nd—*blur*, *false life*, *misdirection*, extended shield.

1st—*jump*, *magic missile* (2), *ray of enfeeblement*, *true strike*.

○—*detect magic*, *light*, *message*, *prestidigitation*.

Possessions: +1 keen longsword, bracers of armor +4, *thoughtstone*, *bag of holding* (type 1), *wand of color spray* (41 charges), *wand of scorching ray* (22 charges), scroll of *see invisibility*, scroll of *wall of ice*, gold cross symbol worth 150 gp, silver earrings worth 50 gp, silver and gold ring worth 180 gp, 10 pp, 56 gp.

KNIGHTS OF THE PALE

An order of knighthood dedicated to combating supernatural threats, particularly demons and evil spellcasters, the stalwart Knights of the Pale make up for their small membership with skill and power. Although they are not an official arm of the Church of Lothian, they base their order on

the veneration of a number of that religion’s most important saints.

Sixteen members comprise the Knights of the Pale, although twice that number of retainers, men-at-arms, and cohorts also work with the order, making it seem larger than it really is. The Knights of the Pale are quite exclusive and discriminating.

The Knights of the Pale hold an official **Imperial Charter** and, as such, receive direct funding from the Commissar for the services and good works they perform. This includes both a monthly stipend as well as an activities-based bonus system.

Dierna Hillerchaun is the order’s leader. The knights base themselves out of her home, a manor in Oldtown called the **Bladechapel**. The Bladechapel is a luxurious abode with many guest chambers, training rooms, and large meeting halls. Dierna employs a number of servants and guards who live and work in the Bladechapel, including her majordomo Stillis Covenrow (male halfling rogue9). Her private chapel to Lothian has its own full-time attending cleric, an elderly woman named Sister Terella Spoch (human cleric12).

The knights work with the **Keepers of the Veil** and the **Malkuth** from time to time, struggling against evil creatures below the city, in the Necropolis, or elsewhere. Dierna Hillerchaun has recently been selected to fill an empty position among the Commissar’s **Twelve Commanders**, a role that has diverted much of her attention of late.

The symbol of the Knights of the Pale is a sword thrust into a blue vortex.

Aside from Dierna, the most famous Knights of the Pale include Zophas Adhar, a male aasimar paladin/Knight of the Pale and member of the **Runewardens** adventuring company, and the adventuring duo “Prince” Ironheart and Brig Stoneheart (see next page).

Dierna is stern and confident. She has short brown hair, bright eyes, a round face, and a tall, lithe body. She seems quick to judge but slow to trust. Although a noble and principled woman, Dierna enjoys the finer things in life and does not deny herself a few luxuries. She amassed a large fortune four years ago as one of the early delvers in the Dungeon and was a founding member of the Delver’s Guild.

Dierna Hillerchaun

Female human (Lawful Good)

Paladimo/Knight of the Pale CR 20

HD 10d10+30 + 10d10+30 **hp** 179

Init +1 **Speed** 20 feet

AC 31, touch 11, flat-footed 30

BAB/Grapple +20/+24

Attack +30 melee (1d8+9+2d6 holy, 17–20/x2, longsword)

See also the *Knight of the Pale prestige class* in *PT6*: page 654.

Imperial Charter, *PT6*: page 558

Bladechapel, *PT5*: page 317
Keepers of the Veil, *page 119*



The Malkuth, *page 129*

Twelve Commanders,

PT4: *page 148*

Runewardens, *PT6*: *page 577*

Thoughtstone, *PT4*: *page 166*



The symbol of the Knights of the Pale represents the group’s hatred of otherworldly evils coming into this world from others. The vortex being pierced by the sword represents a gate through which a demon or other fiend might come into Praemal.



Perhaps due to Ironheart's "princely" nickname as well as the metal coating on his flesh, people confuse him with the mysterious Lord Abbercombe (see page 88). They are in no way related and are truly only superficially similar.

Devout Faith, PT6: page 655

Knight of the Pale combat suites, PT6: page 654

Dierna Hillerchaun received her holy avenger sword from Adlam Theobold, archbishop of Lothian. It was originally wielded by a paladin of Tarsis named Handel Werner.

Thoughtstone, PT4: page 166

Full Attack +30/+25/+20/+15 melee (1d8+9+2d6 holy, 17–20/x2, longsword)
SA Smite evil (+5 attack, +10 damage) 3/day
SQ SR 25 (and to all adjacent), DR 5/evil, lay on hands (50 points), immune to fear, turn undead, *remove disease* 2/week, aura of courage, *detect evil*, immune to disease, *see invisible*, and *heal and holy word* each 1/day

Fort +22, **Ref** +12, **Will** +19

Str 19, **Dex** 12, **Con** 16, **Int** 12, **Wis** 18, **Cha** 20

Crucial Skills: Sense Motive +6, Spot +6.

Other Skills: Craft (weaponsmithing) +13, Diplomacy +15, Heal +13, Knowledge (local) +6, Knowledge (nobility and royalty) +14, Knowledge (religion) +8, Perform (woodwind instruments) +5.

Crucial Feats: Cleave, Combat Reflexes, Improved Sunder, Power Attack.

Other Feats: Improved Critical (longsword), **Devout Faith**, Leadership, Weapon Focus (longsword).

Knight of the Pale Combat Suite: Dierna's stats assume she uses the Suite of Lothian.

Spells: 2/2; save DC 14 + spell level.

2nd—*eagle's splendor*, *zone of truth*.

1st—*bless weapon*, *lesser restoration*.

Possessions: Holy avenger, +5 full plate armor of heavy fortification, +5 heavy steel shield, mantle of faith, helm of comprehend languages and read magic, **thoughtstone**, potions of divine favor +4 and *neutralize poison*, gold and diamond necklace worth 1,300 gp, healer's kit, flasks of holy water (2), letter of credit from House Khatru worth 2,000 gp, pocketwatch, 35 gp.

Brig Stoneheart and "Prince" Ironheart are known as the Brothers of the Heart, but that's not what they call themselves. They see no humor in the coincidental similarity of their names. Brig is permanently magically *enlarged* to stand almost eight feet tall, but he retains the stocky, broad proportions of a dwarf.

Ironheart is not really his partner's name, nor is he actually the prince of anything—these are affectations the human adopted, not out of ego but because a spell erased his memory a few years back, and he has had to make up an identity for himself. The name "Ironheart" comes from the fact that he has a layer of flexible metal bonded to his skin, making him look like a man made of iron. He has no idea how he attained this metal coating. He is otherwise tall, muscular, and entirely hairless. Considering the fact that he is covered in metal, he is surprisingly nimble, which catches opponents off guard.

Ironheart follows Brig's lead in almost every situation. As Brig is one of the most noble and compassionate dwarves alive, that may be an excellent plan, after all.

Brig Stoneheart

Male Stonelost dwarf (Large), (Lawful Good)

Paladin8/Knight of the Pale4 CR 12

HD 8d10+24 + 4d10+12 **hp** 123

Init +2 **Speed** 20 feet

AC 21, touch 12, flat-footed 18

BAB/Grapple +12/+22

Attack +19 melee (2d6+10, 19–20/x3, urgrosh)
Full Attack +17/+12/+7 melee (2d6+7, 19–20/x3, urgrosh) and +17 melee (1d8+4, 19–20/x3, urgrosh)

SA Smite evil (+3 attack, +8 damage) 2/day
SQ Lay on hands (24 points), immune to fear, turn undead, *remove disease* 1/week, aura of courage, darkvision 60 feet, *detect evil*, dwarven traits, immune to disease

Fort +18, **Ref** +10, **Will** +14

Str 22, **Dex** 15, **Con** 16, **Int** 12, **Wis** 16, **Cha** 17

Crucial Skills: Listen +4, Spot +5.

Other Skills: Craft (armorsmithing) +4, Craft (blacksmithing) +4, Craft (stonemasonry) +4, Craft (trapmaking) +3, Craft (weaponsmithing) +4, Diplomacy +12, Heal +16, Knowledge (dungeoneering) +3, Knowledge (religion) +12.

Crucial Feats: Blind-Fight, **Devout Faith**.

Other Feats: Improved Critical (dwarven urgrosh), Two-Weapon Fighting, Weapon Focus (dwarven urgrosh).

Knight of the Pale **Combat Suite:** Brig's stats assume he uses the Suite of St. Gustav.

Spells: 2/1; save DC 13 + spell level.
 2nd—*shield other*.

1st—*bless weapon*, *cure light wounds*.

Possessions: +1 full plate armor, +1/+1 large dwarven urgrosh, belt of giant strength +4, rope of climbing; *potions of cure moderate wounds*, *eagle's splendor*, and *barkskin* +2; alabaster and gold ring worth 250 gp, **magnetic compass**, spyglass, healer's kit, flasks of holy water (2), 1,400 gp.

"Prince" Ironheart

Male human (Lawful Neutral)

Fighter13 **CR** 13

HD 13d10+26 **hp** 108

Init +4 **Speed** 30 feet

AC 26, touch 14, flat-footed 22

BAB/Grapple +13/+18

Attack +22 melee (1d12+11, 19–20/x3, greataxe)

Full Attack +22/+17/+12 melee (1d12+11, 19–20/x3, greataxe)

Fort +10, **Ref** +8, **Will** +5

Str 21, **Dex** 18, **Con** 15, **Int** 12, **Wis** 9, **Cha** 15

Crucial Skills: Climb +22, Intimidate +14, Jump +16, Listen +1, Spot +2.

Other Skills: Handle Animal +15, Ride +11, Survival +3.

Crucial Feats: Cleave, Dodge, Improved Sunder, Mobility, Power Attack, Quick Draw, Run.

Other Feats: Alertness, Greater Weapon Focus (greataxe), Improved Critical (greataxe), Iron Will, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: Iron flesh (inherent +12 armor bonus, no penalties), +2 greataxe; *potions of heroism*, *cure serious wounds*, and *shield of faith* +3; 50 feet of rope, climber's kit, 43 gp.

KNIGHTS OF SHADOW

Ptolus is a city of secrets: secret organizations, secret people, and secret agendas. The group that calls itself the Knights of Shadow is a secret group bent on bettering society at large through enlightenment. Currently, the members are torn into two factions. One, the Knights of Enlightenment—led by one of the captains of the **Commissar's Men**, Robel Pillian (male human fighter12)—seeks to overthrow the Commissar and all temporal aspects of the Empire of Tarsis. The other faction, the Knights of the Secret Sun, supports the Empire because of the peace and prosperity it has brought; they follow an elderly North Market baker named Edwina Coll (female human commoner11).

The Knights of Shadow are not like other knightly order. Their membership is entirely secret, and they gather only in closed meetings at undisclosed locations. Most members are not standard "knightly" types, either. Rather, they are merchants, bankers, constables, physickers, sea captains, and other typical members of society, particularly members of the middle class.

