



Kingdoms of Kalamark

VILLAIN DESIGN HANDBOOK



CAMPAIGN RESOURCE



Kingdoms of Kalamar®

VILLAIN DESIGN HANDBOOK

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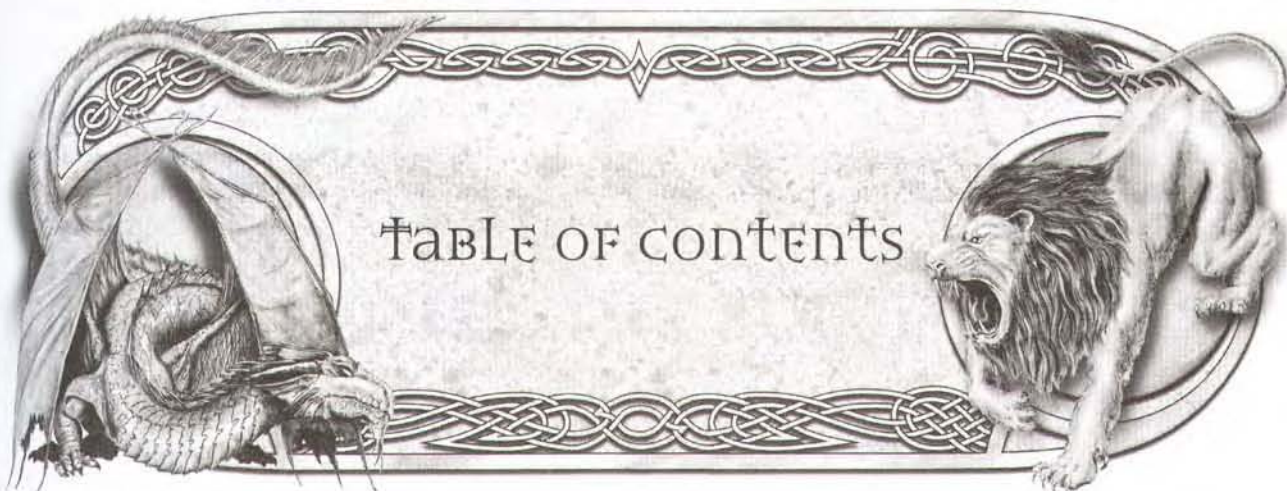


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Designing a villain for use in a Kingdoms of Kalamar® Dungeons & Dragons™ game, like creating a Player Character (PC), is easiest when one uses a systematic method. First, photocopy the Villain Record Sheet in the Appendix of this book. Then make sure you have something to write with, some extra paper to write on and up to five six-sided dice. Using the steps below you will soon find yourself on the way to making the perfect villain for your campaign!

0. Concept

When a player wants to make a PC, he or she needs a concept; an idea of what he or she wants in the character. It is no different for villains. The first task in creating a villain is to find a concept that fits with your Kingdoms of Kalamar campaign and will give your players a sufficient challenge. This could be an aggressive and powerful warlord like Emperor Kabori himself, a cold and calculating wizard like Daresh of Skarmna or the sinister head of a thieves' guild like Gremply Slivers of Prompeldia: City of Thieves, for example. You will find many ideas for your campaign in Chapter 1: Stereotypes and Beyond and other Kingdoms of Kalamar supplements and adventures.

1. Select Class and Race

Now that you have determined your villain's concept, you should have a clear idea of his class and race. The standard classes available include the barbarian, bard, cleric, druid, fighter, monk, paladin, ranger, rogue, sorcerer and wizard. Variant classes described in the KINGDOMS OF KALAMAR Player's Guide include the Basiran dancer, brigand, gladiator, infiltrator, shaman and spellsinger. Choosing one of these character classes for a villain should put the adversary on more of an even par with the PCs. However, if it will make sense with the villain's background you can also choose one of the Non-Player Character (NPC) classes available in the *Dungeon Master's Guide* such as adept, aristocrat, commoner, expert or warrior. Available races are dwarf, elf, gnome, half-elf, half-orc, halfling and human. The KINGDOMS OF KALAMAR campaign setting also includes hobgoblins and half-hobgoblins, as well as several sub-races for the primary human and humanoid races. Chapter 1: Stereotypes and Beyond offers some suggestions on the strengths and weaknesses of particular races and classes as villains.

The DM should consider his villain's class and race simultaneously, because some races are better suited to some classes. For example, a villainous dwarven spellsinger is a very unlikely combination. Record your villain's racial and class features on the Villain Record Sheet.

Because villains most often start out at high levels, you may also take this opportunity to choose a prestige class for your villain. Prestige classes include those listed in the *Dungeon Master's Guide* as well as those in the supplemental guidebooks published by Wizards of the Coast. You will also find new

prestige classes in the KINGDOMS OF KALAMAR Player's Guide, as well as in the back of this book.

2. Character Level

To determine the appropriate character level of your villain, add up the character levels of the PCs in your group, including multiclassed, and divide by the number of PCs. This is one way to determine the power level of the campaign. Another way is to consider the value of treasure, equipment and magic items your characters possess. Compare this value to Table 2-24 in the *Dungeon Master's Guide*. If one or more of your player characters has valuables in an amount that is appropriate for a higher level character, consider his or her character level as that higher level for purposes of determining the power level of the campaign. Then find the average character level based on the total number of PCs. Now you have the (current) power level of your campaign. Of course, the power level will change as the PCs advance in level, or as old characters die and new characters join the group. In general, a villain's character level needs to be equal to or greater than the power level of your campaign.

3. Ability Scores

Where the players must roll dice for their ability scores, the DM may choose the ability scores of her villain, rather than roll. While any scores are theoretically possible, the DM should take care not to make her villain too powerful for the PCs to defeat (unless that is the intention). If you decide to roll dice, the

The Villain Record Sheet is a comprehensive form for tracking a villain's statistics. It includes the following sections:

- Character Information:** Villain Name, Campaign (10), Organization (A), Class (1), Race (2), Sub-Race (10), Alignment, Deity.
- Ability Scores:** STR (4), DEX (3), CON (7), INT (7), WIS (7), CHA (7).
- Combat Statistics:** HP (4), AC (10), Base Attack Bonus (7), Initiative (6).
- Saving Throws:** Reflex (7), Will (7).
- Equipment:** Weapon (9), Armor (6), Shields (9).
- Skills:** A list of skills with proficiency levels (6).

Dungeon Master's Guide (page 19) lists eight optional variants of dice-rolling that might be appropriate for your villain.

Place the highest scores in the abilities that are most important to your villain, being sure to modify any ability scores up or down as appropriate to your villain's race. Also note that if your villain is of 4th, 8th, 12th, 16th or 20th level, you may raise one of his or her ability scores by 1 point (per every four levels attained).

If your villain's Constitution modifier increases by +1, note that you should add a further +1 to his hit point total for each character level. For example, Don decides to create an 4th-level villain. If Don raises the villain's Constitution ability score from 11 to 12, the villain receives 4 hit points. If Don created a 12th-level villain, he could raise the Constitution score to 14, for a total of 24 (2x12) hit points. Add these hit points before rolling for hit points (step 4 below).

4. Assign Hit Points

To determine your villain's hit points, you first need to determine the villain's Hit Die type (located on page 23 of the *Player's Handbook* for the standard classes). At 1st level, your villain gets the maximum hit points rather than rolling. For example, a barbarian with a Hit Die type of d12 gets 12 hit points. If your villain is higher than 1st-level, roll one Hit Die for each additional level she has (beyond 1st-level), adding the results together. Note that a high Constitution score will also give you bonuses to the hit point total.

The character sheet is divided into two main columns. The left column contains the following sections: 'GENERAL INFORMATION' (Name, Weight, Skin, Hair, Eyes, Gender, Race, Class, Level, Alignment, Hit Die, Hit Points, Will Save, Reflex Save, Fort Save, Languages, Heroism/Lacks table, Spells table, Experience Points, Next Level, Objective Planner, Goals, Motivations, Character Sheet, and Character Sheet). The right column contains: 'SPECIAL ABILITIES/FEATS AND ANTI-FEATS', 'FATAL FLAWS', 'DESCRIPTION', 'TREASURE', 'EXPERIENCE POINTS', and 'MOTIVATIONS'. Circled numbers are placed in the following locations: 8 in the Hit Points field, 5 in the Special Abilities/Feats field, 12 in the Description field, 14 in the Description field, 11 in the Treasure field, and 13 in the Motivations field.

5. Choose Feats

Like other classes, all villains get one feat at 1st level, plus one additional feat at 3rd level and every three levels thereafter. Also, humans receive a bonus feat at first level, while fighters and wizards get extra class-related feats chosen from special lists (see Table 3-9 and Table 3-20 in the *Player's Handbook*).

When assigning feats to your villain, you have more options than a heroic PC. This is because villains in the Kingdoms of Kalamar setting have the option of gaining extra feats by taking anti-feats. See Chapter 6: New Villainous Rules for more information.

6. Choose Skills

Like PCs, villains gain skill points at 1st level and each additional level, depending on their class and Intelligence modifier. Human villains get an additional skill point at each level (4 for 1st level). When facing a well-rounded party, the villain will not be better at every skill, but a few of the villain's important skills (from the villain's point of view) should be more highly developed. Against a party of fighters, a good choice of villain might be a veteran officer or warlord. The warlord should have better weapon skills, better riding skills, Knowledge skills focusing on war and tactics and perhaps a few other skills higher than the party. By creating a villain that outmatches the PCs, the DM forces them to think. Of course, it must be possible for the PCs to defeat the villain... eventually.

7. Determine Bonuses

Unless you are planning to create a 1st-level villain, you need to figure your villain's higher base attack bonus and base save bonuses, determined by his level. The base attack bonus for barbarians, fighters, paladins and rangers increases by +1 per level, while other characters advance at a slower rate. Base save bonuses improve at different rates depending on your villain's class. Check the appropriate class and level to determine the villain's base save and base attack bonuses. (Note that some base save bonuses increase at even-numbered levels, while some only increase at levels divisible by three.) Add all the base bonuses for each class and level before adjusting for ability scores, feats and other features.

8. Choose Equipment

Though your villain may have access to considerable resources, you do not need to determine those now. First, decide what type of equipment (weapons, armor and such) your villain routinely wears or carries. Chapter 7: Equipment in both the *D&D Player's Handbook* and the *KINGDOMS OF KALAMAR Player's Guide* lists both mundane and exotic items your villain may have.

9. Record Combat and Skill Modifiers

Next, determine your relevant combat modifiers. These include Armor Class, initiative modifier, melee attack bonus,

ranged attack bonus, saving throws, total skill modifiers and weapon statistics. These are based on your villain's race, class, ability modifiers, feats and equipment. You should also calculate the total bonus (or penalty, if necessary) for all skills, saving throws, initiative, melee and ranged attacks, and attack and damage with each weapon.

10. Define Archetype

The emotional state of a villain is extremely important, for it defines both how the villain sees the world and how he reacts to it. Chapter 2: Archetypes describes six archetypes of emotional states (Deviant, Devoted, Fallen, Power Mad, Visionary and Inhuman) that the DM may choose for his villain. Of course, these are by no means a complete list designed to cover every possible type of villain. However, they do cover some of the most interesting (and most dangerous) types of villains possible in any campaign setting.

11. Determine Personality Traits

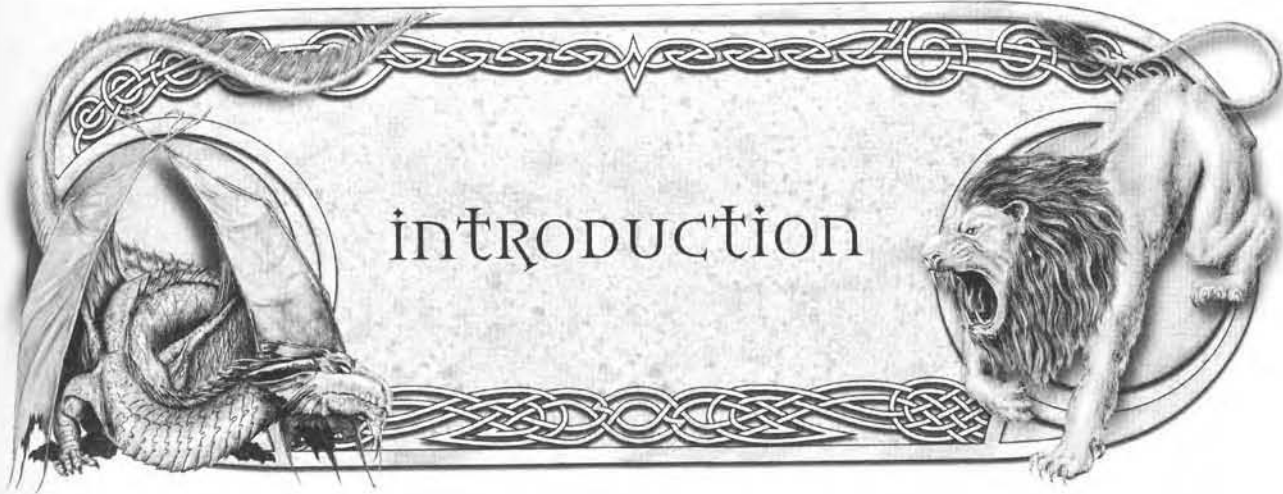
The villain's personality traits briefly describe how he interacts with society and the people around him. This indicates whether the villain is friendly or a lone wolf, if he is suave and sophisticated, or naive and clumsy. Table 2-1: Villain Archetypes lists the typical personality traits of each villainous archetype. Of course, you should feel free to create your own. Not every villain is exactly alike.

12. Define Plans

Now comes the hard part – your villain's drive, goals and schemes. You may have determined this when you chose your villain's archetype in Chapter 2. If not, you should review Chapter 3: Inside the Mind of a Killer, for more advice. Once you decide upon your villain's drive, objective, resources, methods and the consequences of his actions, you will have created a villain that your players love to hate. (Chapters 4 and 5 give examples and suggestions for more details).

13. Finishing Touches

Now you need to flesh out the villain. Declare the villain's sex, height, weight, skin color, eye color and hair color now. For more flavor, this should also include a description of the villain's garb and/or any physical impairments. You should also determine your villain's spells and psychic powers, if any.



introduction

When you play Dungeons & Dragons, you create fictional characters that interact in an imaginary world. This is a lot like improvisational acting. As a Dungeon Master, you are constantly making up the story as you go along, based on the notes you prepared in advance. The *Villain Design Handbook* is intended to help you prepare information on the adversaries that your players will face, in order to create a more believable and enjoyable experience for everyone involved.

With this Kingdoms of Kalamar campaign resource, the DM now has the tools to make a wide variety of useful, recurring opponents with plausible backgrounds and understandable motivations. These villains come from all walks of life, be they the social outcast who decides to poison an entire village in revenge like Gharr the evil cleric from the *Lands of Mystery* book, the evil sorcerer hell-bent on opening a portal to the abyss, the necromancer cleric who simply seeks to bring everyone into the joys of undeath like Jonyez the butcher, evil cleric from the *Harvest of Darkness* book or the patriotic king who is preparing to wage war to reclaim lost lands like King Joto of Shynabyth.

ABOUT THIS BOOK

With new rules for D&D and new sourcebooks and adventures being released all the time, how should this book be used in an ongoing campaign? First, it should be used as a starting point to help Dungeon Masters (DMs) organize their thoughts and ideas for creating villainous characters. Secondly, this book will prove invaluable as a resource that a DM can mine over and over again for ideas, as his campaign and characters grow.

The dynamic villain you create with this book will be able to grow with the Player Characters (PCs), as well as create new challenges and adapt to the PCs' strategies. A DM who plans on allowing an evil PC or two in his campaign, or even a campaign filled with only evil PCs, will also find new feats and flaws that can be adapted to suit his players.

ORGANIZATION

The *Villain Design Handbook* (VDH) presents information in the order in which you will need it to design the perfect villain for your campaign.

STEREOTYPES AND BEYOND (CHAPTER 1):

This chapter begins by explaining what it means to be a villain. It also provides suggestions for how to create villains using various combinations of races and classes. Chapter One also details possible villain alignments and information on how to avoid obvious stereotypes. You will also learn about variant game rules specifically related to villains, such as experience points, power levels, good-aligned and supernatural villains.

ARCHETYPES (CHAPTER 2):

This chapter lists the six primary villain archetypes and includes detailed examples and explanations of each. Within each archetype, a range of subtypes are set out with personality profiles. This chapter is rich with basic villain concepts useful in any DM's campaign.

INSIDE THE MIND OF A KILLER (CHAPTER 3):

This chapter deals with the psychology of villains, their motivations and obsessions. Such details help the DM determine a particular villain's schemes and objectives as the plot thickens for the player characters.

WHERE MONSTERS DWELL (CHAPTER 4):

Setting the stage for a great adventure demands careful consideration. The next logical step in creating a memorable villain is to determine his base of operations. This chapter discusses ideas for placing your villains and their lairs in cities, dungeons and wilderness areas.

THE HEAD OF THE SERPENT (CHAPTER 5):

This chapter describes the villain's place in secret societies and other organizations. Here you will learn about villains who have an organization to back up their nefarious doings, and how

the relationships within that organization affect the villain, as well as how they affect your PCs and your entire campaign.

NEW VILLAINOUS RULES (CHAPTER 6):

This chapter describes several new and innovative rules for adding personality to your villainous characters. Also included are details on using these rules as player options.

PRESTIGE CLASSES (CHAPTER 7):

This chapter describes new prestige classes that are available to all characters, though they have certain qualities that make them particularly attractive to villains. The majority of these prestige classes focus on organizations specific to the **KINGDOMS OF KALAMAR** campaign setting.

SPELLS (CHAPTER 8):

This chapter details new spells that you may make available to your villains of appropriate classes. After your players get a taste of them, you may feel free to make them available to player characters as well.

WICKED THINGS (CHAPTER 9):

The items described herein are magical tools that a DM can use to arm a villain, his lackeys or henchmen. They often convey a useful benefit but are just as likely to come with some significant baggage. As a DM, this is advantageous because it might make the PCs think twice about taking and keeping these spoils for their own use once they have defeated their nemesis.

DANGEROUS DENIZENS (CHAPTER 10):

A variety of creatures roam the lands of Tellene, hunting, raiding and killing simply to survive. Others stand guard over their treasures like a greedy miser, though some obey the command of a greater power. This chapter discusses such

creatures and details several templates to add to your villains, including ghouls, mummies, skeletons, wights, wraiths and zombies.

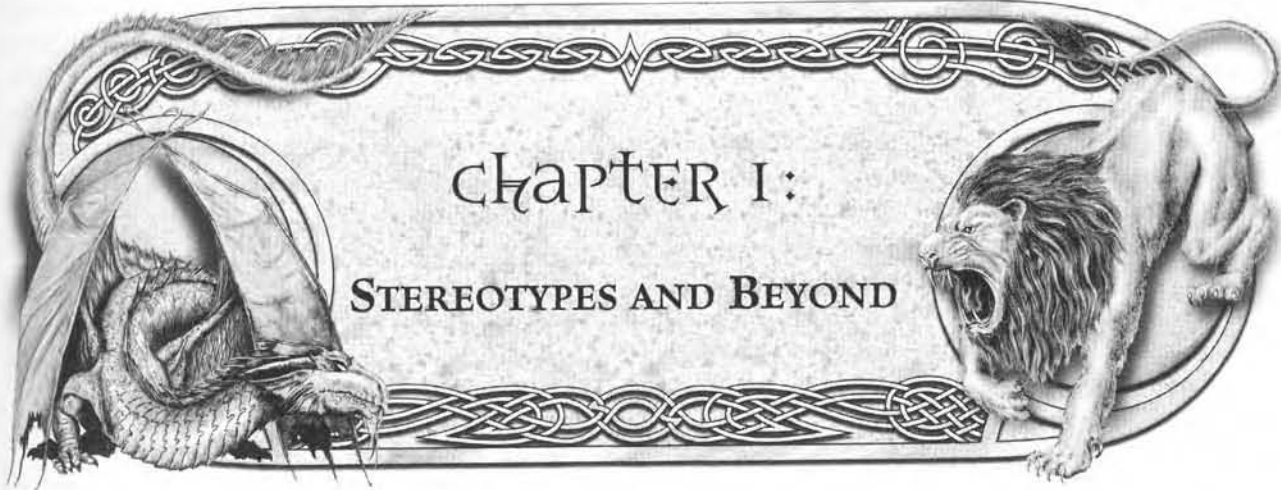
DISCLAIMER:

This book describes villainous characters and their evil deeds. It is for use with a role-playing GAME. Players are not meant to emulate any of the characters or activities described in this book. The ideas contained herein are merely intended to provide for a richer role-playing experience by giving the Dungeon Master the ability to create more interesting adversaries with which to challenge his player characters.

When this text refers to "you," it may refer to and mean either the DM or "your villain." The context of the sentence should clearly tell you which is correct.

FINAL NOTE:

Though this book does occasionally refer to people and places within the world of Tellene and the **KINGDOMS OF KALAMAR** campaign setting, it is not limited to that setting. The DM can apply the ideas and rules within this book to any current official D&D campaign.



CHAPTER I:

STEREOTYPES AND BEYOND

Jelena leaned wearily against the wall, wiping the sweat from her brow. As Thelvan applied his thieving skills to the complex lock of the door, she kept a nervous watch on the corridor behind. After weeks of tracking the villain to his lair, it seemed that victory was finally within their grasp. The two of them had been able to defeat most of the undead guards, and Hava, their recently recruited wizard, had used her new fireball spell to lay waste to the tower's few human defenders. Suddenly, Jelena found herself startled out of her reverie as Thelvan gave a quiet cry of success. Redying her sword, she brushed past him and placed her shoulder to the door, impatiently shoving the thick iron frame. Slowly, the door swung open, and the party finally saw the face of their would-be oppressor...

The entire story above hinges on what happens next. Hopefully, the PCs will find themselves matched against a formidable, but believable, adversary. Otherwise, the players may go through the motions of the final climactic battle with a sense of disappointment as they face an uninteresting opponent. Many players want a villain who does more than just go through the paces, they want something new to challenge and stimulate them. In a Kingdoms of Kalamar campaign like this, the entire basis of the interaction between the PCs and the villain is dependent upon the first impression. The DM can manipulate this by having a well-designed villain and a proper build up to the first meeting. This section introduces you to the basic villain concept and shows you how to use the other information in this book to construct a villain suited to your players and your Kingdoms of Kalamar campaign.

WHAT IS A VILLAIN?

Villain. The word conjures a wide variety of images, from damsels locked in towers to nefarious cloaked figures in a dark alley to mighty warlords and demons. There are many kinds of villains, but for the purposes of this book, the villain is the chief adversary of the PCs.

What ultimately separates the villain from every other opponent the PCs will face is the emotional response he elicits.

From horror to shock to revulsion, the villain is about feelings. When creating a villain, the DM knows best. What this means is that the DM knows the players and their characters. The DM should try very hard to design a worthy villain the characters are going to love to hate. This kind of detail and investment in a villain might seem a little daunting, but the players will appreciate it.

The best villains are always more than just monsters. They have a "human" side and a developed character that is absent in your everyday lowlife thug. Think of your favorite villains from movies and literature, who have outstanding attributes (not game statistics) that make you remember them, even years afterwards. Although these villains are easily memorable and great characters, do not simply "cut and paste" them into your campaign. If you remember these villains, then you can bet that at least one of your players does too! However, you can use an aspect of one of these great villains as your starting point, but then turn it into something that is uniquely yours. This will make the players more interested in the villain as a character, as well as making the villain a worthy foe for the heroes.

What Makes a Worthy Villain?

A worthy villain is a villain who is able to oppose the PCs and elicit an emotional response from them. This emotional response could vary from fear and trepidation to awe and amazement, but it is this emotional response that defines the villain's interaction with others. The type and strength of the emotional response will vary based on the setting, the plot and the power balance within the game, but the players should always be wary when they know that the villain is about.

One way to create a villain who is a worthy adversary for the PCs is to make a villain who can do what the PCs do, only better, and with a flare for style. Of course, every group of players is different. Their needs, desires and playing styles can vary greatly. When designing your villains, always consider the PCs. If your group is comprised mainly of "hack and slashers," do not send a cerebral villain to confound them. They will be

frustrated with the adventure and will not feel satisfied when they finally defeat the villain. A good guideline is to design the villain concept as someone who could fit in with the adventuring party.

Another worthy villain is one that seems more powerful than she actually is. A villain that uses illusion (magical or not), along with a few other tricks could appear to be a mighty adversary. A resourceful villain could use an illusion against the PCs several times before confronting them with the real version (which they may believe is an illusion). The DM can expand this category to include conspiracies – by tricking the PCs into not knowing whom they can trust, the villain will appear much more powerful than she actually is.

A worthy villain could have access to magic or technology that the PCs do not. This would create a situation where the power balance would shift in the villain's favor. Of course, the DM must restrict the access to this power source. If most adversaries are wielding a higher level of technology than the PCs, they will want to know why they do not have access to the same resources. In addition, when the PCs defeat the villain, they may suddenly have access to technology and resources that you, as the DM, had not planned. Possible technology levels are listed on Table 3-3: Technology Levels in Chapter 3.

A worthy villain is someone who is definitely the PCs' enemy. If you, as the DM, are going to use a villain, use him to full advantage. He is a villain - an adversary there to create conflict in the story. Remember that the NPC villain is a villain because he or she has a principle that he or she is unwilling to compromise. These principles are the basis of the conflict between the PCs and the villain and the conflict will continue unless something drastic happens to alter the principles of either the villain or the PCs.

Essentially, a worthy villain creates conflict and strife for would-be heroes and generally makes their lives miserable. However, villains need to be more than simply cardboard cutouts of evil. Your villain is an integral piece of the story and deserves at least as much attention to detail as each player puts into his or her character. Among the details that need to be developed for the villain and perhaps the most important, is their motivation for being a villain. Any story can benefit by rounding out the cliché villain, a ruthless, evil sociopath with no redeeming qualities, into a three-dimensional character.

Fantasy role-playing games need worthy villains, but this does not preclude the villain from being a little more realistic than the norm, perhaps with a highly developed personality and a surprising virtue or two. This does not mean the villain should be a philanthropist or appear as a shining example of the community, but he need not be pure evil either.

Pure evil villains can create an oversimplified game world where everything is black and white, absolute good or absolute evil. This can lead to problems as the PCs gain an almost omniscient view of the world, being able to discern between right and wrong to a degree well beyond what is reasonable.

Instead, the DM may blur the borders between right and wrong through the introduction of situations that force the players to occasionally re-evaluate their perceptions of the game world. When this occurs, stories take on a less "epic" flavor, but the plots become richer, more mature, with a greater opportunity for developing the PCs.

STEREOTYPES

Over the years, many unique and interesting concepts have stirred the imagination of the role-playing community. Some of these concepts are so completely entwined with the works that first used them that they are not usable elsewhere. However, some ideas are used so often that they have lost their original meaning. This is when a good idea becomes a cliché.

The main problem with clichés in role-playing games is that it gives the players advanced warning of what to expect, and what is expected of their characters. Another problem is that it often makes the players feel silly. Some may even tease the DM for not coming up with something more original. Clever DMs, however, can use the players' assumptions to their advantage.

This can be a powerful way to advance the story and make the PCs feel responsible for their actions. However, the technique of using clichés to advance the story may be difficult for novice Dungeon Masters because of the ease of railroading the players into trouble. The trick is to let the players' assumptions lead them into trouble and not to manipulate or force them.

Listed here are ten classic clichés and some of the ways that the player's assumptions can be included in the story. This is by no means an exhaustive list, though creative Dungeon Masters will be able to use these ideas and easily adapt them to their own campaign. The best way to use these ideas is to look at what stereotypes your players accept and then challenge those stereotypes in a way that they will not expect. However, challenging a cliché should not become the moral of the story - this leads to predictable material, where the players feel like they are being lectured instead of playing a game. Overusing the challenged cliché quickly becomes a cliché in its own right...

1) The Damsel in Distress

The damsel is locked in a tower and, of course, the stalwart heroes attempt to take the tower (the smarter ones will scale the tower) and free the damsel. Normally, this traditional "damsel in distress" storyline is all too predictable. Nevertheless, all is not as it seems. Perhaps the damsel was locked in the tower for a good reason; she could be any number of things: insane, possessed, a lycanthrope on the verge of a change or an evil sorceress. In the worst case scenario, the characters will have released a great evil, killed those who were able to control it and have the entire region blaming them for the ensuing chaos.

2) The Evil Twin

The evil twin can refer to an actual twin, a clone, a doppelganger or even a case of mistaken identity. Too often, the charac-

ters may have chased down the suspected culprit of evil acts, only to hear the cry of "It wasn't me! It just looked like me!" The "evil twin" is the epitome of cliché and is easily recognizable by all. However, a wily DM who inserts a non-evil twin into the game, or misleads the characters to think that an NPC is an evil twin can use this to his advantage. Imagine the grief and terror when the PCs realize that the underling who claimed his boss was actually a doppelganger tricked them into killing the head of the local merchants' guild. Now, imagine that the underling was actually working for another guild or was simply trying to work his way up in the ranks. The characters become outlaws, while the underling seizes control of the merchants' guild and becomes an archvillain in your campaign.

3) The Adventure Starts at the Tavern

Every adventurer knows to go to the local tavern or inn to start an adventure. Here they meet contacts, get into "random" fights and are railroaded into the next series of adventures. If overused, this cliché is as much the fault of the players as it is the fault of the DM. This scenario can easily become a crutch for players who do not want to explore the rest of the town in which they find themselves.

The crafty DM should exploit their assumption that adventure and intrigue only begins with an encounter in the tavern. Imagine that, instead, the local authorities greatly dislike the

thought of adventurers disrupting their nice, orderly town. Knowing that adventurers like to frequent the local tavern, it could be an easy trick to seed the room with experienced soldiers, disguised as simple townsfolk. The DM might add a few well-placed magical effects as well. Now the locals stand a good chance of overpowering the travelers, for any number of unpleasant results. The party could be shanghaied into the local militia, sold into slavery or robbed and dumped well outside the city limits.

A variation on this urban cliché is the assumption that the town guard (or local militia, etc.) are little more than punching bags to prove how tough the characters are. The players often think to themselves, "Oh, here are a handful of first-level fighters. Maybe a dozen hit points apiece, no magic weapons... They can't stop my character!" Again, this is a perfect opportunity for a devious DM to knock the arrogance level down a few notches. These fighters may not be high level, or armed with magic weapons, but there are a lot of them. They are often well organized and armed with good, solid equipment. They know the surrounding area intimately and know how to trap high-level characters by using every scrap of cover to their advantage. By giving the fighters experienced leaders, as well as excellent tactics, the characters now find that they can no longer break the laws in the world of Tellene with impunity.

4) If it's Worth Anything, it's Guarded

After a handful of encounters, PCs learn that nothing is free. There are traps to overcome, monsters to be defeated and puzzles to solve. A sack of gold lying in the middle of a room is a certain trap. Or is it? Here, the players assume the DM is luring them into a trap and are on red alert, waiting for an ambush. The party's rogue is scouring the room, looking for hidden mechanisms waiting to crush them. Wizards and clerics are using divination magic to prepare for impending doom that never comes. The rogue finds no traps and begins to question whether the roll REALLY succeeded. The fighters may not relax their battle readiness, but now they are edgy and paranoid. The spellcasters have used up their spells. Still, the sack of gold is now theirs. A few more similar encounters will make the party either insane with paranoia or lull them into a false sense of security. Either way, the DM has created more opportunities for havoc that she can unleash whenever it is least expected.

The other side of this is for the party to face a creature they expect to have loads of treasure, only to find that it was a pauper. See the stereotype about dragons for more on this subject. However, this trick may frustrate players if used too often.

Another variation is that the value of the treasure is only apparent to the previous owner. A



massive marble statue of some ugly beast might be worth thousands of gold pieces, but what character will take the time to haul it out of the dungeon, let alone find an appraiser or buyer for the hideous thing?

5) People are Basically Good

Many Dungeon Masters portray evil as only controlled by demons, gods or powerful wizards. Having large evil organizations where the PCs have to peel away intrigue and lies, like the layers of an onion, until they reach the true evil at the core is fun. This type of role-playing may be epic, but it removes the characters from any real heartfelt obligations to the game world. Another problem is that this does not allow for the realization of evil within the (seemingly normal) mortal heart.

The attitude that all people are essentially good (until coerced by some supernatural force) often permeates these games and removes much responsibility from both heroes and villains. After all, no PC has a moral problem with stalking and destroying a demon and its followers. Occasionally injecting a small dose of "everyday evil" into your game overcomes this problem. Evil comes in many forms, all of which should be more disturbing than demonic.

For example, imagine the shock and horror of the PCs when they find that a series of terrible crimes were committed by a child who was not possessed or controlled by some otherworldly force. Confronted by these crimes, the PCs would expect some horrific evil to be waiting for them and will probably not be prepared to find out the truth. Once the truth comes out, the PCs must decide what to do. Can the PCs (and the players) justify killing a child who is not under the control of some supernatural entity? Moreover, IS it justified?

6) Necromancers are Evil

All necromancers are insane and always surround themselves with undead. This stereotype of the necromancer follows him like a black cloud through virtually every fantasy role-playing game. Of course, this stereotype does not need to be true. Some scholarly wizards may study necromancy simply for the knowledge. Those who hunt the undead may wish to study the techniques of their creation, as a way of gleaning new ways of destroying them. Take a careful look at the spells in the *Player's Handbook* that are defined as "necromantic," and you will see a number of spells designed to heal and repair the damaged body.

Rather than focusing on necromantic studies as a solely evil art, the DM may wish to introduce a necromancer who robs graves and animates corpses simply to study their anatomy and pass the knowledge on to his students. Now, PCs who stop a necromancer might destroy new magic spells that could ease suffering among the mortal population.

As another interesting plot twist, the PCs could storm the laboratory of a necromancer just in time to disrupt a crucial part of an experiment. Perhaps this creates a powerful or previously unknown variant of undead. This leaves the PCs in a bind, as

they must find a way to capture or destroy the undead. They also have to explain their intrusion onto the necromancer's property and any other crimes to the local authorities.

7) Warlords are Evil

The evil warlord with no redeeming qualities and a nearly invulnerable army that sweeps across the lands in a campaign of terror and bloodshed is another standard cliché in the repertoire of many DMs. This stereotype can lead to an oversimplified game world where the PCs have advanced warning of what is to come and are not required to think very often. The characters face tough battles, but there is very little true decision making to be done that affects the world in general. To make matters worse, the evil warlord cliché often makes use of overly predictable combat strategies.

To shatter the players' preconceived notions of the warlord, have the PCs come to investigate the army, only to find it led by a lawful good warrior. A good-aligned warlord might be leading his people to freedom after years of oppression, fighting for the betterment or the survival of his people. Perhaps the warlord is attempting to liberate farmland formerly owned by his people. By opposing him, the PCs are only dooming his people to hardship and starvation.

8) Dragons are Disposable

There are many stereotypes and misconceptions concerning dragons. Some players and DMs treat dragons as mysterious and magical lizards that are nothing more than reservoirs of experience and treasure. This is unfortunate, because dragons are one of the few monsters that can truly challenge every aspect of an adventuring party by themselves. When handled correctly, a dragon can make a great villain, using their intellect to confound and manipulate the PCs well before there is the chance of physical combat.

Whether evil or good aligned, a dragon is a powerful creature whose mere presence affects the entire region around his lair. The elimination of this magical creature will cause a power vacuum that could disrupt both the politics of neighboring cities and cause a massive influx of monsters who were previously too afraid to enter the dragon's domain.

Many dragons are also very skilled at fitting into human (or humanoid) society. A good-aligned dragon, for example, may be the protector of a city or settlement like the gold dragon Rhingoryx of the city of Bronish in the *Lands of Mystery* book. Any PCs who trifle with this dragon face not only the wrath of the dragon itself, but also the anger of his subjects.

A popular cliché is to have the characters venturing into some underground lair in the heart of the wilderness to face a lone dragon in a dungeon filled with traps and monstrous slaves. While this may apply to certain dragons, it does not hold true for all.

Parties exploring a dungeon looking for a dragon's hoard could find any number of nasty surprises, while the (now-

polymorphed) dragon in question is comfortably sipping wine by the fire at the inn the characters just left. Perhaps it was the dragon itself who gave them the "tip" about the "dragon's lair."

One way to use a more urbane and cunning dragon could see the PCs tracking down an evil sorcerer who is the leader of an ambitious criminal syndicate. After many months and the defeat of numerous underlings, the PCs finally locate the inner sanctum of the organization and find the sorcerer waiting for them. However, not even the sorcerer's followers know that he is actually a dragon *polymorphed* into a human form. Prepared for combat with a mere mortal, the characters find themselves in a world of trouble when their opponent reveals his true form.

Another example of the many clichés surrounding dragons is the assumption that all dragons have great hoards of treasure. In fact, this treasure may not exist. The dragon may have invested some or all of his treasure to fund the activities of a criminal syndicate, as in the example above.

The other issue here is what exactly the dragon classifies as treasure. Perhaps the dragon is an insane collector of odd things. There could be real value to the treasure, but it could be next to impossible to transport it, let alone find a buyer for some of the bizarre items the dragon may have accumulated over the years.

Another option of eliminating or reducing the dragon's hoard is for the DM to say that another group of adventurers recently robbed the dragon. The players, however, are very likely to see this as an unfair attempt to 'cheat' them of experience and gold. This can prove very disruptive to your game, so consider this very carefully before implementing it.

9) Halflings Are Thieves

All halflings (or other small, cunning races) are thieves - every seasoned adventurer knows this. When something of value goes missing, blame the halfling. If the party is betrayed, misled or in any way duped, blame the halfling. A creative DM could have one of the PCs pick-pocketed, apparently by a halfling NPC. The PC will most likely assume that the halfling is a thief who stole his money, when in fact the real thief is the human in the corner or the "cleric" that bumped into him a couple of minutes ago. This is the time to add an interesting twist and further dismantle the stereotype. Perhaps the halfling is a monk who takes matters of honor seriously. The character that accuses the halfling monk of robbing him and demands his money back will definitely be surprised to receive a sound thrashing instead. Now a useful and interesting NPC enters the campaign, as well as teaching the players a valuable lesson about just how dangerous their preconceptions can be.

10) The Nemesis and the Archvillain

Confusing a nemesis and an archvillain is a common mistake that many DMs make, but in fact, there are many differences between the two. A nemesis is a recurring villain who often encounters the PCs directly, somehow managing to escape justice each time, while an archvillain is the evil genius

who lurks behind the scenes, manipulating events and people at his whim.

The nemesis is a character that will frustrate the PCs, but can also be very fun for them if handled properly. There are two important rules the DM should remember when using nemeses in his or her campaign. One, the players should never have to contend with more than one nemesis at a time, and two, when the nemesis is finally brought to justice after many frustrated attempts, accept it gracefully. Do not become so attached to the nemesis that you deny the PCs their rightful reward. Of course, you can always give the PCs a new nemesis to combat.

Once the players have finally defeated their nemesis, an enterprising DM can use their victory against them. Perhaps the PCs spot one of their old nemesis' underlings - who now works for himself or for another villain who has taken over the organization. In either case, the PCs will believe that their nemesis has returned and will prepare to fight him again. Instead, the villain they face will have unexpectedly different strengths and vulnerabilities.

This cliché could also be a source of paranoia for the characters. If they slay their opponent after a tough battle, then discover that the body is missing, they will be looking over their shoulders for months to come. The explanation could be as simple as a large carrion-eating creature making off with it when they were unaware. This is a cruel trick, but one that uses the players' assumptions to full advantage to create an atmosphere of suspense.

Think of an archvillain as a spider at the center of his web - every strand is a connection to an illegal activity, assassin or thieves' guild, diabolical plan, and so on. The archvillain remains in the background, using his large sums of money and other resources against the PCs. The best time to create an archvillain is when you are just beginning a campaign, but you can also introduce him near the end of the campaign as well. Look back at all of the adventures and problems the PCs have experienced, and see how many of them you can possibly tie together. Next, start introducing subtle hints and seeds of information. Perhaps the PCs learn that the magic item they recovered for a Peacemaker cleric was used in the assassination of a noble in another city. When they investigate, they find that the assassin also used another item the PCs were known to possess, but is now missing. When the players realize that someone or something has been manipulating them, they will grow paranoid. They will likely start imagining all sorts of plots that you had never thought of - be sure to use these against them if they imagine something even better than you had planned. Finally, be sure to make the archvillain someone unexpected. A seemingly-humble cleric with a high standing in the community, a former NPC friend or family member, or even the ruler of the PCs' homeland are excellent choices to provide the players with further emotional involvement in the KINGDOMS OF KALAMAR campaign.

CHOOSING RACE AND CLASS

Remember, not all villains have to be human. Villains come in all shapes and sizes, from the diminutive halfling to the strongest hobgoblin. Likewise, not all villains are fighters or wizards. Druids, clerics and other classes also may make suitable villains. Below are some general guidelines on the features of each and ways to use them in your Kingdoms of Kalamar campaign.

Villainous Races

HUMANS

With a bonus feat and an extra skill point at each level, humans have advantages that make them dangerous villains over a wide range of areas. Another great feature of this race is that they can select their favored class. Humans are always a good choice for a villain's race.

DWARVES

Dwarves are tough and can see well in the dark, as well as being resistant to poison. These traits enhance a dwarf's combat prowess, particularly when fighting in the dark. However, dwarves are slow and their Charisma penalty means that they are unlikely to become great leaders (except of other dwarves). A combat heavy campaign is best suited for a villainous dwarf.