The Knights of Shadow have secret symbols, including a black sun shape, that mark them as members, but only in the eyes of other members. If needed they can use secret hand gestures to communicate when among nonmembers, but most of the time they don't even attempt such communication, lest they accidentally betray the order.

Plotting in secret, the knights attempt to manipulate events along a desired path. They concern themselves mostly with social and economic issues and desire a world in which people act a certain way and everyone is prosperous (and certain types of people are even more prosperous—namely themselves, their families, and people like them). They are strangely both populist and elitist. They manipulate things by changing the prices of certain goods, by importing one product and not another, by pressuring the City Council to pass certain laws and not others, and—when necessary—by paying for the intimidation or even the elimination of those who oppose them, knowingly or not. The order can be extremely ruthless.

Meeting places—usually the homes or businesses of members—shift frequently. Today the order's clandestine meetings are segregated, the Knights of Enlightenment gathering separately from the Knights of the Secret Sun. The two factions do not oppose each other directly, however. They still believe all Knights of Shadow are better fit to control things than nonmembers, and both groups know their order has the people's (and their own) best interests in mind.

Most people do not even know that the Knights of Shadow exist. Those who do can rarely find any hard facts about membership or meeting locations.



Knights of the Pale, page 125

Commissar's Men, PT4: page 149

Devout Faith, PT6: page 655

Knight of the Pale combat suites, PT6: page 654

Magnetic compass, PT6: page 564

The Knights of Shadow and the PCs

The player characters can run afoul of the Knights of Shadow in many ways. PCs looking into the death of a friend might discover the conspiracy behind it. Someone could hire them to perform a task, but when things start to seem odd about the job, investigation shows that their employer is actually the order. Or the knights decide the party has to be eliminated . . . or perhaps recruited.

Rogues and Hiding Loot
Fearing pickpockets, many people in Ptolus keep their money pouches as secure or hidden—or both, and rogues doubly so. Assume that any NPC with ranks in Sleight of Hand has hidden all valuables (loose gems, coins, etc.) using that skill, making them difficult to find. Also, assume that anyone with rogue levels has paid around 50 gp for secret pockets and pouches that add a +4 bonus to their attempts to hide their valuables on their person.

Find out about the guild's headquarters in "The Undercity" in PT7 (page 429).

House Rau, page 93



Longfingers Guild symbol

Thoughtstone, PT4: page 166
Dragon pistol, PT6: page 560

Longfingers thieves give a 10 percent cut to the guild on all their takes. In exchange, the guild offers supplies and training, and helps cover up crimes when needed.

LONGFINGERS GUILD

The Longfingers Guild once commanded a great deal of respect in Ptolus—at least among the local underworld—as the city's thieves' guild. Today, however, most skilled thieves find it far more lucrative to work for the Balacazars or the Killraven Crime League. The idea of a thieves' guild, according to such naysayers, is outmoded and obsolete, and the Longfingers Guild places too many restrictions on what a thief can and cannot do in the city. The guild is more interested in politics than profit, say its detractors among the criminal element.

It is true that the Longfingers Guild teaches the old-fashioned philosophy of honor among thieves. This ideal is upheld by aging Guildmaster Thief Hayman Knapp. An "old-fashioned" thief, Hayman looks back fondly on days when thieves were not organized into gangs that feuded and worked for depraved individuals, but instead belonged to a guild that trained them in the art of thievery. Of course, even Hayman isn't old enough to remember the days before organized crime, but he heard the stories when he was a boy, and they stuck with him—stories of thieves with honor who policed their own. Fewer and fewer thieves these days seem interested in conforming to Hayman's ideals, however, and that is hurting the guild.

Much of the guild's finances come from **House Rau**. Hayman Knapp carefully keeps the Rau happy and pays them a monthly percentage of the guild's take, always on time. He knows that without Rau, the guild would certainly dry up and blow away like so much dust.

The role that the guild plays now is that of a school for young and upcoming thieves. Most of the skilled burglars, pickpockets, muggers, and cutpurses in the city were members of the guild when they were younger, even if they no longer belong to it.

In the guild's sprawling underground headquarters, the members train, meet, plan, and store their loot. Many of them live there as well. The headquarters is full of traps, both to keep out intruders and also to keep the members on their toes. Members are continually being tested; the Longfingers motto "a relaxed thief is a dead thief" holds true even in their headquarters and homes.

Typical Longfingers Thief

Male or female halfling (Small), (Neutral)

Rogue4 CR 4
HD 4d6+4 hp 19
Init +4 Speed 20 feet
AC 18, touch 15, flat-footed 18
BAB/Grapple +3/-3
Attack/Full Attack +9 melee (1d4-1, small short sword) or +10 ranged (1d4+1, small sling)
SA Sneak attack +2d6

SQ Evasion, uncanny dodge, trap sense +1, halfling traits

Fort +3, **Ref** +9, **Will** +4

Str 8, **Dex** 18, **Con** 12, **Int** 16, **Wis** 15, **Cha** 13

Crucial Skills: Bluff +10, Climb +9, Disable Device +11, Escape Artist +11, Hide +11, Jump +2, Listen +8, Move Silently +15, Search +10.

Other Skills: Forgery +10, Gather Information +7, Knowledge (local) +10, Open Lock +11, Sleight of Hand +11.

Crucial Feats: Stealthy.

Other Feats: Weapon Finesse.

Possessions: Masterwork studded leather armor, masterwork small short sword, masterwork small sling, +1 bullets (10), potions of cure light wounds and invisibility, 50 feet of silk rope, climber's kit, masterwork thieves' tools, 16 gp, 5 sp.

Hayman Knapp

Male human (Lawful Neutral)

Rogue20 CR 20

HD 20d6+20 hp 96

Init +6 Speed 30 feet

AC 26, touch 17, flat-footed 26

BAB/Grapple +15/+16

Attack +26 melee (1d6+6+1d6 Constitution, rapier) or +25 ranged (1d12+4+1d6 cold, dragon pistol)

Full Attack +26/+21/+16 melee (1d6+6+1d6 Constitution, rapier), or +25/+20/+15 ranged (1d12+4+1d6 cold, dragon pistol)

SA Sneak attack +10d6, crippling strike, opportunist

SQ Improved evasion, improved uncanny dodge, trap sense +5, defensive roll

Fort +7, **Ref** +18, **Will** +10

Str 12, **Dex** 22, **Con** 13, **Int** 18, **Wis** 18, **Cha** 15

Crucial Skills: Balance +29, Bluff +24, Climb +21, Disable Device +13, Hide +27, Intimidate +15, Listen +4, Move Silently +22, Search +19, Spot +24, Tumble +20, Use Magic Device +25.

Other Skills: Appraise +22, Disguise +20, Gather Information +21, Knowledge (local) +20, Open Lock +30, Sleight of Hand +26.

Crucial Feats: Combat Expertise, Improved Feint, Improved Trip.

Other Feats: Deceitful, Diligent, Exotic Weapon Proficiency (firearms), Negotiator, Weapon Finesse.

Possessions: +5 studded leather armor, +5 rapier of puncturing, ring of protection +1, amulet of natural armor +1, gloves of dexterity +2, **thoughtstone**, wand of greater invisibility (29 charges), +4 silent rapid fire **dragon pistol**, frost ammunition (20 rounds); potions of cure serious wounds, lesser restoration, and barkskin +4; 50 feet of silk rope, climber's kit, disguise kit, masterwork thieves' tools, pocketwatch, spectacles, gold ring with diamonds worth 3,000 gp, gold ring worth 750 gp, 10 diamonds worth 1,000 gp each, 200 pp, 10 gp.



THE MALKUTH

The opposite number of the **Fallen**, the Malkuth are angelic beings who have come into the world willingly to help fight evil, even though they know that coming to Praemal traps them in the world for all eternity. Once scattered across the world, angels who enter the world physically (and thus cannot leave) now know to come to Ptolus. They do so because this city holds the greatest concentration of evil in the world; this is where they will be most needed.

Over the millennia, the presence of these angels has led to the birth of half-celestials who, in turn, become the parents of aasimars. These angelic sons and daughters are welcome among the Malkuth.

Most of the true Malkuth keep to themselves high in their **Pale Tower**, a structure they built in Oldtown almost three centuries ago. It is not common, even around the tower, to see a solar or archon walking the streets. Mostly, the true angels let the half-celestials and aasimars deal with mortals, while they meditate amid the lilting tones of magical music.

Some particularly altruistic humanoids live among the Malkuth. One such is Tasilicus Rhendron (male human wizard12) who specializes in the magic of mirrors. In addition, the Pale Tower houses Narlus Dye (female human bard7), who studies the music of Heaven, and Asaiel Silverdoor (female elf paladin8), who sees

the defense of angels as a most suitable self-imposed geas.

It is a common misconception that the leader of the Malkuth is a half-celestial woman named **Aoska**. She is certainly the highest-profile Malkuth and, indeed, is even one of the Commissar's **Twelve Commanders**. However, she is by no means the leader of all the angels here. That would be **Sephranos, the Winged King**, a solar. If he is not available, Kadiradel, another solar, is certainly a well-respected leader.

Aoska is tall and regal, with a single horn spiraling from her forehead. Unlike most half-celestials, she has no wings. In battle, her glory and fury combine with a force that brings terror to the dark hearts of her foes. She prefers not to charge into combat immediately, taking at least 1 round to fire a volley from her bow. After that, she charges in with a battle cry: "For Heaven's Thrones!" or "By the Seven Chains!" Out of battle she is cool and collected, never rash or quick to anger.

Aoska

Female half-celestial (Lawful Good)

Outsider (good, lawful)

Fighter 19 **CR** 22

HD 19d10+76 **hp** 199

Init +3 **Speed** 20 feet

AC 31, touch 13, flat-footed 28

BAB/Grapple +19/+26

Attack +31 melee (1d10+14+2d6 holy, 17–20/x2, bastard sword) or +27 ranged (1d8+2d6 holy+1d6 electricity, longbow)

Full Attack +31/+26/+21/+16 melee (1d10+14+2d6 holy, 17–20/x2, bastard sword) and +21 melee (1d8+3, horn), or +25/+25/+20/+15/+10 ranged (1d8+2d6 holy+1d6 electricity, longbow)

SA Smiter evil (+19 damage) 1/day, spell-like abilities.

SQ Darkvision 60 feet, immune to disease, resistance to acid 10, cold 10, electricity 10, fire 10, DR 10/magic, SR 29, +4 on saves against poison.

Fort +17, **Ref** +11, **Will** +10

Str 25, **Dex** 17, **Con** 18, **Int** 14, **Wis** 14, **Cha** 22

Crucial Skills: Balance +5, Climb +24, Hide +1, Listen +4, Move Silently +11, Sense Motive +11, Spot +4.

Other Skills: Diplomacy +9, Knowledge (history) +7, Knowledge (local) +9, Knowledge (the planes) +10, Swim +12, Use Rope +8.

Crucial Feats: Blind-Fight, Combat Expertise, Combat Reflexes, Improved Sunder, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Shot.

Other Feats: Alertness, Exotic Weapon Proficiency (bastard sword), Greater Weapon Focus (bastard sword), Greater Weapon Focus (longbow), Greater Weapon Specialization (bastard sword), Improved Critical (bastard sword), Weapon Focus

Malkuth Leaders

Sephranos the Winged King appears as a nine-foot-tall human man with glistening gem-like eyes, silver skin, and golden wings. A golden crown floats above his head. On the rare occasion that mortals lay eyes upon him, most assume that he is a deity.

Kadiradel, on the other hand, while equally tall, assumes the form of a rather nondescript-looking man with brown hair and white wings.

Twelve Commanders, PT4: page 148

The Fallen, page 110



Malkuth holy sword

Pale Tower, PT5: page 329

*Inverted Pyramid, page 115
Arena, PT5: page 315*

*Blessed children, PT6: page 618
Thoughtstone, PT4: page 166*

*Dorant Khattru, page 93
Citadel of Might, PT5: page 318*



In the early days of the city, an organization similar to the Order of Iron Might, called the Brotherhood of the Sword, brought together a number of former Imperial soldiers and warriors of the untamed wilderness around the Spire. The group disbanded after almost a century when corruption and embezzlement left it heavily in debt.

Naltegro Suun members have access to the assassin prestige class without having to meet the requirement of being evil; however, they must not be good aligned.

The Naltegro Suun's secret meeting hall lies beneath a tower on the north end of Oldtown, near the King's River Gorge; for details, see PT5, page 332.

(longbow), Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Spell-Like Abilities: Caster level 19th. The save DCs are Charisma based.

At will—*daylight*.

3/day—*holy aura, protection from evil*.

1/day—*aid, bless, cure serious wounds, detect evil, dispel evil, hallow, holy smite, holy word, mass charm monster, neutralize poison, remove disease, resurrection, summon monster IX* (celestials and **blessed children** only).

Possessions: +5 *breastplate of fire resistance*, +5 *heavy steel shield*, +3 *holy bastard sword*, +3 *holy longbow*, +1 *shock arrows* (12), *cloak of resistance* +2, **thoughtstone**; *potions of cure serious wounds, heroism, levitate*, and *shield of faith* +3; letter of credit from the Malkuth worth 1,000 gp.

NALTEGRO SUUN

The Naltegro Suun are, strangely enough, non-evil assassins. Their name is an ancient one, coming from the distant west and meaning “the just avenger.” (Some claim the word is Orcish, but in truth it comes from an even older language—one that influenced the speech of orcs back when orcs spoke only Abyssal.) The Naltegro Suun do not actually see themselves as bringers of justice the way the Sisters of Silence do. They do not hesitate to call themselves businessmen. But they understand the ethical dangers of their business and tread carefully to stay on the right side, as they see it.

The main stipulation that the Naltegro Suun demand of their members is that they must see proof that the victim deserves whatever ill they are hired to deliver (not all Naltegro Suun assignments involve killing—sometimes they just give a victim a beating, burn down a building, etc.). Clients fool them occasionally, but when they find out about it, they enact a just punishment on the employer who wronged *them*.

The members of the Naltegro Suun are rogues, assassins, and fighters; they number only thirteen. They are always careful to not sully themselves with the emotions of the act. They do what is right, but they are not sadistic or even inherently violent. They do not relish seeing others suffer, even if it is deserved. They do it because they are paid to do it.

Although they are criminals, the Naltegro Suun have no connections to other illegal organizations. The authorities are well aware of them but do little to stop their missions. In truth, the Naltegro Suun end up doing more good than evil, and sometimes it's hard to argue with such a direct application of justice. Their headquarters lies in a **secret meeting hall** beneath Oldtown, a trap-filled subterranean fortress that is usually empty except when they gather for meetings.

ORDER OF IRON MIGHT

Originally created on a bet, the Order of Iron Might was founded one hundred twenty years ago by Arbon Sevolve and Mystia Descri. Arbon contended that an organization for swordfighters and mercenaries, *a la* the **Inverted Pyramid**, could be extremely popular and profitable. He won the bet, as mercenary bands and gladiators from the **Arena** both flocked to join the organization.

The Order of Iron Might is a warriors' guild dedicated to finding employment for its martial membership. **Lord Dorant Khattru** serves as perfunctory guildmaster, although in truth, he hardly ever comes to the headquarters. The group's headquarters—the **Citadel of Might**, near the Arena in Oldtown—is primarily a hiring hall for mercenaries, guards, and sellswords, but it also contains an open yard where members can train and a small, fairly crude flophouse where members in need of shelter can stay on a first-come, first-served basis each night.

Dues for the order amount to 20 gp to join, plus 10 gp per year. Benefits include training, discounted prices for weapon and armor repair, and shared contacts. The guild maintains a small, full-time staff of attendants, officers, and trainers, some of whom provide their services for free on behalf of House Khattru. The guild currently has more than four hundred members.

PACTLORDS OF THE QUAAN

Very few people in Ptolus have ever heard of the Pactlords of the Quaan. This group formed in ancient times, as the main humanoid races began to populate the world. A few intelligent nonhumanoids saw this coming threat and resented the power of the newcomers. From a secret extra-dimensional realm called the Quaan, they made a pact to work together to destroy their common humanoid enemy. This pact is magically binding, which compels even the most chaotic members to keep it.

Pactlords include individuals from all intelligent monstrous species: aboleths, lamias, manticores, medusas, and even dragons. Membership never includes undead and virtually never outsiders. Because only individuals join the Pactlords—not groups—one is just as likely to encounter two wildly different Pactlords together (a grey render and a naga, for example) as two of the same type of creature.

The Pactlords of the Quaan frequently use such minions as trolls, ogres, giants, atach, and other less intelligent beings; they call these minions Pactslaves. Sometimes they trick even humans, elves, or other humanoids into working with the Pactslaves, and thus ultimately for the Pactlords: creatures dedicated to their very destruction.

The Pactlords of the Quaan secretly sponsor the largest slaver operation in Ptolus. The slavers, who call themselves the **Ennin**, operate out of an abandoned warehouse in the Docks. The warehouse is built into the cliffs and extends into the solid rock, where the Ennin keep their slaves and billet their guards and slave-catchers. Many high-ranking Ennin are Pactslaves, and the group's leaders are Pactlords. Deep below the slave pits lie underwater caves where an aboleth dwells alongside a creature that calls itself the Eye of the Deep. These Pactlords issue commands from their murky lairs to the slavers above.

GOALS

The Pactlords want to eradicate humans, elves, dwarves, halflings, and gnomes—in that order—from the face of Praemal. Since that goal remains quite far from fruition, they currently seek more and more power.

In recent times, they have set themselves upon the quest for the *Black Grail*, an artifact of great power said to have been trapped long ago in the **Banewarrens** below Ptolus. Through a great deal of information gathering and research, they have ascertained a way to enter the Banewarrens and have set in motion a plan to break in and obtain the object of their desire.

The Pactlords hate virtually everyone in the city. They operate only in the shadows or deep underground. They are said to maintain a secret base of operations on an island in the Umbral Lake within the **Eternity Cave**. Those few who have encountered them report that the Pactlords prove not only powerful but dedicated and extremely intelligent. Their only weakness appears to be occasional dissension in their ranks due to differing racial outlooks.

PALE DOGS

Gangs control the Warrens. The larger, more prominent among them have the backing of various individuals within the criminal hierarchy. The largest gang of all, the Pale Dogs, is led by a mysterious man known only as **Jirraith**.

No one knows what Jirraith looks like, or even what race he is. In fact, it is only an assumption that he is male. Those in his employ usually get their orders and payments through an intermediary. At least some of those who work for him must know how to identify him, but even they say they can tell him only by his unmistakable magical ruby ring. It seems Jirraith has no appearance or identity at all, but most of the time, the intermediary is Jirraith. Jirraith wanders the Warrens and other districts all the time, but no one knows it. Jirraith is a doppelganger.

Jirraith works directly for **Menon Balacazar** and uses the Pale Dogs as a kind of proving

ground. The particularly bloodthirsty members, once they have some experience with murder and deception, he sells to the **Vai**. Other promising members he gives to the Balacazars to use as guards and enforcers. The rest languish in the Warrens, but these dregs of the gang don't last long. Consequently, the Pale Dogs are always very young, and almost exclusively male. They prefer humans, although half-orcs and half-elves aren't terribly uncommon.

The Pale Dogs do not have a central headquarters (other than the home of Jirraith; see the Warrens in PT5). Instead, they consider the entirety of the Warrens as their territory. Their "authority" trumps that of any other gang in the area, although many other local organizations resent their youth and position and resist from time to time. The resistance ultimately proves futile, however. The size and powerful backers of the Pale Dogs make them impossible to oppose for long.

One can easily recognize members of the Pale Dogs by their shaven heads and black-painted fingernails. Some use bitter herbs to stain their teeth black as well. Aside from general extortion in the Warrens, the Dogs (through Jirraith) hire themselves out as muscle for other criminals. Most of the time, however, they just throw their weight around and terrorize neighborhoods in the Warrens and surrounding districts.

Typical Pale Dog

Male human (Neutral Evil)
Warrior/rogue CR 1
HD 1d8+2 + 1d6+2 **hp** 16
Init +2 **Speed** 30 feet
AC 14, touch 12, flat-footed 12
BAB/Grapple +1/+3
Attack/Full Attack +3 melee (1d10+3, greatclub) or +5 melee (1d4+2, dagger) or +5 ranged (1d4+2, dagger)
Fort +4, **Ref** +4, **Will** +1
Str 15, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 8
Crucial Skills: Bluff +1, Climb +6, Hide +4, Intimidate +1, Jump +5, Listen +2, Move Silently +4.
Other Skills: Open Lock +3, Ride +4, Sleight of Hand +4, Use Rope +3.
Crucial Feats: Improved Unarmed Strike.
Other Feats: Weapon Focus (dagger).
Possessions: Leather armor, masterwork dagger, greatclub, thieves' tools, double ring, 13 sp.

THE SHUUL

The Shuul are a very new group, dedicated not only to restoring the reign of science and reason to the Empire, but to advancing it. Although they bill themselves as supporters of Law, the Shuul are more accurately thought of as masters of technology.

As any student of history can relate, the

The Quaan

The Quaan is a mysterious place—a magical creation of an elf wizard named Maeritha Moonrise—that does not exist on this plane. Rather, it is a closely connected “half-world” floating on the Ethereal Sea. Once a realm hidden in the Heartwood of all trees, the Quaan is now a place of dried and shriveled branches and stinking, fetid bogs.