ELVES

Elves are quick and graceful, though more fragile than a dwarf or a human. They often excel at stealth, archery and light weapons with the weapon finesse feat. An elf's keen senses, and resistance to some spells, are particularly useful, and perhaps the most useful abilities that a villainous elf can have. Elves are best suited for villains who rely on stealth, archery or magic instead of brute force.

GNOMES

Gnomes are almost as tough as dwarves, but they are not as well suited to melee as their improved Constitution may suggest. Gnomes are small, making them harder to hit, but they are also slow. They have the natural ability to cast certain cantrips. Their lack of Strength and slower speed means that most gnomes would rather avoid melee, in favor of their other abilities. Gnomes are best suited for villains who use guile and illusion to accomplish their goals.

HALF-ELVES

Half-elves combine some of the best qualities from both elves and humans, but do not receive a Constitution penalty. They are tougher than elves, but have keener senses than a human. Half-elves torn between two cultures may go to extreme lengths in an attempt to establish an identity for themselves.

HALFLINGS

Halflings are as quick and agile as an elf, but as weak as a gnome. However, high Dexterity and racial bonuses make halflings particularly good with thrown weapons. Add to this a

bonus to all saving throws, various skills and armor classes and you get a villain that becomes hard to hit and has a few tricks up his sleeve. Halflings are best suited for villains that use stealth to compensate for their weak Strength, though halflings also make good monks.

HALF-HOBGOBLIN

Half-hobgoblins, or sil-karg, have variable bonuses and penalties that make it easy to create a physically impressive villain. Half-hobgoblins also have darkvision and a bonus to Fortitude saves. Half-Hobgoblins are best suited for tough villains that do not necessarily need a high intellect.

HOBGOBLIN

Hobgoblins are quick, tough and work well in a group. This makes them exceptionally dangerous in large numbers. Hobgoblin villains are best suited for combat heavy or militaristic campaigns.

HALF-ORC

Half-orc villains are usually not well suited as long-term villains, but can be excellent short-term villains. Their Strength bonus, combined with darkvision, gives them a great advantage when fighting in the dark. In addition, because the half-orc's favored class is barbarian, it is easy to create a very powerful half-orc that can challenge the entire party.

Villainous Classes

BARBARIAN

The barbarian is an interesting combination of brute force and wilderness skills. Not only are barbarians physically impressive, being able to give and take exceptional amounts of damage, but they are also at home in the outdoors, with the ability to track and hunt their enemies.

BARD

A bard has access to a selection of charms and illusions that makes him dangerous as an intellectual villain or as a leader of a small group.

BASIRAN DANCER

Basiran dancers have combat skills similar to both a bard and a monk, combined with a high Charisma. The Basiran dancer is a perfect choice for subtle villains in an urban setting, for she is often invited to the houses of nobles and royalty where she may perform acts of thievery or assassination.

CLERIC

Clerics have a wide selection of spells, they tend to be better in combat than a sorcerer or wizard, their spellcasting is not penalized for wearing heavy armor and they are often members of large organized religions. Because of his access to the resources and followers of his religions, as well as his own abili-

ties in combat, an evil cleric can make a worthy archvillain for your campaign.

DRUID

Druids have an excellent selection of spells and skills and they are at home in the wild – where many PCs are not. Druids are able to challenge a party of PCs on many levels and she may have access to animal companions and followers to aid her.

FIGHTER

In melee combat, the fighter's bonus feats and ability to specialize in a weapon makes him a deadly force to be reckoned with. Fighters make excellent villains in combat heavy campaigns.

GLADIATOR

Where the fighter specializes in a single weapon, the gladiator learns to use all weapons. Should the PCs ever end up in an arena, they may find a killer who hides his thirst for evil behind a crowd-pleasing performance. Former gladiators also make good villains in combat heavy campaigns that take place outside the arena.

INFILTRATOR

Infiltrators, aside from their rogue-like skills, typically have varying resources to draw upon. Within the city or wilderness, the infiltrator knows the lay of the land and where to find help against his enemies – something the PCs rarely know.

MONK

Though the individual monk tends towards good or neutral alignments, evil monks do exist. The monk's ability to fight unarmed and unarmored, as well as her ki abilities, makes her an excellent choice for a villainous infiltrator, spy or thief.

PALADIN

A paladin's abilities and single-mindedness can create an excellent short-term villain. However, the DM must take care not to force a situation onto the characters where the paladin is acting in a manner contrary to her alignment.

RANGER

Villainous rangers may bring the forces of nature to bear against the PCs by setting traps or driving dangerous animals into their path. The ranger also receives the favored enemy ability, which can go a long way in increasing combat ability and story potential.

ROGUE

Rogues are one of the most versatile classes, especially when it comes to designing a villain.

Rogues have a wide range of abilities and skills that make it easy for them to challenge PCs on many subjects.

SHAMAN

Evil shamans are rare, and are typically found in tribes that are on the verge of extinction or under constant attack by other races, creatures or tribes. PCs who offend an evil shaman may soon find themselves in constant jeopardy, for shamans have a wide range of spells and abilities and often an entire tribe of warriors to back them up.

SORCERER

The sorcerer makes an excellent villain for campaigns that need someone hungry for arcane power and willing to do whatever it takes to get it. His typically chaotic nature and powerful abilities can pose a dangerous threat for any PCs.

WIZARD

The wizard is suitable for creating villains with a great deal of arcane knowledge and some idea of what spells they will require in the near future. Wizards tend to congregate in formal organizations consisting of other wizards, giving them a large amount of magical resources to throw at the PCs. High-level wizards make excellent archvillains.



Powerful Combinations

Once you know what you want in a villain, you may choose to select a combination of race and class to match your needs. If the plot requires a highly specialized villain, the DM should select a combination of race and class whose bonuses and abilities compliment each other. If a campaign needs a more general-purpose villain, consider a combination of classes where the bonuses and abilities of the race cover any class deficiencies. Another option is to create a multiclass villain, this is particularly useful if the abilities from both classes complement each other.

VILLAINS AND ALIGNMENT

Almost as important as the villain's motivation is the villain's alignment. The alignment will help the DM dictate what a villain will or will not do, as well as determine how certain magical spells and abilities may affect him. Selecting an appropriate alignment for your villain lends him credibility and enhances the story for both the DM and the players.

The most common alignments for villains are Lawful Evil, Neutral Evil, Chaotic Evil and Chaotic Neutral. However, by occasionally using other alignments, you can add a greater level of depth to the story. Now the PCs will have to overcome their preconceptions of the villain and their motives, as well as defeating the villain himself.

Lawful Evil is a particularly good alignment for long-term villains because they are able to work within the laws and rules of society while still providing conflict for the heroes. A lawful evil villain will be able to create complex plans and stick to them. He often follows the letter, but not the spirit, of the law.

Neutral Evil is also a good choice for a villain's alignment. The neutral evil villain is the only villain who holds evil as an ideal. The villain's plan is to advance the cause of evil (perhaps evil as a concept or an evil deity) instead of trying to simply gain more power. Because these villains strongly believe in their cause, they are less likely to back down from a fight.

Chaotic Evil can actually be a poor choice for a villain's alignment, though it is often used. A chaotic evil villain is brash, unable to follow complex plans or instructions and often would only be able to challenge the PCs in combat. The chaotic evil villain prefers combat to a parlay. This alignment is better suited for a short-term adversary that the PCs are intended to quickly defeat, rather than the main villain of an ongoing campaign.

Chaotic Neutral can be a good choice for a villain. The chaotic neutral villain tends to be self-centered and often an opportunist who will seize any apparent opportunity. She will likely retreat when anything goes ill for her, and is not likely to have detailed long-term plans.

Neutral, though an atypical choice for a villain, can be surprisingly effective. There are many scenarios in which a

neutrally-aligned personage might come into conflict with the player characters and in so doing become a villain. Such a villain may fear the loss of power and influence if the forces of good achieve hegemony and the need for them to curry his favor wanes. This villain may give aid and comfort to a number of vile creatures in order to "keep them in the fight" and maintain his own relevance. Neutral villains do not want any force getting too influential, and their desire to be the fulcrum in the balance of power may lead to odd alliances indeed. These types of villains can be quite challenging strategic opponents since it is difficult to rally opposition to a foe who cannot be readily distinguished as such, or whose goals are too complex to follow without considerable effort.

Lawful Neutral is not a typical choice for a villain, though it is a possible one. The lawful neutral villain may follow a code of conduct, tradition or personal code that by itself is not evil, but may lead to evil. Consider King Brenbod I of Eldor, a lawful neutral ruler. The king has a vision of a utopian nation. He and his followers believe that their perfect world should be free from "unclean" races, meaning any of the uglier humanoid species. In and of itself, this does not strike most people as evil. These creatures are nuisances, if not outright threats. However, when King Brenbod has freed his lands of the "filthy" monsters, he turns his attentions within his gates to half-elf, halfling or other humanoid citizens. A few well-placed words to certain citizens lead to a rash of assaults, vandalism and outright bullying in an attempt to drive the humanoids out. Eventually, the king condones murder (if not encourages) as a means of removing all undesirables. Then, with a population free of the ugly creatures, the dictator begins to build his perfect society. He severs ties with nations that allow similar creatures free reign. Trade suffers and the people grow hungry. Still, King Brenbod believes that this is a better life for his subjects than when they had to contend with the lower humanoids. This villain is not an individual threat, like a warrior or mad wizard - instead, the danger lies in his influence and charisma. Not only does he have a distorted vision of a perfect world, but he has convinced others to share his mad dreams. Such a villain has resources far beyond what the PCs might expect for a low-level character, with an army of loyal followers ready to make the world safe for their "vision." As a lawful character, this villain truly believes he is building a better world and, since he believes that these undesirables are of predominantly evil races, he has no moral objection to the means used to pursue his dreams.

Good-Aligned Villains

If you, as a DM, consider alignments as hard and fast rules that can never be broken under any circumstances, you may disagree with the concept of good-aligned villains. In this case, you may choose to disallow good-aligned villains in your campaign. This is fine - everyone's campaign should not be identical. However, you may find yourself missing some great

story potential. If you view alignments as strong tendencies, rather than hard rules, your campaign allows for great stories that still let characters (and villains) make mistakes. After all, real people occasionally (or often) do something that violates what they see as their "alignment."

So, is a lawful good villain possible? Yes! In fact, it is more than a probability. Just because someone follows the laws and works towards good does not mean that he is not a suitable adversary for the PCs. According to the description of this alignment as presented in the *D&D Player's Handbook*, a lawful good character opposes evil with no mercy, condemns injustice, rejoices in the lawful punishment of the guilty, and does not hesitate to protect the innocent. Though this implies obedience to authority, this definition does not explicitly state that a lawful good character always obeys the local laws. For example, a lawful good paladin might kill an evil creature or person, despite local laws that make it a crime.

It therefore becomes possible to portray lawful characters as having a tendency towards order (diametrically opposed to chaos). In its extreme, this could cause a character to disregard minor or irrelevant (from their point of view) laws in favor of obtaining a higher degree of order. By this definition, the lawful good villain can be seen as too lawful and too good for most of society to accept. Perhaps the most easily recognizable example of this is the vigilante, familiar to many players of role-playing games with modern settings.

The description of villains presented in the *Dungeon Master's Guide* (page 147) certainly assumes that the villain is evil, but does not make it a requirement. In fact, the DM can use many of the suggestions in the *Dungeon Master's Guide* for lawful good villains. Essentially, a villain is a foil, both for individuals and for entire societies. In literature, the foil is a character whose purpose is to illustrate certain attributes (good or bad) of another character by creating contrast. As such, a villain is expected to fly in the face of convention, defy definition and, in general, refuse to be pigeonholed as this or that. This iconoclastic nature means that a villain can even be a foil to other villains. This villain is very different from the conventional standards of "villainy," but still fulfills the role of a villain. After all, the villain is an antagonist for the PCs and conflict can come in all shapes and sizes. Anyone who believes otherwise only has to think about the problems PCs might face in a game when a lawful good ruler opposes their needs or desires.

A Lawful Example

There are many reasons why a lawful good NPC might oppose the PCs. For example, an overzealous bailiff might chase the PCs for some minor crime, but would the bailiff be a villain? Probably not. Now, let us examine a few examples of lawful good and lawful neutral characters and see what makes them villains.

Hul'Mar is a zealous cleric who has declared a group of adventurers heretics for ignoring an obscure religious observance.

Hul'Mar's followers, wishing to prove themselves faithful, now routinely attack these adventurers. Hul'Mar's reasons for disliking the characters can be manifold. It could be a personal grudge - perhaps the adventurers insulted the cleric or otherwise offended him. Lawful good characters can be just as petty, vindictive and jealous as any other alignment. They simply find it easier to disguise their means of revenge within the context of the law, veiling it in a sense of righteousness. Of course, the conflict could be less personal. A truly fanatical cleric like Hul'Mar might hold anyone who does not follow his god or who does not take the necessary provisions on a High Holy Day as a heretic. If the adventurers were merely passing through Hul'Mar's territory and neglected to observe religious tradition, the over-zealous cleric might see fit to declare them profane in the eyes of his god and send his followers to seek holy retribution. Religious conflict is a touchy subject, especially when the conflict arises between the followers of two good deities. If both groups espouse goodness and order, who is in the right and who is in the wrong? Are such definitions possible? These are the questions that the PCs will be forced to answer.

Gandal is a fallen paladin obsessed with the battle between good and evil. Believing that good must win and that no personal sacrifice is too much, Gandal has taken up his sword in a crusade to rid the world of evil. He thinks he can turn the tide of battle to the side of good by killing all evil-aligned people and creatures, regardless of whether or not they have broken a law or committed a crime. This crusader is perhaps the easiest lawful good villain to insert into a campaign - fanatical, obsessed with a cause and in direct opposition to some force. Even if the force he opposes is evil, there is still reason for such a villain to come into conflict with good characters. This villain is willing to do whatever it takes to remove evil from the world. He may poison the water supplies of villages inhabited by evil beings, set massive fires and massacre women and children to prevent the spread of evil and corruption. This plot device is best used to illustrate that the extremes of goodness can be just as horrifying as the extremes of evil.

Savano is a ranger who has decided to force people out of cities to protect a local endangered species. She also hunts intruders and poachers in her forest. This kind of conflict comes quite easily with simple exaggerations of current newspaper headlines. "Eco-terrorists" can be a chilling thought to the modern player and a fantasy equivalent of such makes a great villain. While this veers somewhat from the lawful end of the spectrum, the villain's intentions are still very much in the good. An even more twisted motive is that the ranger feels her calling to tend to the human flock as she would any other wild animals. That means that when "the herd" grows so large that it threatens its own food supply or environment, it is her job to begin the culling of the old and the sick. She may regret her actions, but she is doing it for the overall health of the herd. In this way, she is lawful and good. By sacrificing those who stood less of a chance of survival, the remainder grows stronger and

healthier. In her own eyes, this ranger is fulfilling a sacred duty. To those she "tends," however, she is a dangerous psychopath who murders the old and the sick.

WHY INCLUDE A GOOD VILLAIN IN YOUR CAMPAIGN?

There are only so many times the characters can battle monsters, demons, evil conquerors and mad wizards without repetition and boredom. And, perhaps more importantly, there comes a point when the players want something truly different. Dungeon crawls and monster hacking are classic and important pieces of fantasy role-playing, and always will be, but there comes a time when your players will need a deeper story line that has more emotional impact. Facing a good-aligned villain raises so many questions that the players will have no choice but to look deeply at their own character's actions and intentions.

HOW TO INCLUDE A GOOD-ALIGNED VILLAIN

Once you have decided to include a good aligned villain in your game, you have to decide if you want to use this new character as a minor villain or major villain (also known as an "archvillain").

When using a minor villain, you need to be wary of the "Buddy Film Syndrome." The Buddy Film syndrome is the cliché where the "bad guy" turns out to be a good guy who later teams up with the hero to defeat a really bad guy. This stereotypical villain can be fatal to an otherwise excellent campaign, because the "villain" seems to appear only to move the story forward. Your players will see this as 'railroading' or 'steering' them, and will either resent it or deliberately go out of their way to destroy your plan. To avoid this, remember that the villain, even a good villain, is in opposition to the PCs. Typically, he would ally with another villain to defeat the characters, not the other way around. It is possible that some villains will team up with the PCs, but only if, and when, it suits them and fits with their character.

Another concern about using the good-aligned villain as a minor villain in your campaign is that this will not fully utilize the potential of this type of villain. By making him a minor adversary, the PCs are not likely to consider the moral and ethical implications presented – the main reason to use a good-aligned villain.

As an archvillain, the good-aligned adversary will be able to challenge the PCs and offer the players a different and exciting opponent to face. To do this the villain would have to have an attribute that would put them in direct opposition to the PCs. This attribute could be anything, but will probably be some form of moral or theological principle that the villain will be unwilling to change.

How Good-Aligned Villains Affect Play

VERSUS GOOD PCs:

The good villain opposing good PCs is a powerful tool of storytelling. Essentially, the DM is holding up a twisted mirror to his players. After all, good characters believe that they act with the best intentions. Yet they go on adventures, act violently, hoard treasure and disrupt the areas in which they adventure. The good villain causes the characters to ask themselves just how fine is the line that keeps them from being villains as well.

VERSUS EVIL PCs:

An interesting twist to the game is when evil PCs face good villains. This does not mean just a good-aligned adversary, but a villain. Although a paladin chasing evil PCs would be a good-aligned adversary, she would not necessarily be a villain. On the other hand, a true villain would use every resource at his or her disposal to destroy the PCs, unless they were temporarily useful. This is a tricky plot tool, since not many playing groups can feel comfortable using evil characters on a long-term basis.

AS UNDEAD:

Good-aligned characters, if they come back as undead, are vastly different beings, often to the extent that they are unrecognizable. They are now evil creatures and thus, the special qualities that made them so disturbing as mortal villains are no longer so unique. As they will not have the same emotional impact when they oppose the characters, the DM may not wish to bother with this avenue. If the DM chooses to use *resurrection* or similar magic, remember that the soul would most likely be brought back by a good cleric. And what good-aligned cleric is honestly going to want a villain back in the world?

EXPERIENCE

From the nefarious scoundrel to the noble tyrant, villains are continually pursuing their plans and facing adversity. From this, they gain experience and training that better prepares them to accomplish their goals. Allowing villains to gain experience makes a better long term villain as the villain is never too powerful for the heroes, but is still able to challenge them over several levels. Also, he is able to train to specifically deal with any weaknesses that he spots within the PCs.

Rules for Villains and Experience

There are five potential ways of handling experience for villains, as seen below.

1) LEVEL BASED

In this case, the villain is always a certain number of levels greater than the party, either of the highest level party member or of the party average. This is the easiest for the purpose of tracking experience and modifying the villain. You can use the

formula shown in step two of Villain Design, previously, to help you determine the appropriate level of your villain.

2) GAP BASED

In this case, the villain always has a certain amount of experience more than the party average. You must choose this amount when you first create the villain. For example, a villain who you introduced at low levels may have 5000 more experience points than the party average. At low levels, this will likely give the villain an advantage of two levels. However, as the PCs gain in experience, this advantage diminishes until the PCs and the villain are the same level. This is more realistic than the level based example and is fairly easy to calculate. However, using this method makes it harder to prepare a long-term villain that is well balanced over several levels.

3) INDEPENDENT EXPERIENCE

This example has the villain's experience completely separate from that of the PCs. This method is more time consuming, but is also a bit more realistic, as the villain gains experience completely independent of any other characters. The villain gains appropriate experience for defeating adversaries, surviving attacks by the PCs and other adventurers and from accomplishing his goals. The easiest way to keep track of this is to create a downtime event chart.

To create your own downtime event chart, you must first decide what events could happen in the life of your villain and what events would be significant. For example, it is unlikely that a barbarian will discover a new spell, or that a wizard will attempt to find a weapon master to train him. Once you have decided what events are possible, you will have to decide the likelihood of each event. Next, decide on a likely experience point value for each event, and place them on the chart in a random fashion. We suggest using a scrap piece of paper to organize your thoughts before writing the final percentages on your villain record sheet (located in the rear of this book). See Table 1-1: Sample Downtime Event Chart for an example. (This sample chart was created for a warlord.)

TABLE 1-1: SAMPLE DOWNTIME EVENT CHART

d20	EVENT	XP	DESCRIPTION
1-3	Discover an Assassin	500	The villain discovers an assassin and is now able to hire the assassin when needed.
4-8	Find a trainer	1000	The villain finds a trainer who is experienced in many combat techniques and feats.
9-15	Victory	1500	The villain defeats a long time adversary and recovers a +1 weapon.
16-20	Defeat	0	A group of adventurers defeats one of the villain's underlings. The villain loses the underling and any equipment he had.

4) LINKED TO UNDERLINGS (5% TO 10%)

The villain not only gains experience for what he accomplishes (as in 3 above) but also gains experience for what his underlings do. In this case, the villain takes 5% to 10% of the underling's experience. The underling only loses this fraction as he gains new experience. The villain can only steal experience from his underlings when they are performing a task that the villain commanded them to do. The villain cannot take a percentage of the experience that the underling earns by himself.

5) LINKED TO PCs (51% TO 150%)

With this method, the DM calculates the villain's experience as a percentage of what the PCs gain. To calculate this percentage, roll 1d100 (or percentile dice) and add 50 to the total result. The villain now gains between 51% and 150% of the experience that the PCs earn. The PCs do not lose any experience to the villain and the villain does not gain experience from his underlings or for anything else he accomplishes (when the PCs are not involved).

FAMILIARS

The familiar is the hallmark of spellcasters and any adventurer worth his or her salt knows to be wary of a sorcerer's pet. In difficult situations, the added abilities and resources a familiar provides can occasionally be the difference between success and failure. Unfortunately, many players choose familiars purely by what abilities they give their master. Properly selecting and developing your familiar can add a degree of depth to a game as it enhances the villain's personality and emphasizes particular character traits.

Selecting an Appropriate Familiar

Aside from being a useful tool, a familiar should reflect an aspect of the villain's true self. In this case, the familiar should represent one of the villain's personality traits, perhaps even traits that the villain does not wish to expose. An evil wizard who selects weak opponents for his research might have a snake, weasel or imp as a familiar. The snake represents the fact that the wizard is likely to ambush his victims, because small vipers often lie in wait for their prey. As weasels usually attack smaller prey, the weasel might show that the wizard selects prey he sees as vulnerable. The imp shows the wizard's insidious and twisted intellect that he uses for his evil purposes.

WHAT'S IN IT FOR THE FAMILIAR?

Why would the familiar subject itself to a master? The familiar does become tougher, smarter and now has access to a wide range of abilities, but is this enough? Perhaps the familiar has goals and aspirations all its own. To create a truly rich gaming

experience, try to design a personality for the familiar with its own purposes and motives, some of which may be at odds with its master's goals.

HINTS AND TIPS FOR A UNIQUE FAMILIAR

The first thing to do when creating a memorable familiar is to name the familiar. Secondly, create definitive personality traits for the familiar. Does it hold its head at an angle, have an unusual voice or mannerism? Is it young and agile or old and senile? Finally, decide what your familiar looks like. A good way to do this is to include subtle changes from the normal animal of its type. By creating small physical changes, such as an arctic owl with a single prominent black feather, the PCs will pay attention to the familiar and may be able to recognize it, even if the spellcaster is not present.

Also included within this book (Chapter 6: New Villainous Rules) and the *KINGDOMS OF KALAMAR Player's Guide* (Chapter 5: Feats) are special feats intended specifically for your familiar. These feats, known as Enhanced Familiar Feats, let you make your familiar more powerful and easily distinguishable from other similar creatures.

POWER LEVEL

Finding a proper balance between the power level of a villain and that of the PCs can be very difficult. If you make the villain too powerful, the PCs will have trouble defeating the villain. On the other hand, if the villain is not powerful enough, then he does not pose enough of a challenge for the PCs. The DM should also consider what the PCs would gain from defeating the villain. If you make the villain more powerful (by giving him more money or magic items than normal), the PCs may recover those items when they finally defeat the villain. That is then something you will have to deal with in future adventures. Below are five ways to increase the power of your villains, and the "pros and cons" of each.

1) Min/Maxing

One way of increasing a villain's power is through the infamous technique known as min/maxing (minimizing certain traits to maximize others). Perhaps you want a wizard with a high Intelligence. In this case, you will place your highest ability roll into your villain's Intelligence score and probably your lowest rolls into your Strength and Constitution abilities. In this case, all of the villain's Intelligence-based skills will benefit, but other skills such as Concentration will suffer.

PROS

It is easier to create a villain that is very powerful in a particular field. Compensate for a villain's weaknesses by using magic or underlings.

CONS

It is very easy to overlook something and give the villain an enormous weakness that the PCs can exploit. In the above example, the wizard has a lower than normal Concentration skill and so will be at more of a disadvantage during combat. The problem is that no matter how well you plan, the players always do something that you do not expect. Somehow, they will exploit the villain's weakness.

2) Underlings

Another way to increase a villain's power is through underlings. Underlings are best used to cover the villain's weaknesses, though they have many other uses (see "Henchmen" and "Lackeys" in Chapter 3: Inside the Mind of a Killer). For example, it would be useful for a villainous wizard to have a few bodyguards, but a villainous fighter would probably rely more on a trusted advisor to help him make decisions.



PROS

It is easier to create a villain who will be able to challenge the PCs and the inclusion of underlings allows for levels of intrigue to be built into the story.

CONS

Over-reliance on underlings leads to a villain who is practically helpless once the PCs are able to break through his hordes of underlings. Another problem is that a group of specialized underlings working for the villain can become a serious threat to the PCs - one that they may not be able to overcome.

3) Political Influence

In this case, the villain has some form of political power, perhaps through an influential friend or through some title or position of his own. The villain is able to use this political power to his advantage, often influencing others to mistreat the PCs. Perhaps the villain is a cleric who has declared the PCs to be blasphemers, or the villain is the local sheriff and he has decided that the PCs are trouble and must be run out of town - or worse.

PROS

This adds another level to the game where the PCs not only have to fight the villain and his underlings, but a potentially large group of innocent people who have been persuaded to act against the PCs.

CONS

If overused, the PCs quickly believe that the entire world is out to get them. The PCs also may be forced into taking actions that they otherwise would not. For example, if a villain were leading a mass of townsfolk in an attempt to lynch the PCs, the heroes may be forced to fight their way out, injuring or killing many of the normally innocent townsfolk.

4) Financial Influence

Giving the villain financial influence allows the villain another avenue of attack to use against the PCs, making it easier to obtain the necessary equipment and resources to accomplish many of his goals. Alternatively, he or she could make it harder for the PCs to obtain items they might rely on extensively such as armor or spell components.

PROS

This makes it easier for the villain to purchase equipment, hire skilled henchmen and influence people by "buying them off."

CONS

When the PCs finally defeat the villain, they often retrieve a large sum of the villain's treasure, which in this case will be greater than normal. Now, the PCs can use this money for resources the DM did not plan for them to have.

5) Magic

Magic can make or break some villains, especially once the PCs gain significant expertise in this area. One way to counteract this is to give the villain more power whether in the form of a magic item, a powerful spell or two, another level of a spellcaster class or an unusual familiar or magical companion.

PROS

Adding a small amount of properly selected magic can increase the overall effectiveness of a villain.

CONS

Again, it is likely that the PCs will be able to loot the defeated villain, gaining the extra items that the villain had. This is especially problematic when the villain gave the item to an underling, as the underling is often defeated before the villain. Now the PCs are able to use the villain's own weapons against him.

SUPERNATURAL VILLAINS

A supernatural villain is a villain who has special abilities that are not usually available to the PCs. Whether giants, mind flayers, werewolves or vampires, many possibilities exist to create unique villains that can challenge the PCs in ways that mere mortals do not.

Dealing with Supernatural Villains

Supernatural villains provide DMs with unique opportunities and problems. Although the added powers and abilities offered from a supernatural villain can be very tempting when creating a villain, the DM must take care to create a villain that still elicits an appropriate emotional response from the PCs. The supernatural status of non-mortal villains often means that the players will have difficulties relating to the villain, which could lead to a reduced emotional impact on the PCs. However, if you are looking for a temporary villain that is challenging for the PCs, the supernatural villain may be for you.

Another way to use the supernatural villain is to create one out of someone the PCs already know and care for. Perhaps an old childhood friend has become a vampire or the betrothed of one of the PCs is infected with lycanthropy. The PCs now have some form of relationship to the villain that is likely to translate into an emotional impact. However, the DM must be careful not to overuse this tactic, for it will encourage the PCs not to have relationships with NPCs, fearing that their friends and families will only be used against them.

Creating Supernatural Villains

To create a supernatural villain for your campaign, simply choose which human, humanoid or monster you wish to use, then apply the appropriate template. Celestial, fiendish, ghost, half-celestial, half-dragon, half-fiend, lich, lycanthrope and

vampire templates can be found in Appendix 3: Templates in the *D&D Monster Manual*. New undead templates appear in Chapter 10: Dangerous Denizens. Be sure to create your villain at an appropriate level to challenge the PCs.

Creating a non-template villain may be a bit difficult, as there are often additional restrictions. Because of these restrictions, care must be taken when choosing a monstrous race, so that the many opportunities and abilities are well utilized and useful, instead of restricting and wasteful.

One of the best rules when creating a supernatural villain is to use the least possible to accomplish what you want. For example, if you decide that you want a supernatural villain who is a lycanthrope, you now have to decide what kind of lycanthrope to select. It is usually best to select the weakest possible starting villain that will still be able to challenge the PCs.

Transforming Mortal to Supernatural

The DM must take care when transforming a mortal villain into a supernatural one, as several problems can arise. If the players were unaware of the possibility of the villain gaining supernatural abilities, they may feel tricked. Another problem is allowing a villain to return from the dead by adding an undead template, especially without carefully foreshadowing the possibility.

Once you have decided to change a mortal villain into a supernatural one and decided which template is appropriate, you now have to decide what should take place in the story that allows such a drastic change to take place. You should also determine how the change would alter the villain. Did the villain use a *wish* to change? Was he infected with lycanthropy during a battle with such a creature? Perhaps the evil wizard discovered an ancient ritual that transformed him into a lich. Although each villain requires his own reasons and motives for this change, there are certain effects of the change that may be universal. Most villains, both good and evil, lose a bit of their humanity when they lose their mortality. An evil villain may become more wicked and power hungry, losing touch with his human roots and reveling in his new found power.

On the other hand, a good villain could easily believe that his virtuous goals are finally within reach, maybe succeeding with disastrous results or losing any commonality with the subjects he believes that he serves. One of the worst situations is when the good-aligned villain who was trying to serve his people is transformed and "enlightened." Now he sees that the subjects that he served are not worthy of his protection. In this case, a visionary archetype villain who served his subjects can become their greatest threat.

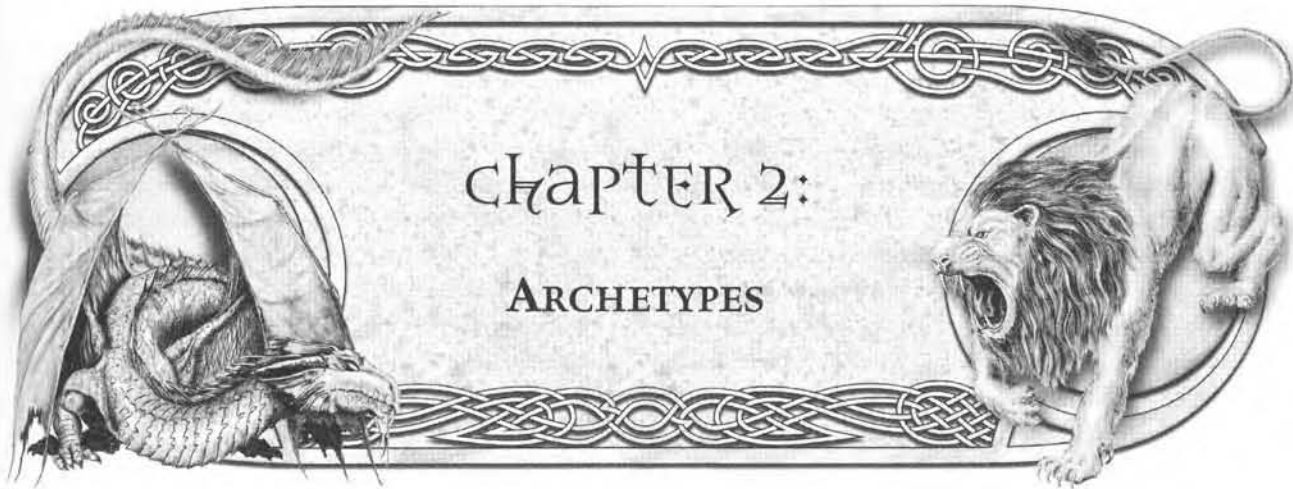
Maintaining a Balance of Power

Using challenge ratings to calculate the difficulty that the PCs will have is easy. However, it also becomes exceptionally easy to min/max a supernatural villain, and challenge ratings do not account for this. It is easy to combine some of the exceptional or supernatural abilities that some of the templates have with magical abilities and feats to create astounding effects. If you wish to include many of these spectacular combos in your game you should allow the PCs the opportunity to gain items or information that could be used to counter these ability combos, perhaps through battling the villain's underlings.

BEYOND THIS BOOK

With new sourcebooks arriving all the time, you will always find new options and ideas to enhance your villain. You should feel free to incorporate these and other ideas into your campaign. Never limit your options or restrict your gaming simply because some new and interesting options are not present in the *Villain Design Handbook*. When creating your villain, be creative and have fun. Here are some typical questions you might ask yourself as you use the rest of this book and begin designing villains in your D&D game.

- Does your villain have any family? If so, how does the villain feel towards them?
- What does the villain love and how much does he or she love it?
- Is there anything that the villain feels guilty for doing? Is there anything that he regrets?
- What scares the villain?
- What intrigues the villain?
- Does the villain have any habits that stand out?
- Does the villain have any secrets that he or she fears may be revealed?
- Does the villain make decisions based on logic or emotion?
- Is the villain religious? If so, how strong is the villain's faith?
- What does the villain believe is her greatest strength?
- What does the villain think is his greatest weakness?
- How much is the villain willing to sacrifice to attain his or her goals?
- What does the villain rely on too much?
- Does the villain have a lucky charm? If so, what is it and why is it lucky?
- What is the villain's favorite color?
- What is the villain's favorite possession?
- What is the villain's favorite joke or expression?
- What is the villain's favorite food or drink?
- What is the villain's favorite hobby?
- What is the villain's favorite childhood memory?
- Who is the villain's best friend?
- What pleases or amuses the villain?
- What angers the villain?
- What surprises the villain?



CHAPTER 2:

ARCHETYPES

For the purposes of this supplement, archetype refers to a general category of villain, identified by emotional state more than class, race or social standing. This emotional state defines how the villain sees the world and how he reacts to it. The major archetypes listed within are Deviant, Devoted, Fallen, Power Mad, Visionary and Inhuman. Over time, it is possible for a villain's archetype to change. This change only occurs due to a drastic change in the story that would alter the villain's motives or goals.

Within each of the major archetypes are several villain "subtypes." These subtypes are examples of villains that follow any particular brand of motivation. The list is by no means exhaustive, of course. Compiling an exhaustive list of all psychological types ever found in the real world, along with case histories and scientific diagnosis would fill many volumes, as well as probably being uninteresting to most Kingdoms of Kalamar DMs. However, these archetypes do handle the major emotional archetypes. A creative DM should be able to find other subtypes within literature and popular media that fit the archetypes, perhaps even customized to fit his or her own game.

Table 2-1: Villain Archetypes gives a typical listing of the archetypes and subtypes of villains, along with their typical personality traits. As in the real world, some crossover is unavoidable. However, each character example is tied closely enough to his or her specific archetype so as to make their type obvious. The game statistics for these sample Kingdoms of Kalamar villains are located in Appendix A: Villainous Characters, at the end of this book.

DEVIANTS

A deviant is one whose tastes, interests and desires place him outside the realm of social acceptability. A deviant villain is best thought of as someone who is not intentionally villainous. This is to say that these men and women do not actively set out to oppose good and spread suffering.

They merely have tastes and desires that are drastically different from the acceptable standards of their society. These urges may alienate anyone from any culture. For example, a kind-hearted, introspective orc is as much an outcast as a bloodthirsty, sadistic elf. This is an example of a villain who is defined by a society, rather than by himself.

The deviant villain is a much more reactive villain in terms of plot elements. In most stories, this means the deviant acts as an adversary for the PCs to learn about, track down and defeat. The deviant opposes the PCs more out of defense than actual maliciousness (although certain deviants may make the PCs their

TABLE 2-1: VILLAIN ARCHETYPES

VILLAIN ARCHETYPE	VILLAIN SUBTYPE	TYPICAL PERSONALITY TRAITS
Deviant	Detached	Aloof, withdrawn
	Human Monster	Cruel, sadistic
	Necromancer	Ambitious, studious
	Slaver	Greedy, superiority complex
Devoted	Avenger	Emotional, strong-willed
	Crusader	Honorable, loyal
	Dark Messiah	Fanatical, righteous
	Obsessive	Jealous, single-minded
Fallen	Forsaken	Amoral, vicious
	Nihilist	Methodical, pessimistic
	Polarist	Guilt-ridden, masochistic
	Thanophile	Calm, cold-hearted
Inhuman	Intelligent Monsters	Deceptive, savage
	Killing Machine	Emotionless, imposing
	Outsiders	Intelligent, unfathomable
	Psychotic	Immoral, impulsive
Power Mad	Conqueror	Egotistical, untrustworthy
	Cult Leader	Charismatic, cowardly
	Dictator	Petty, ruthless
	Puppet Master Warlord	Malicious, manipulative Brutal, disciplinarian
Visionary	Benevolent Dictator	Altruistic, dedicated
	Utopian	Idealistic, intolerant

targets for cruel games). This primal villain is mostly interested in pursuing his own agenda without concern for how it may affect others. These pursuits will often come to the attention of the PCs before the PCs come to the attention of the villain.

The deviant is not particularly charismatic or charming and most do not have followers, minions or henchmen. Groups of like-minded deviants, however, may form organizations that operate in secrecy within the larger part of society. These secret societies share each other's tastes and interests and help each other pursue them. They can offer comfort, support and aid to their fellow deviants, making an individual deviant far more dangerous than his game statistics would indicate.

When used as a simple villain (meaning one without much background detail), the deviant gives the DM the freedom to create a truly repugnant figure. In the *KINGDOMS OF KALAMAR* campaign setting, clerics or other followers of the Vicelord fill this niche quite nicely. These deviants will often fill the need when a DM is looking for a villain to repulse the PCs. However, an overly simplified deviant is little more than a collection of statistics and a few disgusting habits. Careful construction of a deviant will have the PCs tripping over each other for the opportunity to destroy him.

The more complex the deviant is, the greater the opportunity for exploration of serious themes within the game. In a well-run game, the deviant can pose serious ethical problems. After all, where does one draw the line between personal freedom and the needs of society? In the *KINGDOMS OF KALAMAR* campaign setting, with its many countries of varied politics and beliefs, what is acceptable in one (the evil theocracy of Slen, for example) may be reprehensible in another (such as the city of Geanavue). A deviant, however, should deviate from his own society.

One important aspect of deviants is a social structure to define their deviancy. Without a society to stigmatize their activities, they simply are not villains. A necromancer who leaves his homeland to go to a land, where, for whatever reason, necromancy is tolerable, ceases to be a villain. In order to be villainous, deviants must operate within society while taking pains to conceal their activities. Most maintain "cover" identities and engage in their deviancy as secretly as possible. Most deviants are aware of the force of the law, which can be brought to bear against them if they are discovered. The four subtypes of deviant villains listed here are the detached, human monster, necromancer and slaver.

Detached

One type of deviant is the detached villain. This villain can be anyone who pursues his calling without regard to others. He has no conscience and little use for those who cannot or will not help him fulfill his goals. The absent minded meddler and the ruthless pursuer are examples of detached villains. Each type has its appeal, though traditionally the detached villain is as

calculating as he is compulsive. He pursues one goal to the exclusion of all others, whether it is magic, wealth or knowledge. He cares nothing for those around him, seeing most people as experimental test subjects, resources to be used or obstacles to be removed from his path. However, this villain is not obsessed, for he can still see the "bigger picture" of the world around him. He knows how his actions are affecting others and how their actions are affecting him, so long as his goal is still in sight, he simply does not care.

The detached villain tends to be a very proactive villain, launching schemes to further his goals. Frequently, these schemes harm innocents, though this is seldom the actual intention. Though the heroes may try to stop the detached villain before his plans can hurt others, they always seem to be one step behind their opponent. He is crafty, cunning and his lack of concern removes any ethical barriers on what he is willing to do to accomplish his tasks.

He is unlikely to attract loyal followers due to his lack of concern for those that he uses; he will use hired muscle to carry out many of his more demanding tasks. For example, a villain in pursuit of arcane power may hire mercenaries or unknowing adventurers to steal a needed spell component. He cares nothing for who gets hurt in the process, so long as the item is in his hand on time. As a result of his preoccupation with his goals, the detached villain tends to be somewhat aloof and withdrawn.

The detached villain is generally a loner who wants to pursue his dreams undisturbed. If no one ever got in his way, no one would be hurt - or so he honestly believes. As a well-developed adversary, the detached villain can raise some intriguing issues.

SAMPLE DETACHED: SHEL THE DOPPLEGANGER

The nobles of Korem are outraged. A clever and stealthy burglar is able to violate even the most secure vaults and pilfer the greatest treasures that they have. Apparently, the thief can tell when a valuable item was replaced with a cheap forgery, for the forgery is left behind and the expensive item disappears.