At the center of this small, closed half-world lies the Font of the Pact, a gargoyle-covered magical fountain that powers the Pact itself, and to which all the Quaan bone rings are linked. A few of the most powerful Pactlords have homes and lairs in the Quaan. The largest structure is called the Black Manor, the Pactlords' true headquarters.

The Vai, page 139

The Banewarrens, PT7: page 419

Eternity Cave, PT7: page 451

Quaan Bone Rings

Quaan bone rings are magical and made of bone. Such a ring cannot be removed unless the wearer is dead. Anyone at the Font of the Pact, a fountain of onyx and gold at the center of the Quaan, can concentrate and know the location of a wearer of one of these rings, as long as the wearer's name is known. Virtually all Pactlords and all Pactslaves wear these rings.

Faint divination; CL 5th; Forge Ring, locate creature, creator must be a Pactlord of the Quaan; Price worthless; Cost to Create: 10,000 gp and 800 xp.

Jirraith, PT5: page 406

Menon Balacazar, page 101

Use stats for the inevitables in the MM as representative of the Iron Angels. In outlook, they are more interested in technology than law and justice.

*Smoke Shop, PT5: page 310
Dreaming Apothecary, page 118*



The Shuul symbol

FROM MY CAMPAIGN TO YOURS

In every Ptolus game I have ever run, the players never really know what to make of the Shuul. Are they misunderstood antagonists, or are they deluded protagonists?

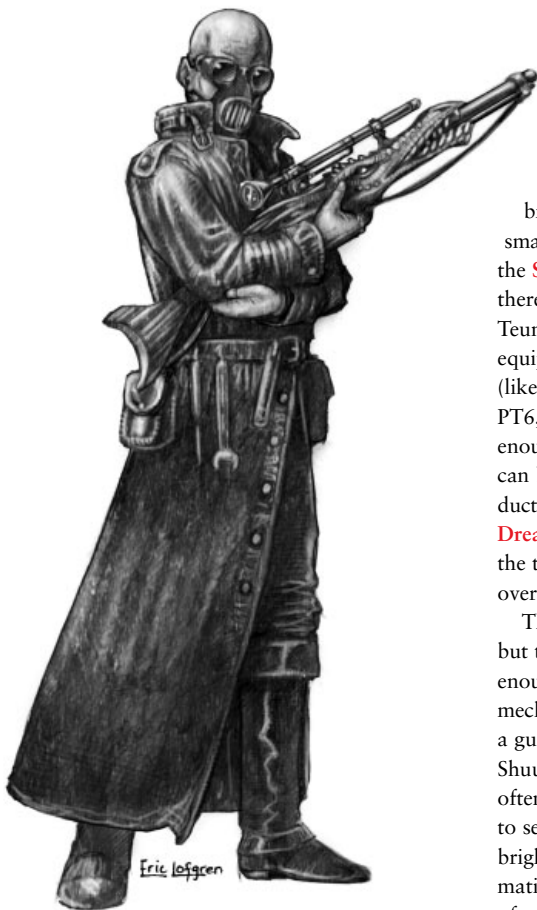
On the one hand, their ideals seem commendable, but on the other, they seem to be allied with all the wrong people. This was always an apprehension that I attempted to foster. I never wanted the players to truly get a handle on this enigmatic group.

*Temple of Teun, PT5: page 395
The Foundry, PT5: page 185
Tower of Science, PT5: page 334*

*Kevis Killraven, page 121
Segaci Fellisti, PT2: page 79*

*Zaug, PT6: page 633
Chaositech, PT6: page 566*

The Sorn, page 137



Angels, neutral outsiders related to the Iron God.

The Shuul have one of the largest stockpiles of firearms and gunpowder in the Empire today. Most of their members carry firearms, and they even have some to spare—up until now they have used them for bribes. Recently, however, the Shuul started a small firearms shop in the North Market called the **Smoke Shop**. They also sell magical firearms there (with help from the Sorn and the clerics of Teun), as well as other interesting technological equipment and magical technological materials (like magical pills that do the job of potions; see PT6, page 564). They hope one day to make enough money selling such equipment that they can be free of their patron (see below). Their production of magical goods has cast the eyes of the **Dreaming Apothecary** upon them, however, and the two groups are likely to come into conflict over it.

The Shuul plan to create a technologists' guild, but that day remains some years off—there aren't enough people skilled in the creation and repair of mechanisms and scientific discoveries to form such a guild just yet. To further their eventual goals, the Shuul carefully monitor all schools in Ptolus—often clandestinely, sometimes involving break-ins to see school records. The group keeps tabs on the brightest children with an aptitude toward mathematics and science. When they reach sixteen years of age, Shuul agents attempt to recruit them. For now, the Shuul leadership uses the **Temple of Teun** as a base of operations, as well as the **Foundry** in the Guildsman District. They are currently building a "**Tower of Science**" in Oldtown.

The Shuul count House Shever as an ally and Houses Sadar and Vladaam as enemies.

THE DARK SECRET OF THE SHUUL

Creating and developing new technological wonders and clockwork devices is extraordinarily expensive in terms of resources, money, and personnel. When it became clear that they could never accomplish their goals on their own, the leadership of the Shuul turned to a dark source of all three: **Kevis Killraven**. More specifically, they came together through a mutual patron, **Emperor Segaci Fellisti**. Segaci strongly supports the goals of the Shuul and wants Killraven to help them reach those goals—that is, in fact, the main reason he supports her criminal empire.

Others are also interested in the Shuul's pursuits. For example, the **zaug** deep below the city are, of course, skilled in the use of **chaositech** created by their former masters, the Galchutt, but they also can be adept with real technology as well. One or two joined the Shuul, initially in disguise, to learn about their science, which they

Empire of Tarsis was founded by the Prust far to the east on the ideals of science and technological advancement. Working with the Grailwarden dwarves over the years, the Prust perfected firearms, printing presses, steam engines, and various clockwork wonders. However, in the last century, technological knowledge has regressed rather than progressed, decaying like the Empire that once fostered it.

The Shuul plan on doing all they can to change that. Working hand in hand with religious groups representing Teun and the Iron God (both old Prustan deities), they have gathered many remaining trained technicians and scientists to preserve their knowledge and foster their work. For now, the Shuul are strictly a Ptolus-based group, but one day see themselves as spreading throughout the Empire, functioning as an official technological guild and society.

For some reason, many people assume that because the Shuul dedicate themselves to technology, they dislike or disapprove of magic. This is not the case. In fact, they are allied with the spellcasting **Sorn**; a few of their own members are arcanists, and still more are clerics. Many Shuul have come to revere mystical creatures called the **Iron**

adopted with impressive and alarming speed. Of late, some of the Shuul have learned of the zaug in their midst, but the evil creatures have become so technologically proficient and have made so many significant breakthroughs in the fields of biology and alchemy that they have found acceptance.

MEMBERSHIP

Shuul agents are obvious by their long, black leather coats, goggles, tool belts, and firearms. Less action-oriented Shuul—technologists who spend their time in workshops and laboratories—wear black leather aprons full of pockets for tools. Most have shaved heads, both men and women. Most are human, but a high percentage are dwarves (mostly Grailwarden). Very few are elves or halflings, but there is a handful of gnomes.

The leader of the Shuul goes by the name **Savane** in public, although his real name is Boris Ilvata. Savane keeps his identity a secret, for he knows the Shuul have many enemies. He spends most of his time in the Temple of Teun in the Temple District. A relatively quiet, reserved man, Savane has wild brown hair and thick spectacles. He usually wears a long, dark coat.

Savane

Male human (Lawful Neutral)
Wizard6/expert3 CR 8
HD 6d4+12 + 3d6+6 **hp** 41
Init +2 **Speed** 30 feet
AC 12, touch 12, flat-footed 10
BAB/Grapple +5/+5
Attack/Full Attack +9 ranged (1d12+2+1d6 electricity, dragon pistol)
SQ Familiar
Fort +5, **Ref** +5, **Will** +10
Str 10, **Dex** 14, **Con** 14, **Int** 19, **Wis** 14, **Cha** 13
Languages: Abyssal, Aquan, Common, Gnomish, Infernal.
Crucial Skills: Disable Device +12, Escape Artist +8.
Other Skills: Craft (alchemy) +8, Craft (machines) +12, Diplomacy +6, Disguise +3, Gather Information +7, Knowledge (arcana) +9, Knowledge (architecture and engineering) +9, Knowledge (geography) +13, Knowledge (history) +13, Knowledge (local) +10, Knowledge (machines) +14, Knowledge (religion) +5, Spellcraft +14.
Crucial Feats: Combat Casting, Dodge.
Other Feats: Craft Wand, Exotic Weapon Proficiency (firearms), Scribe Scroll, Skill Focus (Knowledge [architecture and engineering]), Spell Focus (evocation).
Spells: 4/4/4/3; save DC 14 + spell level, DC 15 + spell level for evocation spells.
 3rd—*displacement, haste, lightning bolt*.
 2nd—*blur, fox's cunning, lock and load, mirror image*.

1st—*grease, identify device, mage armor, protection from chaos*.
 0—*daze, detect magic, mage hand, mending*.
Possessions: +2 **dragon pistol**, +1 **silent shock bullets** (12), *wand of color spray* (25 charges), dagger, protective goggles, spyglass, masterwork machine tools, pocketwatch, *cure serious wounds pills* (2), magnetic compass.
Familiar, Raven: 20 hp; see MM.

Typical Shuul Agent

Male or female human (Lawful Neutral)
Fighter/expert2 CR 2
HD 1d10+1 + 2d6+2 **hp** 21
Init +2 **Speed** 30 feet
AC 16, touch 12, flat-footed 14
BAB/Grapple +2/+3
Attack/Full Attack +3 melee (1d4+1, dagger) or +6 ranged (2d8, dragon rifle)
Fort +3, **Ref** +2, **Will** +3
Str 12, **Dex** 14, **Con** 12, **Int** 13, **Wis** 10, **Cha** 5
Languages: Common, Dwarvish.
Crucial Skills: Disable Device +5, Jump +6, Listen +4, Move Silently +4, Spot +5.
Other Skills: Craft (machines) +4, Knowledge (machines) +4, Swim +5.
Crucial Feats: Point Blank Shot, Rapid Reload (dragon rifle).
Other Feats: Exotic Weapon Proficiency (firearms), Weapon Focus (dragon rifle).
Possessions: **Leather coat**, masterwork **dragon rifle**, masterwork dragon pistol, masterwork bullets (12), dagger, **protective goggles**, spyglass, masterwork tools, pocketwatch, *cure light wounds pills* (2), 23 gp.

Typical Shuul Technologist

Male or female dwarf (Lawful Neutral)
Expert3 CR 2
HD 3d6+9 **hp** 21
Init +2 **Speed** 20 feet
AC 12, touch 12, flat-footed 10
BAB/Grapple +2/+1
Attack/Full Attack +5 ranged (1d12, dragon pistol)
SQ Darkvision 60 feet, dwarven traits
Fort +4, **Ref** +3, **Will** +4
Str 9, **Dex** 14, **Con** 16, **Int** 17, **Wis** 12, **Cha** 9
Languages: Common, Dwarvish, Giant, Goblin, Old Prustan.
Crucial Skills: Disable Device +9, Hide +7, Listen +4, Spot +4.
Other Skills: Craft (alchemy) +9, Craft (armorsmithing) +7, Craft (blacksmithing) +5, Craft (machines) +12, Craft (stonemasonry) +5, Craft (trapmaking) +5, Craft (weaponsmithing) +5, Knowledge (geography) +7, Knowledge (machines) +9, Profession (miner) +7.
Crucial Feats: N/A
Other Feats: Exotic Weapon Proficiency (firearms), Skill Focus (Craft [machines]).
Possessions: Masterwork dragon pistol, ammunition (6 rounds), protective goggles, masterwork tools, smoke bomb, tindertwigs (3), flasks of alchemist fire (2), pocketwatch, 25 gp.

Identify device, PT6: page 642

Dragon pistol, PT6: page 560
Silent ability for ammunition, PT6: page 562

Pills, PT6: page 564

Lothian and the Shuul

Interestingly, the extremely pro-Empire Shuul are fairly strongly anti-Church. In fact, the Shuul believe that the wedding of Church and Empire early on was the root of the downfall of science and learning. They feel the Church has had too much power—during the Days of Blood, in particular—and that it suppressed not only magic but many fields of study, including technological development. As of now, the Shuul keep these opinions to themselves, but the rising conflict between the Emperor of the Church and Segaci, the claimant to the throne whom they support, suggests that they are unlikely to remain mum for long.

Leather coat, PT6: page 542

Dragon rifle, PT6: page 560

Protective goggles, PT6: page 564



Lock and load, PT6: page 643

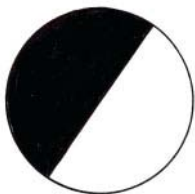
City Watch, PT4: page 150

Rumor has it that the Sisters work harder to find—and are more severe in apprehending—those who commit crimes against women. This is not actually true, but since so many crime victims are female, it seems true.

Priory of Introspection, PT5: page 374

Adult women cannot join the Sisterhood of Silence. Training for the order is so demanding—both mentally and physically—it must begin before maturity sets in. Girls who are unable to complete the training are still cared for by the Sisterhood until they become adults and can make their own way in the world.

*Stunning bolts, page 136
Greathammer, page 136*



The black-and-white symbol of the Sisterhood signifies their own extraordinary duality. Not only do they see the world in terms of clear-cut right and wrong, but they themselves are very compassionate and nurturing (toward those they feel deserve it) and utterly ruthless toward lawbreakers.

SISTERHOOD OF SILENCE

Although the order has chapters in lands beyond the walls of Ptolus, surely nowhere else does the Sisterhood of Silence command the respect and fear that it wields here. Most consider this all-female order of monks and fighters to be a secondary police force after the **City Watch**. In fact, people in the know (which is to say, criminals) fear the Sisterhood far more than the Watch. The Sisters are beyond reproach when it comes to bribery, coercion, or corruptibility. Patrols of Sisters, walking silently about town with stern faces, are a common sight in almost every district save perhaps the Necropolis.

Since its inception, the order has fought against criminals and wrongdoers. More than eighty years ago, the Commissar at the time saw that Ptolus was becoming a dangerous place and decided to work with the Sisterhood of Silence rather than against it. In 690 IA, the Sisterhood received special Imperial authority within the walls of Ptolus to apprehend criminals and protect the peace.

The Sisterhood of Silence works toward justice. In so doing, the Sisters are careful not to break Imperial laws, but they do not enforce them—they mete out justice. The distinction is important. They never incarcerate criminals on their own, but always turn them over to the City Watch. Of course, if a criminal is harmed or killed during the Sisters' apprehension of him, no wrong has been committed. Thus, the Sisterhood of Silence has earned a reputation of being particularly ruthless and violent to those who break serious laws. On the other hand, the Sisters never act unless they are certain the suspect is guilty.

The Sisters of Silence are monks and fighter/monks. Aside from their skill at unarmed combat, they are well known for their deadly accuracy with crossbows (often loaded with **stunning bolts**) and their use of their signature **greathammers**. They all wear voluminous black and white habits that are specially cut so as not to hinder their combat actions. True to their order's name, they never speak. Rumors circulate that the Sisters have developed telepathy; to at least some extent, these rumors are true.

The Sisterhood of Silence employs a number of men called Speakers. These eunuchs devote their lives to the Sisterhood as much as do any of the Sisters themselves. As their name would suggest, these men speak for the order. Talking to one of the Sisters (or a group of them) through a Speaker is like using a translator. The Speaker says something on behalf of the order, and when a reply is needed he pauses as if receiving a message to "translate" into spoken words. Then, he relates the order's response.

Throughout this exchange, the Speaker never looks at any of the Sisters—ever.

The Sisters do use a form of unspoken communal communication: They convey feelings and sometimes images rather than words. They don't "speak" with their minds, but they do manage to communicate. This shared link makes them even more efficient in combat and other operations. The range of this ability varies with the level of the Sisters involved, but powerful members of the order can communicate across the city.

Most of the Sisters are muscular women with stout frames. They wear white and black robes and hoods made of thick, coarse material that would seem to restrict fast movement and unarmed combat. But appearances can be deceiving.

Girls and young women from the streets, from broken homes, or from orphanages come to the **Priory of Introspection**, the group's headquarters in the Temple District. The Sisters care for, feed, house, and clothe the needy young women. They also begin training them immediately. Training never stops.

The Sisters of Silence are organized into three circles, each more advanced than the one before it. Most Sisters are First Circle members. After years of training and experience, one advances to the Second Circle. Only the most gifted and experienced Sisters advance to the Third Circle. It is interesting to note that the three circles do not convey greater authority, but greater respect and power.

Typical First Circle Sister of Silence

Female human (Lawful Neutral)

Monk CR 3
HD 3d8+3 **hp** 19
Init +6 **Speed** 40 feet

AC 15, touch 15, flat-footed 13

BAB/Grapple +2/+3

Attack +4 melee (1d10+1, greathammer), or +3 melee (1d6+1, unarmed strike), or +5 ranged (1d10, heavy crossbow)

Full Attack +4 melee (1d10+1, greathammer), or +1/+1 melee (1d6+1, unarmed attack—flurry), or +5 ranged (1d10, heavy crossbow)

SQ Evasion, +2 bonus on saves against enchantment

Fort +4, **Ref** +5, **Will** +6

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

Crucial Skills: Balance +6, Climb +5, Concentration +6, Jump +8, Listen +5, Move Silently +8, Spot +5, Tumble +8.

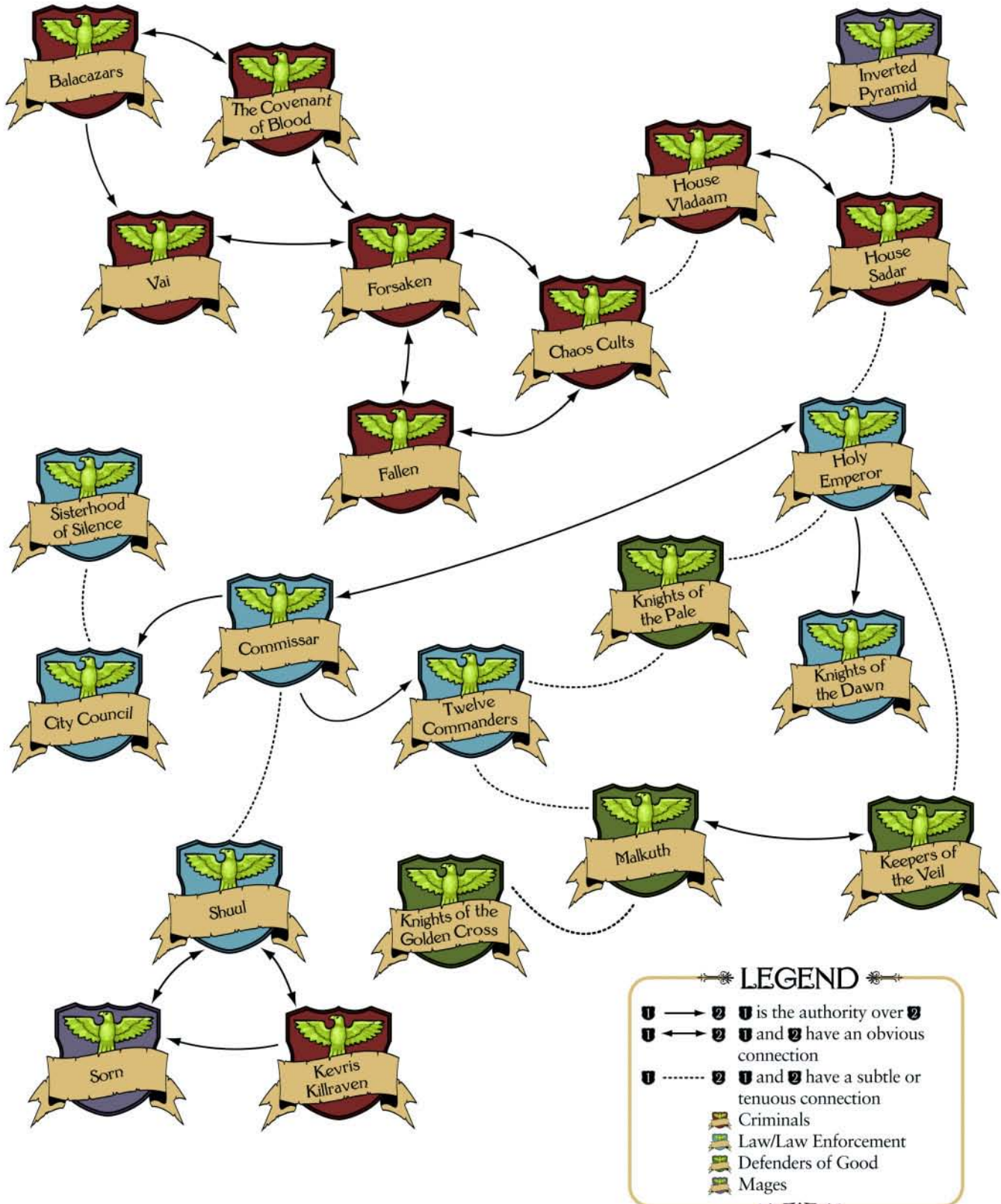
Other Skills: Knowledge (local) +5.

Crucial Feats: Combat Reflexes, Dodge, Improved Unarmed Strike, Stunning Fist.

Other Feats: Alertness, Improved Initiative.