Variant Detached Personality Profiles

Egoist

The egoist arrogantly believes that he is more important than anyone else could possibly be, whether they be noble, commoner or king.

Ignorant

This villain does not think or care about any of the consequences his actions may have for others. It just never crosses his mind to wonder about it.

Manipulator

This villain loves to manipulate and control others as his playthings. He does this not for any specific purpose, but for the mere joy of the manipulating.

Shel, a doppelganger particularly gifted at burglary, is the cause of the nobles' angst. He uses his *detect thoughts* ability to determine which nobles have items worth stealing and how they are protected. Once Shel knows these details, he simply waits until the proper time and goes to collect the item. Well-guarded items are a challenge that Shel finds particularly attractive. However, between his well-developed burglary skills and his abilities as a doppelganger, there are few particularly challenging treasures in Korem. Shel hides his stolen loot in an old hobgoblin cairn a mile south of the city.

Shel's only motivation is the thrill of stealing something particularly challenging.

WHY IS SHEL A VILLAIN?

Shel is a villain because he pursues the cherished items of the nobles, not out of greed, but because he finds the challenge fun and exciting. Shel is not at all interested in how the rightful owners of the objects will feel about the theft. It is not that he does not understand, he just does not care. If the PCs travel through Korem, Shel may find the challenge of stealing their items irresistible.

Human Monster

Not all evil is demonic, nor is it the result of influence from fiendish outsiders. Most mortals are evil of their own volition. The human monster is one such being. This villain enjoys the pain and suffering of others on every level. Whether physical,

emotional or psychological, he delights in the abuse and torment of other living things - preferably those who are intelligent enough to realize what is happening to them.

The human monster pursues sadism and cruelty in many different forms, seeing it as an almost artistic expression. While he may have some redeeming qualities, nothing can ever erase the fact that this individual's greatest joy is the abuse of others. Some may have certain limitations or preferences, such as the villain who would never intentionally hurt a child, or the villain who prefers to prey on women, but most have no problem torturing and tormenting anyone and anything. The human monster does not seek to kill, which would end his pleasure too soon. Instead, he may abduct "playthings" to keep around until he grows bored of them. At that point, he may release them or, fearing persecution, may simply kill the only witness to his deeds. The killing, ironically, is never overly brutal or cruel, merely the final action that ends the game.

The human monster does not attract loyal followers, as he sees all other mortals as playthings to use in pursuit of his pleasure. He is abusive and enjoys humiliating those around him, which makes it very difficult to keep followers. Some people may be attracted to such treatment, though they are just as sick as their master is. The villain sees the value of having some paid staff, though. If he is a higher-ranking member of society, he will not risk exposure obtaining his own "toys" for himself. Also, someone has to keep the playthings fed and sheltered while he attends to other business.



K. WARDEN

Deviants: Dvorn, the Slaver; Fresha, the Human Monster; Tajeril, the Necromancer; and Shel, the Doppelganger

Variant Human Monster Personality Profiles

Revealer

Finds out and exposes people's darkest secrets in a manner that is humiliating and hurtful and often dangerous.

Sexual Predator

This villain takes pleasure in the sense of power that they gain from these despicable acts.

Torturer

Loves to inflict pain, both physical and mental.

In a larger city, the human monster will seek out other cruel souls and form a supportive social circle that helps maintain the secrecy of its members. If he cannot find any such individuals, a more complex villain will introduce others to his brand of pleasure, in the hopes of finding someone who shares his interest. The human monster is not necessarily a loner as he can enjoy the company of his fellow madmen.

A well-thought out villain can be a dangerous opponent. He is often manipulative and devious. He may conceal himself within a large urban center, where missing persons are a fact of life. The human monster allows the DM to challenge himself to make the most hideous individual he can conceive of. A well-made human monster is going to be someone the PCs love to hate. Very few PCs should find themselves sympathizing with such a being, although an incredibly detailed background may give the origins of such cruel behavior (perhaps the villain himself is a former victim).

Note: While the term "human monster" is used here, the villain can be of any race where such barbaric acts of cruelty and degradation are forbidden.

SAMPLE HUMAN MONSTER: FREESHA

Freeshā was born and raised in the Theocracy of Slen. Upon reaching the age of consent, Freeshā chose not to marry the boy her parents had chosen for her, instead seeking entrance into the Order of Agony, where she was accepted as a novice. Upon her acceptance, Freeshā visited her parents at their home and brought them a wrapped gift. When they unwrapped it, her parents found that it was an ornate silver sacrificial dagger. Freeshā waited just long enough for her parents to realize what was happening before she grabbed the dagger and slit their throats.

Freeshā's harsh tactics often surprised her superiors and she quickly rose in position as she continually challenged those above her. Then, late one night in a secluded area of the Flaymaster's temple, Freeshā was attacked. The clerics she had challenged and stepped on in her rise to power had banded together to rid themselves of a rival. In a hideous act of mutilation, the hooded clerics took Freeshā's shining silver dagger and disfigured her face with multiple slicing and stab wounds.

Freeshā survived, but quickly vanished from the temple. No one knew what became of her, but over the next few months all the clerics who had assaulted Freeshā slowly disappeared.

Currently, Freeshā lives in a large basement lair in the lowest part of the city. Wearing a hideous mask to hide her scars, Freeshā nightly stalks the streets of Slen, looking for anyone she might safely abduct. If successful, she brings the victim back to her lair and tortures him, enjoying the emotional rush of power as the victim screams in pain and agony. On occasion, she uses knives, hooks and other devices to create what she considers a "work of art" on the bodies of her victims.

WHY IS FREESHA A VILLAIN?

Freeshā is a villain because she enjoys spreading pain and suffering. To her, pain is a currency that should not be squandered, but relished.

Necromancer

The most well known type of deviant is the necromancer - a student of life, death, dying and the line between them. The villainous necromancer is an academic whose interest is distasteful to virtually every segment of society. While he may have religious reasons for an interest in death, his current pursuits may not be a part of any particular god's agenda. This means that the necromancer as a villain is not merely a cleric of a death god, as a cleric of the Harvester of Souls would be.

Defined as a villain by the rest of society, the necromancer is often branded as a criminal. This is primarily because almost all cultures and religions have very strict guidelines on how to treat the bodies of the dead. The necromancer crosses those lines to study corpses, perhaps even animating them to study them further. The truly villainous necromancer may experiment callously with the line between life and death, hurting or even killing mortals to satisfy his curiosity. This is often what brings the necromancer into conflict with authorities.

The necromancer is not particularly charismatic when it pertains to attracting followers. However, many have found a use for a small number of loyal assistants. This is more for practical reasons, since most bodies are simply too awkward for one lone scholar to move by himself. The necromancer is also rarely part of a larger organization. He is the traditional loner, preferring his own company and the company of the dead.

Some necromancers may have an interest in sharing their knowledge. They feel that if others knew more about death, healers could be better equipped to prevent it. While the necromancer's actions may be noble, the common man believes that it is the inviolable right of everyone, friend and enemy, to rest undefiled. Though the necromancer works for good, as he sees it, he is still a deviant to his society. A more sinister and cruel necromancer may even have his assistants abduct living subjects for him to experiment upon. This necromancer makes

the best villain, as heroes must race against time to rescue the victims, as well as contending with the villain and his assistants.

The necromancer as a villain is cliché in many campaign settings. The necromancer is a sinister force who defiles many sacred traditions in society. For this reason, DMs should take care to make their necromancer villain more complete. He is the most persecuted villain in fantasy roleplaying, yet has the most potential to unnerve PCs on many different levels.

SAMPLE NECROMANCER: TAJERIL "THE SINISTER"

From a very young age, the concept of death and dying was foremost on Tajeril's mind. Following the death of a beloved pet, he began to read every book or scroll he could find that somehow related to the subject of death. Eventually, Tajeril's reading paid off as he stumbled onto an ancient tome containing spells that claimed to be able to create creatures neither alive nor dead. From that point on, Tajeril knew he was meant to master the power that this tome offered.

Tajeril first studied the corpses of small animals, moving on to human and humanoid corpses as his research advanced. Quickly running low on available corpses, Tajeril began to experiment with poisons, dispatching those unlucky enough to be selected for his research. Then he made his mistake. Seeing a great opportunity for research, Tajeril attempted to poison a dwarf. Unfortunately (for Tajeril), the dwarf survived the experience and almost managed to slay the necromancer in the process. His secret revealed, Tajeril fled for his life and settled in the city of Oloseta.

Variant Necromancer Personality Profiles

Academic

This necromancer is a philosopher and academic who studies the flexible boundary between life and death. To accomplish this task the necromancer studies life, death and unlife. Once the academic has studied animals and dissected corpses, he enters the realm of magic in a final attempt to grasp an understanding of the margin between life, death and unlife.

Megalomaniac

She is obsessed with world domination and believes that undead soldiers are better than live ones - they need no food or sleep, their morale never breaks and they never question orders. To this end, the necromancer studies the entire process of creating undead, from the most minor of spells to the selecting and preparing the dead bodies to be turned into quality undead soldiers.

Undead Hunter

This necromancer studies how to make undead as to be better at destroying them. On Tellene, however, these individuals are extremely rare. Instead, a faction known as the Order of the Slayer takes the place of the undead hunter. See the *KINGDOMS OF KALAMAR Player's Guide* for more information on this prestige class.

Oloseta is perhaps the perfect place for Tajeril, for he is able to sell poisons to both the thieves' and assassins' guilds. Not only do these guilds pay for the poisons, they use them on each other, unintentionally supplying Tajeril with the raw material he requires for his experiments. Since settling in Oloseta, Tajeril has gained a reputation for associating with unsavory folk. He fosters this reputation as it gives him a certain degree of infamy, causing most people to leave him alone with his research.

Tajeril's experiments have progressed to the point where he requires an assistant. For this purpose, he has an efreeti servant in a carefully worded contract. The efreeti is mainly to aid him in his research. However, there is a clause in the contract that requires the efreeti to defend Tajeril from danger.

WHY IS TAJERIL A VILLAIN?

First, he pursues necromancy, which most people find repulsive and disgusting. Secondly, Tajeril is willing to violate any laws that stand in his way, in pursuit of his goals. PCs adventuring in Oloseta had best be careful whom they befriend or they may find themselves partaking in one of Tajeril's experiments.

Slaver

As was mentioned above, villains are deviant only if their acts or methods are forbidden in the region where they operate. Slavers are the classic example of this. While slavery is outlawed in some areas of Tellene, in others it is welcomed and actually endorsed - such as the nation of Pel Brolenon. The following text focuses on the slaver's use as an antagonist to the PCs.

The slaver sees nothing wrong with keeping intelligent creatures as possessions. He might even come from a culture where it is a point of honor to dominate other beings. A well-designed slaver villain is one that comes from a culture (or subculture) with very strict rules regarding the taking and treatment of its slaves.

The slaver as a villain enjoys a personal feeling of power and superiority from "owning" another. He can justify it in a variety of ways. Some slavers are merely greedy, while others lust after power. Still others convince themselves that they are doing these lower life forms a favor - by rescuing them from a barbaric existence and allowing them to function in a more "civilized" society. No matter what the reason, absolute control over life and death is important to this villain, even if he never uses it.

The slaver is always seeking to expand his "stable" of slaves. He may seek a particular type of slave (for exotic appearance or ability) or he may simply wish to own more slaves. To accomplish this, the slaver will often travel to distant lands and abduct whoever strikes his fancy. Perhaps the best story hook is to bring a slaver into conflict with PCs in a land where slavery is forbidden.

The slaver needs a base of operations, whether it is a fortress, cave complex or large ship off shore. This is the best setting for adventures that have the slaver as a villain. PCs must overcome

the slaver's followers to reach the inner sanctum of the stronghold. Here there are always innocents to save — innocents that the intelligent slaver uses as human shields. The slaver may not greatly value the lives of these slaves, but he knows that heroes do and he will manipulate that to his own end if he thinks it will help his business.

Unlike many deviant villains, the slaver is often at the center of a large organization. Followers and employees alike surround the villain, serving as protectors, abductors, handlers and trainers. The slaver is not likely to be a strong combatant, although he will be well versed in ways of stopping opponents without killing them. This could quickly turn would-be heroes into the newest commodity on the slave market! See the *KINGDOMS OF KALAMAR PLAYER'S GUIDE* for a slaver prestige class.

SAMPLE SLAVER: DVORN

Dvorn Minel, son of a Brolenese slaver, is one of the most publicly visible slavers in the city of Dowond-Brandel. He is also one of the largest, being both tall and muscular. Rumor among the other slave merchants is that Dvorn's mother was a Fhokki slave who his father took a liking to, which accounts for his great size. Dvorn never knew his mother, for she died shortly after his birth. Feeling that these rumors bring shame on his family's long time business of slavery, Dvorn rebukes these rumors, saying that he was simply blessed by the Overlord. Dvorn derives a great deal of pleasure from owning slaves, not to mention the natural prestige that automatically comes from being a slaver in Pel Brolenon. However, he knows that not everyone outside his own nation views slavery in the same light.

When traveling throughout other realms on slave-buying expeditions, Dvorn wears a studded leather mask, similar to those of clerics of the Flaymaster. He finds that, aside from protecting his own identity from over-zealous unchainers (those of the Brotherhood of the Broken Chain), his mask invokes more fear in slaves than even his own ugly countenance.

Variant Slaver Personality Profiles

Cultural Slaver

The villain has a religious or cultural belief that his kind is more civilized than the slaves. Often this belief is dehumanizing and the slaves are not well treated.

Righteous Slaver

The righteous slaver wishes to force the savage slaves into recognizing her better way of life and more advanced and civilized culture.

Social Slaver

The social slaver owns slaves to achieve a higher status in society. This society measures people's success by the number of slaves that they own.

WHY IS DVORN MINEL A VILLAIN?

Dvorn is a villain because a large portion of his self worth is based on owning others. He enjoys making every decision for his slaves, even when the decision is one of life and death. PCs in Dowond-Brandel may encounter Dvorn in search of a slave, such as a beautiful or exotic woman to display. This could be a female PC, or one of their friends or family.

DEVOTED

Devoted villains are obsessive, driven by emotion, and insulated by their goals. The devoted villain does not see himself as a villain, but as a loyalist. He is hardworking, dependable, reliable and noble — or so he tells himself. His loyalty lies in something greater than himself, which makes him feel a part of something larger. He has a cause or a higher purpose, but is more than a simple-minded fanatic, blindly following orders to his doom. His cause gives him strength of purpose and makes him a dangerous adversary.

The devoted villain is creative, cunning and aware of the forces opposing him. He is fully prepared to remove obstacles blocking him from fully executing his purpose. He knows what needs to be done and is not afraid to take drastic measures to further the cause. His determination is as frightening to his enemies as it is awe-inspiring to those who serve alongside him.

The devoted is a highly personal archetype, in spite of the sometime epic nature of the subtypes. They are extremely human, with believable goals and desires. Of all the archetypes, the devoted is the most likely to have a personal connection to one or more PCs. For this reason, this villain is well suited to be the archvillain of a particular PC or small group.

The motivations behind the devoted villain are perhaps more complex than any other archetype. Rather than being driven by greed or anger, this villain is often dedicated to higher causes. Consequently, loyalty, duty, honor and even love are all possible reasons for his actions. Since he is more than a monster, he can be an intriguing, even likable and respectable villain. PCs who deal with a devoted villain should recognize characteristics that would make for a strong ally and friend had the circumstances been different. He should have many redeeming qualities, although most of these villains do not see themselves as in need of redemption. In fact, they feel they are in pursuit of a righteous cause for the betterment of all.

The devoted villain is charismatic and his dedication inspires others of similar beliefs. He appears to have a great strength of purpose, which many will interpret as strength of character. Others rally to the cause when the devoted villain sounds the call and he tries not to disappoint. This villain does care about those who follow his lead and doesn't callously throw lives away, although he sees nothing wrong with sacrificing those who have sworn their life to the cause, if it means a greater victory.

The tactics and plots of this villain are almost guaranteed to bring them into conflict with authorities. They pursue their

cause without regard for the laws of the land, believing they serve a higher law. The most devoted among them see the authorities as pitiable pawns and dupes, but they do not let that interfere with their mission. As many of these villains serve a higher power, they may have access to larger resources than their individual status might suggest.

As a simplistic villain, the devoted appears to be a mindless fanatic. With careful development, however, a DM can create a villain with a great intellect that can justify his devotion. A well-written personal history can also account for the particular focus of his dedication. The four subtypes of devoted villains listed here are the avenger, crusader, dark messiah and obsessive.

Avenger

The avenger has suffered a wrong, real or imagined, at the hands of an individual or group and is now seeking revenge. The avenger is a master of revenge, who gets to know his target as intimately as possible, in order to make the punishment fitting. The avenger sees himself as a hero, not a villain and he sees his target as monstrous, regardless of evidence to the contrary.

Although he seeks to right a personal wrong, he may also draw strength of purpose if his target is "guilty" of harming others. To accomplish his revenge, he uses very elaborate plots, so convoluted that they may actually prove to be his undoing. If the avenger's target is an individual, he will target his material possessions, then the things that bring him the greatest joy, then

he will destroy the target. Avengers aren't cruel, however, and will never intentionally hurt an innocent as part of their schemes (he will never harm an innocent loved one of his target just to make the target suffer). Having been a victim already, the avenger tries to avoid victimizing others. However, if innocents are hurt in the crossfire, by accident or by his minions, the villain sheds few tears.

If the avenger's target is a group, he will attempt to destroy it from the ground up. He will weaken its power base (destroy sources of revenue, drive off customers, scare away worshippers), before systematically destroying the upper echelons of the group on an individual basis. For the avenging villain, the longer the target suffers the sweeter the revenge.

The avenger is not completely obsessed, but is simply dedicated to his vengeance, to the exclusion of friends, family, a career, etc. His dealings with others are often strained, since he sees everyone as either with him or against him. His world is very black and white — his target is evil and he is good. He may work with others seeking revenge against the target, though in the case of large groups, he avoids working with visionaries whose goal is not revenge.

Most often, simple emotions like anger, pain and loss drive the avenger. Of course, how he responds to these emotions is anything but simple. He pursues his revenge with single-minded determination and will not stop until the target is gone. He works well as a villain if the target is either a good institution



Devoted: A midnight trade between Azak and Ziliana is interrupted by Terrus Dyrn and the crusading Thyrav.

Variant Avenger Personality Profiles

Extensive Revenge

Attempting to take vengeance against several large groups, or perhaps everyone, has turned this Avenger mad. He is less likely to commit all of his resources against an individual or small group.

Focused Revenge

This Avenger has a well thought out plan for vengeance against an individual or small group and focuses all of her resources against her target.

Unfocused Revenge

With unfocused revenge, the Avenger blames a large group (an entire town, or a specific class or race) for their folly and has plans to seek vengeance against them all.

or morally ambiguous. If the villain is well developed, then it forces the PCs to look at the underlying cause of his malice.

SAMPLE AVENGER: TERRUS DYRN

The origin of Terrus Dyrn, the lich, is lost to the sands of time. Rumors say that Dyrn was an evil sorcerer who traveled with a group of adventurers, now dead these many centuries. Of course, no one has talked to Dyrn to confirm this. Since his transformation to lichdom, Terrus Dyrn earned a repugnant and malevolent history. He spent centuries trying to find meaning in his new existence, during which time he caused much sorrow and grief - but had little success in anything else.

Terrus Dyrn now walks the night streets of Nenehi, searching for his stolen phylactery and the thieves who took it. He is angered at the loss of his phylactery, but is also fearful of being destroyed if the thieves discover what the trinket is.

WHY IS TERRUS DYRN A VILLAIN?

The lich pursues an elaborate plan of revenge to find and destroy the thieves responsible for the loss of his phylactery. If the PCs are in Nenehi, the watchful eyes of the lich will certainly stalk them.

Crusader

The crusader is dedicated to a particular god or country and considers himself one of the faithful and loyal who never questions the righteousness of his cause. He sees himself as a champion of all that is right, seeking out and punishing the wicked and those who have offended his god or king. Others loyal to his patron see him in much the same way, viewing him as a hero of the land.

He is driven by some order, whether divine or royal, to eliminate a certain group, religion, race, nation, etc. Rather than pursuing a war, he pursues absolute genocide in the name of "goodness." The reasons for this group's destruction are

meaningless to him. The crusader is merely following orders, as he knows he must.

The emotional motivations for the crusader are complex and involve mixtures of loyalty, faith, honor and a sense of duty. For whatever reason, he believes that his patron is right and he serves flawlessly, but not mindlessly. The crusading villain may be a pawn of another, but his thoughts are his own. He uses a great deal of creativity to pursue a far-reaching goal of genocide. He may lead battles against the chosen foe, but he realizes that it would take far too long to eliminate an entire people in this fashion. Instead, he may organize massacres, leading his followers to slaughter entire settlements regardless of age or gender. He may also lay careful traps, such as barricading his targets in their homes and setting them afire. The crusader is not above poisoning an entire town's water supply if it means slaying the enemies of his patron.

While honorable and noble to those he meets, he shows none of these qualities to his sworn foes. He will lie and manipulate if he feels it will fulfill his goals faster. In spite of this, the crusader does not hate his targets. He may even feel twinges of pity for them. His goal is not to make them suffer, merely to kill them. He may even express remorse at his deeds, but also comment on necessity.

The loyalty and faith of the crusading villain is a beacon to others of his faith or nationality. He attracts many followers who share his beliefs. These followers may have their own agenda, but all understand that the sworn enemy must be eliminated by any means. The crusader makes a fine villain if his motivations are well established and if his personality makes him a charming, likable individual. It is easy for PCs to hate a mass murderer, but when the villain is kind and gentle to all others, they may have more trouble facing him directly, particularly if they are not one of his targets.

Variant Crusader Personality Profiles

Political

The political crusader believes that he is following the will of the people. He fights to oust the current government, who he sees as evil. He will do anything to accomplish his goals.

Religious

This crusader believes that his religion is the only right one. He believes that his god gave him the right to deal with those who break the proper religious tenants.

Social

The Social Crusader is just trying to make things better for everyone no matter what it takes. The end justifies the means.

SAMPLE CRUSADER: THYRAV THE DRUID

Thyrav is the druid that protects a sacred grove west of Narr-Rytarr. Lately, raiding parties of the Sentinels of the True Way have attacked and damaged the grove for reasons unknown. In response to these attacks, Thyrav threatened to destroy the attackers. As the skirmishes have escalated in frequency and damage, numerous denizens of the forest have begun to flock to Thyrav's side to help him protect the grove.

The druid does not wish to injure the attackers, but he feels he may have no other choice than to destroy Narr-Rytarr and all of its inhabitants. As a last warning, Thyrav conjured an earth elemental to defend against their latest attacks. He hopes that the Sentinels of the True Way get the message that he is no longer going to let them get away with the damage.

If the Sentinels of the True Way attack again, Thyrav is prepared to march with his troops on Narr-Rytarr, the town of his foes. So far, his troops consist of a treant, ten dryads and an elven ranger.

Thyrav's animal companion is a gray wolf that he rescued from a trapper's snare. Since that time the wolf has followed Thyrav and guards his master while the druid sleeps.

WHY IS THYRAV A VILLAIN?

The Druid is a villain because he is willing to sacrifice the entire town of Narr-Rytarr to protect his grove.

Dark Messiah

Perhaps one of the most disturbing villains is the holy man dedicated to a god of evil. This god is one hated by the public and the forces of light hunt his clerics. Still, the Dark Messiah rises among his fellows to lead by example and to spread his dark god's will across the land. This villain is not necessarily a cleric himself, but he is as strong in his faith as any good-aligned paladin is.

Unswerving faith and righteous anger drives the dark messiah. He seeks glory for his god, and to smite any that attempt to crush his church. He defends the clerics of his master and does his master's bidding by spreading pain and suffering across the land. He attempts to strike terror into the hearts of the public, all in the name of his lord and master.

Another tactic of the dark messiah is to establish a church in a region dominated by forces of light. This charismatic villain builds a legion of loyal worshippers, then unleashes them to terrorize the countryside. This villain is likely to be nomadic; leaving an area once he feels a new temple has good leadership. He can then continue to a new land to continue the spread of pain. Tactics of the dark messiah and his followers often involve acts of terror, which can be more effective than outright murder and converting people away from the dominant religion of the land. As a charismatic preacher, this villain sells his god to the populace and makes his religion look very appealing, especially to those who have some reason to be dissatisfied with their own church.

Variant Dark Messiah Personality Profiles

Corrupter

The corrupter attempts to trick and sway those of other religions to breaking their faith.

Murderer

This dark messiah murders all those who stand in the way of his dark god.

Prophet

The prophet seeks converts for his evil master through deception and lies.

The dark messiah may not be physically imposing, but he makes up for this by always being surrounded by disciples. These disciples defend him as though he were a direct agent of their master. Despite this charisma, the dark messiah does not seek power for himself. He truly believes in the power of his god and wants to further his interests. The power mad villains who use his god's name to form cults around themselves disgust him and these heretics are often his preferred targets.

The dark messiah makes an excellent archvillain in a campaign, for he is more complex than an "evil cleric." He has followers, resources and great wit to keep him ahead of those who would persecute him. The issue of religious persecution can be intriguing in a role playing game, when the characters realize that their own gods are hated in lands where evil gods hold sway.

SAMPLE DARK MESSIAH: SUN SLAYER AZAK NAGGETREK

Azak Naggetrek is the head cleric of The Church of Endless Night in Rinukagh, the capital of Norga-Krangrel. Azak is a zealot who gained his high position through the sheer number of converts that he brought to the faith with his fanatical preaching. Azak believes it is his divine mission to make Rinukagh the capital of his faith. To achieve this end, he used bribery and diplomacy to ensure that almost every cleric directly under him is one of his own converts.

All of this is in preparation for when Azak will have the chance to become Nightmaster and complete his divine duty. Azak is not interested in personal power, only in serving his god and this makes him a truly dangerous opponent.

WHY IS AZAK NAGGETREK A VILLAIN?

Azak is a zealot who serves his god unquestioningly. He believes that his divine mission is to return his faith's true center to Rinukagh, and he will do everything in his power to accomplish this.

The obsessive villain is someone who hates or desires some particular thing. He is an extremely personal villain. For the most dramatic gaming scenarios, the object of his obsession will be closely connected with the PCs. This obsession can be either a desire to obtain the object or person, or an unreasoning hatred and desire to destroy the subject. Even if the obsessive loves his subject, he may still destroy it in a case of "If I can't have it, no one can."

The obsessive will go to any length to obtain his goals, with no regard for consequences to others and little regard for the consequences to himself. If he feels a course of action will bring him that which desires, he will follow it. His obsession has made him virtually blind to danger to himself, which makes him extremely dangerous to those who would oppose him, as well as a threat to any innocents in the area.

The obsessive concocts elaborate schemes to achieve the desire of his heart. This level of complexity may be a weakness, providing too many variables to account for, or a strength, making a plan so thorough that it cannot easily be outsmarted. The obsessive is often incredibly intelligent with considerable foresight when it comes to the object of his obsession. He is also quite willing to become physically involved in a situation if someone is keeping him from what he desires. Therefore, the obsessive is a clever combatant, using traps to weaken those who would try to stop him.

In addition to his single-mindedness, the obsessive believes he has every right to take or destroy his obsession. His motivations are often deeply rooted in his past, but those who learn about them might have the power to prevent him from harming others. The obsession is seldom based on greed, but rather jealousy, envy, misplaced love and loyalty.

Another danger of the obsessive comes when he finally obtains his heart's desire. If he ever achieves his goal, his life loses meaning. At this point, the obsessive becomes melancholy and possibly self-destructive. Otherwise, he becomes bitter, angry and resentful, which may manifest itself in aggression towards those around him.

The obsessive is not interested in leading others. In fact, he is so jealous of his obsession that he tries to avoid involving others in his schemes. He is simply too single-minded to form any lasting social attachments, even if they are related to his goal.

The obsessive villain is typically not a grand and epic villain. Instead, he is best suited as a personal adversary for lower level PCs. Higher level PCs may find an obsessive challenging if he possesses some special item or power that makes him a greater threat.

SAMPLE OBSESSIVE: ZILIANA ABEILUA

At an early age, Ziliana met a powerful wizard who had a small construct to aid him in manual labor. Since that time she has been obsessed with constructs of all sorts, Ziliana began studying magic, specializing in constructs. Her early works where small

Variant Obsessive Personality Profiles

Hate Monger

The hate monger despises a particular group of people. This group can be a race of people, a gender, members of a religion, people from a particular place or anything else that would constitute a definable group. The hate monger has become obsessed with malevolence towards this group to the point where he openly attacks members of this group and actively spreads propaganda against them.

Over Protective

The over protective villain is no less dangerous than other villains are. This villain has fixated on a particular person and will go to any length to keep them from harm, real or imagined. In this case the villain may see friends, family or potential suitors as a threat to the well being of his obsession and will try to eliminate this threat.

Stalker

For some reason the stalker is obsessed with a particular person and believes that no barrier and no sacrifice will be able to keep them apart. The stalker usually becomes so fixated with the person that she is stalking that the only way to break the psychological addiction is for the stalker to murder the focus of her obsession.

and pitiful and few were fully animate, however, she eventually mastered her art and began constructing large golems.

Ziliana later took up residence in Zoa, where she completed and published a two-volume treatise on constructs called *Making the Perfect Man*.

Today her house in the city of Zoa is a topic of conversation for the gossipmongers who eye the many stone sculptures on her ground suspiciously. Many a passer-by think that one or two might be a stone golem, nobody expects the truth — they are all golems and even her house is a sentient construct.

WHY IS ZILIANA ABEILUA A VILLAIN?

Ziliana is a villain because she pursues golem creation with reckless abandon and it will not be long before she will need to test her newest creations against a worthy opponent. If the PCs are in Zoa, they may attract the attention of Ziliana who is always looking for new ways of testing and improving her creations.

FALLEN

Perhaps the most sinister of all the villain archetypes, the fallen is the epitome of evil and malice. What few redeeming qualities he might have are dwarfed by his capacity for cruelty, destruction, pain and death. He is evil to the core and he acknowledges and accepts this fact.

No brutish evil monster, the fallen villain is philosophical. He pursues evil in its purest form and sees this as some kind of unholy quest. In addition to spreading pain and despair

wherever he goes, he also delights in mocking goodness and light. This villain kills without remorse and commits atrocities as easily as signing his name. He works to destroy all that is good and positive in the world, although the actual motivation can vary wildly.

In addition to being a powerful adversary, the fallen villain's strength also lies in his abilities as a corrupter. It is not enough to inflict pain and suffering, he also strives to convince others to do the same. The fallen villain is like a disease - devouring the moral fiber of society alive from within. Like the dark messiah, he can sell sin and degradation well but not always for the purposes of a higher power.

Since the fallen makes no excuses for his actions, he is perhaps the most easily detected of all the villain archetypes. The others may hide within the shelter of a social structure, but the fallen's activities are flagrant and brash. Unfortunately, he is often incredibly powerful, making him difficult to confront directly. In addition, he seldom works alone...

Spiritually, the fallen villain may be motivated by dark forces, evil gods or evil outsiders. Whether he realizes it or not, he serves these forces with every action. The fallen villain is the most likely of all the archetypes to possess supernatural or spell-like powers granted by these forces as a "reward" for his services. They watch over him, whispering mad suggestions and hinting of greater prizes for his loyalty. Even if the fallen villain does not subscribe to any dark religion, evil powers still recognize him.

The goals of this villain are often far-reaching and long-term. He strives for widespread destruction and chaos, though he realizes this will not occur overnight. His plans are methodical and terrifying. The fallen villain is not simply a snarling lunatic bent on hurting everyone he comes across. He takes his time, plans carefully and knows who to manipulate and when to cast them aside.

The motivations of this villain are almost impossible to define in any sane, rational way. After all, what can really drive an individual to seek the destruction of everything and everyone around him? Most emotions, no matter how extreme, can not truly account for the desires of the fallen villain. Rage, disgust and pain are perhaps the closest emotional motivations for the villain, but a delicate balance of emotional disturbance and personal trauma are the greatest factors contributing to the fallen villain. Many of these villains have endured some horrific event, which may have permanently altered their sanity. Some, however, come from perfectly normal, loving homes. There is simply no way of telling who is most susceptible to the temptations of evil.

The tactics of the fallen villain are very subtle, with subversion and seduction being more potent than a *fireball* in most cases. In the hands of this villain, twisting the arts of diplomacy to create more conflict is simplicity itself and his words can turn neighbor against neighbor, or parent against child. Whenever possible, the fallen villain prefers to let others commit the most violent acts. This is not an act of cowardice, but the act of



Fallen: Teelia, Esmaran and Cabaron sacrifice a hero while Miznamwho impassively watches.

someone delighting in the downward spiral of an otherwise innocent mortal soul.

There are no simple fallen villains. A DM who introduces one into his campaign must be ready to explore the most hideous aspects of human nature. The villain is deadly, dangerous and the most sinister mortal foe heroes can face. The fallen is recommended for use only with experienced, mature playing groups. The four subtypes of fallen are the forsaken, nihilist, polarist and thanophile.

Forsaken

This is a villain who has sold his soul to some dark force, whether an outsider an evil god or a powerful individual. He has enjoyed the benefits of his bargain and now the other party has collected on that debt. The forsaken most likely began his career as an extremely self-centered individual who craved power or wealth and found it in deals with evil. He is more powerful because of these rewards, but he is also without a soul to call his own. This makes him cruel, vicious and amoral.

The forsaken is a slave to his dark master. Whatever owns his soul commands him to do its bidding, which is usually an act of destruction. The villain is powerless to resist these commands, but he is definitely a willing slave, eager to please his master. To this end, he may even act of his own volition to spread chaos and pain wherever possible. This delights his master who may even grant the villain more power and influence to aid in his mission.

The goals of the forsaken villain are, primarily, to protect and advance his master's interests on the mortal plane of existence. This is part of the contract for his soul, though it is a mission he greatly enjoys. In his few moments to call his own, the forsaken villain expresses his pain by making the rest of the world suffer. He is driven by shame and self-hatred, although he seldom takes the time to consider the remnants of emotions wafting through the void where his soul once dwelt.

"Anything goes" best describes the tactics of this villain. He seeks to hurt as many people as possible, so he takes a larger approach to everything. The forsaken villain does not stop with physical devastation and he tries to destroy the hopes of others, crushing their spirits and driving them to despair. He may do this by destroying temples where people gather to worship gods of light and goodness, or by whispering temptations to them, swaying them away from the path of good.

This villain serves another power, although it is usually in the capacity of an officer. As such, he frequently has numerous allies, many of whom are not human. Outsiders may flock to him, or be summoned, and other followers of dark gods may seek him out, attracted by his power and prestige. Those who follow the Forsaken villain willingly are almost as monstrous as the villain himself.

SAMPLE FORSAKEN: CABARON

Cabaron, a member of the Network of the Blue Salamander, is in hiding from Imperial spies. Cabaron is responsible for the corruption of several villages, which later led to uprisings and the subsequent destruction of the villages by the Emperors' troops. The Imperial spies are searching for him after almost discovering him in O'Par where he was spreading misinformation about the military preparedness of Tharggy.

WHY IS CABARON A VILLAIN?

Cabaron believes he sold his soul to one of his mysterious masters in exchange for power and glory. Cabaron is a villain because he is willing to spread pain and suffering in a misguided attempt at redemption.

Nihilist

For whatever reason, the nihilist seeks the end of everything. He knows this is a monumental, likely impossible task, yet he pursues it nonetheless. His goal may be unattainable, but he plans every move carefully as it may bring him closer to the unmaking all of creation. This villain would rather destroy the world than rule it.

The nihilist is a methodical planner who knows that the end comes through many tiny victories rather than a single death-blow. To this end, he is content to take small steps that systematically break down all aspects of reality (material, society, etc.) His victory is only realized on a planetary scale, with cities, nations and entire continents meeting their doom. To achieve this, he knows that power is essential. The nihilist studies the blackest, foulest magic in an attempt to gain power over absolute destruc-

Variant Forsaken Personality Profiles

Blackguard

Perhaps some traumatic event caused this once beacon of good and justice to fall. Regardless, this former paladin is now a force of evil to be reckoned with. The blackguard will commit horrible acts of evil against anyone or anything that reminds him of his previous existence.

Self Redemptionist

The self redemptionist sold her soul and believes that she can buy it back by spreading pain and suffering. This villain is only concerned with buying back her soul and will do anything that might achieve this goal.

Tempter

The tempter is often a seemingly normal and non-threatening person. However, he has an uncanny knack for discovering and exploiting people's weaknesses and flaws. Unlike many villains the Tempter will not willingly engage in physical combat but will attempt to corrupt his adversary by leading him down a slippery moral slope.

tion. However, pursuit of magic is not his goal, nor is he dedicated to an evil god (though he may consider such forces as allies in a common cause). His inspiration comes from within.

The nihilist will seek out allies who share his compulsion to destroy the world. However, these are not likely to remain loyal for long when they realize the villain's willingness to use and discard everyone around him. He knows that in the end, everyone must die, including those who have served him well. Depending on the disposition of the villain, he may or may not enlist the aid of outsiders in his schemes. Most nihilists see outsiders and their extraplanar domains as being outside the scope of the mission. As such, this villain has no desire to destroy them.

Beyond his allies, the nihilist delights in encouraging others of the futility of continuing their existence. They reason everything must die so why delay the inevitable? The villain can be very persuasive, especially when mortal souls find themselves in the midst of a crisis of some kind. Beyond this amusing pastime, he spends his days seeking greater power with which to battle creation. His darkest schemes would include such dramatic events as calling a rain of fire down from the heavens to destroy a nation, or opening a tear in the ground to plunge an entire city hundreds of feet into an abyss.

The nihilist is perhaps the largest scale villain imaginable. In a fantasy setting, the implications of his mission should be terrifying, considering that magic can make anything possible. Perhaps the closest emotional motivation this villain can identify would be pain, sorrow, despair and perhaps a twisted sense of loyalty to the fundamental force of oblivion. The nihilist's own past is often marked with a tragedy, which has caused him to forsake creation. This is an epic villain, whose magic should make him a worthy opponent for even the most powerful group of PCs. He is a villain who sparks the greatest heroics.

SAMPLE NIHILIST: TEELIA REMEL

Born to pirate parents in the city of Aasaer, she grew up on boats and in ports surrounding Reanaaria Bay. Under the careful tutelage of her aunts, Teelia grew up committing petty crimes such as pickpocketing and forgery. When she turned 14, her parents allowed her to sail with them. By the age of 16, Teelia was an accomplished pirate in her own right. She is wanted for piracy, murder and assassination, among other crimes. There was a sizable bounty on her head.

Everything was going as she had planned. She was practically untouchable, a wanted criminal but able to blend into a crowd unnoticed and most importantly, able to terrorize the high seas at whim. Everything was going well until she made a mistake. One day her ship stumbled across a lone galley riding low in the water. Assuming it was laden with treasure, the pirates attacked. They closed and raised their flag, but they had misjudged their prey; they were completely unprepared for the *fireball* that slammed into their starboard side. The pirates were also completely unprepared for the mercenary troops that stormed

Variant Nihilist Personality Profiles

Anesthetist

This villain has suffered from a mysterious ailment that caused him physical pain since birth. The villain decided to end the world so that no one will ever again have to suffer as he does.

Rebirth

The rebirth nihilist believes that they can recreate the world as they wish if they are able to destroy this one.

Ultimate Revenge

This villain has made several mistakes in his life and decided to take revenge on the world by destroying it. Perhaps this villain hates everyone, perhaps the gods, or perhaps some stranger who hurt him.

the burning ship. During the short, but brutal battle, Teelia saw many of her friends and family butchered by the mercenaries.

During the fight Teelia was struck by a falling mast and knocked unconscious. While unconscious, Teelia had a fever dream where a demon in the service of the Harvester of Souls claimed to be her ancestor. The demon accused Teelia of living a lie and forgetting her infernal heritage. As the fever dream progressed, Teelia became aware of how her parents and aunts had hidden her true heritage from her, pretending that she was human when she was actually a tiefling. The demon continued to speak about Teelia's responsibilities to her heritage and instructed her to seek out a tower in the Kakidela mountain range. There, the demon told her, she will find Baletak, another of her demon ancestors who is imprisoned in the tower. Once freed, Baletak will work with her to destroy all those who would oppose their master.

Teelia regained consciousness on the galley, bruised, sore and bound. Amazingly, before she was hanged, a great darkness appeared that allowed Teelia to escape. After reaching the mainland, Teelia joined the Congregation of the Dead and began preparing for her quest.

WHY IS TEELIA REMEL A VILLAIN?

Teelia is a villain because she wishes to destroy the world and all living creatures in it, including herself.

Polarist

The polarist is a philosopher who believes that the extremes of evil allow good to shine more brightly. He is evil for the purposes of providing contrast to good, seeing this evil as philanthropic. In some ways, he bears a resemblance to the visionary archetype, but he knows and accepts the fact that he is evil. He believes that good and evil coexist as opposite ends of a spectrum, and that good can only shine as brightly as the evil it opposes is dark. To make the world a better place, this villain feels he must sacrifice himself for the would-be heroes of the

world. By creating darkness around himself, he allows the light of goodness to shine that much brighter.

The polarist is slightly masochistic and subconsciously wants to fail in whatever schemes he concocts. In fact, he may express a desire to challenge heroes who are capable of defeating him. His evil is unfocused, often creating pain and destruction without rhyme or reason. The atrocities he commits are not the real goal, however, - his true mission is to create greater suffering that will spawn greater champions of light. He sees the lives destroyed in the process as necessary casualties in his mission to improve the quality of goodness in the world.