Possessions: Masterwork heavy crossbow, masterwork bolts (12), masterwork greathammer; *potions of cure moderate wounds, levitate, and see invisibility*; sunrod, tanglefoot bags (2).

ORGANIZATIONAL RELATIONSHIPS



For more on reporting crimes to the Sisterhood and/or City Watch, see the "Crime and the Law" chapter in PT6 (page 552).

No one has ever heard of a Sister of Silence who has broken her sacred vow.



Typical Second Circle Sister of Silence

Female human (Lawful Neutral)

Monk8 CR 8
HD 8d8+8 **hp** 43
Init +6 **Speed** 50 feet

AC 17, touch 17, flat-footed 15

BAB/Grapple +6/+12

Attack +9 melee (1d10+3, greathammer) or +8 melee (1d10+2, unarmed attack) or +9 ranged (1d10+1, heavy crossbow)

Full Attack +9/+4 melee (1d10+3, greathammer) or +7/+7/+2 melee (1d10+2, unarmed attack—flurry) or +9 ranged (1d10+1, heavy crossbow)

SQ Evasion, +2 bonus on saves against enchantment, immune to disease, heal self 16 points, slow fall 40 feet

Fort +7, **Ref** +8, **Will** +11

Str 15, **Dex** 15, **Con** 12, **Int** 14, **Wis** 17, **Cha** 13

Crucial Skills: Balance +12, Climb +12, Concentration +9, Jump +7, Listen +13, Move Silently +8, Sense Motive +9, Spot +10, Tumble +13.

Other Skills: Knowledge (local) +7.

Crucial Feats: Combat Reflexes, Improved Disarm, Improved Grapple, Stunning Fist.

Other Feats: Endurance, Improved Initiative, Improved Unarmed Strike, Iron Will.

Possessions: +1 heavy crossbow, +1 bolts (11), +1 **stunning bolt**, masterwork **greathammer**, ring of protection +1; potions of cure serious wounds, haste, levitate, and see invisibility; sunrod, tanglefoot bags (2).

Typical Third Circle Sister of Silence

Female human (Lawful Neutral)

Monk14 CR 14
HD 14d8+14 **hp** 90
Init +7 **Speed** 70 feet

AC 23, touch 21, flat-footed 20

BAB/Grapple +10/+12

Attack +13 melee (1d10+4, greathammer) or +12 melee (2d6+2, unarmed attack) or +13 ranged (1d10+2, heavy crossbow)

Full Attack +13/+8 melee (1d10+4, greathammer) or +12/+12/+12/+7 melee (2d6+2, unarmed attack—flurry) or +13 ranged (1d10+2, heavy crossbow)

SA Ki strike (magic, lawful)

SQ Improved evasion, +2 bonus on saves against enchantment, immune to disease, heal self 28 points, slow fall 70 feet, *dimension door* 1/day, SR 24

Fort +10, **Ref** +12, **Will** +15

Str 14, **Dex** 16, **Con** 12, **Int** 15, **Wis** 19, **Cha** 10

Crucial Skills: Balance +13, Climb +19, Concentration +14, Jump +8, Listen +20, Move Silently +17, Spot +23, Tumble +20.

Other Skills: Knowledge (local) +13.

Crucial Feats: Combat Expertise, Combat Reflexes, Dodge, Improved Disarm, Improved Trip, Improved Unarmed Strike, Stunning Fist.

Other Feats: Alertness, Improved Initiative, Iron Will.

Possessions: +2 heavy crossbow, +1 bolts (8), +1 **stunning bolts** (4), +1 ki strike **greathammer**, ring of protection +2, bracers of armor +2, ring of see invisibility; potions of cure serious wounds, fly, and lesser restoration; sunrods (2), tanglefoot bags (2).

The Mother Superior of the Sisterhood is a special case. Born with a number of inherent mental gifts, she is a powerful telepath with limited precognitive powers. She also enjoys long life—she is three hundred fifty-six years old, although she seems only sixty. She stands about five feet, six inches and has a slight stoop, but she is otherwise fit. If confronted with a threat, in almost every case she teleports away.

Mother Superior of the Sisterhood of Silence

Female human (Lawful Neutral)

Monk16 CR 17*
HD 16d8+16 **hp** 81
Init +8 **Speed** 80 feet

AC 32, touch 24, flat-footed 26

BAB/Grapple +12/+17

Attack +13 melee (2d8+1, unarmed attack)

Full Attack +13/+13/+13/+8/+3 melee (2d8+1, unarmed attack—flurry)

SA Ki strike (magic, lawful, adamantite), quivering palm (Fortitude, DC 23)

SQ Improved evasion, +2 bonus on saves against enchantment, immune to disease, heal self 32 points, slow fall 80 feet, *dimension door* 1/day, SR 26

Fort +13, **Ref** +18, **Will** +17

Str 13, **Dex** 19, **Con** 13, **Int** 15, **Wis** 20, **Cha** 20

Crucial Skills: Climb +15, Concentration +20, Jump +8, Listen +16, Move Silently +21, Spot +21, Tumble +21.

The Dreaming Apothecary makes these +1 bolts specially for the Sisterhood of Silence and by agreement will not sell them to anyone else. Any humanoid struck by one of these bolts must make a Fortitude saving throw (DC 21) or be stunned for 1d4 rounds.

Strong enchantment; CL 15th; Craft Magic Arms and Armor, power word stun; Price 840 gp.

Greathammer

This weapon, unique to the Sisterhood of Silence, is a massive two-handed warhammer. It inflicts 1d10 points of bludgeoning damage (1d8 if small) with a ×3 critical. It weighs 14 lbs. and costs 25 gp.

Other Skills: Diplomacy +19, Knowledge (local) +15, Knowledge (religion) +10.

Crucial Feats: Combat Reflexes, Dodge, Improved Disarm, Improved Grapple, Improved Unarmed Strike, Run.

Other Feats: Endurance, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes.

Psi-Like Abilities: Save DCs are Charisma based. At will—*detect thoughts* (DC 18), *foresight*, *telepathic bond*.

Possessions: *Bracers of armor +8*, *headband of teleportation* (as helm).

* Psi-like abilities grant her a CR bonus.

THE SORN

“Word on the street is that there’s a new assassins’ guild in town called the Sorn.”

“I hear rumors that there is a mages’ guild in town, here to compete with the Inverted Pyramid. They’re called the Sorn.”

Both these rumors are true, and both, after a fashion, are false. The Sorn are a new group in Ptolus, a recently formed organization backed by both **Kevriss Killraven** and **the Shuul**. Like many of Killraven’s associates, most of the Sorn are from outside Ptolus. Sorcerers comprise most of the Sorn, although wizards are also welcome. No other classes are eligible to join, and in fact the Sorn are extremely exclusive. They only want members who are both capable and willing to undertake action, specifically combat. One will find no studious bookworms or pudgy, unfit mages in this group.

The Sorn use their magic to act as enforcers, spies, assassins, and support for more conventional fighters. They are highly adaptable and most are willing to do whatever is asked of them. (Just under half the organization is of evil alignment, and the rest are neutral—they do not share their Shuul allies’ affinity for lawfulness either.) They always wear masks or go about in disguise.

The Sorn organize themselves into small, independent cells. There is no centralized headquarters or leader. In fact, even within the cells, there are not leaders, per se. However, lower-level members always defer to those of higher level. No Sorn cell knows much about the activities of the others, and those activities are usually very different and very specialized. Thus, one cell might focus on working with the Shuul, another might operate as magical assassins, yet another might work with a specific Killraven-aligned crime boss, and still another might work as an entirely legitimate magical mercenary service that will do anything from consulting on protecting your home from magical intruders to helping to locate lost items.

The list of the Sorn’s enemies is long and intimidating. Members of the **Inverted Pyramid** hate the Sorn for obvious reasons, and the feeling is

mutual. In fact, rumor on the street (Gather Information, DC 12) is that these two groups are both preparing for a clandestine magical war fought in the streets and alleyways of Ptolus, as well as the skies above and the tunnels below. The Vai, the Balacazars, House Sadar and, to a lesser extent House Vladaam all hate them as well. And of course the authorities would like to put a stop to most of their activities.

Typical Sorn Sorcerer

Male gnome (Small), (Neutral)

Sorcerer4 **CR** 4

HD 4d4+8 **hp** 15

Init +3 **Speed** 20 feet

AC 15, touch 15, flat-footed 12

BAB/Grapple +2/–3

Attack/Full Attack +1 melee (touch spells) or +6 ranged (ranged touch spells)

SQ Spell-like abilities, gnome traits

Fort +3, **Ref** +4, **Will** +5

Str 9, **Dex** 16, **Con** 15, **Int** 14, **Wis** 13, **Cha** 17

Languages: Common, Dwarvish, Elvish, Gnomish

Crucial Skills: Concentration +9, Hide +5, Listen +4, Spot +3.

Other Skills: Craft (alchemy) +5, Diplomacy +3, Knowledge (arcana) +4, Knowledge (local) +3, Spellcraft +3.

Crucial Feats: N/A

Other Feats: Craft Wand, Weapon Focus (ranged touch spells).

Spell-Like Abilities: Caster level 1st. The save DCs are Charisma based.

1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals* (burrowing mammals).

Spells Known: 6/7/4; save DC 13 + spell level. 2nd—*Mel’s acid arrow*.

1st—*mage armor*, *obscuring mist*, *shield*.

0—*disrupt undead*, *light*, *open/close*, *prestidigitation*, *read magic*, *touch of fatigue*.

Possessions: *Scroll of shield*, *wand of Mel’s acid arrow* (21 charges), *ring of protection* +1, 54 gp.

SOUL RIDERS

The rarest of rare children is born with the ability to leave his own body and “ride” the souls of others. They control the actions, thoughts and emotions of the creatures whose souls they ride, making the hosts utter puppets, helpless even to feel what they want to feel. These rare beings, known as soul riders, can cause untold havoc and suffering on their own. But when gathered into a group, they can dare almost any goal—even that of secretly ruling the world.

The soul riders number about a dozen individuals. They have completely discarded their own original bodies and exist only as wandering souls, or rather as riders upon the souls of others. Without any kind of physical form—even an incorporeal one—they cannot be affected by any sort of physical attacks or effects. They

The Sorn take their name from an Abyssal word meaning “breath,” with the idea that they come and go like a breath—unseen and untouchable. It is the same word used to name Ghul’s orcs, the Sorn-Ulth, meaning “bleeding breath.” (See PT9, page 492.)

Although they’ll use their magic to make money in almost any way, the Sorn specialize in acts of violence. More often than not, people think of them as magical assassins.

*Kevriss Killraven, page 121
The Shuul, page 131*



The Sorn symbol

Some soul riders like to toy with people, particularly those who know of their existence. They might have a conversation with a person while “hopping” from soul to soul among all the people around the individual, so that each person speaks a different sentence for them, or even a different word.