His schemes also seek out known heroes and plunge their lives into ever deepening darkness. This villain may target lawful good heroes by destroying everything dear to them. However, he is not an avenger, as he feels his target has done nothing wrong. The villain merely knows that he must create horrible situations which require the hero to rise even higher to overcome. His other schemes function on similar themes, causing terror as a means to oppose the forces of light.

The polarist is perhaps the most complex of all the fallen archetypal villains, for his emotional motivations are riddled with guilt. He could redeem himself for some past transgression, but the villain feels too much self-pity to make the attempt. He may also be lost in fantasies and feelings of self-importance. In spite of this, he also feels deep feelings of self-loathing that cause him to sabotage what could otherwise be a great career.

His visionary-like nature makes this villain very appealing to others with low self-esteem. They flock to his banner to help create a brighter world by being as evil as possible. However, they may never fully realize that they are doomed to fail, just like their master. In spite of all this, the polarist is not a pushover. He has accumulated considerable power from a variety of sources, all for the purpose of waging war against good.

In any campaign, the polarist makes a very human villain. He has self-doubts buried under his delusions of grandeur. PCs who find themselves the target of the polarist will quickly find their lives turned upside down as he tries to create as much personal misery as possible. On a larger scale, PCs could face the polarist's minions as they attempt to hurt and destroy innocent lives.

SAMPLE POLARIST: MIZNAMVHO THE ELDER

Just outside of the city wall of Emosvom sits a small house owned by Miznamvho, an elder druid. Miznamvho is a herbalist who collects dangerous herbs from the Vohven Jungle and sells them as medicines and poisons in the city.

During his stays in the city Miznamvho often speaks of the many wonders that he has seen in the jungle, including stories of the adventurers who set out to brave the jungle primeval. More often than not, the stories include the final fate of the adventurers. At first, the local people considered this an oddity. However, as the stories continued and the

Variant Polarist Personality Profiles

Fated

This villain is resigned to the idea that the gods require her to be evil so that her friend or relative will become an even greater hero.

Hero Builder

As the light of the brightest moon can hide the stars, a great hero may not shine without a great darkness. This villain believes that by acting in an evil manner, he will be an adversary to a would-be-hero and therefore will help create a great hero.

Philosophical Neutral

This villain has a true neutral alignment. He believes that there is too much good in the world and that this unbalanced nature will later result in a time of great evil.

adventurers failed to return, the citizens began to wonder if something more sinister was happening. When questioned if he watched the strangers die without rendering aid, Miznamvho stated that helping the adventurers is not his mission and that he was only bringing back news for friends and family out of kindness.

WHY IS MIZNAMVHO A VILLAIN?

Miznamvho is a villain because he believes that for good to win, evil, too, must sometimes win. He also believes that letting inexperienced and ill-prepared adventures die horrible deaths is



a small price to pay for the occasional hero. Any PC Miznamvho meets could peak his interest - a dangerous situation for the would-be hero and his friends.

Thanophile

The thanophile is a friend and lover of death. He is not necessarily a worshipper of a god of death, however. He is seldom a student of necromancy, a study he considers extremely insulting to the sanctity of death. He may or may not even believe in an afterlife. His villainy lies in his love of death, which he considers a sentient force not bound by any gods.

The thanophile is a loyal, faithful follower of death. Death, in turn, somehow rewards the villain with power and advice. Although he does not deal with a death god, no one can argue that he receives counsel from some source. He may sometimes be seen in the company of a lackey who embodies the essence of death (thin, pale, tall). This lackey never speaks aloud where others can hear him and almost never takes a direct role in combat. Rumors say that he is obviously a messenger of death sent to guide the villain.

Most of his activities focus on eliminating the enemies of his beloved death - healers, clerics who raise the dead, those who animate corpses and those who have "cheated" death. He may seek out those who were resurrected by powerful magic, in an effort to return them to their rightful place. Perhaps the one redeeming quality of this villain is his hatred of the undead. He sees them as an abomination of death, whereas good clerics describe them as abominations of life.

The thanophile is a disturbing villain to face. He is chillingly calm in the face of his own destruction and coldly dispenses death to those he feels are deserving of it. While not suicidal, he calmly accepts his own mortality and looks forward to embracing death when his time comes. If the villain has no magic of his own, he still manages to divine the location of the "enemies of death." This lends strength to rumors of a "messenger of death"

Variant Thanophile Personality Profiles

Death Wisher

This villain is obsessed with his or her own death and wishes to embrace the grave.

Death Worshiper

This villain worships the Harvester of Souls and gives regular human sacrifices to please her god. She is not necessarily a cleric, simply a follower of the deity.

Dispatcher

This thanophile seeks out those who he deems worthy of death by his hands. He often selects those who have accomplished specific goals or who actively promote peace.

who aids him. The thanophile has a genuine love of death and cannot understand why others fear it so much.

The schemes of such a villain are simple (seek and destroy), but his targets are extremely specific. He may or may not harm innocents, although each thanophile may have differing standards regarding who deserves to die. He also has a strange charisma, attracting followers who are slightly disturbed and enamored with death. As an opponent, PCs who have been brought back from the dead could easily find themselves targeted by the thanophile. In this fashion, this villain becomes more likely to appear in a campaign as the PCs grow in power.

SAMPLE THANOPHILE: ESMARAN

Esmaran is the elven vampire who has ruled Giilia, the city of bats, for the last 200 years. Contrary to her elven heritage, Esmaran has forsaken a life of light and beauty for one of death and darkness. Her only pleasures come from causing or witnessing death - the more brutal and horrific the better. Esmaran considers an easy and painless death of her subjects a life wasted. She kills as many as possible without rousing the peasants, or killing them off entirely.

Esmaran loves death so completely that she incorporated ghouls and ghosts into her city's power structure. At least once a month, she provides them with a meal of some poor peasant or, preferably, a traveler. Of course, the ghouls also feed upon Esmaran's victims and anyone else whom she sees as a threat. Esmaran's familiar, Squalna, is a small, inconspicuous brown fruit bat.

WHY IS ESMARAN A VILLAIN?

Esmaran is a villain because she loves death and will go out of her way to kill in brutal and horrific fashion.

INHUMAN

Throughout this section, the villains discussed have been human, or at least members of the common humanoid races. While this makes designing a villain easier, there is still one final category that falls outside the realm of human endeavor. The inhuman archetype represents those beings with little or no human qualities. Their actions may seem pointless, contradictory, or even hopelessly confusing, and there will be very little, if any, positive aspects of human nature in these villains. The inhuman villain exists outside the bounds of normal morality and as such, does not feel compelled to follow the same rules and mores that bind most mortals. (The inhuman differs from the human monster because while the human monster revels in evil, the inhuman simply does not understand the concepts of good, neutrality and evil.)

The inhuman is not some beast in a lair, waiting to be slain by intrepid adventurers looking for treasure. He is a fully realized villain with goals and motivations - although they may be harder to define. This alien morality can come from a variety of sources. Cultural differences are the largest source, as members of

different races are raised with different values that can put them at odds with human society. Another possibility is mental aberration. In this case, the inhuman villain could truly be human, but for some reason he lacks the moral compass that keeps others of his race on a more structured path. A third possibility is the complete lack of morality. In this case, certain foes, such as constructs or undead, are so detached from mortal existence that they have no concern for the consequences of their actions.

As an archetype, the inhuman villain is extremely hard to fit into a villainous concept. This archetype is a paradox, being both limiting and freeing the DM. It is limiting, as it is difficult to establish an emotional impact related to an alien "thing." Because it has little connection to their own world, characters may feel little more than annoyance and anger at the villain. However, it can be extremely freeing to create a villain that the characters can hunt and destroy without concerning themselves with their own morality. After all, they are destroying something that has no concern for the destruction it causes. It is even easier to justify destroying the villain if it is not sentient, or if it is a member of a race widely known to be harmful to mortals (such as evil outsiders).

As a simple villain, the inhuman quickly becomes a mindless jumble of combat statistics, little different from a monster placed in a dungeon. In this form, the villain is most likely the pawn of a greater evil that controls and directs his actions. As a more complex villain, or archvillain, the DM must develop an actual set of motives and goals justifiable to the inhuman villain. If the DM can succeed in this, he will create a figure to fill the PCs with awe, horror and maybe even a small amount of pity. Facing this villain can also cause the characters to face challenging questions, such as should they expect a being outside their moral values system to follow those same morals? Do mortals have the right to destroy something just because it does not believe the same thing they do? Are these villains really villains, or simply so alien that they do not know any better? Are they even truly evil?

The use of the inhuman archetype allows for the removal of mortal guilt of destroying a hideous abomination. A truly devious DM will create scenarios that force the PCs to think like the Inhuman villain in order to stop him, forcing them to strip themselves of a small piece of their humanity. The four subtypes of inhumans are the intelligent monster, killing machine, outsider and psychotic.

Intelligent Monster

The outward appearance of savagery and brutality belie the crafty mind of the intelligent monster. This villain is a member of some race other than the common ones found in civilization, such as an ogre or bugbear. In addition to his natural powers and abilities, he possesses a level of intellect superior to most of his peers. While he is smarter than most, he is still prone to the same behavior patterns of members of his own race. This means

Variant Intelligent Monster Personality Profiles

Dominator

The dominator tries to bend others to his will, with his innate abilities or by devious trickery.

Hunter

This monster hunts for fun, sport or survival (food). However, he chooses to hunt sentient beings for food, rather than animals.

Survivalist

He is concerned for his own survival and views others as potential threats to eliminate.

that he has the inclination to hunt and kill, or dominate and possess, but he pursues these with cunning and forethought.

Though this monster possesses a high intellect, it is not human and, naturally, has no sense of human morality. He does not see other sentient beings as equals, often seeing them as food. He is not inherently evil, for he does not hunt and destroy out of hatred or malice, but merely because this is what his society (such as it is) has told him to do. Frequent goals and motives of this villain are survival and propagation of his own kind. He needs to eat and establish some kind of territory. If these goals take him into conflict with human communities, he will lash out to ensure his own survival.

The intelligent monster will use deception and ambushes to drive off those who threaten him, rather than simply clawing and biting. He is a proactive villain, who seeks out his adversaries and eliminates them when they are at their weakest. This villain sometimes lures weak opponents away from their comrades with mimicry and deceit to kill them quickly. Perhaps worst of all, the intelligent monster acts as though his life depends on these actions. He is not necessarily malicious, although his indifference to human suffering may make him seem so. He does not revel in the pain he causes - it is simply a necessary part of survival.

The intelligent monster does not attract followers. However, he is often found in a mated pair once he has established a territory. Others of his race will see him as exceptional and may either follow him or persecute him out of fear. If the villain is rejected by his own kind because of his differences, he may be a more tragic figure than a simple adversary. In this way, the DM can further develop the background and motives of the villain, making the intelligent monster more than a simple encounter.

SAMPLE INTELLIGENT MONSTER: THALLINU THE MIND FLAYER

Thallinu is a mind flayer and a member of the Secret Network of the Blue Salamander who has been charged with gaining a foothold in Reanaaria Bay. It has begun a small shipbuilding operation employing the best workers and selling the boats for

less than its competitors, in an attempt to dominate the local shipbuilding business so that all shipping and pirates rely on the Network's ships. The mind flayer is also busy dominating and recruiting the best workers from the other guilds - attacking and eating those who can not be bought or dominated.

WHY IS THALLINU A VILLAIN?

Thallinu is a villain because it has none of the morality of most civilized humanoids, and will kill anyone it deems a threat to its plans.

Killing Machines

A killing machine is any person, machine or construct programmed solely to follow orders and kill enemies. The killing machine is not a villain, per se, but is a tool used by villains and, as such, deserves mention here. It is not alive, has no emotion, no goals and no motives. It simply acts on the last order it received. The killing machine's typical orders are to kill enemies or otherwise use its physical powers to confront someone.

Whether this villain is created to hunt, kill, protect an item or capture a subject, it is still an adversary of note. It is physically imposing, tough and designed to be deadly. Facing one of these villains can be nightmarish for the PCs, as it methodically stalks its targets, never resting and never betraying any emotion.

As mentioned above, the killing machine is not a villain in and of itself. However, it is still worth mentioning here, for the

killing machine is the "front line" of another villain, one who uses the construct to keep himself safe and to destroy his enemies. In most cases, the characters will face the killing machine before, not after, they confront the actual villain.

SAMPLE KILLING MACHINE: PURAMAL THE GHOST

A fallen bridge in the city of Pipido is the anchor for the ghost of Puramal, a soldier who died defending the bridge. The ghost is filled with anger at seeing his companions flee, leaving him to die. Puramal died as the bridge collapsed and does not know or does not care that there is nothing left to defend. He remains on guard, waiting for the enemy to resume their attacks.

Variant Killing Machine Personality Profiles

Abductor

The abductor's orders are to find and capture a specific person.

Guardian

This machine is instructed to guard a person, place or thing with deadly force.

Hunter/Killer

The sole purpose of this machine is to find and kill those who oppose their creator.



Inhuman: Toth Senkan and Thallinu await the victor of a battle between Baletak and Puramal.

Unfortunately, anyone who attempts to cross the river at the site of the old bridge is considered an enemy and will be attacked by Puramal.

WHY IS PURAMAL A VILLAIN?

Puramal is a victim of circumstances whose unlife is devoted to defending the bridge that he could not protect in life. He will defend this area with every ounce of strength that he has, not caring whom he is defending it from.

Outsider

The denizens of the outer planes of existence possess immense power and intelligence, and their plans are often incomprehensible. They can be good or evil to an extreme and dwell outside the sense of balance that limits human behavior. Even a good outsider can be a villain, as he has cannot conceive that humans do not live their lives as the embodiment of one single alignment. However, most villainous outsiders are evil fiends, pursuing unfathomable plans of destruction.

The fiendish outsider is rare on the material plane, and usually appears only because of summoning magic by a powerful spellcaster. Once here, however, returning home becomes a secondary goal, as he sees a world of opportunity to spread his evil will. To this end, the charismatic outsider may fool or force mortals into worshipping him and committing atrocities in his name. The less intelligent outsider may simply skulk in the shadows of human society, killing and torturing for maximum effect. Even the most foolish outsider can formulate simple plans to cause suffering.

Primarily, the outsider is driven by an urge to spread evil and destroy the forces of good. He does not desire money, except as a means to tempt foolish mortals. He does not lust after secular power, although this puts him in a position to bring down tragedy on larger numbers of people. However, if an outsider is given a detailed personal history (one in which he visited the mortal plane before and made powerful enemies), he can become a villain to stand out in the PCs' memory. Because of the power of this villain, he is best suited for higher level characters, although weaker characters may challenge the dupes and followers of the fiend.

Many DMs treat outsiders like very powerful clerics. However, this does not capitalize on their unfamiliar nature. One of the best

Variant Outsider Personality Profiles

Corrupter

The corrupter is not interested in large-scale wars, but prefers a battle of wits with powerful mortals. She wants to entice mortals into joining the infernal legions.

Invader

The invader is an officer in the infernal armies, preparing the way for an invasion force that could threaten the world.

Power Broker

This demon likes to make deals with foolish mortals, such as great power or wealth in return for the mortal's soul.

ways to handle an outsider in a game is to have them act in ways that often seem bizarre and counter intuitive to the players. The story will still be resolved, but the PCs will have difficulty trying to understand the outsider's reasoning.

SAMPLE OUTSIDER: BALETAK

Baletak is a vicious half-fiend who is the product of a mating between an incubus and a priestess of the Harvester of Souls. Baletak is obviously not fully human, standing 6 foot 8 inches tall, with large bat-like wings and a generally demonic visage. Baletak is driven to acts of great evil by his religious faith and the demonic fury within his blood.

WHY IS BALETAK A VILLAIN?

Baletak is a villain because he is an evil outsider who actively tries to harm humanity.



Psychotic

The psychotic acts on his impulses and desires without any thought to the consequences of his actions. The inner balances that hold the dark impulses of others in check are missing from the soul of this villain. The psychotic will lie, cheat, steal, rape and murder as he sees fit. He is capable of horrific violence and atrocities, made more vicious by the fact that he feels totally disconnected from others of his kind. He will hurt others when the mood strikes him, take possessions that strike his interest and force himself on anyone he find appealing. He commits these acts because there is no conscience saying these actions are wrong. He does not necessarily enjoy human suffering; it simply has no bearing on his personal existence.

Because of his lack of moral center, the psychotic cannot see that what he does is wrong. He makes little effort to hide the evidence of his crimes and may not deny his involvement. The constraints of society and law mystify him and he is honestly confused by the fact that not everyone lives as he lives.

This villain makes a good adversary for low-level characters, as he always operates alone and lacks special supernatural power. However, if he feels threatened he becomes a dangerous foe, and the hunters seeking him may quickly find themselves in the role of prey. No matter what is said or done to him, the psychotic goes to his grave believing he has every right to commit these atrocities.

SAMPLE PSYCHOTIC: GRAND THEOCRAT TOTH SENKAN

Toth Senkan is the Grand Theocrat of Slen and holds the principle position of his faith. Toth received horrible scars, during the advancement ceremonies of the Ministry of Misery that marred both his body and his mind. Since the Grand Theocrat lost his mind he has been even more brutal and ruthless, inflicting unthinkable pain on his own troops as part of their training and being even worse to his enemies.

Variant Psychotic Personality Profiles

Liar, Cheater and Thief

Although nonviolent, this psychotic is just as vicious as the murderer. This psychotic lies, cheats and steals with absolutely no regard to the well-being of others.

Murderer

This psychotic often attacks or kills people for no other reason than that they annoyed her. She may or may not get pleasure from killing, but she see nothing wrong with it and rarely tries to hide the bodies (or her involvement).

Sexual Monster

Unlike the sexual predator who enjoys the sense of power he gain from his acts, the sexual monster only commits these horrible acts because he sees no reason not to.

WHY IS TOTH SENKAN A VILLAIN?

Toth Senkan is a villain because he commits horrible acts of torture and slaughter. He does this not because he derives pleasure from these acts, but because he sees no reason why he should not commit them. Toth commands a formidable army of eighteen hundred fearless lunatics in thick hide armor with heavy spears and hand axes who are willing and able to do his bidding. (Note: though Toth leads troops as a part of his faith, this does not automatically make him a crusader. He is a psychotic because he now acts upon his brutal impulses and desires without thought to others.)

POWER MAD

Without a doubt, the power mad villain is the most recognizable in film and literature. He is a classic archetype and well-suited to the *KINGDOMS OF KALAMAR* campaign setting. For whatever reason, this villain is driven to seek power over others on a variety of levels. He is hopelessly addicted to power as if it were a drug. There can never be enough power, never enough control and the boundaries of his empire can never stretch far enough. Some power mad villains may try to justify their obsession for power, but most simply acknowledge the need that burns within.

The power mad villain is an easy archetype for PCs to identify with, as his goals and activities are very firmly rooted in the mundane world. However, would-be heroes should never make the mistake of assuming this villain is easy or harmless. The power mad villain merely has the least lofty of ideals. Because his goals are tied to societies and cultures, his influence in these areas is stronger than any other archetype. Cunning, deception and savage strength are useful tools found in this villain's arsenal, but his greatest strength lies in the forces at his command. After all, a handful of fanatical underlings is much easier to face than an army of thousands.

The tactics of the power mad villain are varied, but political and military maneuverings are the most common. Both are respected equally, and the power mad villain can see how to apply one when the other fails. Often, even the most barbaric villain will use both tactics in tandem (the proverbial "carrot and stick" method) to gain control over a situation. Another favored tactic is the use of treachery. The power mad villain often only appears to be honorable, making alliances and breaking them when his one-time allies have served their purpose.

The motives of this villain can be very primal. Most seek a lust for power that stems from their own greed or even arrogance and pride. A well-rounded villain is also driven by fear. An effective power mad villain is one who began life at the lowest station in life and is terrified of returning to his lowly roots. Regardless of the motivations or the methods employed, the end goal never varies - the acquisition of power in one form or another.

The power mad villain does not work well in a group unless he is the undisputed leader. His enormous ego is perhaps his greatest weakness. The villain tends to be paranoid and distrustful, fearing that everyone around him seeks to strip him of his power. Even sworn allies are not trusted, since he himself would eagerly betray an oath if it meant more power. This villain cannot believe that anyone would willingly surrender any of their own personal power, so he cannot trust those whom he already dominates.

This villain is the most charismatic of all the archetypes. Even the most paranoid of power mad villains is surrounded with followers of some kind. His ego demands adulation, but his fears refuse to accept them as sincere. In this way he is perhaps the most tortured villain archetype, unable to enjoy what he has worked so hard to achieve. In spite of this, the power mad villain still maintains a force of followers, if only to use as tools for the next stage of his conquest.

As a simple villain, a DM can introduce a power mad villain as merely a military or political leader from some foreign land gathering power from established sources, either in the form of land or followers. In this way, the PCs can face a simple adversary at the head of an army. However, a more complex villain needs very detailed motives and a personal history to explain his need for power. He uses cunning tactics and deceit to challenge the PCs on a variety of levels, perhaps using his charisma and influence to turn allies of the characters against them, or even against each other. With careful forethought, a power mad villain can have as much depth and influence as any fictional or historical king.

The level of power possessed by the power mad villain is highly variable. For lower level characters, the villain could be a local baron, duke or noble. For higher level characters, he could represent a national or even global threat. If used over the course of several adventures, the thoughtful DM should remember that the villain advances in power and experience as surely as the PCs who oppose him... Types of power mad villains include the conqueror, cult leader, dictator, puppet master and warlord.

Conqueror

Some seek to acquire more power over a wider area and more people, and for these souls, there is never enough to call their own. While they may own or possess a sizable territory and rule it without question, they are always hungry for more. Craving a larger power base, these individuals manipulate the fate of countless innocents to bring everything they know of under their control. Yet, they can never be satisfied. This is the mind of the conqueror: the man who seeks to become a lord, the lord who desires to be a king and the king who yearns to be a god.

This villain combines political savvy with military savagery. He is as equally comfortable with details of treaties and trade as he is with troop movements and siege warfare. When polit-

Variant Conqueror Personality Profiles

Assassin

The assassin primarily gains new territory through the assassination of those who could defend the territory.

Fighter

The fighter will use any available means to accomplish their goals, but relies most heavily on his strong military background. Of course when other opportunities present themselves, the soldier will use them.

Wizard

Wizards use their great magical power to subdue the population of the area they wish to invade.

ical maneuvering fails, or where it may take too long to achieve his goal, the conqueror has no qualms resorting to military expansion. He is cunning, brilliant and utterly ruthless. He is the villain who forges alliances with others, whether individuals or entire nations, then breaks the trust of his allies when it suits his agenda.

SAMPLE CONQUEROR: KING WARVEN II

As a child, the young prince Warven learned that no one would refuse him anything. Unfortunately, having his every demand met taught the boy a distorted sense of fairness and justice. Now that his father has passed away, King Warven II rules the Kingdom of Meznamish from the city of Monam-Ahnoz. The Kingdom of Meznamish once controlled almost the entire Svimohzish isle, though over the years this control has faltered as several groups broke away to form their own country. While most of his subjects consider the King to be a benevolent ruler, rumors persist that he has a secret desire to reunite the continent under his own rule.

King Warven is indeed planning to reunite the continent. He has several plans for bolstering his own troops and making clandestine agreements with several Zazahni warlords. If these are successful, King Warven will soon be able to launch an attack on nearby Ahznomahn.

WHY IS KING WARVEN II A VILLAIN?

Because of his ego, the King is preparing for a war that is unlikely to benefit his people. He only seeks the war because he believes that the rest of the continent is rightfully his and he wishes to reclaim it.

Cult Leader

Note: for the purpose of this book a cult is defined as any exclusive group that uses fear and intimidation to control its members.

The cult leader does not want a huge territory with vast numbers of followers. He prefers the personal domination of the lives of others. To this end, the villain will either form a

group, or join an existing one, and claw his way to a position of authority. Once seated in the position of leadership, this master manipulator begins to control as many aspects of the lives of his followers as possible.

Cults and secret societies are powerful groups existing in the shadows of many large cities. The cult leader controls the members of these groups completely and, through them, wields considerable influence over society. This is particularly true if the cult contains high-ranking or other influential members of society. It is important to note, however, that the cult is seldom religious in nature. The cult leader prefers to act as a figurehead or mouthpiece for some god or demon, rather than being the object of worship himself. A cult leader may use religious trappings as part of the group, but there is never any true divine involvement.

The smaller numbers involved in the cult mean that the villain has tighter control than would a general commanding an army. His followers obey his every command, which he finds extremely gratifying. However, once the cult leader has satisfied his every dark desire, he finds himself growing bored. At this point, the villain starts issuing commands for the sole purpose of exercising his power. He has no more desires to slake, save for his addiction to power. This is when he becomes truly dangerous to everyone and everything around him, as his need for obedience pushes his followers to further and further extremes. Perhaps his one saving grace is his fear of exposure and the fear of persecution by authorities.

The cult leader prefers to work in the shadows. He knows that if the authorities of the region were to discover his activities, he would be hunted down and destroyed. Of course, if certain members of his cult have political power in the region, he may feel comfortable taking greater risks. In spite of this, the villain still manages to underestimate himself. He limits his activities to what he feels are low-risk. He is still capable of creating widespread fear and hatred in the general population, though his activities merely expose the villain to the lowest possible risk of capture. Despite his addiction to controlling the lives of others, the cult leader places a high value on his personal freedom and imposes restrictions on his own activities to maintain his current way of life. He will never place his safety at risk for greater power, save for when he feels the need to rebuild his base of followers.

The motivations for this villain can be extremely simple or extremely complex. However, regardless of the complexity of the motives, he is sure to conceal his activities. It is often a simple lust for power, or a need to feel superior after a lifetime of victimization, that motivates him. This villain sends his followers to commit acts that most rational souls would find disgusting. Murder, arson, theft and rape are all examples of crimes he encourages in others, though he seldom commits these acts himself. He has no ulterior motive or agenda, merely the need to prove his dominance over other sentient beings. To this end, he may resort to mind-affecting magic, though his charisma and careful planning are usually sufficient.



Power Mad: King Warven II, Jinazu Han, Shifan, Desveminh and Count Transen try to carve up Svimohzia.

Variant Cult Leader Personality Profiles

Personality

This person leads a cult of personality almost solely based on her charisma. This villain has a great amount of control over her followers and will use this power to her advantage.

Religious

The religious cult is probably the most common and best known. In this case, the cult follows the edicts of a religious decree fanatically. Often the cult is a small offshoot of a common religion that began when the cult leader found a way of warping the edicts of the religion to fit his needs.

Social Cult

The members of this cult have formed a social clique based on some otherwise trivial thing or ideal. Social cults are quite common, though few of them take it upon themselves to accomplish some goal. When they do, the cult is as dangerous as any other.

The cult leader often maintains a well-appointed, if not downright opulent, headquarters where the cult meets. However, wealth is not his goal. He uses the trappings of wealth to attract followers to his banner and tempt others to listen to his words. His small, yet fanatically loyal power base makes him a surprisingly dangerous opponent. This villain is ready and willing to sacrifice his followers to protect his own freedom. He is best suited for lower level campaigns, though he is also appropriate for high-level groups if his cult controls a large territory.

SAMPLE CULT LEADER: JINAZSU HAN

Jinazu Han is the leader of a trio of yuan-ti who left their home in the Vohven Jungle and traveled to the city of Ashoshani in search of a band of thieves who stole several religious artifacts. While in Ashoshani, the yuan-ti began to recruit human followers. The trio uses fear, intimidation and occasionally even spells to accomplish this goal. Jinazu also selects humans to sacrifice in their evil ceremonies.

WHY IS JINAZSU HAN A VILLAIN?

Jinazu is a villain because he uses fear and intimidation to recruit followers for his cult. He also commits horrible acts of violence such as human sacrifice.

Dictator

Much like a conqueror, the dictator is addicted to the power to control the destinies of many people under his command. However, unlike the conqueror, the dictator has all the territory and citizens he desires. Instead, he wants a greater level of control over what he already possesses.

Those under his rule hate and fear this villain, but he cares nothing for their opinions. All he knows is the need to control, and an all-consuming fear of losing his power. This causes him

to micro-manage every aspect of day to day life in his territory. To this end, he uses terror tactics to keep the populace cowed and fearful. The citizens of his land fear strangers, seldom speak to each other above a hushed whisper and are terrified of leaving the territory.

The dictator is not particularly charismatic, for he does not care how popular he is. However, he is an extremely effective leader. This villain has formed a police force that is wary, well trained and amply equipped to keep the both average citizens and potential usurpers in check and to crush any rebellions that begin to stir. Within the domain of the dictator, they have absolute authority to apprehend and punish anyone they suspect of being a threat.

The villain cares about the prosperity of his land, but only with respect to controlling the population. He knows that a starving population is more likely to revolt, but a well-fed citizenry has more time to consider dangerous ideas like personal freedom. He is also obsessed with knowing the activities of his people and eliminating any potential leaders amongst them. To this end, he employs whatever resources are at his disposal (magic, psionic, etc) to monitor and observe the population. Citizens are also encouraged to spy on each other and report suspicious activities in exchange for rewards. This way, the villain knows what is occurring in his domain, and keeps the fear and hatred of the citizens directed at each other rather than at him.

This villain is petty, brutal and vindictive. He is also strong-willed, ruthless and a great leader. His followers are loyal out of fear and respect, seeing the dictator as the key to their own personal power. When used as a villain, he is well suited for groups of any level, depending upon the size of territory he controls.

Variant Dictator Personality Profiles

Isolationist

This dictator believes that by isolating his region he will be able to control his subjects. This villain fears nothing more than the effects of outside influence on his people and will go to any lengths to banish or kill any adventurers who enter his domain.

Martial Law

This dictator rules with an iron fist, quickly and without mercy killing anyone who opposes him. Often the villain will make up for these ruthless acts by being quite courteous and gentle to those who do not threaten him. With this villain, you are either his ally or his enemy.

Scapegoat

This villain controls the population by offering them a scapegoat for their problems. She often attempts to control the population's access to her scapegoat, so that it is less likely that the citizens will discover the truth of her manipulation.

SAMPLE DICTATOR: COUNT TRANSEN INGAMIN

Count Transen Ingamin of Premolen is rumored to be the most oppressive of the Eldoran nobles. A bigot with an intense hatred of foreigners and demihumans, his hatred extends even to his own citizens who show less enthusiasm in their hatred of non-humans as he does.

As a child, Transen saw an elven arrow impale his cousin. When the elven assassin was found and executed, it was discovered that Transen and his father were the intended targets. This event deeply disturbed Transen, who took his hatred out on all elves. With the current strife between the humans and elves, few noticed or cared that the future count despised non-humans so much.

Now that Transen has inherited the position of count from his father, he often sends the local guard into the nearby Broador Forest to hunt down dissidents. This policy has made the count many enemies, including Sablen Tornis – the half-elf leader of a group of vigilantes operating out of the forest. The count ordered her family killed because he assumed that Sablen's elven father was a bandit.

WHY IS COUNT TRANSEN INGAMIN A VILLAIN?

The Count is a villain because he runs his lands with an iron fist, is unwavering in his hatred of non-humans and forces his people to follow the tenets of his hatred.

Puppet Master

Like the cult leader, the puppet master enjoys manipulating the lives of others. However, where the cult leader prefers to stay in the shadows of society, the puppet master thrives in the public and political arena. This villain only controls the lives of a small group of individuals, but he has chosen them specifically because of their positions of authority. Through them, the puppet master controls the fates of many, without being the direct ruler.

Like the cult leader, the puppet master is a master manipulator, excelling at controlling others through their fears and desires, rather than through sheer force of will and charisma. He can influence the social and political decisions of powerful men and women, often without them fully realizing how controlled they truly are. They dance on strings, unaware of who really pulls them. At his urging, kings make decrees and politicians set policy, believing the whole time that the ideas are completely their own.

The puppet master exercises his power in a manner similar to the cult leader, manipulating his pawns to demonstrate his own power to himself. In addition, he enjoys the indirect control over the lives of those whose existence depends on the decisions of his pawns. The puppet master may, on a whim or out of maliciousness, "suggest" to a king to raise taxes, knowing this will cause the poorest citizens to starve to death. Other schemes can involve delivering power and wealth to himself, but only through

indirect methods. He may also use his influence to strike out at those that are beginning to see him for what he is.

As he thrives on the power of others, this parasitic villain resides in areas where power is abundant. The puppet master is more likely to interfere with the royal court of a large kingdom, rather than involving himself in politics within a small village. However, a novice villain may well start out on a local scale, using his position as an "advisor" to secure his place with higher nobility. It is important to note that the puppet master uses skills of deception and diplomacy, rather than arcane or psionic powers. He may very well possess such abilities, but uses manipulation as a power in its own right.

The puppet master is cowardly and fearful of discovery, in much the same way as the cult leader. However, the puppet master rarely has fanatical followers to protect him, so he relies on his own natural cowardice as a form of survival instinct. If he feels he is close to being discovered, he is not above starting a war or revolution to create a diversion. Often, the puppet master is physically weak, relying on the power of his pawns to keep him safe within the halls of power.

The puppet master seeks greater control over a wider area without the risk of outright conquest. He will try to maneuver his pawns into positions of greater power, following along in their shadows, whispering his suggestions. He views the entire world as a game and himself as a master player. He is cold, calculating and unconcerned with the ultimate fate of those he manipulates. All that concerns him is the continuation of the game and keeping himself secure while he influences his surroundings for his own amusement.

As a villain opposing PCs, the puppet master is extremely difficult to ferret out, since he eliminates any that suspect his true plans. Locating him and finding his plans could be more challenging than the players might initially suspect. Lower

Variant Puppet Master Personality Profiles

General

This puppet master can offer support in the fashion of a large, experienced and well-equipped army. This army gives the general considerable influence when dealing with the king because the king often needs those forces and would be hard pressed to defeat them in battle.

Merchant

This villain has learned to control the king by controlling important goods. He has a complete monopoly on an essential item or foodstuff that is required by the kingdom, and he uses this to his advantage.

Vizier

The Vizier subtly influenced the King through half-true information and advice. Unlike the other puppet masters, the vizier always has the ear of the highest nobility, who often call upon him for wisdom and insight.

level adventures can involve a villain controlling a small region, while more epic scale stories could involve a large kingdom. Regardless of the size of territory he influences, this villain is sinister and very intelligent.

SAMPLE PUPPET MASTER: SHIFAN

Shifan is an ancient elf and the Royal Diviner in the court of Emperor Kabori. He was born to learned parents who managed to secure an excellent education for their son. Shifan excelled at his studies and eventually caught the eye of a minor Kalamaran noble in need of a page. With his newfound position and power, many new options were available to the new page. Eventually, Shifan decided to try to learn magic. Soon after he began to experiment with magic, he became a wizard's apprentice and began to study the arcane arts in earnest. During the many years of his apprenticeship, Shifan worked hard and his master's reputation began to grow. Then, when the Royal Diviner passed away, the master wizard was selected as the replacement.

During the remainder of his apprenticeship, Shifan took care to make many associates among the powerful nobles and royalty. When the apprenticeship ended, Shifan obtained a position as a court wizard. As the years passed, Shifan earned the position of Royal Diviner, a position in which he has served a half dozen emperors. Shifan works behind the scenes to protect the Bakar family, their power and the line of succession within the family. Shifan is openly scornful of Emperor Kabori, not out of disloyalty, but because he believes that Kabori is capable of far more than even the emperor believes. As part of his position as Royal Diviner, Shifan is also responsible for divining threats to the emperor, although Shifan's reputation alone deters most threats to the emperor's person.

WHY IS SHIFAN A VILLAIN?

Although Shifan does not seek political power for himself, he does seek to consolidate the power of the Bakar family - regardless of whether they should hold power or not.

Warlord

The warlord is the most visible of all the power mad villains. He has little to fear from the common folk and even would-be heroes tremble before his might. Like the conqueror, he takes and holds territory, but exclusively through force of arms. Often, the mere threat of his forces riding into a town is enough to force the gates open. The citizens hand over whatever he requests, hoping it will lead to less death and devastation than having the horde rampage through their streets.

Few can stand up to this quintessential bully. Unlike the conqueror, he does not seek to expand his power base; expansion is merely a side effect of impressing and terrifying the commoners. He enjoys the feeling of power that comes from causing peasants to tremble at the mention of his name. For the warlord, success is not a conquered land, but in the cowering citizens he defeated. This villain often leads a sizable army of

fast vicious warriors and barbarians, who sweep aside all those who try to oppose him.

Never assume a warlord is merely a simple or brutish barbarian. He is a brilliant tactician and general who uses all the tools at his disposal to crush opposition as quickly as possible; he is never accused of being a "fair fighter." His natural charisma makes him a great leader and he attracts followers easily. He demands absolute obedience from his men and delivers his discipline as swiftly and brutally as he destroys his enemies. Most of his followers are individuals impressed with his personal power, although some are cowards who merely see joining the horde as a way to avoid dying at their hands.

Though he controls territory, the warlord and his army are nomadic. This is partly due to his inherent need to seek out challengers and enemies to vanquish, but also because his plundering army must move on once they've depleted the resources of their latest conquest. This villain can expect to ride into any community he has conquered and find every door open to him and his men. Refusing to accede to his demands leads to brutal retaliation against the entire community.

This villain is a bit unfocused, preferring to dominate communities through his threats, but he is not a great administrator. Because of this, he works well with other power mad villains who do not seek to steal his glory. A warlord may team with a conqueror, sweeping aside opposition to his expansion, in exchange for free reign anywhere within the new empire.

The warlord is a villain best suited for short-term adventures for higher level characters. He is at the head of an army and is a powerful warrior on a personal level. Most of his tactics are easy for the typical PC to understand: ride into a village, burn, loot, rape and pillage. The survivors are terrified of future attacks and agree to whatever demands the villain makes. Typical adventures with a villainous warlord see the PCs trying to protect innocent lives from the attacks of the horde. However, as a long-term villain, the warlord works best when combined with other villains.

Variant Warlord Personality Profiles

Great General

This warlord has an amazing ability to lead his troops in battle, inspiring even the cowardly to perform heroic deeds.

Mercenary General

Owing no allegiance to any crown, the mercenary general and his army are free swords who only fight for money. Without a care for ideals, religion or morals, the mercenary general will lead his troops on any paying mission.

Mighty Warrior

This warlord leads by example, fighting his foes side by side with the common troops. The mighty warrior is renowned for his battle prowess and cool sense of judgment in the heat of battle.

SAMPLE WARLORD: DESVEMINH "THE WARLORD"

Desveminh is a wizard of no little power and a known worshiper of the Flaymaster, and has the unusual distinction of being a tactical genius. During his days as an adventurer, Desveminh learned a great deal about military tactics. Eventually, a large group of warriors requested training from Desveminh. He agreed, on the condition that they become a band of mercenaries.

A few months ago, at the request of King Shahn III of Ozhvinnish, Desveminh entered the city of Ashoshani and began openly hiring and equipping mercenaries. King Shahn is aware that King Warven II of Meznamish has begun preparing troops, and although Warven assures him that they will not be used against Ozhvinnish, the two kings do not trust each other. This led to King Shahn's decision to augment his troops with mercenary units.

WHY IS DESVEMINH A VILLAIN?

Desveminh is a villain because he loves the thrill of battle and the challenge of pitting his intellect against a worthy opponent, regardless of the number of lives lost.

VISIONARY

Not every villain is driven by a lust for power, hatred or a need to destroy something. Some of the most disturbing villains are those who feel they are working towards the greater good. The visionary has a dream of a better world — a world that only he can provide. What makes this villain truly frightening is that he sincerely wants to improve the lives of those around him, regardless of whether or not they want his help.

This misguided soul often has the right idea, but goes about achieving his goals in a less than scrupulous manner. Sometimes, these goals only benefit a select few. Of course, to those few, the visionary sees himself as a benefactor. He wants to help, to nurture and to protect. Unfortunately, this villain is the embodiment of "the end justify the means." He will do whatever it takes to bring about his better world. This can mean conquest, genocide and destruction in the name of the greater good.

The visionary is the least villainous of all the archetypes, if only because his intentions are good. He has not set out with the specific goal of hurting anyone. He only wants to make life better. However, he is also one of the most dangerous archetypes, as his seeming benevolence masks dark deeds. People want to believe what he is saying, and they are often all too willing to do whatever he says to create a better world for their children. The visionary's better world involves excluding certain undesirable elements from society. Another vision of a better world could involve excluding one aspect of the current world, such as technology, religion, magic, race, sex or creed.

The motivations of the visionary are very altruistic. He is selfless, willing to sacrifice anything to promote a better world and he expects the same sacrifice from those who follow him. He is passionate about the hope he brings; yet he stops short of

the fanaticism found among the devoted. He is not obsessed and can see the "big picture." He knows that he needs careful planning to bring about his perfect world. He may be willing to make changes on a small scale, but he knows that countless such changes are necessary to bring about his vision of the future. He also knows that there are those who oppose this change, those whom he feels are either misguided fools or pawns of darker forces. This villain cannot be swayed by words or deeds and his arrogance has convinced him that he truly knows what's best for everyone.

The tactics of the visionary contradict his gentle demeanor. He may be willing to resort to extreme measures, such as terrorism, extortion and assassination to remove opposition to his vision. Leaders who stand in his way will be destroyed, along with those who follow them. Ironically, this villain, who is capable of widespread atrocities for the greater good, is also capable of great acts of kindness and compassion, at least to those whom he feels deserve his care. His followers can count on mercy and compassion from the visionary. He will not hesitate to use his resources to heal, clothe, shelter and feed the commoners he has dedicated his life to helping.