For a soul rider encounter, see the Goth Gulgamel chapter in PT9 (page 489).

Inverted Pyramid, page 115

The Commissar, the Twelve Commanders, and other powerful people in the city are aware of the soul riders and take steps (protection from evil spells and items, most often) to make sure they themselves are not ridden. Such precautions are a major stumbling block for the soul riders, as these are exactly the people they would like to control.

Urthon Aedar Full Plate Armor

This suit of thick, bronze +5 armor features baroque ornamentation. A minor artifact, it has no armor check penalty, spell failure chance, maximum Dexterity, or effect on speed. If the wearer has the proficiency to use it, it is as though he wears no armor, as far as liabilities go. However, these special effects function only when the full plate is worn by an elf eldritch knight with the blessing of the Urthon Aedar. Otherwise, it acts as a suit of normal +1 full plate armor.

Strong transmutation; CL 20th

*Ghul, PT2: page 81
Goth Gulgamel, PT9: page 486
Harrow elves, PT2: page 52*

*The Fallen, page 110
The Forsaken, page 112*

cannot be slain except in the most extreme circumstances, and harm that befalls the mind or body of the soul they are riding does not affect them at all. Only a handful of effects can affect a soul rider:

- A *banishment* spell can force a soul rider to leave a subject and not return for twenty-four hours.
- A *trap the soul* or *soul bind* spell imprisons a soul rider, although *trap the soul* imprisons the soul being ridden (and the subject's body) as well.
- A *wish* or *miracle* used to destroy the object imprisoning the soul rider slays the soul rider.
- A *mind blank*, *protection from evil*, *magic circle against evil*, or *holy aura* spell renders a subject immune to the abilities of a soul rider, but does nothing to a soul rider already riding the soul of the subject.

Otherwise, only the willpower of the host creature can stave off the soul rider's control. Resisting a soul rider requires a Will save (DC 25), but a success means the soul rider cannot try again with that subject for twenty-four hours. Those who fail must do anything and everything the soul rider wants them to do, for as long as the soul rider wishes them to do it. The soul rider knows everything that its victim knows and can use all of the victim's abilities. A soul rider wishing to move from one subject to another can travel without riding a soul, at a speed of one hundred feet. When a soul rider leaves, victims retain only hazy memories of their experiences while controlled and remain entirely unaware of the soul rider. Only a creature with a mortal soul can be ridden, so non-native outsiders, undead, and constructs are immune to their abilities.

The soul riders seem utterly without morals or ethics, without compassion or empathy. They use people as someone might use a rag, a hammer, or a shoe. All others are just a means to an end. Their current plans involve subtly manipulating events in Ptolus to encourage the city to cede from the Empire eventually and become an independent city-state, ruled by people they control. This is, of course, a much more difficult and slow process than it might appear, even to those with such control.

It is interesting to note that the soul riders desire a complete and whole city over which to rule. As such, they oppose the chaos cultists and similar destructive elements. They hate the **Fallen** and the **Forsaken** for obvious reasons and might even use their powers against such forces if the need arose. While they possess no empathy for those they use, soul riders hate to see widespread death, such as through a plague or war, because it reduces the number of tools they have at their disposal.

There may be as many as twenty or thirty more soul riders in the world, most unaware that there are others like themselves. Very, very rarely the gathered soul riders discover new members and bring them into their fold. Some soul riders are thousands of years old.

Campaign Use: The player characters will not learn of the soul riders until late in the campaign, but they may encounter a person under their control much earlier. Perhaps throughout the campaign they have occasional encounters with people acting strangely or inappropriately, or they themselves discover that they have done things for which they have no memory and no explanation. Eventually, they learn of the soul riders, and this ties up a lot of loose ends.

URTHON AEDAR

Most people know the Urthon Aedar only as an enigma. Their name, in Elder Elvish, means "Wandering Judges." These mysterious, armor-clad figures appear suddenly, perform some inexplicable task, and then seem to disappear promptly. People have seen the Urthon Aedar accost citizens on the street and take a very specific item, abduct people, or even attack and kill seemingly honest folk. Other times, they show up at a particular location and destroy a wall or remove an object. They never speak and never leave behind clues as to why they do what they do. Sometimes, however, the repercussions of their actions become clear. A victim of their attack is revealed to be a medusa in magical disguise. A wall they destroy turns out to have some treasure hidden within it.

The truth about the Urthon Aedar, which virtually no one in Ptolus knows, is that they are elves: Elder Elves, believed to be extinct. Their origins stretch back to the time of **Ghul**, the Skull-King. This evil lord held a special hatred for elves and slew them with wanton pleasure. Those he did not murder he captured and brought to his fortress **Goth Gulgamel** and its extensive underground warrens. It is well known that many of these elf prisoners were warped and twisted into the **Harrow elves**. However, not all his elven prisoners fell victim to his malevolent works—some resisted with an almost supernatural will. These Ghul tortured endlessly and, to further their anguish, he cursed them with visions of the future so they could see their own bitter ends while they still lived; they could experience future torments before they occurred, even as they were afflicted in the present. But most of all, he wanted them to see the ultimate darkness he would bring to their world, a future where only he ruled and their kind was forever eradicated. This proved to be his undoing. For they saw the *real* future, and while it held horrors and depredations, they glimpsed that Ghul eventually would fall. They suffered



through the torment knowing that one day it would end.

This small handful of Elder Elves, led by the elf wizard **Khelaeson**, slipped away when Goth Gulgamel finally fell to Ghul's enemies. Using a powerful spell and the **Entropy Sphere** in the Spire, they found a way to reach **Dreta Phantas**, the stolen elven city. From there, they used their magical and martial abilities, coupled with their uncontrollable visions of things to come, to shape the future. Their ultimate goal is to restore Dreta Phantas, but they also want to promote the overall well-being of elves and their allies. When they presage an event they want to alter, the Urthon Aedar find one aspect of an event—a key person or object—and change that aspect, hoping to achieve their desired result. They do not always succeed.

Early on, one Urthon Aedar now known as Kohoath the Betrayer (male elf fighter8/wizard5/eldritch knight5) turned against his brethren and joined the forces of chaos. Driven mad by the mental powers of a mysterious creature working with the dark elves besieging Dreta Phantas, Kohoath was seduced into joining them. He has since switched his allegiance again, now working directly for the **rhodintor**. (These servants of the Galchutt believe that destroying Dreta Phantas may be the key to destroying the world.)

The Urthon Aedar want to keep as much about themselves as possible secret from the rest of the world, at least for now. Of course, some of their enemies—including the **zaug**, dark elves, and **rhodintor**—know of them. And there is one human who knows about the Urthon Aedar. His name is Dharim Boch, and he lives among the **Fate Weavers**.

THE VAI

The Vai began as a cult devoted to death—not to any specific death god, just to death itself. This cult had no clerics, for each member saw himself as a priest who would one day ascend to the “final resolution.” On the way, a cleric could “help along” as many others as he could, shepherding them to their own demise. It didn't take long for the Vai to begin to choose their victims based on whom they were paid to kill. For the last sixty years, the Vai have grown in strength and reputation until now the very name brings dread and terror.

Most residents think the Vai is a large group with cloaked spies and invisible eyes everywhere. This is false, however. Most of the time, actual Vai membership numbers around a mere thirty-five. The members usually operate only in groups of two to four, each individual cells that rarely, if ever, know anything about the others.

As an organization, the Vai has ties to the **Deathmantle chaos cult**, the Forsaken, and the Balacazars.

The symbol of the Vai is a curved knife, sometimes—but not always—dripping with blood. Members performing official Vai duties generally wear all-black clothing, usually made of silk. A hooded black cloak and black face mask complete the ensemble. Weaponry varies from member to member, although few if any would be caught dead without various kinds of poison on their person.

Getting in touch with the Vai isn't easy. A rat-catcher named Rintha (female half-fiend/halfling wizard7) who lives above a bar called Kerrik's in Midtown acts as a contact for the Vai, but that is only for now. Every eighteen months or so, the Vai get a new extraneous contact to throw anyone attempting to trace them off the trail. The organization's actual headquarters, called the **Chapel of the Final Resolution**, is located in a secret area below the streets in the Warrens.

The leaders of the guild/cult call themselves the Twin Lords Keper. These two men are as vile as any beings in Ptolus, including the demons of the Fallen. Unlike other members of the Vai, the Twin Lords Keper almost never leave the Chapel, except to kill. They take assignments only rarely, when there is no risk or when the risk is so great that only someone of their skill can complete the mission. They always work alone, except in the case of the ultimate assignment (killing the Commissar or something equally outrageous).

Rumor has it that the twin lords are, in fact, nothing of the sort. They say that one of the twins died years ago and was replaced by a close confederate (using Disguise and physical and magical operations to alter his appearance) to keep the tradition going. Some go even farther, claiming that this happened years ago—now both original twins are dead, and the current ones are

It is no coincidence that the Vai symbol and that of the Order of the Blooded Knife, a chaos cult, are so similar. They are both based on prehistoric symbols used by the elf assassin Vaiod the Slayer.



Deathmantle cult, PT2: page 72

Khelaeson, PT2: page 81
Entropy Sphere, PT9: page 499
Dreta Phantas, PT7: page 457

Chapel of the Final Resolution, PT5: page 404

Rhodintor, PT6: page 628
Zaug, PT6: page 633
Fate Weavers, page 112

The Vai Quota

A well-known rumor asserts that every member of the Vai must kill a living, thinking being daily. Simple math shows that, even with only about thirty-five members, at that rate the Vai would kill off the entire city of Ptolus in only six years. The real truth is that the Vai must kill something every day, but it can be as minor as a fly, a cockroach, or a rat. Most still try to kill an intelligent foe at least once a month, if not more often. It is certainly true that it's not all that uncommon for an individual to disappear now and again, the victim not of a paid assassination attempt, but of a Vai member looking to keep his skills sharp and satisfy his lust for murder.

INFO CHECKS

A Knowledge (local) check reveals how much a character knows about the Vai.

The Vai are a group of assassins in Ptolus. (DC 10)

The Vai worship death and kill as an act of veneration. (DC 12)

The Vai have a base of operations somewhere below the city. (DC 15)

The Vai's headquarters is called the Chapel of the Final Resolution, and it lies somewhere beneath the Warrens. (DC 20)

The Vai are in league with the Forsaken. (DC 23)

Two twin human brothers lead the Vai. (DC 25)

The Vai leaders are the Twin Lords Keper, and they are extraordinarily powerful. (DC 30)

FROM MY CAMPAIGN TO YOURS

In the Ptolus Campaign, the Vai were hired to assassinate the Prince of the Church but failed in this mission. They had devoted so much of their resources to this single murder that when it failed, the organization needed money badly. To raise funds quickly, they offered some of the potential victims whom they had contracts to kill the option to pay double the contracted rate to cancel the hit. This tactic helped save the organization from ruin, but it cost them respect in the eyes of many.