The visionary is charismatic and works extremely well as a leader of others. Others admire and respect his dedication to a noble cause, whether or not they agree with his convictions. He may even try to win the support of those attempting to stop his mission. More than one visionary has a few former enemies among the ranks of his loyal followers. This villain is extremely wise in how he deploys his followers and his concern for their safety is genuine, and he recognizes the impact such actions have on the morale of his men.

This villain is always surrounded by followers, much the same as the power mad villain. However, these men and women do not follow him out of fear or greed. They obey his orders because they believe he knows what is best for the world. The visionary is not a manipulator in a direct sense. He influences the opinions of others. He wants to change the world, but he knows that the world consists of people with independent minds. He has honed his ability to change their minds until they share his vision for a better world.

As an adversary, the visionary is creative and opportunistic. In his simplest form, this archetype becomes merely another fanatic, a zealot dedicated to destroying something that the PCs hold dear. In this form, he is simply an anarchist and a terrorist. When this villain's motivations and history are fully realized, he becomes one of the most challenging villains to face. After all, his goals are hard to argue against. He wants peace, prosperity and happiness for his people. He may hate himself for hurting people, but he knows it is necessary to allow others to survive. The visionary as an archetype can be adjusted to face any combination of characters of any power level. The two primary subtypes of the visionary are the benevolent dictator and the utopian.

Benevolent Dictator

The benevolent dictator is a sincere and honest man. He knows he is depriving his people of certain freedoms and that some of them crave liberty. He also knows that people, when left to their own devices, only hurt and abuse each other. In this way, he sees himself as the lesser of two evils. He brings order and peace to a population that would otherwise tear itself apart with violence and prejudice. His intentions are good, wanting to protect the poor simple folk around him.

This villain rules over an entire population, whether it is a nomadic tribe or an entire kingdom. He limits their ability to harm themselves and, coincidentally, him. He honestly feels he knows what is best for the citizens he watches over. The benevolent dictator is as oppressive as his power mad cousin, but is far more paternalistic, domineering and condescending about it. In his mind, his citizens are mere children who do not know how to take care of themselves, so it is his duty to protect and care for them.

The worst part about this villain is how persuasive he can be. He is a master of propaganda and has convinced his people that they are indeed helpless and doomed without his guidance. His harsh rules insure that the people are safe and the land prospers. The common folk are grateful for his benevolent grace and work hard to please him. The benevolent dictator is loved and adored by those he oppresses.

This villain uses political tools, as opposed to military ones, to keep the population quiet and complacent, while controlling and limiting their lives. The people are well fed and content, which limits their desire to venture beyond the protection of the loving master. In fact, those who enjoy the guidance of the benevolent dictator cannot understand why anyone would choose to live outside of his sphere of influence. The common citizen is perhaps the greatest tool, able to recruit new followers for the villain and willing informant when a threat arrives in the territory. After all, it is in the interest of the commoner to make sure life continues unchanged and nosy outsiders with strange ideas about freedom, justice and liberty only disrupt his tranquil existence.

The benevolent dictator is hard to identify in a region, as no one has the usual complaints that accompany an oppressive regime. No one complains that taxes are too high, or that the militia watches too closely and prevents citizens from leaving the community without proper authorization. The disappearance of citizens who may have been causing problems or asking too many questions is seldom remarked upon.

This villain is very difficult to assault, for he is surrounded by loyal pawns who act as a human shield. The benevolent dictator is content to consolidate his power within his own area and his people rarely flee to nearby communities to complain about the harsh lives they are leading. As long as he rules over his beloved children, the villain may never trouble anyone else. However, possible stories could involve the rare dissident fleeing to enlist the aid of heroes to overthrow the gentle tyrant. Or, perhaps the

PCs stumble into the villain's territory and earn his wrath by promoting such notions as freedom and equality. In either case, the benevolent dictator is best suited for higher level characters that are capable of dealing with his sizeable force of followers.

SAMPLE BENEVOLENT DICTATOR: RHINGORYX "THE MAGNIFICENT"

The city of Bronish is protected by Rhingoryx, a mature gold dragon. When local miners stumbled across Rhingoryx's lair, they had the good sense to immediately give gifts of treasure and praise. Throughout Rhingoryx's long life, the dragon encountered humans and humanoids many times. Usually the small creatures were nothing but trouble, even going so far as to attack him on several occasions. When Rhingoryx encountered humans that were not violent but instead gave treasure and praise, he believed that these creatures should be protected and nurtured. From that point on, the dragon began to influence the cultural development of the Bronish people.

Under the protection of the wyrm, the city began to flourish. The dragon's view of the humans began to change and become more parental, believing that they would eventually become enlightened to the dragon's views. The price for the freedom, however, was high. Although the people venerate their protector, they also live in the shadow of the dragon, fearing what might happen if they displease him.

WHY IS RHINGORYX A VILLAIN?

Rhingoryx is a villain because he is altering the natural development of the Bronish culture. Of course, it would be hard to convince Rhingoryx, or many of the people of Bronish, of this.

Variant Benevolent Dictator Personality Profiles

Counter Insurgent

This villain blames the problems of society squarely on the shoulders of outsiders who have immigrated into the area. The villain will react brutally to foreigners because he believes that the outsiders are entering the country to loot and corrupt the nation.

Reformist

The reformist is an extreme socialist who believes that the people as a whole must be cared for. He believes that individuals who threaten this, through excessive hoarding of wealth or acts of oppression, should be dealt with harshly.

Threat of War

This villain believes that his nation is under the threat of war from a rival country, and that a preemptive strike is necessary to protect the people.

Utopian

The utopian envisions a better world, but feels he must build it himself, rather than change the existing one. To this end, he gathers his followers and sets out to find a homeland where they can live in peace and harmony. Unfortunately, only those whom the villain deems as "worthy" are invited to share in this better world. Worse, the utopian violently ejects the unworthy from any lands he claims. He wants a paradise for his people and will go to any lengths to create it.

The paradise the utopian seeks to create is often based on excluding "undesirables." While he may not have the fanatical devotion to wipe out his enemies (like the crusader), he will not tolerate interference in his plans to create a place where his followers can live their lives as they choose. His followers scour the landscape, looking for the ideal location to build a new nation. If another nation already holds that land, the villain may very well decide to claim the territory as his own. In this way, the utopian becomes the enemy of established governments who see him and his army of followers as threats to their sovereignty. Another possibility is that the utopian is the leader of the established government and is a truly horrible threat to those who he deems unworthy.

The villain gathers a large group of followers through his charisma and promises of peace and prosperity. His followers, displaced from their own homes through some conflict, are desperate for any hope. These lost souls follow the utopian in

hopes of finding security, but often find a life of conflict and battle as they attempt to carve a nation for their leader.

The utopian feels a genuine sense of love for his followers. He has promised them a perfect world and wants nothing more than to give them one. To achieve this, he may use warfare, terrorism or even genocide to build a new home for his people. The villain is not inherently sinister, though if he found land and encountered no resistance, there would be no bloodshed. At least, this is what he tells himself and his followers.

If he succeeds in establishing a land for his people, the perfect world quickly deteriorates as the utopian shifts to a more dangerous villain (often a power mad archetype). Victory feels hollow and new challenges are sought out. In this way, the villain returns to haunt his adversaries, even if careful role-playing avoids violent conflict. A utopian villain can pose challenges for a low-level party of adventurers, especially if his power base of followers is small. At higher levels of difficulty, the villain can threaten entire nations if he decides his perfect world is to be located in their territory.

SAMPLE UTOPIAN: KING BRENBOD I

King Brenbod I of Eldor has a dream that only he could possibly achieve. The Kingdom of Eldor is an ancient nation with the oldest monarchy in all of Tellene and citizens who are fiercely proud of their heritage.

Considering the rich history of his people, it seems natural that the King has made several policies to protect Eldoran



Visionary: Rhingoryx and King Brenbod I catch an elven thief.

heritage. However, most of these policies are strictly racist. The official policies range from heavy taxation of demihumans, banning interracial marriages and requiring non-humans to apply for permission to own land. Unofficial policies go so far as to provide immunity to any human national who attacks or even kills a humanoid; the officials do not even investigate most of these cases.

King Brenbod's vision is of a racially pure Eldor where all of the "filthy" sub-humans have been removed and are no longer a threat to his citizens. He dreams of a land where his people no longer have to deal with thieving elves that steal the natural resources out of the Lendelwood forest and attack legitimate woodsmen.

Many non-Eldorans believe that the King is insane, or that one of his senior advisors is a member of the Courts of Inequity (the church of the goddess of injustice, envy and jealousy). Unfortunately, this policy still appeals to a large number of people - most importantly, the humans of Eldor.

WHY IS KING BRENBOD I A VILLAIN?

King Brenbod I is a villain because he is a racist who has the power to pursue his dreams and persecute those who he deems unworthy.

Variant Utopian Personality Profiles

Anti-Crime

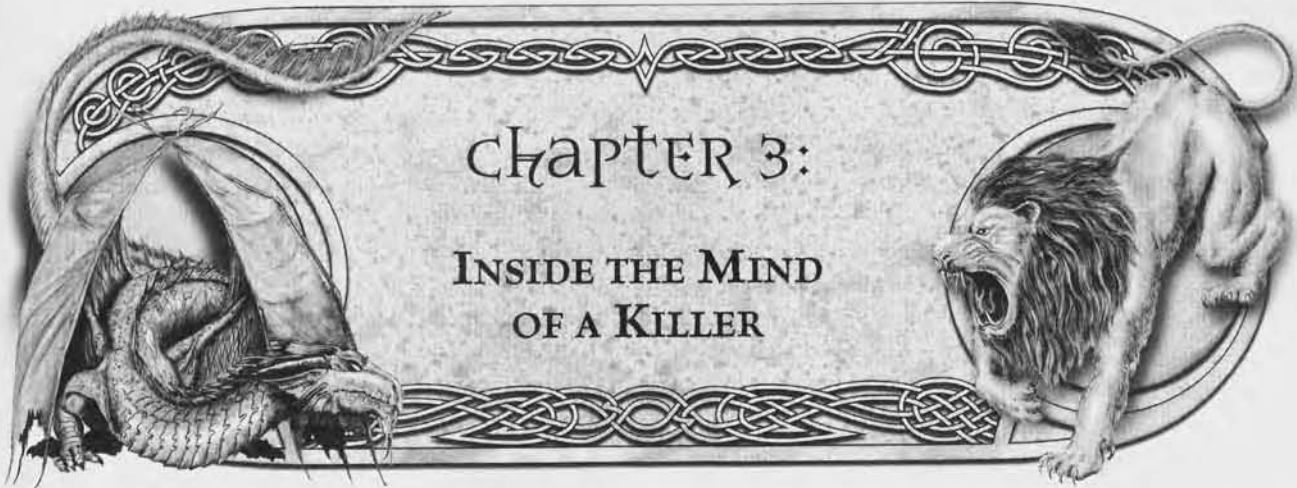
The anti-crime utopian believes that criminals are keeping society from reaching its true potential. To rectify this, the villain has begun a vigilante war against crime that punishes all crimes, minor or major, with the same penalty - death.

Purist

This villain believes that to become a great nation, it must reach a state of racial purity. To this end, the villain actively threatens and attacks any who do not meet his racial standard. The villain will often also recruit a mob of other like-minded individuals to force groups to leave the area.

Religious Idealist

The religious idealist believes that his religion is the only correct religion, and that everyone must worship his god to the exclusion of all others. To achieve this, the villain has taken to destroying temples and murdering the clerics of competing faiths.



CHAPTER 3:

INSIDE THE MIND OF A KILLER

While the archetypes and sub-types give some idea as to a villain's background and origin, there are still many more details to consider. Personal history often provides more material for justifying the villain's actions than anything listed in his archetype description. Villains, like heroes, are forged from the events in their lives. These events define who they are and how they think. The visionary, for example, was probably witness to great suffering as a child, while the power mad villain might have been a victim of someone in a position of power.

However, a good DM should try to avoid stereotypes, or at least modify them for the purposes of surprising the players. Very few people could imagine a kind, helpful and loving youngster turning into a human monster, yet it is possible. Careful construction of a villain's mind leaves many opportunities to explore the reasons for his actions.

THOUGHT PROCESSES

An important point to remember is that not all villains are "crazy," "mad" or thoroughly evil without any redeeming qualities. While he may be intense, somewhat melodramatic and egotistical, the villain should also be rational. He is a human being with feelings, good qualities and flaws. For the DM, one of the hardest aspects of creating a realistic villain is creating justifications and motives that make sense. This can involve playing the role of the villain himself, trying to imagine the life the villain has led and following the actions he has taken to ensure they are logical.

The thought processes involved in a villain's life are every bit as complex as any PC, if not more so. Though he may have epic goals or dreams of massive death and destruction, he is also quite capable of rationalizing his actions. Thus, it is extremely important for a villain to have legitimate reasons why he behaves in a particular way. Without justification for his villainy, he can never be a plausible or effective villain - he remains little more than a collection of statistics.

The difference between the villain and the PCs is the path he chooses to pursue his goals. Of course, not all goals are lofty, such as the acquisition of power or the destruction of a hated enemy. A villain should also have other goals and ambitions that are not evil in and of themselves. This could be as complex as raising a family and establishing a kingdom for his children to rule, to something as simple as completing a collection of swords. Such goals add a great deal of depth to the villain, as well as provide ideas for sub-plots within a story.

The villain also has feelings and emotions. For example, a villain who seeks to destroy a city but never shows any anger towards his target is unrealistic. He should act out of revenge, some righteous feeling that those within the city are impure or for some other motive. Regardless, his emotions drive his actions. Each archetype lists examples of the villain's emotional motivations, but these are merely suggestions. A well-written villain, even a detached villain, should have layers of emotions guiding his hands.

Ultimately, his thoughts define his actions, not the other way around. A poorly designed villain is one whose actions are already prepared, but the DM has no reason for those actions. The villain's destruction and cruelty should not be mindless, or his malice without forethought. Below are a few points to ponder when creating the personality of a villain.

How Does the Villain Justify His Actions?

Are the people around him beneath him? This is a way of getting a sense of how the villain sees his place in the world. An egotistical villain feels superior to everyone, while others may feel that they simply know better than the common folk and must act on their behalf.

Does he hate those he victimizes? Are those who suffer because of his actions the ones he wants to hurt? An avenger seeks to destroy his targets, while other villains may feel regret for the lives they take in pursuit of their ultimate goal. Of course, no regret is sufficient to halt their quest.

How does he relate to others? Most villains interact with others unless they are antisocial or inhuman. A villain may take paternalistic attitudes towards others, seeking to protect them for their own good. He may also be genuinely concerned about their well being, but his duties require sacrifices. Similarly, his Charisma score dictates how others react towards him.

What is he afraid of? Simple questions like this can further illuminate the soul of the villain. Other variations include such questions as "what does he like? Does he have a favorite friend, pet, possession, food or color?"

What influences his behavior? A villain's religion or personal code of ethics may strongly dictate how he behaves in certain situations, or towards certain groups of people.

MOTIVATIONS AND OBSESSIONS

What, precisely, drives a villain to commit horrible acts against others? What shaped the person who menaces the PCs? While there may be no quick and simple solution to these questions, a good set of motives for a villain can go a long way towards explaining his actions. Emotions are what drive the villain; they are the fuels for his fire, so to speak.

The villain is a passionate individual. He cares deeply about a cause, whether it is righteous or self-serving. Often, this leads to behavior bordering on obsession, though most villains never reach the all-consuming passion of the obsessed. Instead, their emotions manifest themselves by making them more dedicated, more focused and more confident in their mission. Beneath the exterior of even the most crazed or deluded villain, there are very real feelings that have combined to create such an individual.

Emotional Motivation

Any emotion can drive one to great lengths. Taken to extremes, these feelings endanger those around the villain, and even the villain himself. A normal capacity for one particular emotion, coupled with some trauma, can twist a soul forever as he tries to reconcile those feelings. For example, anyone can hate the person who murdered a loved one, but the villain is someone who not only lost a loved one, but also witnessed it in some brutal fashion. This causes long lasting psychological scars that shape every aspect of his behavior for the rest of his life.

Below are some examples of emotions that serve as the motive for a villain. In each case, there is also some suggestion for the villain's personal history. This emotion, combined with the circumstance, acts as a catalyst to spur him onward.

ANGER/HATE:

Somewhere and somehow, the villain was wronged. The slight may have been real, or perceived, but it affected him deeply regardless. His burning rage consumes him, prompting acts of revenge and retaliation. If the perpetrator of the wrong is no longer alive, the villain may vent his anger on the descen-

dants of his enemy. One example would be the villain who witnessed a particular race or religion slaughtering his family, while he barely escaped with his life. Now his dreams are full of the screams of those he cared for most.

DESPAIR/SORROW:

A tragic loss early in life shapes many villains. He may have lost a parent, sibling or close friend, but, rather than feeling rage or hatred, he plummets to the depth of despair. This may not seem villainous until one realizes that the most dangerous thing in the world is the man with nothing left to lose. In his pain, he lashes out at anyone and anything around him in an attempt to make others feel the same way he does. An example of this is the villain whose family dies in some accident. He wanders the land, seeking a way to end his pain. In the process, he may take insane risks or pick a fight with a powerful individual or group. Often, this brings harsh consequences upon those around him.

ENVY/JEALOUSY:

Someone has something the villain wants, or is better at something than he is. Whatever the case may be, he cannot abide the thought that there is something he cannot have. He will go to great lengths to either obtain that which he wants or destroy it (the classic "if I can't have it, no one can"). This prize can be a material object, a reputation or even happiness. One example of a villain motivated by envy is the youth that lived in the shadows of other people's greatness or wealth. He grew up believing that he needed the same in order to be significant.

FEAR:

As has been said before, villains are a superstitious and cowardly lot. A villain who possesses considerable power and commands an army of disciples may still be ruled by his own irrational fears. He could fear a particular object, creature or a certain event. If possible, he will destroy the object of his fear, preferably without direct confrontation. In the case of a fear of a certain event, such as losing a treasured object or fear of drowning, he takes drastic measures to avoid such an occurrence. The classic example of this is the villain who establishes himself as the undisputed ruler of a land, only to be paralyzed by fear that someone else will come and seize power from him. His unrelenting paranoia will not allow him to enjoy the victories he has earned.

GREED:

For some people, enough is never enough. The villain fueled by greed wants to have it all (and even then would probably be unsatisfied). Maybe he enjoys the way precious metals look, or perhaps he seeks wealth to keep it out of the hands of another individual or agency. One example of this motive would be the villain who grew up in poverty and swore that he would someday be among the rich and powerful who looked down on him as a child.

HOPE:

Faith and hope can drive religious zealots and patriots to great heights and, if their cause is an evil one, their capacity for pain and suffering is enormous. Normally, hope inspires others, giving them the strength to carry on against great odds for a greater cause. A villain driven by hope and faith feels his mission in the service of his god or country is right and his path a righteous one. He may seek to destroy all those who oppose his cause, or he may pursue the interests of his dark god or liege by sowing pain and sorrow over a vast area. He does these tasks joyfully, secure in the knowledge that he is doing the right thing. The classic example of this is the villain who is a cleric of an evil god, seeking to establish a reign of horror in a new land.

LOVE:

Love sounds like a strange motive for a villain, but it is one of the most powerful emotions that drive a mortal soul. A villain who acts out of love of a person or ideal can literally move mountains or destroy nations. He may be trying to prove himself worthy of his love, or he may be acting to protect the object of his affection. A villain fueled by love may be misguided, but that does not change the fact that he is destructive and dangerous. One example would be the obsessed villain who pursues his love with single-minded devotion, destroying anything that keeps them apart. If his feelings are unrequited, an even more dangerous situation arises as he lashes out in pain and rejection.

LUST:

The villain seeks to satisfy his sexual desires or some other physical urge upon a specific individual. Alternatively, a villain may simply have a general longing for someone or something. Regardless, it is a powerful force driving his actions. He will use whatever means he deems appropriate to satisfy his needs. An example of a villain motivated by lust would be the rapist who feels a sense of power along with the satiation of his desires. This is an addictive combination to him, perhaps stemming from a sense of powerlessness in his past.

PRIDE:

The villain is particularly good at one thing. This could be a skill, magic, combat ability or some other visible phenomenon. He is proud of his abilities and wants to show them off at every possible opportunity. This involves creating dangerous situations to demonstrate how amazing he is at "saving the day" or arranging for competitions where he can humiliate others. This villain is easy going and likable - as long as he gets his way. However, when someone bests him or fails to be impressed with his prowess, he feels he must defend his "honor." One example of a villain motivated by pride is the

warrior who feels he is the greatest swordsman in the land. He seeks out opponents, provoking them to battle and slaying them (sometimes through less than honorable means) to prove his greatness. If another warrior should defeat him, he would devote all his energies to destroying that rival completely and utterly.

SHAME:

The villain driven by shame committed some unforgivable sin in the past. This wrong may be horrible in his own eyes but mild in the eyes of others, or it may be so hideous that no one would ever accept him again. He may be trying to atone for his sins, which could bring him into conflict with would-be heroes (if he has wronged an evil god, for example, his acts of atonement might include atrocities). Another possibility is that no one knows about his crime and he is seeking some way to keep it concealed. In either case, guilt consumes him every waking minute. A great warrior who allowed a loved one to die because of his own cowardice is one example of this. He seeks absolution by being more aggressive and violent, attempting to prove his own worth in battle, regardless of whether or not his enemies deserve his wrath.





GOALS, SCHEMES AND DREAMS OF DARKER THINGS

Every villain has at least one “plan.” This plan is his ultimate goal, the thing he seeks to accomplish. Even the most simple-minded villain has numerous ways or schemes to achieve his goal. It is unlikely that he will reveal his plans to captured heroes, no matter how helpless the heroes seem. How a villain defines his goals and how he pursues them is largely determined by his archetype. Within that archetype, however, are several degrees of freedom. This allows the plan to be as highly personalized as the villain himself.

The simplest plan for a villain is the single-minded pursuit of the destruction of something or someone. However, most villains should be more complex than that. He might have several overlapping goals, each of which he pursues with intricate schemes designed to reach his goal. How simple or complex a plot the villain hatches is left to the DM, and depends mostly on the nature of the individual villain. Generally, villains are complex creatures, and their plans reflect this. A brilliant mind develops a complicated plot, or so the villain reasons. In a way, complex plots are his way of showing off and demonstrating his superiority. When the DM creates a villain's schemes to achieve his goals, he should examine four things: the objective, the resources, the method and the consequences.

1) Objective

This is what the villain believes that he is supposed to accomplish. It may also cover a divine purpose that the villain is unaware of. For example, Teelia wishes to free Baletak, a half-fiend ancestor who she recently learned is imprisoned in a tower in the Kakidela Mountains. She also wants to cause as much bloodshed and death as possible to those who imprisoned him. Each villain has a different purpose – you will need to determine just what it is your villain hopes to accomplish.

While this may be defined through the archetype, the DM should understand what the exact goals are. Is the villain trying to do something on a local or personal scale? Is he trying to do something that affects the fates of nations? His objective is often harmful to others, though this may not be the intended result.

2) Resources

What will the villain need to achieve his goal? What materials, such as wealth, followers and equipment will he use in this scheme? Can he replace these easily? Does he have the necessary information to accomplish his goal? Can he acquire what he needs if he does not have it already?

These questions are more than just a matter of logistics. A villain who needs more information or materials to achieve his goals may have to engage in sub-plots to obtain them. For a standard D&D game, one can use Table 2-44 NPC Gear Value on page 58 of the *Dungeon Master's Guide* to determine how much wealth your villain should have based on his level. For a *Kingdoms of Kalamar* campaign we recommend using Table 3-1: Villain Wealth by Level which reflects lesser

TABLE 3-1: VILLAIN WEALTH BY LEVEL

VILLAIN LEVEL	WEALTH (GP)
1st	675
2nd	1,350
3rd	4,000
4th	8,000
5th	13,500
6th	20,000
7th	29,000
8th	41,000
9th	54,000
10th	74,000
11th	100,000
12th	132,000
13th	165,000
14th	225,000
15th	300,000
16th	390,000
17th	510,000
18th	660,000
19th	870,000
20th	1,140,000

TABLE 3-2: PRICES FOR HENCHMAN SERVICES

HENCHMAN	PER DAY*
Assassin	5 gp
Bandit	1 gp
Dock Rat	3 sp
Instigator	3 sp
Kidnapper	2 gp
Resurrectionist	2 sp
Smuggler	1 gp
Spy	3 gp
Thief	3 sp**
Thug	2 sp
Traitor	variable

* Prices listed are for long-term retention of services or a month or more. Shorter terms of employment could substantially increase prices depending on the tasks assigned. Prices do not include materials, tools or weapons.

** Thieves often charge a percentage based on the worth of items stolen.

wealth for characters at lower level and greater wealth for characters at higher level. This is the total wealth a villain should have at the beginning of your campaign. He uses this money to hire henchmen, construct lairs and strongholds, buy magic items, etc.

Human Resources

When a villain needs someone to perform a task – burn down a cleric's home, assault a noble in the streets or assassinate a king in his throne room, he calls on his henchmen and lackeys. For jobs that usually require no villainous acts, the villain calls on his hirelings (cooks, laborers, scribes, etc.). Essentially, henchmen are villainous hirelings, while lackeys are the villainous equivalent of the typical PC's followers. In other words, lackeys are the devoted followers of the villain, while henchmen have no emotional investment in the villain's schemes. They only do their jobs. Mercenaries are listed as hirelings (page 148 of the *Dungeon Master's Guide*), as a mercenary is not necessarily a criminal profession.

HENCHMEN

Table 3-2: Prices for Henchman Services lists a general price guideline for hiring a henchman in a typical Kingdoms of Kalamar campaign. Because the henchman's job takes him into constant danger of arrest by the local law enforcement, his prices are generally higher than those of hirelings. Henchmen may charge more than the listed price, depending on the difficulty of the job and the local laws. They never charge less.

Some henchmen the villain might employ include the following:

Assassin: Someone who kills in return for money. Assassins are more subtle than bandits and thugs, typically using poison and/or stealth to eliminate their victim. The victim rarely sees his assassin. Assassins sometimes work as spies, and may be found working singly or in a guild.

Bandit/Highwayman: The bandit, or highwayman, is found in the wilderness or lightly populated areas. He special-

izes in robbing and/or murdering travelers in small groups or traveling alone.

Dock Rat: Someone who frequents docks and shipyards in search of menial labor. This typically involves moving crates and containers from a sailing vessel to the dock or nearby warehouse. Dock rats often steal as much from these ships and crates as possible, either during the actual moving process or late at night.

Instigator: An instigator spreads rumors and lies in order to incite brawls, riots or revolutions. Occasionally, he may spread truth – though the results are the same.

Kidnapper: Someone who seizes, holds or carries off a person against their will.

Resurrectionist: The term 'resurrectionist' is simply a more polite term for 'grave robber.' Resurrectionists typically steal bodies or body parts for necromancers, keeping any items of jewelry found on the body for themselves.

Smuggler: The smuggler brings items into or out of a region under illegal conditions, or without paying the required import or export duties. These items may or may not be illegal in that region.

Spy: Someone who is employed to keep a close and secret watch on a person or group of persons, with the intent of gathering secret information. A spy may or may not be a thief.

Thief: Someone who steals from a person or organization. A thief may be a freelancer or work as part of a guild.

Thug: The thug is the urban version of the bandit. He is sometimes known as a mugger.

Traitor: A traitor is a person paid to betray his friends, country or cause. This may involve spying, thieving, assassinations, etc.

LACKEYS

As mentioned above, a villain's lackeys are his devoted followers. Lackeys serve primarily as general helpers, guards and sycophants. Lackeys can be adepts, commoners, experts and warriors. Aristocrats are rarely lackeys, though they may be associated with the villain in some other way. The race of the lackey is generally identical to that of the villain, though this is not always the case. The alignment of the lackey should be within one step of the villain's alignment. Lackeys have gear appropriate to NPCs of their level (see Table 2-44: NPC Gear Value on page 58 of the *Dungeon Master's Guide*).

A villain attracts a certain number of lackeys determined by his Leadership (as a PC attracts followers). Page 45 of the *Dungeon Master's Guide* defines Leadership. Villains may also attract cohorts, called "advisor" or "chief lackey."

Technology Resources

The level of technology available often depends on the region of the world of Tellene in which the campaign takes place. Of course, you may choose to allow your villain access to a greater technology level than normal. This technology

TABLE 3-3: KINGDOMS OF KALAMAR TECHNOLOGY LEVELS

TECHNOLOGY		
LEVEL	DESCRIPTION	EQUIPMENT AVAILABILITY
0	Primitive	Sticks and stones
1	Bronze Age	Simple shields, bows, cast weapons, siege weapons, use of bronze
2	Iron Age	Smelted weapons, crossbows, use of iron
3	Medieval	Composite bows, chainmail, plate armor, use of steel
4	Medieval Fantasy	Magic, monsters, spiked armor
5	High Fantasy	Common high level magic and extra-planar influence

could come from underworld suppliers, other planes or even mysterious ruins.

To determine the technology level of your campaign, consult Table 3-3: Kingdoms of Kalamar Technology Levels. As in the real world, some technology levels may overlap. Most typical Kingdoms of Kalamar campaigns have a general technology level of 4 though some lesser technology levels prevail in certain areas.

Of course, the villain has access to any levels lower than his own, though though certain items might be rare because they are considered obsolete. More information on advancing the technology level of your campaign can be found on pages 162-164 of the *Dungeon Master's Guide*.

3) Methods

This is the art of applying resources in the right way to achieve the objective. This should be the most detailed section when a DM is designing a villain's schemes. What will he have to do, exactly, to achieve his goals? Will he have to eliminate people or topple governments? Will his actions be direct and obvious, such as leading an army against an enemy? Alternatively, will he act in secret, using deception to bring about the changes he seeks? The exact method a villain uses will depend on his actual nature. If he is vicious, evil and cruel, he will have no problem simply sending others to their deaths to slay a foe. A more conscientious villain will use manipulation and trickery to make his enemy's life miserable, turning allies against him and destroying all that he cares for. You will need to define what tactics your villain will use to achieve his purpose.

It is often easiest to plan your villain's methods by starting at his objective and working backwards. A good plan should contain no less than three steps, and no more than 8 to 10 steps. For example, let us look at 'Old Hawk' Vanidaol, a noble of Geanavue. The Old Hawk has a simple objective: to grow wealthy. He can use several different methods to accomplish this, one method of which is (working backwards):

- 6) Sell weapons and armor at an inflated cost.
- 5) Spread rumors to create shortages and drive the price up.
- 4) Hire thugs or adventurers to steal weapons and armor from 'evil' citizens of Geanavue (actually his business rivals).

- 3) Hire thugs to assault him to draw away suspicion from the forthcoming assaults against his competition.

- 2) Buy up historical, rare and exotic weapons and armor.

- 1) Spread rumors to increase his prestige among the populace.

4) Consequences

Who will the villain hurt or otherwise affect by his methods? Who has the most to lose if he succeeds? Who has the most to gain by helping him? How far removed from the situation is the villain? This can mean physical space, where a villain is directing his underlings on missions while he remains safely concealed, or it can signify emotional detachment. A villain seeking to overthrow a government in his own kingdom may take different steps than if he were trying to oust a government in a foreign land. In addition, if the villain succeeds, the DM must address the consequences of the villain's victory. Will he gain more power and will it make him that much harder to defeat in the future?

Other Notes

Finally, when designing a villain's schemes, the DM should never make them foolproof. Handsomely reward cunning players for outwitting a foe significantly more powerful than they are. No DM can conceive of every possible eventuality, though if the villain is well versed in the behavior of his enemies, he can prepare for the heroes' most likely course of action.

On the opposite side of this notion, no villain should be a pushover. He designs his plans to succeed, and the DM should avoid built-in deactivation of a plan (there should be no single action the players could easily perform to stop a powerful villain). Allow the players to out-think him on as many levels as necessary.

Finally, the DM should design the plan from the villain's perspective. Think about what he has at his disposal and what he knows about the people who may try to stop him. His dark plots should be a reflection of his individuality. A villain with a well-developed personality and background might very well take irrational or inefficient steps to achieve his goals (if this irrationality reflects his innermost nature).

CHAPTER 4:

WHERE MONSTERS DWELL



A villain standing alone in the middle of an open field, waiting for the heroes to attack him, is no more exciting or dangerous than any wandering monster. However, when placed in an appropriate setting, the villain becomes even more daunting than his ability scores and equipment lists indicate. In a city, for example, people to manipulate and resources to exploit surround the villain. He may be easily identified, yet inaccessible or well concealed and relying on that concealment for protection. The *KINGDOMS OF KALAMAR* campaign setting gives numerous examples and detailed descriptions of places where villains are found. This chapter will give suggestions on how to use general locations within the world of Tellene to enhance the effectiveness of a villain.

SETTING

The setting can be something of a minor character in its own right. It should be as detailed as possible to make it seem more real for both the DM and the players. Although no one needs to know the exact location of every tree in relationship to every other tree in a forest, a good map can go a long way towards incorporating a villain into a particular setting.

The environment the characters find themselves in can be essential to the advancement of the story. It can oppose or aid would-be heroes as well as providing numerous clues to the observant players. It is unwise to dismiss it as something as simple as "where the adventure takes place." How a villain interacts with his environment is equally important.

For example, is the villain in harmony with his surroundings or does he encounter difficulty there? This could place him on a very different footing than the characters. If he cannot find the necessary tools for survival in the setting, he becomes more

vulnerable than the PCs hunting him. On the other hand, a villain who is completely at home in his surroundings becomes a menace to those who intrude in his domain.

If the villain is at home in his environment, he can use it to his advantage. Like a ranger in the wilderness, an urban-based villain knows several escape routes and has a network of informants surrounding his current residence to warn him of approaching danger. He may also know of dangerous areas into which he can lure opponents (such as traps, deadfalls, lairs of monsters and other natural hazards).



A truly powerful villain may even have the ability to turn the setting against his foes. A druid is a perfect example of this. As he increases in level, he can operate in the wilderness with less hindrance or chance of being detecting. In addition to his granted powers, his spells allow him to turn the very ground and vegetation into weapons to fight his enemies. Similarly, many arcane spells

can turn an urban environment into a series of death traps. Transmuting rock to mud may not be powerful enough to topple large buildings, but a collapsing wall can slow pursuit and create havoc for the PCs.

The setting, though, is more than a source of help and hindrance for both heroes

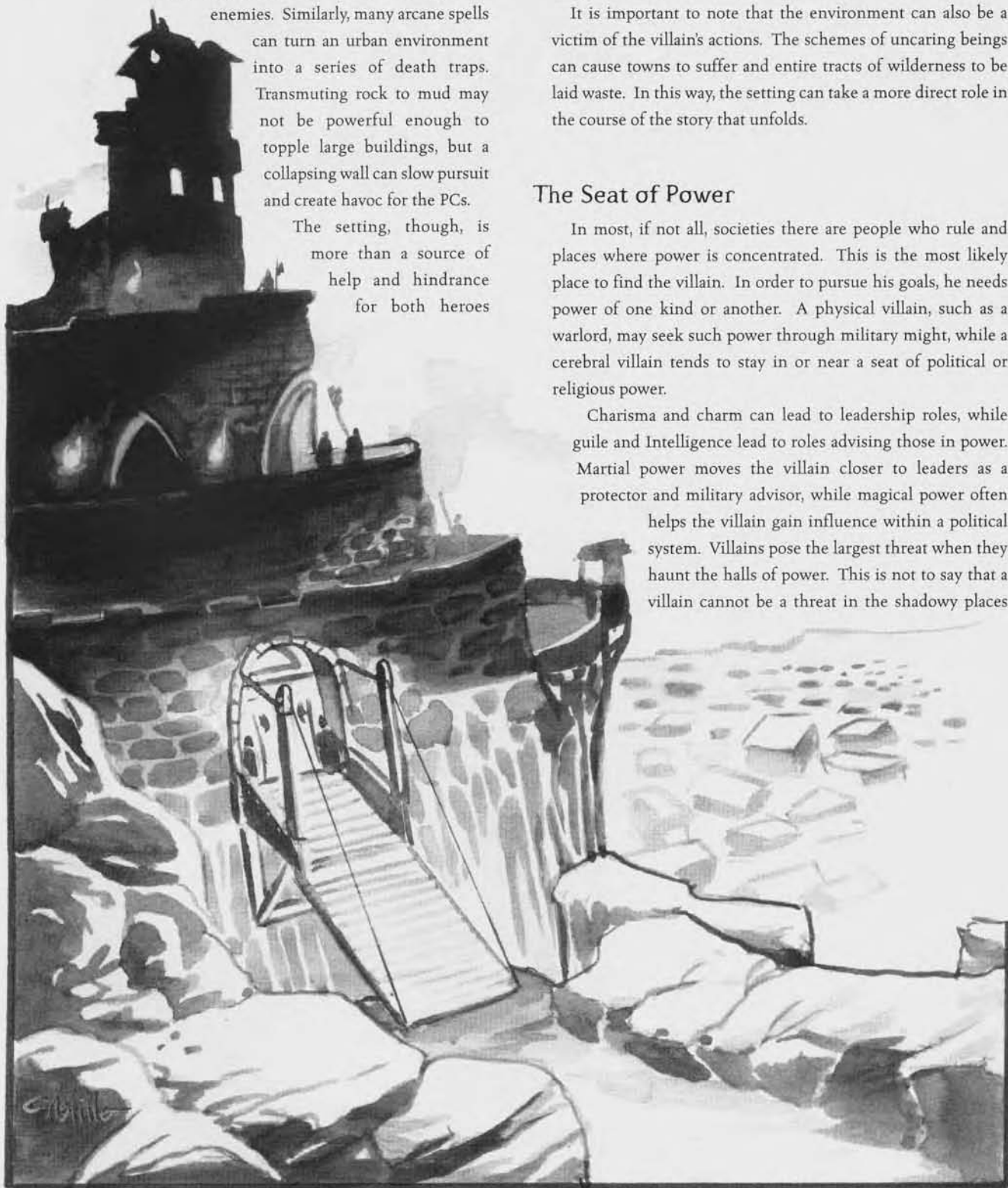
and villains. The environment can help to enhance the mood and reinforce themes through the story. It can offer a wealth of symbols in the form of animals and plants encountered. Similarly, simple details, such as weather, can foreshadow impending events of great importance. The setting is perhaps the greatest source of storytelling tools available to the DM.

It is important to note that the environment can also be a victim of the villain's actions. The schemes of uncaring beings can cause towns to suffer and entire tracts of wilderness to be laid waste. In this way, the setting can take a more direct role in the course of the story that unfolds.

The Seat of Power

In most, if not all, societies there are people who rule and places where power is concentrated. This is the most likely place to find the villain. In order to pursue his goals, he needs power of one kind or another. A physical villain, such as a warlord, may seek such power through military might, while a cerebral villain tends to stay in or near a seat of political or religious power.

Charisma and charm can lead to leadership roles, while guile and intelligence lead to roles advising those in power. Martial power moves the villain closer to leaders as a protector and military advisor, while magical power often helps the villain gain influence within a political system. Villains pose the largest threat when they haunt the halls of power. This is not to say that a villain cannot be a threat in the shadowy places



The villain's stronghold overshadows an adjacent village with its ominous presence.

within a city, just that their schemes affect the largest number of people in an urban setting.

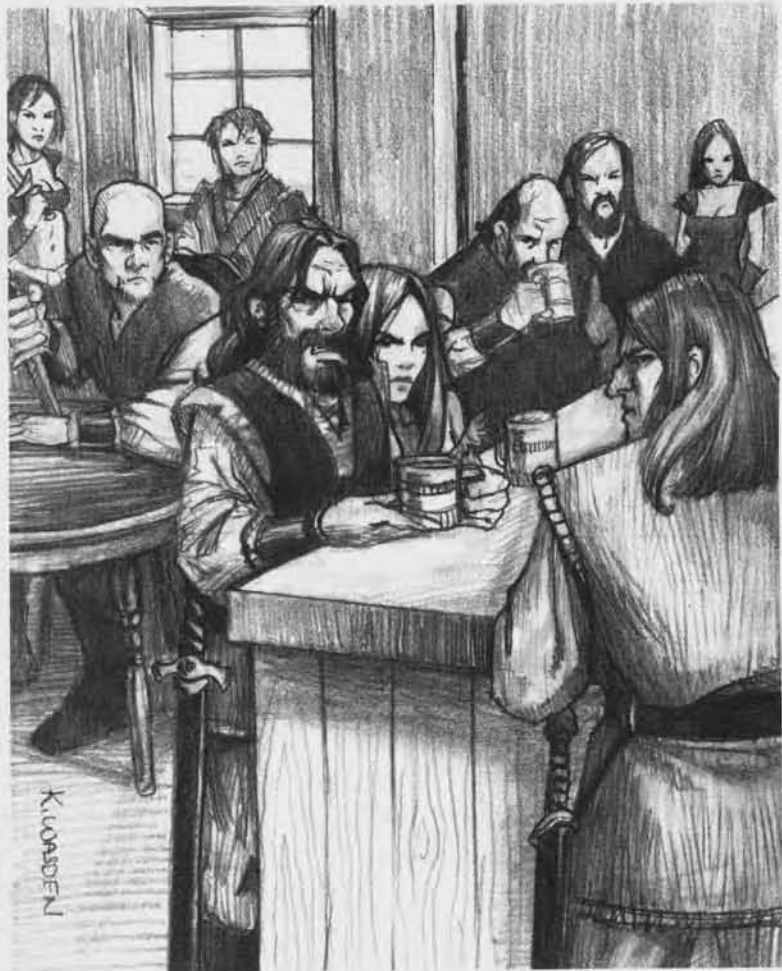
When developing the setting, a DM should keep a few things in mind:

- Is the villain native to the setting? If so, does he still have family or other attachments to the area? If not, is he an invader?
- How at home is the villain in his current environment? If he is uncomfortable there, he may be just passing through. Otherwise, he may remain there on a permanent basis.
- What resources in his surroundings can he draw upon? Does he have a source of food water and supplies? Are there valuable resources he can exploit to increase his power? (Political power and followers are also resources for the villain.)
- What powers does he have that can affect the environment? These include magical spells, powers and items, as well as political might.
- Does the villain have his lair there? How long has he been operating in the area, and has he had time to prepare the environment to repel intruders?

THE URBAN UNDERGROUND

Regardless of background or inclination, every player recognizes the near-mythical place the city occupies in the human psyche. It is a haven for weary travelers after the rigors of the wilderness; a safe place to rest, recover, purchase supplies and enjoy the spoils of their most recent adventures. However, the city can be more than a base of operations for PCs. The urban setting is a perfect haven for villains, as well. The crowds and poverty combine to create a curtain that conceals the most sinister machinations.

Within the city, there are opportunities for intrigue and evil in equal proportions. The villain driven to control others finds his schemes most applicable among the higher population density of the urban setting. For the more monstrous villains, the teeming masses represent a vast source of potential victims. The variety and sheer numbers of mortal inhabitants create a nearly irresistible lure for the villain. A normally weak and physically unimpressive villain becomes a serious threat with a little influence in local politics. This section examines the city as both setting and as supporting cast member, whose purpose is to help set the mood and the atmosphere of the campaign. In addition, some of the various components of the city are discussed, as well as how a villain can use each to his advantage.



every possible opportunity. However, this entails more than merely describing the decay and poverty, or the exotic and opulent features that surround the characters. Every city in literature, regardless of setting or genre, captures the readers' imaginations by offering wondrous sights and other unique sensory input. If the city is serving the characters in a role-playing game as a base of operations, these experiences should be more comforting than exotic. The DM can use descriptive techniques to soothe the jangled nerves of the returning heroes by describing the familiar things they have come to associate with their home. Of course, a truly devious DM may use this to lull the players into a false sense of security...

If, on the other hand, the city is a haven for the villain, then the descriptions should be more ominous. Rather than exotic, the smells are disturbing, cloying and smothering. The friendly beggar the characters pass on the street is now an individual with a dark gleam in his eye who watches their passage a little more closely than is comfortable. The possibilities are, literally, endless. The key to player interest in a city that houses a villain is creating imagery that heightens the sense of danger.

For example, "As you move through the garbage strewn alleys, the hair on your neck prickles as if someone is watching you. The sun is setting behind the west wall of the city and the towers of the duke's keep

The City as a Character

The city lives, breathes and occasionally appears to pulse with an energy all its own. A wise DM will take advantage of this at

blanket the entire neighborhood in shadow. Passing through the open door of a small tavern, the stench of unwashed bodies assails you. The hard faces of angry men and women turn towards you. Few make any effort to hide the blades hanging at their waists."

The City as a Setting

The city as a backdrop for adventure has been examined in detail in countless other sources, but it is still worth noting a few points here. Ultimately, cities exist for a reason beyond plot development. The city is home to many diverse individuals and serves several different functions to those that call it home. It also has functions for the DM, as seen below.

1) THE CITY AS... A HUB.

People and products are constantly traveling from one location to another. The city is a crossroad where their paths entwine. As a plot device, this is invaluable. This can explain finding exotic goods and foreign faces with something approaching regular frequency. In terms of a villain's activities, this transient population makes smuggling contraband easier and no one asks too many questions when a visitor vanishes. In addition, this cosmopolitan quality is a good way of explaining a villain's unique equipment, skills and powers.

2) THE CITY AS... A POLITICAL SEAT.

Often, cities serve as the capital of political divisions. A city can be the seat of an entire empire, or a frontier town can house the government of a mostly untamed province. The presence of government officials often means an abundance of resources and services not found elsewhere. Those who live in the shadow of the elite can purchase education, information and luxuries. (This concentration of power can be intoxicating to the power mad villain.) Intrigue and manipulative games abound in a city, as a large population base is already in place to serve as pawns and prize for the politically savvy villain.

3) THE CITY AS... A HAVEN.

The criminal underworld is an integral part of every major city. Illicit goods and activities seem to concentrate there, and the lure of pleasure and profit is sometimes irresistible. Vice, gambling, drugs, theft and murder are a part of the street-level culture and crime is one area in which few villains can resist dabbling. Note, however, the difference between criminals and villains. The laws and codes he violates define a criminal, while a villain is defined by the emotional response he elicits from those around him. A villain, especially in a city, is not necessarily a criminal and, conversely, a criminal does not have to be a villain.



Nothing strikes fear into the hearts of the common folk like a corrupt officer of the law.

PIECES OF THE URBAN PIE

Every aspect of urban life is controlled by someone or something. An enterprising villain has influence in one or more areas. In fact, the urban villain's power is often an expression of how much control he actually possesses. Examples of these areas of interest are divided into two categories: The city by day, meaning those aspects of mundane life, which are perfectly legitimate and the city by night, the more sinister and forbidden activities.

The City by Day

UTILITIES, PUBLIC WORKS AND MUNICIPAL AFFAIRS.

This is the area controlling the day to day management of the city's resources and services; a broad category with huge implications. A villain here could direct city work crews in any number of ways to create havoc and loss for his enemies. He controls the placement of new buildings and under which building sewers will run.

PROFITABLE MERCHANTS.

Often found in the form of guilds, the rich tradesmen organize themselves for the purpose of making greater profit. This leads to the development of advanced financial services, such as legal moneylenders, financiers and exchangers. In this area, a villain can amass a fortune to pursue further schemes.

SUPPLY/DEMAND LOGISTICS.

Goods arrive in a city every day. Wholesalers typically store these in a warehouse district or dock area. A villain who controls this controls the flow of supplies into the city. He may cut off a particular good, creating an increased demand or move contraband into the city in large quantities.

INFLUENCE IN GOVERNMENT.

Whether there is a mayor, council or dictator, the ruler of the city has advisors. Those closest to the authorities have the most influence over a variety of things, such as laws, taxation and virtually every other aspect of urban life. This is where most power mad villains are found.

SUPPORTIVE LAW ENFORCEMENT.

A corrupt law enforcement agency can be the source of dozens of stories. A villain who is somehow involved in keeping

the peace can make the lives of his enemies a living nightmare. This is an excellent way for a villain to maintain secret control over a portion of the populace.

The City by Night

ENTERTAINMENT AND HOSPITALITY.

Whether legal or illicit, every city has places to forget about the cares of the day and have a few drinks. Every player knows the "bar/tavern/saloon" as an excellent place to gather information. Villains, too, are aware of this and keep their ears a little closer to the ground in such a place. Anyone unusual often stands out in such a place, as does anyone asking too many questions.

THE BLACK MARKET.

Every culture has taboos, and every city has a shadow economy based on the breaking of those taboos (i.e. providing forbidden services). Here, a villain can also keep tabs on others who might run afoul of the authorities, such as those interested in buying weapons or forbidden magic. This is especially useful when the villains are the authorities.

SMUGGLING.

Related to the black market, this is the fine art of moving contraband. A villain with connections among the smuggling community (pirates, for example) has access to materials the average adventurer may have never seen before.

HEALERS, HOSPITALS AND CLERICS.

Those who wander at night are often at risk of great personal injury, and when they are injured, they seek assistance. A villain involved in any of these areas has access to information about the activities of the people on the streets. More importantly, though, he can conceal his nature behind a veil of altruism. After all, no one questions the kindly healer who does his best, but still loses a patient...

THE SAVAGE WILDERNESS

A villain encountered in the wilderness seems slightly less intimidating after an urban setting. However, far from human habitation, he can operate without the constraints his city-dwelling ilk face. He has no fear of discovery, no need to conceal his actions from the authorities and ample natural sources of protection.

The wilderness is home to monsters, wild animals and savage humanoids. The fear of such hazards keep most civilized people safely within the walls of their towns and cities, as travel through such an area calls for a heavily guarded and well-provisioned group.



K. WARDEN

An isolated cave beckons foolhardy adventurers to enter.

This provides isolation and privacy for the less socially inclined villain. Here, he can pursue his goals and live by his own code and morality. In the absence of social mores and standards, though, the rural villain may quickly lose sight of his own humanity, becoming as brutal and ferocious as the wilderness that surrounds him.

SECLUSION AND DEFENSE

The empty, lonely wilderness can be a wonderful metaphor for the villain who has chosen to (or has been forced to) live apart from his society. Most deviants fall into this category, even if they have regular interaction with others of their species. Visionaries, too, often choose to separate themselves from the societies they see as flawed. Many inhuman archetypes simply do not have a society to call their own - isolation is merely a fact of their existence.

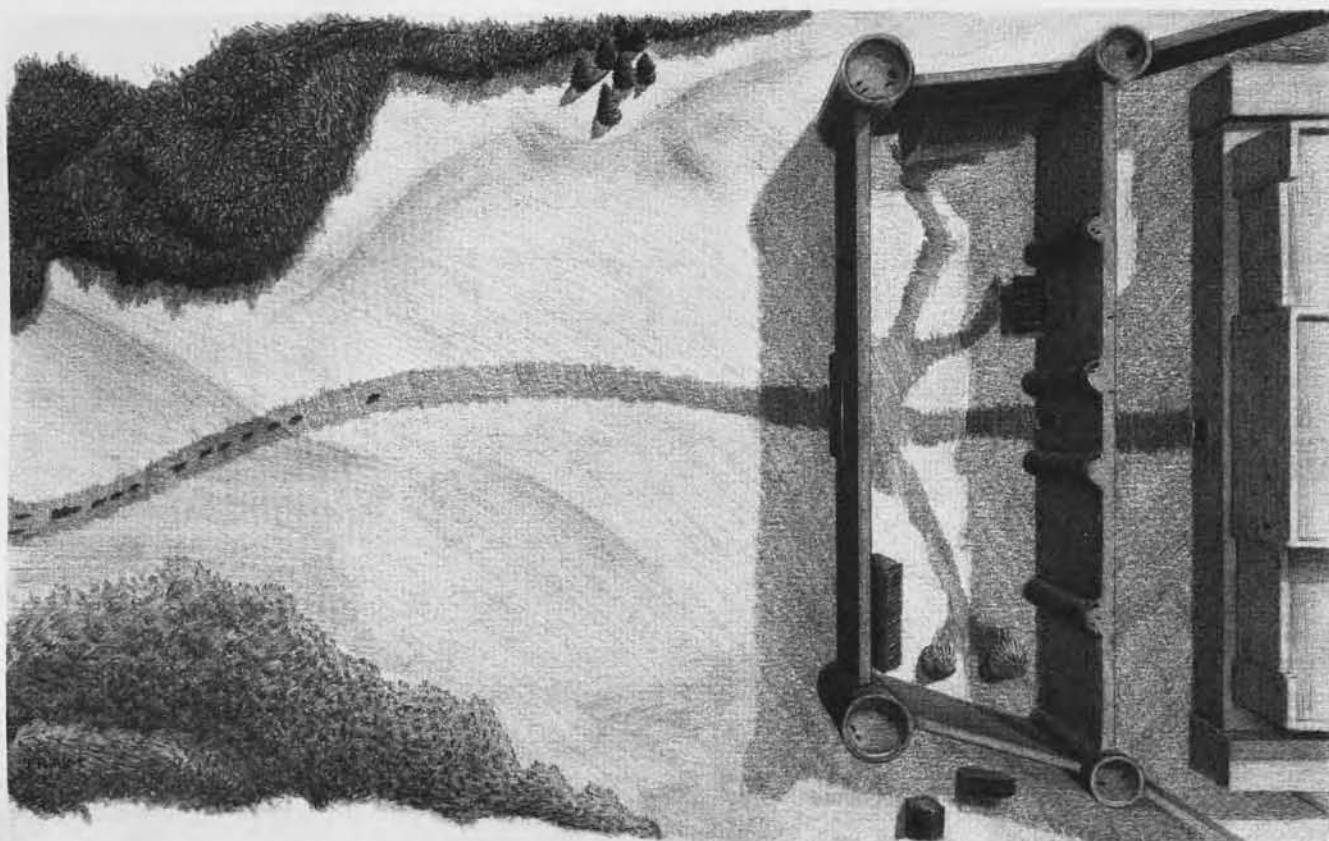
The detail with which the DM describes the terrain can give the players good ideas as to the nature of the villain. Wild animals, plants and weather phenomenon are often sources of symbolism and metaphor. On a more mundane level, a detailed description of the land the villain inhabits can give clues as to his natural defenses. The wilderness also offers hiding places, resources, allies and enemies.

THE VILLAIN'S HOME TURF

When using the wilderness as a setting, the DM should address some additional questions. How familiar is the villain with the area? How long has she had to prepare? Does she have some form of control she can exert over the environment?

A villain fleeing from pursuers may try to lead them past the lair of a monster, or he could attempt to trick them to fall into a natural deadfall, quicksand or other natural hazard. He could also have prepared blinds in trees from which to launch sneak attacks on his enemies. Another possibility is the existence of caches of weapons, magic items and other supplies hidden throughout the wilderness. In a pinch, a well-prepared villain could only be minutes away from accessing *healing potions*, offensive scrolls and other resources he stored for the possibility of being assaulted in his own territory.

As we have mentioned before, a villain is defined by the emotional response he elicits from others. A villain who avoids interacting with people as much as possible does not have the same impact as one who is a part of the regular lives of many. In short, villains, in order to be villains, need people. The truly secluded villain is not particularly common, although that is not to say that villains that are more traditional cannot take up residence in the wilderness, especially if hiding from pursuit.



A "dragon's eye view" of a villain's powerful and secluded castle stronghold.

LAIRS AND STRONGHOLDS

Unless a villain lives a habitually nomadic lifestyle, he needs a base of operations. Within this base, he maintains an inner sanctum — often seen as the final destination in many epic adventures. Here, the villain makes his final stand in a desperate battle with the heroes. At least, this is how the players hope things will turn out...

Regardless of the actual archetype of the villain, all lairs share a common heritage, so to speak. This is a concentration of the villain's power and resources and is a symbol of his strengths and weaknesses. Within his lair, he feels that he is at his strongest, although, paradoxically, he is often the most vulnerable in his home. The more traps and deterrents a villain prepares for intruders, the more surprised he will be to find heroes charging into his private chambers. Sometimes, this element of surprise is the most useful advantage PCs have over their archenemy.

A VILLAIN'S HOME IS HIS LAIR

The nature of the lair offers a great deal of insight into the thoughts and feelings of a villain. How he decorates speaks to the nature of his innermost nature, and his trophies allow him to create an image of himself in the minds of all who look upon them. For a DM with sufficient time and creativity, the possibilities are virtually endless. Such a DM can create a dwelling for a villain that, if visitors are observant enough, is a guided tour of his heart and soul.

Another example of how the lair reflects the villain's nature is how readily apparent it may be. A villain who considers himself to be cunning and smarter than his adversaries may have a well-concealed lair. A particularly arrogant individual may even try to conceal his base of operations as close to his enemies as possible, in an attempt to demonstrate his superior intellect. On the other hand, a villain who sees himself as mighty and fearless will build a stronghold in plain view, without any attempt to disguise its purpose. It is as looming and intimidating as he himself tries to be.

HIDDEN AWAY

Locating the villain's lair should never be a simple task, as the PCs face many obstacles while searching for their opponent. The entrance is often guarded and the halls are filled with loyal followers — or at least trained monsters. Traps may injure or kill party members, while other cunning tricks confuse and slow intruders or force them to use up resources.

The inevitable "final" confrontation is seldom final. Intelligent villains have bolt holes, secret passageways and other means of escape prepared in advance. These escape routes may lead to freedom, or to hidden vaults filled with weapons and magic items with which to launch a counter-attack. Only in extreme cases will a villain willingly fight to the death in defense of his lair. He prefers to flee to fight another day and will not hesitate sacrifice his followers or home to insure his survival.

TABLE 4-1: KINGDOMS OF KALAMAR LAIR COST MODIFIERS

BASE COST PER 10x10 ROOM: 100 GP*

CLIMATE	MULTIPLIER
Cold	+ 5%
Temperate	nil
Warm	- 5%

LOCATION	MULTIPLIER
Aquatic	+15%
Desert	+10%
Forest/Mountain	nil
Hill	-5%
Marsh	+10%
Plains	-5%
Underground	+10%
Exotic	+15%
Mobile	-5%

*Including labor and materials. Modify as needed based on locations and availability.

Types of Lairs

The types of lairs available to a villain are numerous. It can be a cave, dungeon complex or a fortified building. No matter what shape it takes, the villain's lair is more than a place to rest his head. It is part of his nature and mystique. Information on creating dungeons is located in Chapter 4: Adventures of the *Dungeon Master's Guide*. More information on lair building can be found in the *D&D Stronghold Builder's Guidebook*. Prices range from about 60 gp for your basic 10'x10' unfinished storage room to about 80,000 gp for a large luxury throne room. For a standard no-frills 10'x10' finished space in a Kingdoms of Kalamar campaign assume the base price is about 100 gp. To determine modifiers based on climate and location, see Table 4-1: Kingdoms of Kalamar Lair Cost Modifiers. Of course, your villain need not create his lair from scratch. He might find an abandoned lair deep within the wilderness, or simply purchase an abandoned building in a city or village.

WILDERNESS LAIR OR CAMP.

Here, the villain keeps intruders away with concealed traps and bribes to monsters or local bandits. Natural surroundings make it easier to conceal traps and fortifications and arrange ambushes for his would-be pursuers.

CAVE COMPLEX.

The classic dungeon, this is an underground network of rooms and passageways. The maze like configuration of a man-made dungeon confuses the PCs and leads them into deadly traps ranging from spiked pits and poisoned arrows to floors that magically turn into acid. Secret passages allow his forces to

move easily and avoid strategically placed monsters, such as constructs, oozes, or vermin.

THE HIDEOUT.

This is a well-hidden location in some urban setting. It is often a small building that has been renovated to allow privacy for the villain's activities. While the building may be public, the actual lair is concealed and difficult to enter, including such features as secret rooms and sub-basements. Due to its size, large numbers of attackers find it difficult to enter and maneuver within the hideout. In turn, this makes it easier for the villain's traps and followers to pick off pursuers. Alarms, snitches and guards riddle the urban landscape around the hideout. Along with magic and traps, this can make hunting a villain in his lair a lethal experience.

STRONGHOLD/FORTIFIED BUILDING.

Perhaps the best feature of this type of lair is that it is almost impossible not to find. However, it is still well guarded and (the villain hopes) inaccessible. The villain who establishes a stronghold often has numerous followers and sees himself as a

powerful, imposing figure. He relies on his fortifications to repel attackers, while those who manage to sneak in must contend with a small army of loyal followers.

FANTASTIC LAIRS.

There are numerous types of fantastic lairs. Truly powerful villains can establish bases of operations in exotic locations, such as castles that drift about on magical cloud islands, underwater cities and other planes of existence. The villain with a lair in such a place is one of immense power with plentiful and powerful followers. Often, the location of this lair makes it impossible to penetrate except with equally powerful magic. The villain, of course, has access to potent magic that enables him to reach it. He confers the same ability upon his followers.



A villain's lair holds many dangers...



CHAPTER 5:

THE HEAD OF THE SERPENT

To conduct her nefarious scheme, a villain must have resources. These occasionally come from personal conquest or successful schemes, but more often are obtained through an organization of some type. To this end, cults, secret societies and criminal syndicates can be the lifeblood of a villain, as these groups provide both money and materials. Whether the villain needs protection, lackeys, assassins or bodyguards, most villains will benefit from joining a group of like-minded individuals. These groups range from informal mutual aid agreements to highly structured organizations with highly detailed plans and goals. Another advantage a nefarious society grants is that it is easier for the DM to create a structured plot. Now the PCs can follow the trail from the lowly underlings to the powerful archvillain.

A villain who belongs to an appropriate organization can be much more powerful than a similar villain who does not. However, the trick is in selecting an appropriate organization that coincides with the villain's plans. The DM should take care to select an organization that closely matches the needs and motives of the villain. Otherwise, it seems as though the villain's membership in the group is just an excuse to explain away the villain's access to materials and henchmen.

INDEPENDENT ORGANIZATIONS

The *KINGDOMS OF KALAMAR* campaign setting sourcebook details several independent organizations and secret societies. The Blackfoot Society, for example, is obsessed with overthrowing every monarchy on Tellene. This organization would be enticing to any villain who wanted to overthrow a government, whether they wished to replace it or not. Other organizations detailed in the *KINGDOMS OF KALAMAR* campaign setting sourcebook are the Brotherhood of the Broken Chain, the Captains' Table of Thirteen, the Disciples of Avrynnner, the Disciples of the Creator, the Golden Alliance, Guardians of the Hidden Flame, the Secret Network of the Blue Salamander, Sentinels of the True Way, and the Vessels of Man.

The *KINGDOMS OF KALAMAR Player's Guide* lists prestige classes for the Alliance Merchant and the Vessels of Man. New prestige classes for several others are in this book, in Chapter 7: Prestige Classes.

Also, though this book tends to focus on how to create a worthy archvillain or nemesis for your campaign, remember that these are not the only villains your heroes will encounter. Villages, towns, cities and even the vast wilderness are filled with characters that can be used as minor villains. Sometimes, these include the villain's henchmen or lackeys, though they can also include the typical residents of an area, such as a black marketer, corrupt official or member of the local thieves' or assassins' guild.

When you create these minor villains for your campaign, it helps to have certain goals in mind when you create the villain, or advance him in level, and need to choose feats and distribute points for skill ranks. These examples show how these lesser-known villains compare to each other in attitude, skills and their approach to combat. Though the following examples assume that the DM is using Tellene as his campaign world, these villains are found in most campaign settings, so little or no conversion should be necessary.

Although some of the organizations mentioned below are not inherently evil as a whole, they still present opportunities for the clever villain.

Assassins' and Thieves' Guilds

Thieves' and assassins' guilds litter the towns and cities of Tellene, each with plans to break the law, either by stealing or by murder. This type of organization poses a particular dilemma to the authorities. Although they rob and murder citizens, making it hard to find the culprit responsible, they also minimize the amount of crime by removing any freelance rogues. Occasionally, a guild will grow so large that it becomes a political force of its own. Prompeldia, City of Thieves, is an excellent example of this.

These guilds often appeal to low-level villains who need support and protection while they develop their skills. As the villain rises in power and proficiency, she may move from a position of henchman to a greater leadership role, possibly even to the position of running the guild. This would be particularly appealing to villains who require a large group of skilled rogues to accomplish their goals. Villains who are not members of the guilds may still occasionally hire the rogues to steal important items and assassinate enemies.

FEAT PROGRESSION: NPC THIEF

The typical order of feat progression for an NPC thief is as follows:

1st feat	Improved Initiative
2nd feat	Cat Burglar
3rd feat	Light-Footed
4th feat	Alertness
5th feat	Dodge

Vital skills include: Climb, Disable Device, Hide, Move Silently, Open Lock and Pick Pocket.

FEAT PROGRESSION: NPC ASSASSIN

The typical order of feat progression for an NPC assassin is as follows:

1st feat	Unerring Strike
2nd feat	Arterial Strike
3rd feat	Point Blank Shot
4th feat	Far Shot
5th feat	Precise Shot

Vital skills include: Climb, Craft (poisonmaking), Hide, Jump, Move Silently and Use Magic Device.

Black Markets

Also known simply as "smugglers," black marketers sell and distribute items that are restricted by the local law or royal decree. The Golden Alliance often deals in black market goods, including weapons, magic items and stolen goods. Black marketers also smuggle other, more mundane, items such as foods, spices, housewares and works of art. Though these last items are not illegal, in and of themselves, there may be import, export and registration taxes to deal with. Secretly smuggling these items into or out of an area lets the merchants avoid these fees, meaning greater profits all around. During times of war (of



An unfortunate adventurer wanders down the wrong alley in the shady town of Loona.

which there are many on Tellene), black marketers primarily deal in meat, sugar, wheat, weapons and armor.

Finally, black marketers also deal in smuggling people. These may be slaves intended for brothels or the gladiatorial pits, or they may simply be people who need to secretly enter or leave a city without attracting the attention of the local law enforcement, thieves' or assassins' guild, or some other group.

There are many niches in the black market to entice villains. These include the merchant who sells goods, the burglars and fences who procure and move stolen items and the smugglers who deliver the goods past the prying eyes of the authorities. The reasons for being a member of the black market are many. Villains can expect higher pay or profit than by selling legal goods, and no one will ask questions when the villain requests bizarre items. Villains who are also thieves will find that it is easier to sell stolen merchandise to a fence than to try to sell it back to the public.

FEAT PROGRESSION: BLACK MARKETER

The average black marketer is cautious, cunning and (of course) sneaky. He needs good connections, a wide knowledge of languages and the intelligence to know when to run away. The typical order of feats is as follows:

1st feat	Glib Tongue
2nd feat	Circle of Friends
3rd feat	Polyglot
4th feat	Run
5th feat	Power Attack

Vital skills include Appraise, Disguise, Forgery, Gather Information and Search.

Governments

Local governments, monarchies, dictatorships or theocracies and all other types of government are very appealing to most villains, especially the power mad archetype. These villains are drawn to the enormous level of power, resources and control that the governments hold, as a means to accomplish their true goal.

FEAT PROGRESSION: NOBLE OR RULER

A typical noble or ruler would have a feat progression as follows:

1st feat	Blessed
2nd feat	Stately Demeanor
3rd feat	Leadership
4th feat	Regal Bearing
5th feat	Noble Bearing

Vital skills include Diplomacy, Intimidate, Knowledge (history) and Knowledge (nobility and royalty).

Hatchet Men

Being a "hatchet man" simply means being someone who fixes problems. A hatchet man is directly under the command of a noble or member of royalty. He may be a hired killer, or a political or military advisor who makes problems "go away." This problem fixing is his job, and he does not (unless he is a traitor, or extremely greedy) take freelance assignments. By eliminating people or projects that stand in the way of his leader, a loyal follower is given the job of hatchet man. Of course, this is not his actual title. The given title tends to be something like "Advisor of fill-in-the-blank."

Duke Sorabek II, for example, is Emperor Kabori's hatchet man. During the annexation of the dwarven kingdom of Karasta in the Battle of Kadir Ridge, he ordered the massacre of a gnome village that hid dwarven dissidents. In exchange for his services, the Emperor entrusted the Duke with the governorship of the city of Sobetera.

FEAT PROGRESSION: HATCHET MAN

The average hatchet man is ruthless and merciless, and his "solutions" to problems generally involve the death of one or more people. The typical order of feats is as follows:



A stolen item begins its journey...

1st feat	Loyalty's Reward
2nd feat	Mind Like Water
3rd feat	Eyes of Fury
4th feat	Fearsome Appearance
5th feat	Commanding Presence

Vital skills include Bluff, Craft (poisonmaking), Intimidate, Sense Motive and Use Rope (for binding prisoners).

Krond Orc Raiders

Many centuries ago, the Brandobian influence reached what is now the northeastern bounds of their empire - the mountain range of the Krond Heights. Many Brandobian exploration parties vanished while scouting the foothills, but even this was no indication of what was to come when, without warning, vast hordes of orcs swept down out of the mountains. Their savage tactics and combat skill easily vanquished the inexperienced human armies.

Only the most skilled Brandobian troops, trained in age-old elven fighting techniques and magic, supported by a full legion of halfling slingers, succeeded in driving off the orcish armies. From that point on, the orc raids became a periodic event. Every ten to fifteen years, an army of orcs descended from the mountains. The Brandobians, through training and experience, were soon able to fend off the raids without demihuman assistance. Now, hundreds of years later, the determined orcs still continue their raids.

FEAT PROGRESSION: KROND ORC RAIDER

The average Krond Orc warrior is savage and bloodthirsty, and enjoys raiding, looting and pillaging almost as much as life itself. The typical order of feats is as follows:

1st feat	Power Attack
2nd feat	Pyro
3rd feat	Cleave
4th feat	Great Cleve
5th feat	Combat Reflexes

Vital skills include Climb, Handle Animal (for captured livestock and horses), Intimidate, Jump and Wilderness Lore.

Mercenary Bands

A mercenary is a soldier for hire. Many villains hire mercenaries or mercenary bands to raid villages, attack caravans or ambush unsuspecting PCs. In the *KINGDOMS OF KALAMAR* campaign setting, the DM has an almost unlimited resource of mercenaries, for they roam throughout the lands of Tellene. Of course, their motives may be more complex than simple pillaging and looting.

The Black Soul Band, for example, is warring with Baron Rewano of Balelido, having had enough of their ruler's greed. The Black Soul Band includes 30 light horsemen skilled in silent, quick attacks.

The Golden Bracers is a band of 90 longbowmen and 100 heavy infantry. Their leader is half-elf Culusa Noeia, who is skilled at using terrain to keep her archers safe, and concentrates the swords of her infantry against an enemy's weak point. All of her mercenaries wear gold-chased bracers on their wrists as a uniform.

The Ox-jaw Company, on the other hand, is small by comparison. Only 18 men strong, this mercenary band is currently working for Count Eilan of Saaniema, who is trying to build a power base of his own.

In general, there are two types of mercenaries - those with horses and those without. Of course, most bands include both. The DM could also make a further breakdown between those that carry swords and those that carry bows, but this is usually unnecessary. The typical progression of feats for these mercenaries is as follows:

FEAT PROGRESSION: MERCENARY BANDS

1st feat	Toughness
2nd feat	Improved Initiative or Mounted Combat
3rd feat	Weapon Focus or Mounted Archery
4th feat	Ambidexterity or Ride-By Attack
5th feat	Two-Weapon Fighting or Trample

Vital skills include Handle Animal, Intuit Direction, Ride and Spot.

Merchant Guilds

Even more widespread than the thieves' and assassins' guilds, are the merchant guilds. It is the rare city that does not have one of these guilds. Merchant guilds control the sale, distribution and cost of most goods. Legitimate businessmen who control access to all types of goods and merchandise fill the ranks of this guild. Merchant guilds are particularly inviting to villains who want to either earn a lot of money or restrict access to certain types of goods. Villains who control the flow of goods into and out of an area can become quite rich and powerful, as they extort absurd amounts of money for otherwise common goods. The Golden Alliance, the largest merchants' guild on Tellene, is a perfect example.

FEAT PROGRESSION: MERCHANT GUILDS

The typical progression of feats for a member of a merchant's guild is as follows:

1st feat	Bazaar Veteran
2nd feat	Glib Tongue
3rd feat	Natural Mathematician
4th feat	Skeptic
5th feat	Iron Will

Vital skills include Appraise, Bluff, Craft, Diplomacy, Gather Information, Intimidate, Speak Language.

Military

An officer in the military may find that he has a number of troops that he can control with little effort. If the military force in question owes fealty to a higher lord, the villain may be able to get away with some transgressions without the burden of the expense and logistics. In addition to a group of loyal soldiers who will follow their command, the villain is also likely to have some sort of title or rank that allows them to command a military force. This rank or title can be very important, as it may give the villain legal freedoms and powers that are unavailable to other. For example, the penalty for committing crimes against a noble is much worse than the same crime against a freeman or a slave.

This position may also allow the villain to legally arrest the PCs or call in additional troops. Another consideration is that the villainous soldier's word is worth more (to most people) than the word of the PCs. Good-aligned PCs must be careful when dealing with this type of villain, for he may use his troops as a shield. This makes it difficult for the PCs to apprehend the villain without injuring several soldiers and thereby committing crimes, possibly treason.

FEAT PROGRESSION: MILITARY

A military leader (not a common soldier) has the typical order of feats as follows:

1st feat	Combat Reflexes
2nd feat	Mounted Combat
3rd feat	Fearless
4th feat	Expert Tactician
5th feat	Leadership

Vital skills include Bluff, Intimidate, Intuit Direction, Knowledge (art of war), Knowledge (military logistics), Knowledge (military tactics), Knowledge (military training), Ride and Spot.

Religions

Religion can bring out the best or the worst in people, and a villain might join a religious organization for numerous reasons. Villains who are in trouble from the law, for example, can seek sanctuary or aid from their church. In addition, villainous clerics have access to divine magic, religious fanatics and large sums of money. They may also have influence over a congregation who follows a cleric's advice as if it were a divine message.

On Tellene, it is likely that religious people actually have faith in that religion. With over forty detailed religions in the KINGDOMS OF KALAMAR campaign setting, there is a religion for every villain - no matter what his or her alignment or goals.

FEAT PROGRESSION: EVIL CLERIC

An evil cleric may have the typical order of feats as follows (though naturally these will vary depending on what deity the cleric worships):

1st feat	Extra Turning
2nd feat	Channel Negative Energy
3rd feat	Champion of the Faith
4th feat	Iron Will or any Metamagic feat
5th feat	Scribe Scroll or other Item Creation feat



...from thief to black marketer...

Vital skills include Craft, Heal, Knowledge (arcana), Knowledge (religion), Scry and Spellcraft.

PLACEMENT WITHIN THE ORGANIZATION

Once you have selected an appropriate organization for your villain, you must determine the villain's placement within that group, as well as how he views others within the organization. You may also wish to consider how different social and political conditions affect the villain's placement and interaction. For example, a military general has a great deal more power during wartime than he does in peacetime.

Deciding where to place a villain with the structure of the organization can be one of the most crucial steps in detailing the villain's interaction with the organization. If the villain is too low in the ranks, the PCs will not have much trouble going through underlings to get to the villain. However, if the villain is too high in the ranks, it will be hard to build in levels of intrigue where the PCs now have to face the villain's superior. The actual placement will depend upon the level of the campaign, the type of organization and the length of time that the DM believes that the villain will be able to hold off the PCs.

General Considerations

If you want the villain to be an elusive, long-term threat to the PCs, it is better to give the villain a moderate number of underlings. These underlings should span a few classes to be able to challenge the PCs on various aspects. Having a well-designed lair for the villain will also help, because the PCs will have to fight underlings, track the villain to his lair and face devious traps before finally facing the villain. With this approach, it is still possible to build levels of intrigue into the plot. However, take care you do not make the archvillain too powerful.

If you want a powerful villain who is very straightforward in their dealings with the PCs, like a warlord, give him a large number of followers. Though the PCs will not have a long search for the villain, they still have to decide how to defeat the villain's organization.

You may wish to give only a handful of henchmen to a low-level villain. This way the villain will be able to challenge low-level PCs and the PCs will still have to deal with the villain's boss if they defeat him. Another advantage to this tactic is that the PCs can defeat the lesser villain and not face the greater villain until a later time, perhaps after a few levels.

For very high level villains, consider having some sort of extraplanar creature that the villain owes fealty to, perhaps through some sort of demonic or celestial pact. The problem with this is that it may feel like a cliché. If you decide to do this, make sure that plenty of signs point to the extraplanar creature. In addition, make sure that whatever agreement the parties entered into does not contradict the story or the motives and alignment of the villain.

Another consideration is whether the villain has a formal agreement with other members of the organization, such as a verbal or written contract (written in blood, of course) that specifies what their duties are. The terms of the contract are important because they determine the villain's authority and responsibility. A formalized contract could be used to make the villain do something that he does not wish. It is also possible, though unlikely, that the villain will have a formalized agreement with his henchmen and other underlings. Lawful-aligned villains often use some form of contract or formalized agreement.

INTERACTING WITH OTHER MEMBERS

How a villain interacts with his organization under different conditions varies, depending on the goals of the villain and the purpose of his membership in the organization. A villain who joined a group of slavers in order to make enough money to fund his arcane research is likely to quit if he is continually losing money due to interloping adventurers. However, a villain who joined a group because he believed in the organization's goals is not likely to quit at the first sign of trouble. In fact, some villains may prefer adversity.

INTERACTING WITH SUPERIORS

How does the villain treat his or her superiors? Does the villain even admit to having superiors? While interacting with the superior, is the villain submissive or resentful? Is the villain planning to overthrow the superior? Another important question is: why does the villain act this way? Does the villain fear the greater power of his superior? Perhaps they work well together because of a common goal, or perhaps they are continually backstabbing each other because of a power struggle. Perhaps the villain likes his superior, but the superior is fearful of the upstart.

How the villain interacts with her superior can have a great impact on the game. This interaction determines what resources are available to the villain as well as how the villain interacts with the PCs. For example, a villain who fears her superior might fear any powerful individual - including the PCs. Her master may also restrict access to resources when the villain is not performing adequately. When she succeeds, she is given resources, but if she fails too often she may not be trusted and no longer given access to the needed materials.

INTERACTING WITH PEERS

How does the villain treat his or her peers? Does the villain work well with others or are there bitter rivalries? These questions are very important, because the villain may have friends who are able to help when needed. Alternatively, the villain may have an enemy who wants the villain to fail and may go so far as to aid the PCs.

INTERACTING WITH UNDERLINGS

How does the villain treat her henchmen and how do the henchmen view the villain? Will the underlings risk their own life for the villain or would they prefer that the tyrant was dead? Do the underling even want the villain's plans to succeed? These questions determine if the underlings are traitors or valiant sidekicks. This also determines how the underlings will react when things start to go bad for the villain.

INTERACTION UNDER DIFFERENT CONDITIONS

How the villain treats others will depend on the condition that she finds herself in. The DM may wish to link the success or failure of the villain's goals with an appropriate reaction. For example, a villain who despises the PCs may reward an underling who seriously injures a PC or punish the underling who failed. These conditions vary depending on the alignment and archetype of the villain, but a few general questions may help you lay the framework.

When things are going well, does the villain reward his underlings? When times are stressful, does the villain punish those who fail in their tasks or reward those who succeed? In a life or death situation, will the villain willingly sacrifice an underling for what she considers the greater good? Is there anyone for whom the villain would sacrifice her own life? How does the villain treat a competent underling? How does the villain treat an incompetent underling?

BUILDING LEVELS OF INTRIGUE

Building levels of intrigue into a story can be a fun and interesting way of challenging the PCs. Not only do the PCs have to contend with the villain and his or her underlings, but eventually they will also have to deal with the villain's master. In this respect, the PCs are continually working their way up the chain of command until they reach the pinnacle of the organization. Of course, there are advantages and disadvantages to including levels of intrigue in your campaign.

When building levels of intrigue into a campaign, there are many things to consider and many questions to answer. Will this type of story line interest the players? How many levels should there be? Will the PCs be able to connect the events to see that they are fighting a single enemy?

The number of levels of intrigue varies with the type of organization and the complexity of the current plot. For example, an average thieves' guild would typically have four levels of

intrigue. The first level contains the young and inexperienced thieves who work the streets and the enforcers and thugs. This is the level that is most likely to attract the PCs attention toward the thieves' guild.

The second level may include particularly skilled burglars and the district bosses. This level is the likely next step for the PCs as they trace the line of power towards the guild's masters. It is also worth noting that there might be several local bosses each with their own territory and underlings that the PCs may encounter before moving on the next level.

The third level of intrigue includes the inner circle of experienced thieves and highly skilled employees such as wizards, bodyguards, clerics, assassins and anyone else that the guild finds useful to keep employed. This level holds most of the power. It will probably take the PCs some time to hunt down all the members of the inner circle.

Finally, if the PCs reach the guild master, they have to contend with his personal bodyguards, traps, spells and magic items. Table 5-1: Typical Levels of Intrigue outlines the general structure of any villainous organization.



...and from black marketer to archvillain.

Who Pulls the Strings?

When the PCs first encounter a new adversary, take care not to reveal the purpose of the adversary too quickly. Slowly introduce the new villain and his underlings. This builds a level of suspense as the PCs fight the underlings, see the foreshadowing of the villain, then encounter and finally defeat him. This adds to the mystique of the villain and allows the players better opportunities for role-playing than a simple, "You see a wizard. Roll for initiative." As the characters begin to unravel the mystery of their new adversary, give them a few hints into who the villain is and what their motivations might be. This not only allows for better stories, but also allows the PCs to prepare for the villain and possibly even find ways to defeat the villain without combat.

Foreshadowing a Greater Power

Another advantage of taking care when introducing a new villain is that it allows the opportunity to foreshadow an even greater power that the PCs may encounter after the villain is defeated. The DM can use foreshadowing to add coherency to a campaign as the plot becomes a series of linked events instead of a bunch of loosely associated adventures.

When to Abandon Levels of Intrigue

No matter how much work you put into building realistic characters, foreshadowing the villain and preparing for a continuing campaign, sometimes the players surprise you and foil your plans. Perhaps the PCs figured out the clues too easily, or perhaps a lucky critical in combat caused the defeat of the

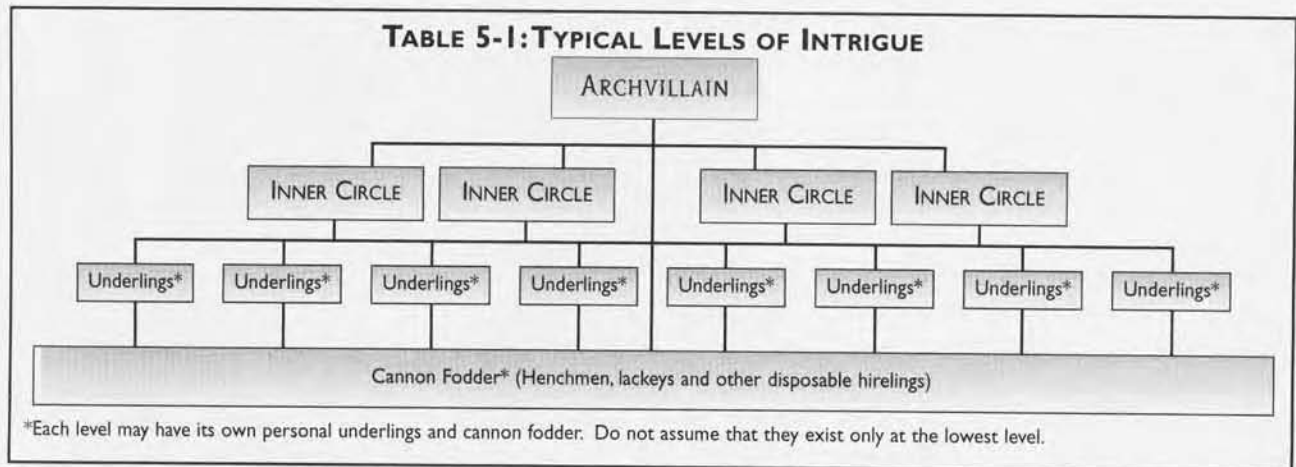
villain. Sometimes the players even find a better ending to the story than you planned and the question becomes where to go from here. Can you rescue the plot? Should you even try? If the players stumble onto something that seems to wrap up the story, you can either try to unwrap it and backtrack or you can move on. Often, it is simply best to move on.