Thoughtstone, PT4: page 166

Circle of Green, page 108

both replacements. Whether or not this is true, the twins go by the names Reddis Keper and Neivis Keper as they always have, although only a handful of people in the world know these first names (most people don't even know they exist).

Typical Vai Assassin

Male or female human (Neutral Evil)
Rogue5/assassin2 **CR** 7
HD 5d6 + 2d6 **hp** 27
Init +2 **Speed** 30 feet
AC 15, touch 12, flat-footed 15
BAB/Grapple +4/+5
Attack/Full Attack +7 melee (1d4+2, dagger) or +8 ranged (1d4+2, dagger)
SA Sneak attack +4d6, death attack (DC 14)
SQ Evasion, improved uncanny dodge, trap sense +1, +1 saves versus poison
Fort +1, **Ref** +11, **Will** +5
Str 12, **Dex** 15, **Con** 11, **Int** 16, **Wis** 14, **Cha** 10
Crucial Skills: Balance +9, Bluff +8, Climb +9, Disable Device +6, Escape Artist +12, Hide +12, Intimidate +8, Jump +7, Listen +10, Move Silently +12, Spot +8.
Other Skills: Disguise +12, Forgery +8, Knowledge (local) +6, Open Lock +14.
Crucial Feats: N/A.
Other Feats: Deceitful, Iron Will, Lightning Reflexes, Weapon Focus (dagger).
Spells: 2; save DC 13 + spell level.
 1st—*disguise self, true strike.*
Possessions: Masterwork studded leather armor, +1 dagger, masterwork daggers (3), scroll of *sleep*, Large scorpion venom (4 doses), dark reaver poison (1 dose), 50 feet of silk rope, climber's kit, disguise kit, masterwork thieves' tools, 25 gp.

The Twin Lords Keper

Male humans (Chaotic Evil)
Rogue10/assassin10 **CR** 20
HD 10d6+10 + 10d6+10 **hp** 98
Init +9 **Speed** 30 feet
AC 28, touch 18, flat-footed 28
BAB/Grapple +14/+17
Attack +22 melee (1d6+5+1d6 Constitution, rapier) or +24 ranged (1d6+8, shortbow)
Full Attack +22/+17/+12 melee (1d6+5+1d6 Constitution, rapier) or +24/+19/+14 ranged (1d6+8, shortbow)
SA Sneak attack +10d6, death attack (Fortitude save, DC 25, negates)
SQ Evasion, trap sense +3, +5 on saves against poison, improved uncanny dodge, hide in plain sight
Fort +9, **Ref** +19, **Will** +10
Str 16, **Dex** 21, **Con** 12, **Int** 19, **Wis** 18, **Cha** 12
Crucial Skills: Balance +28, Bluff +24, Climb +25, Disable Device +28, Hide +41, Listen +22, Move Silently +41, Search +23, Spot +6, Tumble +28.
Other Skills: Decipher Script +26, Diplomacy +24, Forgery +22, Open Lock +30, Use Rope +28.



Crucial Feats: Dodge.

Other Feats: Alertness, Great Fortitude, Improved Initiative, Nimble Fingers, Weapon Focus (rapier), Weapon Finesse.

Spells Known: 4/4/4/4; save DC 14 + spell level.
 4th—*dimension door, freedom of movement, greater invisibility, locate creature, modify memory.*

3rd—*deep slumber, deeper darkness, magic circle against good, misdirection, nondetection.*
 2nd—*alter self, cat's grace, fox's cunning, illusory script, invisibility.*

1st—*disguise self, feather fall, jump, sleep, true strike.*

Possessions: +5 studded leather armor of greater silent moves and greater shadow, +2 rapier of puncturing, amulet of natural armor +2, ring of protection +3, +5 composite shortbow (+3), +2 arrows (10), greater slaying arrows keyed to the job at hand (5), *thoughtstone*, elven rope, grappling hook, climber's kit, thieves' tools, 25 pp, 100 gp.

VIRIDIAN LORDS

The Viridian Lords exist primarily in Palastan, outside the walls of Ptolus, but they make their influence felt within the city as well. Most members of this group are rangers, although a few are barbarians or multiclassed combinations of both.



Once closely allied with the seemingly defunct **Circle of Green**, the Viridian Lords bond themselves physically to the natural world in a lengthy ritual that literally infuses living plants into their flesh.

The Viridian Lords hold claim to a great deal of power and influence in Palastan. In effect, their word is law on the road or in the wild. They come into Ptolus only occasionally and enjoy no special authority here except among the Palastani residents familiar with the group—their reputation earns them a great deal of respect.

The group has no leader and no hierarchy. One is either a Viridian Lord or one is not. The most experienced Viridian Lord, however, is **Rechel Pattemon** (female human ranger20). She seldom comes to the city, and then only to spend time with friends like **Kaira Swanwing** in Oldtown or to attend meetings of the **Twelve Commanders**.

Typical Viridian Lord

Human male or female (Neutral Good)
Ranger4 **CR** 4
HD 4d8 **hp** 18
Init +3 **Speed** 30 feet
AC 18, touch 13, flat-footed 15
BAB/Grapple +4/+5
Attack/Full Attack +6 melee (1d12+1, greataxe) or +8 ranged (1d8+1, longbow)
Fort +4, **Ref** +4, **Will** +3
Str 13, **Dex** 16, **Con** 10, **Int** 16, **Wis** 14, **Cha** 10
Crucial Skills: Climb +7, Hide +9, Jump +3, Listen +7, Move Silently +9, Spot +10.
Other Skills: Craft (woodworking) +10, Knowledge (nature) +10, Profession (hunter) +8, Ride +9, Survival +8, Swim +8.
Crucial Feats: Point Blank Shot, Rapid Shot.

Other Feats: Alertness, Track, Viridian Flesh (see sidebar).

Spells: 1; save DC 12 + spell level.
1st—*longstrider*.

Possessions: +1 studded leather armor, masterwork mighty longbow (+1), masterwork arrows (20), +2 arrows (2), masterwork greataxe, *potions of see invisibility* and *cure moderate wounds*, *oil of keen weapon*, 50 feet of rope, 39 gp.

USING ORGANIZATIONS

Organizations are important in the game for three reasons.

First, they do a lot to showcase the setting and provide an idea of the flavor of the place: Reading this book, you learn that Ptolus is a place where knightly orders, crime syndicates, demons, undead, and noble houses all live side by side, sometimes clashing and sometimes working together.

Second, they provide foes for the player characters. Such groups as the Forsaken or the Balacazars each provide nearly endless fodder for adventures.

Third, they provide allies for the PCs, and possibility even families to join. It is not uncommon to expect that members of a given adventuring group will want to join the Keepers of the Veil, the Knights of the Golden Cross, the Inverted Pyramid, or even the Longfingers Guild, just to name a few.

If the player characters choose to join a group, a lot more information is required. For groups such as the Inverted Pyramid or the Delver's Guild, membership information appears in this book. But a PC could conceivably become a part of *any* group discussed here.

Virtually any organization has requirements to join, and membership usually comes by invitation only, through some kind of initiation, or with a fee (or perhaps some combination). There also is often an ongoing cost, in terms of dues or time. For example, the Longfingers Guild levies a yearly fee on its members, plus they take a percentage of all loot, but the Keepers of the Veil require only service, probably fighting undead. On the other hand, there are always benefits to joining, including resources, contacts, and sometimes payment (the Knights of the Pale provide stipends for members, for example, although many waive them).

The DM should always keep a careful balance in mind: Being a member of an organization costs time and sometimes money, but it should likewise always provide some kind of benefit. In theory, these benefits are unattainable elsewhere—Delver's Guild members are privy to information about the Dungeon unknown to others, while the Shuul have unique access to certain technological items and skills.

VIRIDIAN FEATS

These feats are available to Viridian Lord characters.

Viridian Flesh [General]

You bond your flesh with plants in a magical process that toughens your flesh.

Prerequisite: Viridian Lord

Benefits: You gain a +1 natural armor bonus due to the toughening of your flesh into fibrous, plantlike matter.

Viridian Essence [General]

You bond your flesh with plants in a magical process that unlocks plant-related abilities.

Prerequisites: Viridian Flesh, character level 5th

Benefits: You gain the ability to pass without trace at will and can speak with plants once per day by touching the plant(s).

Viridian Nature [General]

You bond your flesh with plants in a magical process that unlocks even more plant-related abilities.

Prerequisites: Viridian Flesh, character level 5th

Benefits: You gain the ability to detect plants (as detect plants and animals, but only plants) at will, and gain a +4 luck bonus on all saving throws against spells involving plants (like entangle) or the special abilities of plant creatures.

*Kaira Swanwing, page 125
 Twelve Commanders,
 PT4: page 148*

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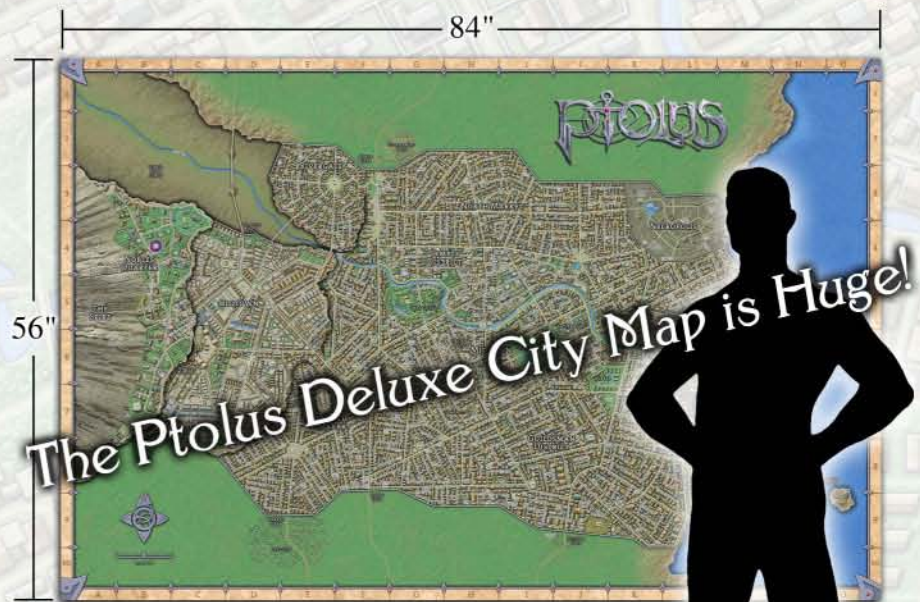
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PTOLUS

ORGANIZATIONS

A Sourcebook By
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Rather than covering a particular portion of the city of Ptolus, this book instead covers the city's residents: the groups and families that wield power and influence here. These organizations are in many ways the heart and soul of the Ptolus Campaign, and most player characters will deal with them extensively, some as allies and some as enemies.

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