This allows you the opportunity to review what the characters did and what they missed. Perhaps in a few levels you can reintroduce the story - as the villain's apprentice escaped and now seeks revenge. By waiting, you do two important things. First, you give the players time to forget some of the details and grow complacent. Secondly, it makes you seem to be a better DM, as you do not have to backtrack.

Another consideration is that sometimes players become deeply involved in what was merely a short encounter, and want to continue with that instead of with the main plot. In this instance, the DM should either drop any additional levels of intrigue or try and link this encounter into the main plot. Forcing the players to ignore something that they consider interesting may cause them to grow frustrated. If that happens, they may not wait to finish the main plot, but will pursue the encounter anyway.

This book examines villains in depth and offers new ways to develop them. This supplement is designed to add on to the rules presented in the three core D&D rulebooks: the *Player's Handbook*, *Dungeon Master's Guide* and *Monster Manual*. Nothing here supercedes the rules or information presented there. This book provides options for play. Take and use what you like, modify anything you wish and ignore the rest.

TABLE 5-1: TYPICAL LEVELS OF INTRIGUE



*Each level may have its own personal underlings and cannon fodder. Do not assume that they exist only at the lowest level.



CHAPTER 6:

NEW VILLAINOUS RULES

NEW FEATS

The feats in this book supplement those in other Kingdoms of Kalamar D&D products and the *Player's Handbook*. As described in the Kingdoms of Kalamar *Player's Guide*, specialized regional feats require that characters be of a certain race or call a certain region home.

Typically, a feat is a special feature that gives your character a new capability or improves one that she already has. Villains are no different – they too have a trick up their sleeves. In game terms, this means he or she might have a feat of which the players are unaware. Typically, the following list of feats should only be used by villains in a Kingdoms of Kalamar campaign; several are simply too disturbing to be used by good or neutral-aligned characters. Of course, the DM may allow these feats for evil-aligned characters.

CRAFT TRINKET [ITEM CREATION]

Trinkets are minor magical items (not including potions and scrolls) that villains often give their minions to reward loyal service. The cost of a trinket cannot exceed 1000 gp and it may not involve the use of greater than 3rd level spells. Creating a trinket requires use of the Craft Trinket feat. The limited function of trinkets tends to aid a villain and her henchmen more than most PCs. This can be used when attempting to maintain a power balance (i.e. allowing the DM to create challenging underlings with magical items that will not be overly useful to the PCs). Refer to the sidebar entitled "Some Examples of Crafted Trinkets." One can determine the market price using the rules on page 241 of the *Dungeon Master's Guide* and the information below and choosing whichever is greater.

Prerequisite: Spellcaster level 1st+.

Benefit: You can create any trinket whose prerequisite you meet. Crafting a trinket takes one day. The base price of a trinket is its spell level multiplied by 50 gp with a minimum price of 50 gp. To craft a trinket you must spend 1/25 of this base price in XP and use up raw materials costing half of this

base price. Any trinket that involves a spell with a costly material component or an XP cost must have its base price increased commensurately.

DESTINY

The villain's patron deity has chosen him or her to accomplish a specific goal. This will be the goal you defined on the villain record sheet during step 13 of the Villain Design Process section of this book on page 5.

Prerequisite: The villain must follow a particular god and have a finite definable goal.

Benefit: The villain receives a +1 bonus to all saving throws while attempting to fulfill his or her goal.

Enhanced Familiar Feats

The following feats have been included to allow spellcasters the opportunity to further develop their familiars. These feats are not meant to make the familiars more powerful, but to add flavor to the villain by making it unique. To select one of the following feats a spellcaster who has a familiar and an available feat simply uses that slot to select a feat for his familiar. Additional Enhanced Familiar feats can be found in the *KINGDOMS OF KALAMAR Player's Guide*.

ENHANCE FAMILIAR FEAT: DARKVISION [GENERAL]

Prerequisite: The character must have a familiar, gained through either the Summon Familiar or Improved Familiar feats.

Benefit: The familiar gains Darkvision to a distance of 60 feet.

ENHANCE FAMILIAR FEAT: FLY [GENERAL]

Prerequisite: The character must have a familiar gained through either the Summon Familiar or Improved Familiar feats.

Benefit: The familiar can now fly at its base movement rate with a maneuverability of Poor.

Some Examples of Crafted Trinkets

Amulet of Animal Mastery

This trinket gives a +1 bonus to Animal Empathy and Handle Animal checks made for a single animal that it was created for. This bonus only applies to a single animal and not all animals of its type, for example this bonus would apply to a single fighter's horse, but not any other horse.

Caster Level: 1st; **Prerequisites:** Craft Trinket, *Animal Friendship*; **Market Price:** 50 gp.

Amulet of Otter Control

This amulet provides a +2 bonus to all Handle Animal checks made to control otters of all types.

Caster Level: 3rd; **Prerequisites:** Craft Trinket, *Animal Friendship*, *Charm Animal*; **Market Price:** 150 gp.

Boots of Forced March

This trinket allows the wearer to march for a longer time before suffering damage. The character wearing these boots ignores the first failed Constitution check, thereby taking no damage. The DC for future Constitution checks continues to increase as normal.

Caster Level: 3rd; **Prerequisites:** Craft Trinket, *Endurance*; **Market Price:** 100 gp; **Weight:** 1 lb.

Boots of Hustling

This trinket adds 5 feet to a character's base speed.

Caster Level: 5th; **Prerequisites:** Craft Trinket, *Haste*; **Market Price:** 150 gp; **Weight:** 1 lb.

Bracers of the Porter

This ring adds a bonus of 15 lbs to the wearer's max load.

Caster Level: 3rd; **Prerequisites:** Craft Trinket, *Bull's Strength*; **Market Price:** 100 gp.

Defensible Scrollcase

This trinket is a strong waterproof scrollcase with Break DC 30, Hardness 10 and 90 Hit Points.

Caster Level: 1st; **Prerequisites:** Craft Trinket, *Shield*; **Market Price:** 100 gp; **Weight:** 1 lb.

Glow Rod

Glow Rods cast an eerie greenish light to a distance of 15 feet.

Caster Level: 1st; **Prerequisites:** Craft Trinket, *Light*; **Market Price:** 100 gp; **Weight:** 1 lb.

Ring of Cold Weather Resistance

The *ring of cold weather resistance* provides a +1 bonus to saving throws against non-magical cold.

Caster Level: 3rd; **Prerequisites:** Craft Trinket, *Resist Elements*; **Market Price:** 250 gp.

Ring of Disease Resistance

The *ring of disease resistance* provides a +1 bonus to saving throws against non-magical disease. When you create this trinket, you must select the individual disease that this bonus applies toward. A list of possible diseases can be found in the *KINGDOMS OF KALAMAR Player's Guide*.

Caster Level: 5th; **Prerequisites:** Craft Trinket, *Remove Disease*; **Market Price:** 250 gp.

Ring of Gasping

The character can hold his or her breath for 2 extra rounds before suffering from the effects of drowning.

Caster Level: 3rd

Prerequisites: Craft Trinket, *Endurance*

Market Price: 100 gp.

Ring of Fire Retardance

The *ring of fire retardance* provides a +1 bonus to saving throws against non-magical fire.

Caster Level: 3rd

Prerequisites: Craft Trinket, *Resist Elements*

Market Price: 250 gp.

Ring of Flotation

This ring gives a +1 bonus to Swim checks. This bonus does not apply to any character suffering from armor check penalties while swimming.

Caster Level: 1st

Prerequisites: Craft Trinket, *Feather Fall*

Market Price: 50 gp.

Ring of the Master Craftsman

This ring gives a +1 bonus to a single type of Craft check. When you create this trinket you must select the individual craft that this bonus applies toward.

Caster Level: 1st

Prerequisites: Craft Trinket, *Mending*

Market Price: 50 gp.

Ring of Other Tongue

While wearing this ring, its owner can speak and understand a single language which was embedded in the ring. When you create this trinket you must select a single language that you know. Anyone wearing this ring can now speak and understand the language that you selected, however this is the only language that person can speak as long as he or she wears the ring.

Caster Level: 1st

Prerequisites: Craft Trinket, *Comprehend Languages*

Market Price: 50 gp.

Ring of Recovery

The wearer of this item recovers from subdual damage twice as quickly as normal.

Caster Level: 3rd

Prerequisites: Craft Trinket, *Endurance*, *Endure Elements*

Market Price: 150 gp.

Skeleton Key

This trinket provides a +4 circumstance bonus to open any non-magical lock. Furthermore, it allows the bearer to make an untrained skill check to Open Locks. If the key fails to open a lock it will never be able to open that particular lock. Even if the key succeeds, check again if it is later used on the same lock.

Caster Level: 3rd

Prerequisites: Craft Trinket, *Knock*, *Open/Close*

Market Price: 640 gp.

Special: This feat may be taken multiple times. Each time it increases the maneuverability by one step. A familiar who can naturally fly can take this feat to increase its maneuverability.

ENHANCE FAMILIAR FEAT: LARGE [GENERAL]

Prerequisite: The character must have a familiar gained through either the Summon Familiar or Improved Familiar feats.

Benefit: The familiar is larger than normal, gaining +2 hp. The familiar's size is now between 150% to 200% of its normal size. The change in size also affects size-related attributes as per the *Monster Manual* page 12.

ENHANCE FAMILIAR FEAT: POISON [GENERAL]

Prerequisite: The character must have a familiar gained through either the Summon Familiar or Improved Familiar feats.

Benefit: One of the familiar's natural attacks becomes poisonous. The poison has a DC of 15, initial and secondary damage is 1d6 temporary Constitution.

ENHANCE FAMILIAR FEAT: SMALL [GENERAL]

Prerequisite: The character must have a familiar gained through either the Summon Familiar or Improved Familiar feats.

Benefit: The familiar is smaller than normal, adding an additional +1 to AC. The familiar's size is now half its normal size. The change in size also affects size-related attributes as per the *Monster Manual* page 12.

ENHANCE FAMILIAR FEAT: SNEAK ATTACK [GENERAL]

Prerequisite: The character must have a familiar gained through either the Summon Familiar or Improved Familiar feats.

Benefit: The Sneak Attack increases the damage the familiar deals by one-half the caster's level (rounded up), thus a 9th level wizard's familiar would do +5 points of damage with each successful attack. The target must be flanked or denied her Dexterity bonus to AC.

ENHANCE FAMILIAR FEAT: SPIT POISON [GENERAL]

Prerequisite: The character must have a familiar gained through either the Summon Familiar or Improved Familiar feats. Also the familiar must have a poisonous attack.

Benefit: The familiar spits its poison with a range increment of 10 feet. Use the master's base attack bonus plus the familiar's Dexterity modifier to-hit.

EXTRACT INFORMATION [GENERAL]

The villain uses pain and threat of pain to force others into revealing their deepest secrets.

Prerequisites: Heal 5 Ranks, Intimidate 3 Ranks, Sense Motive 1 Rank.

Benefit: Use of this feat requires that the victims be unable to defend themselves. Each round the villain uses this feat the victim suffers 1d4 hp damage and must make a Will save, DC 15+ villain's Charisma bonus, or they will break and truthfully answer the question that is asked of them.

HEARTLESS [GENERAL]

The villain is unmoved by emotional scenes that would stir others to acts of compassion.

Prerequisites: Any nongood alignment.

Benefit: The heartless villain receives a +2 bonus to save against charm effects and similar abilities.



A bat with the Enhance Familiar Feat: Large.

INSIDIOUS MIND [GENERAL]

The warped and demented mind of this villain makes it hard to determine what he is thinking.

Benefit: The villain receives a +2 bonus whenever someone tries to determine the villain's true self. This bonus applies to saving throws against spells and to raising the DC of Sense Motive skill checks against the villain.

LOVE OF SLAUGHTER [GENERAL]

The villain revels in slaughter and death and is filled with bloodlust.

Prerequisites: Basic attack bonus 5+.

Benefit: For each person that the villain personally slays in a battle he or she receives a +1 bonus to Will saves (max +5). This bonus ends as soon as fighting stops.

LUST FOR GLORY [GENERAL]

The villain desires glory on the battlefield more than life itself and this allows him or her to commit brutal acts that most people are incapable of even imagining.

Prerequisites: Power Attack, Cleave, Great Cleave.

Benefit: Immediately after making a successful critical strike, the villain can forfeit all of his attacks of opportunity for that round and make a single extra attack against his or her current opponent, at his lowest attack bonus. He may only do this if he has not taken any attacks of opportunity during that round.

NEFARIOUS VISAGE [GENERAL]

The villain looks like a villain. This makes it harder to keep her wicked tendencies hidden, but it does make her more imposing.

Prerequisites: Any nongood alignment.

Benefit: The villain receives a +4 circumstance bonus to any Intimidate skill checks and also adds +1 to the DC of any *fear* or *scare* spells that he or she casts.

PARRY [GENERAL]

Prerequisite: Proficient with weapon, base attack bonus +1 or higher. Originate from or train in Brandobia, Kalamar, Svimohzia or the Young Kingdoms.

Normal: Characters without this feat are assumed to be parrying as part of a standard combat procedure, they simply don't get an extra chance to fend off that successful attack.

Benefit: Choose one type of medium-sized or larger melee weapon. If an opponent rolls well enough to strike you, you can attempt to parry that one blow if you are wielding your chosen weapon type.

You make a special extra "attack" roll (at your highest base attack bonus and including Strength, weapon focus and magic bonuses). If you match or beat your opponent's to hit roll, you

block the blow and take no damage. Otherwise you are struck normally.

If you score a critical hit on a successful parry, roll damage against your opponent's weapon. If it hits but is not a critical, the blow is deflected but the blocked weapon is not harmed.

You can only use the Parry feat once per round. It is not a free attack or move, it is an action triggered only by an opponent's attack that would otherwise hit. You must be aware of that attack to use this feat. A character who takes his five-foot step may parry and attack in the same round. If he takes the normal move, he may parry OR attack, but not both. If he moves more than his normal speed (such as in a charge), he cannot parry at all. Characters with multiple attacks can sacrifice one attack for a parry, but still cannot parry more than once per round.

Note that a character can parry an unarmed attack, but the attacker suffers only subdual damage (if the parrying character succeeds), unless the parrying character rolls a critical hit, in which case the unarmed attacker takes normal damage.

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

PREY ON FEARS [GENERAL]

The villain is unnaturally good at discerning his foes innermost fears and using them at an opportune time.

Prerequisites: Sense Motive 5 Ranks.

Benefit: When the villain uses this feat to determine her foe's fears, her foe must make a Will save with a DC equal to 10 + number of ranks of Sense Motive. If the saving throw fails the villain is able to determine something that her foe fears and will be able to use this information. When the villain decides to expose her foe to this fear, the foe must make a Will save with a DC of 10 + number of ranks of Intimidate + Wisdom modifier. If this fails the foe will suffer the effects of a *fear* spell.

STRIKE THE INNOCENT [GENERAL]

The villain is proficient at slaying those who are unable to defend themselves.

Prerequisites: Base attack bonus +8 or higher.

Benefit: As a full round action the villain can attempt to administer a Coup de Grace against anyone who is untrained in fighting (i.e. a basic attack bonus of 0). Except that the defender is not necessarily helpless, the Coup de Grace works as described on page 133 of the *Dungeon Master's Guide*.

LIKABLE [GENERAL]

The villain is gifted at gaining the admiration of others.

Prerequisites: Charisma 12+

Benefit: You gain a +2 bonus on Bluff checks and may add your Charisma modifier to the DCs of all your mind-affecting, language dependent spells.

WOLF IN SHEEP'S CLOTHING [GENERAL]

The villain is adept at appearing innocuous and harmless.

Benefit: The villain receives a +2 luck bonus to rolls involving hiding his or her true self. This includes Bluff and Disguise skill rolls. This feat is not magical and therefore does not affect magical abilities attempting to discern the location or identity of a villain.

Metamagic Feats

INCREASE ARCANE SPELLS [METAMAGIC FEAT]

The caster is adept at making the most of his abilities as they affect spellcasting.

Prerequisite: Arcane spellcaster level 5th +, Int 13+, Wis 13+. Train in Basir, Dodera, Kalamar, Pekal or Tokis.

Benefit: This feat grants a wizard a +1 bonus to Charisma for purposes of determining how many bonus spells he or she can cast.

INCREASE WIZARD SPELLS [METAMAGIC FEAT]

The caster is adept at making the most of his abilities as they affect spellcasting.

Prerequisite: Wizard level 5th +, Int 13+, Wis 13+. Train in Cosdol, Pekal or the Lendelwood.

Benefit: This feat grants a wizard a +1 bonus to Intelligence for purposes of determining how many bonus spells he or she can cast.

INCREASE DIVINE SPELLS [METAMAGIC FEAT]

The caster is adept at making the most of his abilities as they affect spellcasting.

Prerequisite: Divine spellcaster level 5th +, Int 13+, Wis 13+. Worshipper of the RiftMaster, god of magic or hold at least the third rank (see Kingdoms of Kalamar Player's Guide) in any church.



Benefit: This feat grants a divine spellcaster a +1 bonus to Wisdom for purposes of determining how many bonus spells he or she can cast.

SPELL SWAP [METAMAGIC FEAT]

Prerequisite: Wizard only. Train in Svimohzia.

Benefit: The wizard can "spontaneously" trade in another spell of the same level for a spell he or she has prepared (much like clerics trading for healing). He needs to make a Spellcraft check at DC 10+the spell's level to succeed. If he fails, he loses the slot for the day, as well as the preparation of the spell he tried to "trade in".

VARIANT: ANTI-FEATS

An anti-feat is, quite simply, the reverse of a feat. In role-playing terms, this means that the villain is focusing so hard on gaining a bonus feat he would not normally receive, he is gradually losing some of his other abilities. In game terms, an anti-feat gives a penalty instead of a bonus. For example, the Toughness

feat allows a character to gain +3 hit points. The anti-feat of Toughness gives the villain -3 hit points.

Acquiring Anti-Feats

For every two anti-feats he possesses, the villain may choose any one extra positive feat, provided he meets the requirements of that feat. However, the villain may only receive one anti-feat per level. Anti-feats must be chosen randomly. To choose your villain's anti-feat, roll on Table 6-1: Anti-Feats. (To roll a d1,000, roll a 10-sided die three times. The first roll represents the 100s digit, next the 10s digit and finally the ones digit.) The DM should take care if considering anti-feats as a player option.

Player Anti-Feats

As with villains, a hero may take anti-feats to gain an extra feat – in addition to any he normally receives due to his class, level advancement or other factors. To receive that extra feat, the character must work even harder than normal, but in the course of this intense study, the character lets other abilities slip away.

Like villains, a character may take one random anti-feat per level. Once he has two anti-feats, he receives one “positive” feat. This is in addition to any normal or bonus feats received.

For example, Noah is playing Rythok, a 1st level Fhokki cleric of the Battle Rager. As a cleric with War as one of his domains, Noah already has the Cleave, Martial Weapon Proficiency, Power Attack and Weapon Focus: Handaxe feats. At 1st level, Noah rolls and gets the anti-feat of Blessed, giving him a –4 penalty to Will saves against curses. When he reaches 2nd level, he rolls the anti-feat of Exotic Steed, giving him a –2 penalty to certain Ride checks and Handle Animal checks. Noah now has two anti-feats, and so can take Improved Bull Rush as a bonus feat now, rather than having to wait until 3rd level. Also, he can use his 3rd level feat for something else – probably the Sunder feat.

Though a character may take one random anti-feat per level, a character is never required to take an anti-feat when advancing in level. A PC can always remove an anti-feat by foregoing one of his normal or other bonus feats when advancing in level.

Because anti-feat selection is a random process, it is risky in that a character can lose a prerequisite feat because of an anti-feat and thus lose the ability to use more than one feat. For example, a character who has the Point Blank Shot feat decides to take an anti-feat. He rolls randomly to determine his anti-feat and it comes up as the anti-feat of Point Blank Shot. The anti-feat would nullify the original feat and the character would no longer have the powers associated with Point Blank Shot. Although he or she could take it again at a later time. Now consider this example if the character initially has Point Blank Shot and Far Shot. If the character loses the Point Blank Shot feat because of an anti-feat, he or she would also lose the abilities associated with Far Shot since it requires Point Blank Shot as a prerequisite. If the character ever regains Point Blank Shot, he also regains Far Shot automatically.

VARIANT COMBAT MANEUVERS

BLIND (COMBAT MANEUVER – CALLED HIT TO THE EYE)

During melee combat, the villain may attempt to blind a victim without killing him. Blinding an opponent requires accuracy and a precise strike, and means that the villain is aiming to hit the eyes, and nothing else. Because of the precision needed, you incur a –10 penalty to your attack roll against your opponent's AC. You also incur an additional –2 penalty with medium-size melee weapons or a –4 penalty with large-size melee weapons (they are simply too big to easily perform

such a maneuver - without also removing most of your opponent's head). You must declare this attack before rolling to hit. A failed roll misses the opponent entirely.

On a successful attack, the target cannot see out of the damaged eye and suffers the penalties described on page 67 of the *Dungeon Master's Guide* for loss of function of an eye. Another successful blinding attack on the remaining eye will inflict the blinded condition as detailed on page 83 of the *Dungeon Master's Guide*. Blinding an opponent does not provoke an attack of opportunity.

Region: This combat technique is taught in the Hobgoblin nations of Norgra-Krangrel and Ul-Karg and used to a lesser extent in the Lands of Tarisato. It is rarely used elsewhere.

FOREHEAD SWIPE (COMBAT MANEUVER)

A combat maneuver with similar results to the called hit to the eye is the forehead swipe. In this maneuver the combatant uses a slashing weapon to attempt to wound his opponent's forehead just above the eyes. Because of the precision needed, you incur a –8 penalty to your attack roll against your opponent's AC. You also incur an additional –2 penalty with medium-size melee weapons or a –4 penalty with large-size melee weapons. You must declare this attack before rolling to hit. A failed roll misses the opponent entirely.

On a successful attack, the wound allows blood to drip into your opponent's eyes resulting in a temporary blinded condition as described on page 83 of the *Dungeon Master's Guide*. This condition remains in effect until the blinded character uses a full round action to wipe away the blood from his eyes. However, one round later he will continue to become blinded from dripping blood. The bleeding is sufficient to cause temporary blindness that will last for a period of 10 minutes or until the victim receives magical curing or a healing check against DC 15. Attempting a Forehead Swipe on an opponent does not provoke an attack of opportunity.

Region: This combat technique is taught among the tribes of the Wild Lands. It is rarely used elsewhere.

CRIPPLE (COMBAT MANEUVER)

The villain knows how to shatter the limbs of his victims. When making a melee attack with a bludgeoning weapon, you may attempt to break one of your victim's arms or legs. However, you suffer a –2 penalty to your attack roll to target this specific area, plus a further –2 penalty if the limb you wish to target is opposite your off hand. Ambidextrous characters ignore this second penalty.

For example, Akkis is right-handed, but wishes to cripple his victim's left arm. If the victim is facing away from Akkis, the victim's left arm is on Akkis' left side, so he suffers the –4 penalty. If the victim is facing Akkis, the victim's left arm is directly opposite Akkis' weapon (right) hand, so he only suffers a –2 penalty to attack. Of course, if the victim was facing away from Akkis, he could attack with his off (left) hand. This would

ignore the -2 penalty above, but Akkis would suffer any other penalties for attacking with his off hand.

You must declare this action before you make your attack roll. A missed attack roll ruins the attempt.

If the attack is successful, your victim must make a Fortitude saving throw (DC 10 + villain's total attack bonus with that weapon). A failed save means that the victim's arm or leg has been broken. A victim with a broken arm suffers a -2 penalty to attack and damage rolls and a -4 penalty to effective Dexterity. A victim with a broken leg cannot run or charge, moves at half normal movement and suffers an effective penalty of -2 to Strength and Dexterity.

Crippling an opponent in combat does not provoke an attack of opportunity.

Region: This combat technique is common among the well-trained military in the Young Kingdoms. It is rarely used elsewhere.

DECAPITATE (COMBAT MANEUVER)

The villain is skilled at delivering a gruesome killing blow, before anyone would expect it. As a melee attack, you may attempt to decapitate any character who is cowering, dazed, dazzled, disabled, entangled, helpless, paralyzed, petrified, stunned or otherwise loses his or her Dexterity bonus. (You gain a +2 bonus to hit cowering or stunned characters.)

If your attack results in a critical strike, the victim must make a Fortitude save (DC 15 + villain's Strength modifier + any magical bonus on the weapon used). Failure means the victim suffers instant death, as his decapitated head goes hurtling from his shoulders.

This attack must be declared before rolling to hit and replaces any additional damage normally resulting from a critical strike. If your attack does not result in a critical strike, your weapon does damage as normal. Decapitating an opponent does not provoke an attack of opportunity.

Region: This combat technique is taught in combat arenas throughout the Kalamaran Empire. One need not be a gladiator to use it but it is not often seen outside the arena.

DISEMBOWEL (COMBAT MANEUVER)

You may attempt to disembowel any character who is wearing padded (or no) armor on their midriff. Typically, this includes monks, sorcerers and wizards. As a full-attack action, you make a melee attack against your victim with a -2 to hit. This attack must be declared before rolling to hit, and provokes an attack of opportunity from anyone other than the victim himself.

If you succeed, the victim must make a Fortitude save vs. the DC your character needed to hit the victim. A failed check means that the opponent suffers the damage done by your attack, and is disabled (per page 84 of the *Dungeon Master's Guide*) as his intestines spill out onto the ground like a pile of wet noodles.

Region: This combat technique originated in Reanaaria Bay where it became a common defense against lightly armored pirates of the region. It is rarely used elsewhere.



TABLE 6-1: ANTI-FEATS d1,000

	FEAT NAME	TYPE	SOURCE	DESCRIPTION OF ANTI-FEAT EFFECTS
1 – 4	Ability Focus	General	<i>Official Website</i>	Choose one of your special attacks. This attack becomes less potent than normal. If you take a this anti-feat, you can concentrate on a different special attack by taking another "level" of focus.
5 – 8	Acrobatic	General	<i>Song and Silence</i>	You have poor kinesthetic sense, incurring a -2 penalty on Jump and Tumble checks.
9 – 12	Alertness	General	<i>Player's Handbook</i>	You have poorly honed senses. You take a -2 penalty to Spot, Listen, etc.
13 – 16	Alluring	General	<i>Song and Silence</i>	Others tend to take what you say with a large grain of salt. You suffer a -2 penalty on Diplomacy checks, and subtract -2 from the save DCs of all your mind-affecting, language dependent spells.
17 – 20	Antimage	General	Kalamar Player's Guide	You incur a -4 penalty to counterspelling or dispelling spells cast by others.
21 – 24	Arcane Defense	General	<i>Tome and Blood</i>	Choose a school of magic, such as Illusion. You resist spells from that school less effectively than normal. Subtract -2 from your saving throws against spells of the chosen school. You can gain this anti-feat multiple times. Its effects do not stack. Each time you take the feat it applies to a new school of magic.
25 – 28	Arcane Schooling	General	<i>Forgotten Realms Campaign</i>	In your homeland, all who show skill with magic are shunned. You are more susceptible to spells than a normal person. You suffer -2 to saves vs spells of an arcane nature.
29 – 30	Artificer	Item Creation	Kalamar Player's Guide	When you select this anti-feat you must roll randomly to determine to which Item Creation feat it applies. It takes you one-third longer than normal to create the item in question. You also receive a -2 circumstance penalty to Knowledge (arcana) skill checks related to this kind of item. You may receive this anti-feat multiple times. Its effects do not stack. Each time you take it, it applies to a new Item Creation feat.
31 – 34	Athletic	General	<i>Song and Silence</i>	You are unfit and clumsy at sports. You suffer a -2 penalty on Climb and Swim checks.
35 – 36	Attention to Detail	Ancestor	<i>Oriental Adventures</i>	You let the "minor" details slip, often to the exclusion of being able to complete the task correctly. You suffer a -2 penalty to Sense Motive and Spot checks.
37 – 38	Augment Construction	Psionic	<i>Dragon Magazine #287 (Sep. 01)</i>	Your astral constructs are less effective than normal.
39 – 42	Augment Summoning	General	<i>Tome and Blood, Magic of Faerun</i>	Your summoned creatures are less effective than normal. Creatures you conjure with any summon spell lose -1 hit point per Hit Die and suffer a -1 competence penalty on attack and magic rolls.
43 – 48	Awareness	General	Kalamar Player's Guide	You are less perceptive in combat. You often miss openings to effectively strike at your opponent. A flanking character receives an additional +2 on their attack rolls for sneak attacks.
49 – 53	Bazaar Veteran	General	Kalamar Player's Guide	You are gullible when trading. Others easily take advantage of you in financial dealings. You suffer a -4 penalty to Appraise checks when appraising common trade goods and Bluff checks when bartering for those goods, or a -2 penalty when appraising or bartering for less common or rare items (your DM will determine the item's status). You may only take this anti-feat as a 1st-level character.
54 – 60	Blessed	General	Kalamar Player's Guide	You suffer a -4 penalty to Will saves against curses.
61 – 64	Blind-Fight	General	<i>Player's Handbook</i>	Invisible attackers trying to hit you receive a +2 bonus to their attack rolls. You suffer double the usual penalty to speed for being unable to see.
65 – 68	Blooded	General	<i>Forgotten Realms Campaign</i>	You are oblivious to what it means to fight for your life. In combat, you have slower reactions and are surprised more often. You suffer -2 to rolls determining surprise.
69 – 72	Bloodline of Fire	General	<i>Forgotten Realms Campaign</i>	You incur a -4 penalty on saving throws against fire effects. You also add +2 to the DC of saving throws for any sorcerer spells with the fire descriptor that are cast against you.
73 – 76	Born of the Cradle	General	Kalamar Player's Guide	You suffer a -2 competence bonus to Sense Motive and Innuendo checks. You may only take this anti-feat as a 1st-level character.
77 – 80	Born to the Saddle	General	Kalamar Player's Guide	You suffer a -1 penalty on all Ride checks and suffer a -1 dodge penalty to armor class while mounted.
81 – 82	Brew Potion	Item Creation	<i>Player's Handbook</i>	You cannot create potions, nor can you use them to any effect (with the sole exception of healing potions).
83 – 86	Bullheaded	General	<i>Forgotten Realms Campaign</i>	You incur a -1 penalty on Will saves and a -2 penalty on Intimidate checks.
87 – 90	Cat Burglar	General	Kalamar Player's Guide	You incur a -2 penalty to Balance checks and Climb checks.
91 – 94	Champion of the Faith	General	Kalamar Player's Guide	You suffer a -4 penalty on Spellcraft and Scry checks against enemies of your faith.
95 – 98	Charlatan	General	<i>Song and Silence</i>	You suffer a -2 penalty on Bluff and Disguise checks.
99 – 102	Child of the Earth	General	Kalamar Player's Guide	You suffer a penalty (equal to your Constitution modifier) on all saving throws.
103 – 106	Circle of Friends	General	Kalamar Player's Guide	You suffer a -4 penalty to Gather Information and Intimidate checks in a particular city or among a certain organization.
107 – 110	Close-Quarters Fighting	General	<i>Sword and Fist</i>	An opponent that makes a Will save at DC 10+ your Charisma bonus receives a +2 morale bonus on attack rolls, weapon damage and saving throws. This ability is a gaze attack that your opponent can use as a free action.
111 – 114	Combat Agility	General	<i>Dragon Magazine #284 (June 01)</i>	You dodge into attacks. You suffer a -1 penalty to armor class.
115 – 118	Combat Casting	General	<i>Player's Handbook</i>	You incur a -4 penalty to Concentration checks made to cast a spell while on the defensive.
119 – 120	Combat Manifestation	Psionic	<i>Psionics Handbook</i>	You incur a -4 penalty to Concentration checks made to manifest a power while on the defensive.
121 – 124	Combat Reflexes	General	<i>Player's Handbook</i>	You are slow to respond when an opponent lets her guard down. This gives your opponent an effective increase in AC of +2.
125 – 128	Commanding Presence	General	Kalamar Player's Guide	You couldn't frighten anyone, even if you wore a scary mask and made frightening noises.
129 – 130	Cool head	Ancestor	<i>Oriental Adventures</i>	You are quick to anger. You suffer a -2 penalty to any negotiations you enter into.
131 – 134	Cosmopolitan	General	<i>Forgotten Realms Campaign</i>	Choose a nonexclusive skill that is not a class skill. You are at a -2 penalty on all checks with that skill. This anti-feat may be taken multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.
135 – 138	Courteous Magocracy	General	<i>Forgotten Realms Campaign</i>	You incur a -2 penalty on all Diplomacy and Spellcraft checks.

	FEAT NAME	TYPE	SOURCE	DESCRIPTION OF ANTI-FEAT EFFECTS
139 – 140	Craft Crystal Capacitor	Item Creation	<i>Psionics Handbook</i>	When creating items, multiply cost in XP, gp, time spent and raw materials by 125%.
141 – 142	Craft Crystal Weapon	Item Creation	<i>Oriental Adventures</i>	When creating items, multiply cost in XP, gp, time spent and raw materials by 125%.
143 – 144	Craft Dorje	Item Creation	<i>Psionics Handbook</i>	When creating items, multiply cost in XP, gp, time spent and raw materials by 125%.
145 – 146	Craft Dribbu	Item Creation	<i>Official Website</i>	When creating items, multiply cost in XP, gp, time spent and raw materials by 125%.
147 – 148	Craft Magic Arms and Armor	Item Creation	<i>Player's Handbook</i>	When creating items, multiply cost in XP, gp, time spent and raw materials by 125%.
149 – 150	Craft Psionic Arms and Armor	Item Creation	<i>Psionics Handbook</i>	When creating items, multiply cost in XP, gp, time spent and raw materials by 125%.
151 – 152	Craft Rod	Item Creation	<i>Player's Handbook</i>	When creating items, multiply cost in XP, gp, time spent and raw materials by 125%.
153 – 154	Craft Staff	Item Creation	<i>Player's Handbook</i>	When creating items, multiply cost in XP, gp, time spent and raw materials by 125%.
155 – 156	Craft Talisman	Item Creation	<i>Oriental Adventures</i>	When creating items, multiply cost in XP, gp, time spent and raw materials by 125%.
157 – 158	Craft Trinket	Item Creation	Villain Design Handbook	When creating trinkets multiply cost in XP, gp, time spent and raw materials by 125%.
159 – 160	Craft Universal Item	Item Creation	<i>Psionics Handbook</i>	When creating items, multiply cost in XP, gp, time spent and raw materials by 125%.
161 – 162	Craft Wand	Item Creation	<i>Player's Handbook</i>	When creating items, multiply cost in XP, gp, time spent and raw materials by 125%.
163 – 164	Craft Wondrous Item	Item Creation	<i>Player's Handbook</i>	When creating items, multiply cost in XP, gp, time spent and raw materials by 125%.
165 – 166	Create Infusion	Item Creation	<i>Masters of the Wild</i>	Your specially prepared herb is cursed.
167 – 170	Critical spell strike	General	Kalamar Player's Guide	When you make a touch attack (normal or ranged) with a spell and score a critical hit, your opponent gains a +4 bonus to save.
171 – 174	Dash	General	<i>Song and Silence</i>	You move slowly and sluggishly. If you are wearing light armor or no armor and are carrying a light load, your speed is 5 feet slower than normal.
175 – 178	Daylight Adaptation	General	<i>Forgotten Realms Campaign</i>	You suffer from a disease that causes you to be allergic to sunlight. You suffer circumstance penalties similar to those suffered by Drow or Deep Gnomes.
179 – 182	Destiny	General	Villain Design Handbook	The villain is out of favor with his or her patron deity. The villain receives a -1 penalty to all saving throws.
183 – 186	Destructive Rage	General	<i>Masters of the Wild</i>	When enraged, you suffer a -8 penalty on any Strength checks you make to open doors or break inanimate, immobile objects.
187 – 190	Dirty Fighting	General	<i>Sword and Fist</i>	You must fight following a strict code of honor. On a successful melee attack, you inflict 1d4 less damage.
191 – 192	Disarm Mind	Psionic	<i>Psionics Handbook</i>	You are susceptible to mental attacks.
193 – 196	Discipline	General	<i>Forgotten Realms Campaign</i>	You are easily distracted by both spells and physical attacks. You suffer a -1 penalty on Will saves and a -2 penalty on Concentration checks.
197 – 198	Disguise Spell	Metamagic	<i>Song and Silence</i>	Observers gain a +2 bonus to Spellcraft checks against you.
199 – 202	Dodge	General	<i>Player's Handbook</i>	You tend to dodge into blows. You suffer a -2 to AC.
203 – 206	Dragon's Toughness	General	<i>Masters of the Wild</i>	You lose 12 hit points. You can take this feat multiple times.
207 – 210	Dwarf's Toughness	General	<i>Masters of the Wild</i>	You are weaker than you were before. You lose 6 hit points. You may take this anti-feat multiple times.
211 – 214	Education	General	<i>Forgotten Realms Campaign</i>	You scoff at the value of formal education. You incur -1 penalty to skill checks with any two Knowledge skills. This anti-feat may only be taken by a 1st level character.
215 – 218	Eidetic Memory	General	Kalamar Player's Guide	The DC to remember any specific event is increased by 1.5.
219 – 222	Elemental Adept	General	Kalamar Player's Guide	Choose an elemental spell descriptor. Spells you cast with that descriptor have a save DC that is 2 points lower than normal. This penalty stacks with the penalty for the Spell Focus anti-feat.
223 – 226	Endurance	General	<i>Player's Handbook</i>	You have almost no stamina. Treat endurance checks as if your Constitution is 4 points lower than normal.
227 – 228	Enhance Familiar Feat: Darkvision	General	Villain Design Handbook	The familiar loses its Darkvision.
229 – 230	Enhance Familiar Feat: Fast	General	Kalamar Player's Guide	Your familiar's movement rate is reduced by 10 ft.
231 – 232	Enhance Familiar Feat: Fly	General	Villain Design Handbook	The familiar loses its ability to fly.
233 – 234	Enhance Familiar Feat: Greater Spell Resistance	General	Kalamar Player's Guide	The familiar's Spell Resistance is reduced to its master's level -10.
235 – 236	Enhance Familiar Feat: Jump	General	Kalamar Player's Guide	The familiar can only jump half as far as normal.
237 – 238	Enhance Familiar Feat: Large	General	Villain Design Handbook	The familiar is scrawny causing it to lose 2 hp.
239 – 240	Enhance Familiar Feat: Poison	General	Villain Design Handbook	One of the familiar's natural attacks becomes poisonous but each time it attacks, in addition to its intended victim, it to must save against its own poison. The poison has a DC of 11, initial and secondary damage is 1d6 temporary Constitution.
241 – 242	Enhance Familiar Feat: Small	General	Villain Design Handbook	The familiar is slightly larger than normal but in an awkward unbalanced way. It suffers a -1 penalty to AC.
243 – 244	Enhance Familiar Feat: Smart	General	Kalamar Player's Guide	The familiar suffers a -2 penalty to its Intelligence.
245 – 246	Enhance Familiar Feat: Sneak Attack	General	Villain Design Handbook	The familiar is particularly susceptible to sneak attack. Those making a sneak attack on the creature gain a +4 circumstance penalty to hit.
247 – 248	Enhance Familiar Feat: Toughskin	General	Kalamar Player's Guide	The familiar suffers a -2 penalty to its natural armor.
249 – 250	Enlarge Power	Metapsionic	<i>Psionics Handbook</i>	The area or effect of one power is reduced by half.
251 – 252	Eschew Materials	Metamagic	<i>Tome and Blood, Magic of Faerun, Lords of Darkness</i>	You need one and a half times the normal amount of material components to cast a spell.
253 – 256	Ethran	General	<i>Forgotten Realms Campaign</i>	You incur a -2 penalty on all Animal Empathy and Intuit Direction checks. When dealing with other Rashemi, you incur a -2 penalty on any Charisma-based skill checks.
257 – 260	Exotic Steed	General	Kalamar Player's Guide	You receive an additional -4 penalty to Ride checks and Handle Animal checks when the check involves a mount other than a horse, donkey, pony or riding dog.

	FEAT NAME	TYPE	SOURCE	DESCRIPTION OF ANTI-FEAT EFFECTS
261 – 264	Exotic Weapon Proficiency	General	<i>Player's Handbook</i>	You are unable to master an exotic weapon (<i>Player's Handbook</i> Table 7-4). You suffer a -5 penalty when using it. This can be applied multiple times, each for a different weapon.
265 – 268	Expert Tactician	General	<i>Song and Silence</i>	You make one fewer melee attack (or do anything that can be done as a melee attack or a melee touch attack, including attempts to disarm, trip, or make a grab to start a grapple) against one foe who is within melee reach and denied a Dexterity bonus against your melee attacks for any reason.
269 – 272	Expert Timing	General	Kalamar Player's Guide	If you delay your action in a round, you automatically lose your initiative, and have the lowest initiative for that round.
273 – 276	Expertise	General	<i>Player's Handbook</i>	You cannot take the normal -4 penalty to your attack roll to gain a dodge bonus.
277 – 280	Explorer	General	Kalamar Player's Guide	You are -2 to all Wilderness Lore checks and Knowledge (nature) checks. You may only take this anti-feat as a 1st level character.
281 – 282	Extend Power	Metapsionic	<i>Psionics Handbook</i>	The duration of one power (DM's choice) is reduced by half.
283 – 284	Extend Spell	Metamagic	<i>Player's Handbook</i>	The duration of all your spells is reduced by half. Spells with a concentration, instantaneous or permanent duration are not affected.
285 – 288	Extended Rage	General	<i>Masters of the Wild</i>	Your rage only lasts one round.
289 – 292	Extra Music	General	<i>Song and Silence</i>	You can use your bardic music two fewer times per day than normal.
293 – 296	Extra Rage	General	<i>Masters of the Wild</i>	You rage two less times per day than you normally could. You can take this feat multiple times, losing two additional rages per day each time.
297 – 300	Extra Slot	General	<i>Tome and Blood</i>	You can cast one less spell. You lose one spell slot in your daily allotment. The lost slot can be at any level up to one level lower than the highest-level spell you can cast. Thus, a 4th level sorcerer loses one 0-level or 1st-level slot, allowing him to cast one spell of the chosen level one fewer time per day. This anti-feat may be taken multiple times, losing one additional slot at any level up to one level below the highest-level spell you can cast.
301 – 302	Extra Smiting	Special	<i>Defenders of the Faith</i>	You can make fewer smite attacks. When you take this anti-feat, you lose one attempt to smite per day. You can take this anti-feat multiple times.
303 – 306	Extra Spell	General	<i>Tome and Blood</i>	You can learn one less spell. You learn one less spell at any level up to one level lower than the highest-level spell you can cast. Thus, a 4th level sorcerer loses one 0-level or 1st-level spell. This anti-feat may be taken multiple times, losing one additional spell at any level up to one level lower than the highest-level spell you can cast.
307 – 310	Extra Stunning Attacks	General	<i>Sword and Fist</i>	You can make three fewer stunning attacks per day. You may take this anti-feat multiple times.
311 – 312	Extra Turning	Special	<i>Player's Handbook</i>	You are unable to take Extra Turning, as described in the cleric and paladin sections of the <i>Player's Handbook</i> .
313 – 314	Extra Wild Shape	Wild	<i>Masters of the Wild</i>	You use your wild shape ability two less times per day than you otherwise could. If you are able to use wild shape to become an elemental, you also lose one elemental wild shape use per day. You can take this feat multiple times, losing two wild shapes of your usual type and one elemental wild shape (if you have this ability) each time.
315 – 318	Eyes in the Back of Your Head	General	<i>Sword and Fist</i>	When you are flanked, your opponent receives a +4 attack roll bonus against you.
319 – 322	Fable Weaver	General	Kalamar Player's Guide	You receive a -4 penalty to Perform checks when telling stories.
323 – 326	Fast Armor	General	Dragon Magazine #284 (June 01)	You take twice as long to don your armor.
327 – 330	Fast Healer	General	Kalamar Player's Guide	You heal at half the normal rate (dependent on activity).
331 – 334	Fast Rider	General	Dragon Magazine #285 (July 01)	When you ride a mount that is carrying a light load, its base speed is decreased by 10 feet. Your mount's overland movement rate is decreased by 1 mile per hour, or 8 miles per day. Any other modifiers due to armor or encumbrance stack with this penalty. Use of Wild Shape requires two standard actions.
335 – 336	Fast Wild Shape	Wild	<i>Masters of the Wild</i>	Slower recovery of hit points and ability points. Invert results of chart on p23 of MotW.
337 – 340	Faster Healing	General	<i>Masters of the Wild</i>	Fear effects increase by one level (effects that would leave you "shaken" now leave you "frightened", etc. Panicked characters always cower).
341 – 344	Fearless	General	Kalamar Player's Guide	You must make a Will save (10 + your Cha bonus) to make an attack of opportunity on an opponent.
345 – 348	Fearsome Appearance	General	Kalamar Player's Guide	If you are of a race that has low-light vision, you are one of the rare members that does not have it.
349 – 352	Fey Blood	General	Kalamar Player's Guide	When unarmed, you incur a -6 penalty when attacking to inflict normal damage instead of subdual damage.
353 – 356	Fist of Steel	General	Kalamar Player's Guide	When making unarmed attacks, any damage you deal is decreased by 1d4 points.
357 – 360	Fists of Iron	General	<i>Sword and Fist</i>	When fighting unarmed and using the charge action, you deal half damage with your unarmed attack.
361 – 364	Flying Kick	General	<i>Oriental Adventures</i>	You suffer a -2 penalty on all Heal and Wilderness Lore checks.
365 – 368	Forester	General	<i>Forgotten Realms Campaign</i>	All variable, numeric effects of a power are decreased by one-quarter (minimum of 1). Saving throws and opposed rolls are not affected. Powers without random variables are not affected. A fortified power costs a number of power points equal to its standard cost +2. You can apply this anti-feat to the same power multiple times. Each time, the power is decreased another twenty-five percent, and costs 2 more power points. The subsequent 25% increases are based on the original damage of the power. You lose 9 hit points. You can take this anti-feat multiple times.
369 – 370	Fortify Power	Metapsionic	Dragon Magazine #287 (Sept. 01)	You suffer a -4 penalty to all Bluff and Diplomacy checks that involve speaking.
371 – 374	Giant's Toughness	General	<i>Masters of the Wild</i>	Your Charisma is considered to be 2 lower than normal for determining effects of appearance.
375 – 378	Glib Tongue	General	Kalamar Player's Guide	You incur a -2 penalty to all Fortitude saving throws.
379 – 382	Gorgeous	General	Kalamar Player's Guide	You incur a -4 penalty on manifester level checks to beat a creature's power resistance.
383 – 386	Great Fortitude	General	<i>Player's Handbook</i>	Your damage reduction decreases by -1/-. It rises with level at its previous rate. You may only take this anti-feat once.
387 – 388	Greater Power Penetration	Psionic	<i>Psionics Handbook</i>	
389 – 392	Greater Resiliency	General	<i>Masters of the Wild</i>	

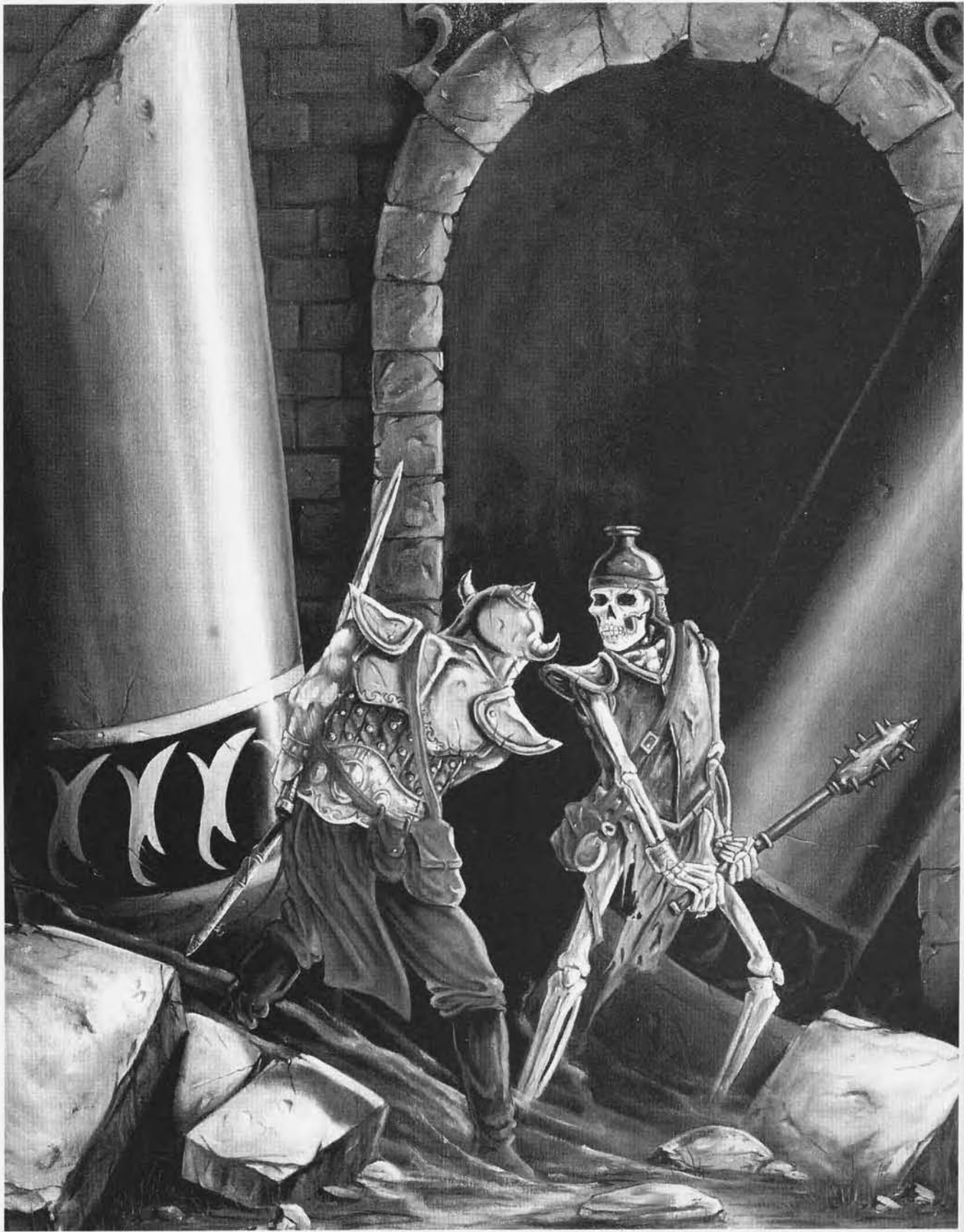
	FEAT NAME	TYPE	SOURCE	DESCRIPTION OF ANTI-FEAT EFFECTS
393 – 396	Greater Spell Focus	General	<i>Forgotten Realms Campaign</i>	Subtract -4 from the DC for all saving throws against spells from one school of magic. This overlaps (does not stack with) the bonus from Spell Focus. You can gain this anti-feat multiple times, though each time it applies to a new school of magic (does not stack). You incur a -4 penalty to caster level checks to beat a creature's spell resistance.
397 – 400	Greater Spell Penetration	General	<i>Forgotten Realms Campaign</i>	Two players must both have this anti-feat to use it. When you both flank an opponent, the first of you to attack during the round suffers a -2 penalty to your attack roll (instead of the normal +2). Your ally suffers a -2 penalty to damage if she scores a hit.
401 – 404	Hammer and Anvil	General	Kalamar Player's Guide	You suffer a -4 penalty to Fortitude saving throws to resist poison.
405 – 408	Hardiness	General	Kalamar Player's Guide	Emotional scenes and apparent kindness move the villain. The sensitive villain receives a -2 penalty to save against charm effects and similar abilities.
409 – 412	Heartless	General	Villain Design Handbook	You suffer a -1 circumstance penalty to melee attack rolls and a -2 circumstance penalty to ranged attack rolls when attacking from higher ground.
413 – 415	Hill Fighter	General	Dragon Magazine #285 (July 01)	You cannot take Martial Weapon Proficiency (composite short-bow). You also suffer a -2 penalty on all Ride checks.
416 – 418	Horse Nomad	General, Fighter	<i>Forgotten Realms Campaign</i>	Subtract a -4 penalty to your opposed check rolls when an enemy attempts an overrun or trip maneuver against you.
419 – 421	Immovability	General	Kalamar Player's Guide	When hiding behind cover, the cover provided is as if one category lower. Three-quarters becomes one-half, etc. Other characters behind the cover are unaffected.
422 – 425	Improve Cover	General	Kalamar Player's Guide	If you initiate a bull rush, opponents get a +2 bonus to their attacks of opportunity
426 – 429	Improved Bull Rush	General	<i>Player's Handbook</i>	Your maneuverability while flying is reduced by one grade.
430 – 432	Improved Flight	General	<i>Masters of the Wild</i>	You are sluggish. You get a -4 penalty on initiative checks.
433 – 436	Improved Initiative	General	<i>Player's Handbook</i>	You swim at half the normal rate.
437 – 439	Improved Swimming	General	<i>Masters of the Wild</i>	The villain is unskilled at knocking down foes. You suffer a -4 penalty on your Strength check when making trip attacks.
440 – 442	Improved Trip	General	<i>Player's Handbook</i>	The spellcasting villain just can't seem to perform at the same level as other casters and suffers a -1 penalty to Intelligence for determining the number of bonus spells he can cast.
443 – 445	Increase Arcane Spells	Metamagic	Villain Design Handbook	The divine spellcasting villain just can't seem to perform at the same level as other casters and suffers a -1 penalty to Intelligence for determining the number of bonus spells he can cast.
446 – 448	Increase Divine Spells	Metamagic	Villain Design Handbook	The villainous wizard just can't seem to perform at the same level as other casters and suffers a -1 penalty to Intelligence for determining the number of bonus spells he can cast.
449 – 450	Increase Wizard Spells	Metamagic	Villain Design Handbook	You are burdened with 200 gp in debt at character creation. This anti-feat can only be taken as a 1st-level character.
451 – 453	Inheritance	General	Kalamar Player's Guide	You receive -1 power points.
454 – 455	Inner Strength	Psionic	<i>Psionics Handbook</i>	The villain is so talkative and truthful that it becomes easier to determine what he is thinking. The villain receives a -2 penalty whenever someone tries to determine the villain's true self. This penalty applies to saving throws against spells and to raising the DC of Sense Motive skill checks against the villain.
456 – 459	Insidious Mind	General	Villain Design Handbook	You stand as a full action rather than as a partial action.
460 – 462	Instant Stand	General	Kalamar Player's Guide	If one foe within 30 feet of you makes a Will save (DC 10 + one-half your character level + your Charisma modifier), they gain a +2 morale bonus on attack rolls, saves and checks against you. The effect lasts for one day.
463 – 464	Intimidating Rage	General	<i>Masters of the Wild</i>	Increase the critical multiplier by one factor when your character takes damage. Thus, an axe that normally does x3 damage does x4 damage. You may only take this anti-feat as a 1st-level character.
465 – 468	Iron Touch of Kruk-Ma-Kali	General	Kalamar Player's Guide	You are weak-willed. You get a -2 penalty to all Will saving throws.
469 – 472	Iron Will	General	<i>Player's Handbook</i>	The target of one of your spells (that normally allow a saving throw) saves automatically. An irresistible spell uses up a spell slot two levels higher than the spell's actual level.
473 – 474	Irresistible Spell	Metamagic	Kalamar Player's Guide	You suffer -2 to Swim checks and -4 to checks in Profession (sailor).
475 – 478	Islander	General	Kalamar Player's Guide	You receive a -2 penalty to any untrained skill check.
479 – 482	Jack of All Trades	General	<i>Song and Silence</i>	You suffer a -1 penalty to Intelligence checks and a -1 penalty on Knowledge, Scry, and Search checks.
483 – 484	Keen Intellect	Ancestor	<i>Oriental Adventures</i>	You are confused by your opponent's moves in combat. After 3 rounds, you suffer a -2 penalty against a single opponent, for the duration of the battle.
485 – 487	Know Your Enemy	General	Kalamar Player's Guide	You are treated as 2 levels lower for your ability to resist spells dependent on level (such as sleep and cloudkill).
488 – 491	Legacy	General	Kalamar Player's Guide	Your character suffers a -2 competence penalty to Move Silently and DCs to track the character decrease by 4.
492 – 495	Light-footed	General	Kalamar Player's Guide	You have the reflexes of a sloth. You incur a -2 penalty to all Reflex saving throws.
496 – 498	Lightning Reflexes	General	<i>Player's Handbook</i>	The villain finds it difficult to gain the trust of others. You suffer a -2 penalty on Bluff checks and must subtract your Charisma modifier from mind-affecting, language dependent spells.
499 – 500	Likable	General	Villain Design Handbook	The maximum number of languages you can learn is reduced by one.
501 – 504	Linguist	General	Kalamar Player's Guide	Choose a penalty: -1 on melee attack rolls, -1 to the save DCs against any spells you cast or a -1 dodge penalty to AC. When your character is out of sight of and at least 300 feet away from any known ally, he suffers the chosen penalty. You may take this feat three separate times. Its effects do not stack. Each time you take the feat, the character suffers a different penalty.
505 – 508	Lone Wolf	General	Kalamar Player's Guide	The villain is disturbed by his own bloodlust. For each person that the villain personally slays in a battle he or she receives a -1 penalty to Will saves (max -5). This penalty ends as soon as fighting stops.
509 – 512	Love of Slaughter	General	Villain Design Handbook	You incur a -1 penalty on all saving throws.
513 – 516	Luck of Heroes	General	<i>Forgotten Realms Campaign</i>	

FEAT NAME	TYPE	SOURCE	DESCRIPTION OF ANTI-FEAT EFFECTS
517 – 520 Lust for Glory	General	Villain Design Handbook	The villain is so fascinated by his own brutal acts that he must pause to gloat over them. Immediately after making a successful critical strike, the villain must forfeit his next standard action while he gloats over his handiwork.
521 – 524 Martial Weapon Proficiency	General	<i>Player's Handbook</i>	You are unable to master one of the martial weapons from Table 7-4 in the <i>Player's Handbook</i> . You suffer a -5 penalty when using it. This can be applied multiple times, each for a different weapon.
525 – 526 Master Discipline	Psionic	<i>Official Website</i>	You can learn one less power from your primary discipline, up to the highest-level power you can manifest. For example, a 12th-level character can learn one less power from 0 level to 6th level. You can gain this anti-feat multiple times. Each time you gain the anti-feat, you lose a power at any level up to the highest you can manifest.
527 – 528 Mental Adversary	Psionic	<i>Psionics Handbook</i>	You deal -1 ability damage on a successful psionic attack when you pay the cost of the psionic attack +3 power points. You decide whether or not to pay the extra cost after determining the failure or success of your attack to breach the defender's Will save.
529 – 532 Mercantile Background	General	<i>Forgotten Realms Campaign</i>	You incur a -2 penalty on all Appraise checks and a -2 penalty on skill checks in one Craft or Profession skill.
533 – 534 Mind Blind	Psionic	<i>Dragon Magazine #287 (Sept. 01)</i>	Your mind becomes completely open for psionic attacks.
535 – 538 Mind Like Water	General	Kalamar Player's Guide	You suffer a -4 penalty to Sense Motive checks.
539 – 542 Mobility	General	<i>Player's Handbook</i>	You suffer a -4 dodge penalty to armor class against attacks of opportunity caused when you move out of or within a threatened area.
543 – 546 Monkey Grip	General	<i>Sword and Fist</i>	You must wield weapons with two hands, even if they would normally be one-handed for your character's size.
547 – 550 Mounted Archery	General	<i>Player's Handbook</i>	The penalty you suffer when using a ranged weapon from horseback is doubled.
551 – 554 Mounted Combat	General	<i>Player's Handbook</i>	You must make a Ride check when your mount is hit in combat. The Ride check replaces the mount's Armor Class if it is lower than the mount's regular AC.
555 – 558 Movement Check	General	Kalamar Player's Guide	You get bowled over by any running foe, unless that foe is two sizes or more smaller than you.
559 – 562 Multiattack	General	<i>Monster Manual, Masters of the Wild</i>	Your secondary natural attacks suffer a -8 penalty.
563 – 566 Multicultural	General	<i>Song and Silence</i>	Choose any one humanoid race other than your own. Whenever you meet members of that race, they are likely to feel animosity towards you. You suffer a -4 penalty on Charisma checks made to alter the attitude of a member of that race (according to the NPC Attitudes section in Chapter 5 of the <i>Dungeon Master's Guide</i>).
567 – 570 Multidexterity	General	<i>Monster Manual</i>	You suffer a -6 penalty on attack rolls, ability and skill checks made with an off hand.
571 – 575 Musical Ear	General	Kalamar Player's Guide	You incur a -4 penalty to perform when using your "prohibited" instrument.
576 – 580 Natural Engineer	General	Kalamar Player's Guide	You suffer a -2 penalty to Knowledge (architecture and engineering), Profession (engineer) for the purpose of designing and building, in addition to any other penalties.
581 – 585 Natural Mathematician	General	Kalamar Player's Guide	You suffer a -2 penalty on all skill uses that intensely involve numbers. This applies only to the mathematical aspects of a skill. It would apply to conversion of currency or making change at a market, but not to Appraisal.
586 – 590 Natural Swimmer	General	Kalamar Player's Guide	Your character suffers a -4 penalty on all Swim checks and can only hold her breath for a number of rounds equal to her Constitution.
591 – 594 Nefarious Visage	General	Villain Design Handbook	The villain doesn't look like a villain. The villain receives a -4 circumstance penalty to any Intimidate skill checks and also suffers -1 to the DC of any fear or scare spells that he or she casts.
595 – 599 Noble Bearing	General	Kalamar Player's Guide	Your pomposity leads people to either loathe you or find you buffoonish. You suffer a -2 penalty to Diplomacy and Intimidate checks.
600 – 604 Noble Pride	General	Kalamar Player's Guide	You suffer a -2 penalty to saves against any fear effects. You may only take this anti-feat as a 1st-level character.
605 – 608 Nobody's Fool	General	<i>Dragon Magazine #285 (July 01)</i>	You suffer a -2 penalty on all Sense Motive and Gather Information checks.
609 – 612 Obscure Lore	General	<i>Song and Silence</i>	You incur a -3 penalty on checks using your bardic knowledge ability.
613 – 614 Overpower	Metapsionic	<i>Official Website</i>	You manifest one power at half its normal effect.
615 – 618 Pain Touch	General	<i>Oriental Adventures</i>	Target is enveloped in a feeling of calm and comfort. The target experiences increased concentration for one round after the round they are affected.
619 – 622 Parry	General	Villain Design Handbook	When fighting with a medium sized or larger weapon you are not very good at using it to parry blows. In fact, it just seems to get in the way of your fighting style. You suffer a -1 AC penalty when using a medium-sized weapon or larger.
623 – 627 Patience	General	Kalamar Player's Guide	You tend to rush to the attack. You attack at a -2 penalty to attack and damage rolls.
628 – 631 Persuasive	General	<i>Song and Silence</i>	You couldn't sell a healing spell to a dying man. You suffer a -2 penalty on all Bluff and Intimidate checks.
632 – 636 Pilgrim	General	Kalamar Player's Guide	You incur a -2 penalty to saves against enemies of your character's professed faith.
637 – 640 Point Blank Shot	General	<i>Player's Handbook</i>	You are -1 to attack and damage rolls with ranged weapons at ranges up to 30 feet.
641 – 645 Polyglot	General	Kalamar Player's Guide	You have difficulty with languages. Learning a new language costs you an additional skill point, and 2 additional skill points if the language does not share an alphabet with a language you already speak.
646 – 647 Power Penetration	Psionic	<i>Psionics Handbook</i>	You incur a -2 penalty on manifester level checks to beat a creature's power resistance.
648 – 649 Power Specialization	Psionic	<i>Dragon Magazine #287 (Sept. 01)</i>	Your damage-dealing powers that require a ranged touch attack suffer from a -2 damage modifier.
650 – 653 Precise Shot	General	<i>Player's Handbook</i>	You suffer a -8 penalty when shooting or throwing ranged weapons into melee.
654 – 657 Prey on Fears	General	Villain Design Handbook	The villain just doesn't have what it takes to properly scare his victims. Any fear effect the villain tries to use suffers a -2 penalty.
658 – 661 Prone Attack	General	<i>Sword and Fist</i>	You suffer double the ordinary penalty for attacking from the prone position.
662 – 663 Proportionate Wild Shape	Wild	<i>Masters of the Wild</i>	You may only use wild shape to take the form of an animal whose normal size is one category below your own.
664 – 665 Psionic Defense	Psionic	<i>Dragon Magazine #287 (Sept. 01)</i>	Subtract 2 from your saving throws against powers of a chosen discipline.

	FEAT NAME	TYPE	SOURCE	DESCRIPTION OF ANTI-FEAT EFFECTS
666 – 667	Psionic Dodge	Psionic	<i>Psionics Handbook</i>	During your action, designate an opponent and receive a -1 dodge penalty to armor class against attacks from that opponent.
668 – 669	Psionic Fist	Psionic	<i>Psionics Handbook</i>	Your unarmed strike deals 1d4 fewer points of damage when you pay 1 power point. You must decide whether to spend the cost prior to making the attack. Your hand or foot remains "drained" for a number of rounds equal to your Strength modifier + 1, or until you make your next attack, whichever comes first. If your attack misses, the power point expenditure is wasted.
670 – 671	Psionic Focus	Psionic	<i>Psionics Handbook</i>	Subtract -2 from the DC for saving throws against powers from a selected discipline. You can gain this anti-feat multiple times. Its effects do not stack. Each time you take the feat it applies to a new discipline, but a psion must apply it to her primary discipline the first time she takes this feat.
672 – 673	Psionic Shot	Psionic	<i>Psionics Handbook</i>	Your ranged shots deal 1d4 fewer points of damage when you pay the cost of 1 power point. You must decide whether to spend the cost prior to making the ranged attack. Your arrow, bolt, or bullet remains "drained" for a maximum number of rounds equal to your Strength modifier + 1, or until you make your next attack, whichever comes first. If your attack misses, the power point expenditure is wasted.
674 – 675	Psionic Weapon	Psionic	<i>Psionics Handbook</i>	Your melee weapon deals 1d4 fewer points of damage when you pay the cost of 1 power point. You must decide whether to spend the cost prior to making the melee attack. Your weapon remains "drained" for a maximum number of rounds equal to your Strength modifier + 1, or until you make your next attack, whichever comes first. If your attack misses, the power point expenditure is wasted.
676 – 677	Psychic Bastion	Psionic	<i>Psionics Handbook</i>	You lose -1 mental hardness against a foe's successful psionic attack when you pay the cost of 3 power points. You decide whether or not to pay the cost after determining the failure or success of the psionic attack to breach your Will save.
678 – 679	Psychoanalyst	Psionic	<i>Psionics Handbook</i>	You suffer a -2 penalty on all Diplomacy, Bluff, and Intimidate checks against living humanoids with an Intelligence score of 4 or higher. You suffer the same -2 penalty on Charisma checks used to influence or interact with humanoids having an Intelligence score of 4 or higher.
680 – 684	Push	General	Kalamar Player's Guide	Your opponent knocks you back a 5 foot step, in addition to scoring normal damage, on a successful strike. You may make a Fortitude save at DC 10 to resist the push.
685 – 688	Pyro	General	<i>Song and Silence</i>	You are terrible at lighting things on fire. Anything you set on fire (by any means) suffers 1 less point of damage per die, and the reflex save DC to extinguish the flames decreases by -5.
689 – 693	Quick Dismount	General	Kalamar Player's Guide	Dismounting from your steed costs you 2 standard actions.
694 – 697	Quick Draw	General	<i>Player's Handbook</i>	Drawing your weapon counts as two move-equivalent actions instead of one.
698 – 699	Quicken Power	Metapsionic	<i>Psionics Handbook</i>	You take twice as long to manifest a power.
700 – 701	Quicken Spell	Metamagic	<i>Player's Handbook</i>	Your spell takes twice as long to cast.
702 – 703	Quicken Turning	Special	<i>Defenders of the Faith</i>	Turning undead takes twice as long as normal.
704 – 708	Ram	General	Kalamar Player's Guide	When using the overrun action, your character counts as one size category smaller, and suffers all of the according penalties for resolving any trip actions to drive through resisting characters.
709 – 710	Rapid Metabolism	Psionic	<i>Psionics Handbook</i>	Your wounds heal slowly. You naturally heal a number of hit points per day of rest equal to the standard healing rate minus your Constitution modifier.
711 – 715	Rapid Ready	General	Kalamar Player's Guide	It takes you double the standard time to don, don hastily, or remove your armor. You cannot help another character don or remove their armor.
716 – 719	Rapid Reload	General	<i>Sword and Fist</i>	Loading a hand or light crossbow is a full-round action, and loading a heavy crossbow takes a full round and a move-equivalent action in the following round.
720 – 723	Rapid Shot	General	<i>Player's Handbook</i>	You get one less attack per round if you use a ranged weapon.
724 – 730	Regal Bearing	General	Kalamar Player's Guide	You suffer a -4 penalty to Diplomacy and Intimidate checks.
731 – 733	Remain Conscious	General	<i>Sword and Fist</i> , <i>Oriental Adventures</i>	When your hit points reach 0, you are automatically unconscious. You lose an additional hit point each round that you remain unconscious.
734 – 736	Requiem	General	<i>Song and Silence</i>	Your bardic music attracts undead creatures.
737 – 740	Resist Disease	General	<i>Masters of the Wild</i>	You suffer a -4 penalty on Fortitude saves against disease.
741 – 744	Resist Poison	General	<i>Masters of the Wild</i>	You suffer a -4 penalty on Fortitude saves against poison.
745 – 748	Resist Taint	Ancestor	<i>Oriental Adventures</i>	You suffer a -4 penalty to Fortitude saving throws to determine whether you acquire the Shadowlands Taint.
749 – 752	Ride-By Attack	General	<i>Player's Handbook</i>	You are clumsy when attacking while mounted. When charging, you get only half your mounted speed in movement, and opponents always get an attack of opportunity.
753 – 756	Roundabout Kick	General	<i>Oriental Adventures</i>	If you strike a successful critical hit with an unarmed attack you lose one attack for the round. You lose the next attack. For example, a character can make 3 unarmed attacks in a round, at base attack bonuses of +9, +6, and +3. If she makes a critical hit on her first attack, she loses her next attack, which would be at +6, and makes her final attack for the round at +3.
757 – 761	Run	General	<i>Player's Handbook</i>	When running, you move three times your normal speed instead of four times the speed. If you make a running jump, decrease the distance or height you clear by one-fourth.
762 – 766	Saddleback	General, Fighter	<i>Forgotten Realms Campaign</i>	You are at a -3 penalty to all Ride checks.
767 – 768	Sanctum Spell	Metamagic	<i>Tome and Blood</i>	A sanctum spell has an effective spell level one level lower than normal if cast in your sanctum. If not cast in the sanctum, it has an effective value one level higher than normal. All effects dependent on level are calculated according to the adjusted level. A sanctum spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.
769 – 770	Scent	Wild	<i>Masters of the Wild</i>	You have no sense of smell.
771 – 775	Scholar	General	Kalamar Player's Guide	Knowledge skills (except for prerequisites) cannot become class skills for you. You also suffer a -1 penalty on all checks of three Knowledge skills of your choice. Clerics of the Mule cannot take this anti-feat.

	FEAT NAME	TYPE	SOURCE	DESCRIPTION OF ANTI-FEAT EFFECTS
776 – 777	Scholar of Nature	Ancestor	<i>Oriental Adventures</i>	You suffer a -2 penalty to all Alchemy and Heal checks.
778 – 779	Sea Legs	Ancestor	<i>Oriental Adventures</i>	You suffer a -2 penalty on Balance and Profession (sailor) checks.
780 – 783	Shadow	General	<i>Masters of the Wild</i>	You suffer a -2 penalty on Hide and Spot checks.
784 – 787	Shadow Weave Magic	General	<i>Forgotten Realms Campaign</i>	Subtract one from the DC for all saving throws of spells you cast from the schools of Enchantment, Illusion, Necromancy and all spells with the darkness descriptor. Your effective caster level for spells cast from the schools of Evocation or Transformation is increased by one. All level-dependent variables of the spell are changed accordingly.
788 – 792	Shapechanger	General	Kalamar Player's Guide	Choose a number of forms equal to your Wisdom modifier. Your disorientation penalties are doubled when you change into those shapes.
793 – 796	Sharp-Shooting	General	<i>Sword and Fist</i>	You suffer an additional -2 penalty when your target has some degree of cover.
797 – 800	Shield Charge	General	<i>Defenders of the Faith</i>	When attacking with a shield as part of a charge action, you inflict half normal damage.
801 – 805	Shield Specialization	General	Kalamar Player's Guide	Your character suffers a -1 penalty to AC when using a shield.
806 – 810	Shock Resistant	General	Kalamar Player's Guide	Your character incurs a -2 penalty to make a Fortitude save to resist death from massive damage.
811 – 814	Shot On The Run	General	<i>Player's Handbook</i>	When using the attack action with a ranged weapon, you lose all movement after the attack is made.
815 – 816	Silent Spell	Metamagic	<i>Player's Handbook</i>	You must shout any spell with verbal components.
817 – 820	Silver Palm	General	<i>Forgotten Realms Campaign</i>	You are at a -2 penalty on all Appraise and Bluff checks.
821 – 824	Simple Weapon Proficiency	General	<i>Player's Handbook</i>	No matter what your class, you are not proficient with simple weapons. You always incur a penalty of -4 to attacks with simple weapons. If your class is not automatically proficient with simple weapons, you suffer a -6 penalty.
825 – 829	Sisterhood of Arms	General	Kalamar Player's Guide	You suffer a -1 circumstance penalty on attack rolls for each other attacker who has this feat and is engaged in melee combat with the same opponent. You may only take this anti-feat as a 1st-level character.
830 – 834	Skeptic	General	Kalamar Player's Guide	Your character suffers a -4 circumstance penalty to saving throws against phantasms.
835 – 838	Skill Focus	General	<i>Player's Handbook</i>	You are -2 on all skill checks for a particular skill. This anti-feat can be taken multiple times, each time for a different skill. Its effects do not stack.
839 – 843	Skill Prodigy	General	Kalamar Player's Guide	A number of class skills equivalent to your Intelligence modifier must be learned as if they were cross-class skills, or an equal number of cross-class skills must be learned as if they were restricted skills. You may take this anti-feat multiple times. Each anti-feat applies to a new set of skills.
844 – 845	Smooth Talk	Ancestor	<i>Oriental Adventures</i>	You are at a -2 penalty on all Diplomacy and Sense Motive checks.
846 – 849	Snake Blood	General	<i>Forgotten Realms Campaign</i>	You incur a -2 penalty on Fortitude saving throws against poison and a -1 penalty on all Reflex saving throws.
850 – 851	Speaking Wild Shape	Wild	<i>Masters of the Wild</i>	While in wild shape, you are shunned by animals with the same form as your own.
852 – 857	Spell Dodge	General	Kalamar Player's Guide	Your character suffers a -2 dodge penalty to AC against ranged touch attacks.
858 – 860	Spell Focus	General	<i>Player's Handbook</i>	Subtract -2 from the DC for all saving throws against spells from your school of magic.
861 – 863	Spell Penetration	General	<i>Player's Handbook</i>	You incur a -2 penalty to caster level checks to beat a creature's spell resistance.
864 – 866	Spell Repetition	Metamagic	Villain Design Handbook	The spell caster may only use one spell of any given title each day. He may not fill spell slots with multiple copies of the same spell.
867 – 870	Spell Specialization	General	<i>Tome and Blood</i>	Damage-dealing spells that require a ranged touch attack suffer a -2 modifier to damage.
871 – 873	Spell Swap	Metamagic	Villain Design Handbook	The villain loses the ability to convert prepared spells to other spells (depending on his or her alignment).
874 – 876	Spellcasting Prodigy	General	<i>Forgotten Realms Campaign</i>	For the purpose of determining bonus spells and the saving throw DCs of spells you cast, treat your primary spellcasting ability score (Charisma for bards and sorcerers, Wisdom for divine spellcasters, Intelligence for Wizards) as 2 points lower than its actual value. If you have more than one spellcasting class, the bonus applies to only one of those classes. You may only take this feat as a 1st level character. If you take this anti-feat more than once, it applies to a different spellcasting class each time. You may receive this anti-feat even if you do not yet have any spellcasting classes.
877 – 880	Spirited Charge	General	<i>Player's Handbook</i>	When mounted and using the charge action, you deal half damage with a melee weapon (or two-thirds damage with a lance).
881 – 882	Split Ray	Metamagic	<i>Tome and Blood</i>	The area of your burst, emanation or spread spells is reduced by half.
883 – 886	Spring Attack	General	<i>Player's Handbook</i>	When using the attack action with a melee weapon, your movement is halved, and ends when the attack is made. The defender always gets an attack of opportunity.
887 – 891	Sprint	General	Kalamar Player's Guide	Your character's base speed decreases by 10 feet in combat. This spontaneous bonus does not apply to long marches or standard adventuring speed. The slowdown lasts a number of rounds equal to your Constitution score.
892 – 896	Stately Demeanor	General	Kalamar Player's Guide	You suffer a -4 penalty when using the Intimidate skill to impress others.
897 – 901	Steadfast	General	Kalamar Player's Guide	The DC of your Fortitude save against wind effects is increased by 1.5. Light and Moderate wind effects have a DC of 5.
902 – 905	Stealthy	General	<i>Forgotten Realms Campaign</i>	You incur a -2 penalty to all Hide and Move Silently checks.
906 – 909	Stonebones	General	Kalamar Player's Guide	You suffer a -1 natural penalty to AC. You may only take this anti-feat as a 1st-level character.
910 – 913	Street Smart	General	<i>Forgotten Realms Campaign</i>	You get a -2 penalty to all Bluff and Gather Information checks.
914 – 917	Strike the Innocent	General	Villain Design Handbook	The villain just can't bring himself to slay those who are unable to defend themselves. The villain may not administer a Coup de Grace.
918 – 919	Strong Soul	Ancestor	<i>Oriental Adventures</i>	You incur a -1 penalty on all Fortitude and Will saves and an additional -1 penalty on saving throws against energy draining and death effects.
920 – 923	Sunder	General	<i>Player's Handbook</i>	When you strike an opponent's weapon, they get an attack of opportunity at +2.
924 – 927	Supernatural Blow	General	<i>Masters of the Wild</i>	Whenever your attack roll against a favored enemy would be a critical hit, subtract 1d6 of damage per damage die that your weapon would normally do on a critical hit.
928 – 931	Survivor	General	<i>Forgotten Realms Campaign</i>	You are at -1 on Fortitude saves and -2 on all Wilderness Lore checks.

	FEAT NAME	TYPE	SOURCE	DESCRIPTION OF ANTI-FEAT EFFECTS
932 – 935	Swarmfighting	General	Dragon Magazine #285 (July 01)	You can occupy the same 5-foot square in combat with any other allied, Small creature who also possesses the Swarmfighting anti-feat. When you attack a medium-size or larger creature with a melee attack, and at least one other ally with the Swarmfighting feat threatens the target, you suffer a -1 morale penalty for the attack roll. This decreases by -1 for each additional ally with the Swarmfighting anti-feat that threatens the same target. The total morale penalty may not exceed your Dexterity bonus.
936 – 937	Talented	Psionic	<i>Psionics Handbook</i>	You manifest three fewer 0-level powers per day than normal.
938 – 939	Tattoo Focus	Special	<i>Forgotten Realms Campaign</i>	Reduce the DC for all saving throws against spells from your specialized school by -1. You incur a -1 penalty to caster level checks to beat a creature's spell resistance when casting spells from that school.
940 – 943	Thug	General	<i>Forgotten Realms Campaign</i>	You suffer a -2 penalty to Initiative and Intimidate checks.
944 – 947	Thunder Twin	General	<i>Forgotten Realms Campaign</i>	You incur a -2 penalty on all Charisma-based checks. You are unable to detect the direction of your twin.
948 – 954	Tough as Nails	General	Kalamar Player's Guide	When a weapon strikes your body, you take 1.5 times the normal damage.
955 – 958	Toughness	General	<i>Player's Handbook</i>	You are weaker than normal. You lose 3 hit points. A player may gain this anti-feat multiple times.
959 – 962	Treetopper	General	<i>Forgotten Realms Campaign</i>	You suffer a -2 penalty to all Climb checks. An attacker gets a +4 bonus when attacking you while you are climbing.
963 – 965	Trustworthy	General	<i>Song and Silence</i>	You suffer a -2 penalty on all Diplomacy and Gather Information checks.
966 – 968	Twin Sword Style	General, Fighter	<i>Forgotten Realms Campaign</i>	When fighting with two swords, your opponent receives a +2 AC bonus against attacks from you. This bonus stacks with the armor bonus from armor and shield.
969 – 975	Undying	General	Kalamar Player's Guide	Others incur a -4 penalty to rolls to stabilize you, when you are dying.
976 – 980	Weapon Finesse	General	<i>Player's Handbook</i>	You incur a penalty equal to your Dexterity modifier on all attack rolls with one light weapon you are already proficient with. You can gain this anti-feat multiple times. Its effects do not stack. Each time, it applies to a new weapon.
981 – 986	Weapon Focus	General	<i>Player's Handbook</i>	You are at -1 to all attack rolls with a selected weapon you are already proficient with. You can gain this anti-feat multiple times. Its effects do not stack. Each time, it applies to a new weapon.
987 – 990	Weapon Specialization	Special	<i>Player's Handbook</i>	You are at -2 damage with a chosen weapon you are already proficient with.
991 – 992	Wildspeak	General	Dragon Magazine #291 (Jan 02)	You lack a gnome's usual innate ability to speak with burrowing animals.
993 – 996	Wolf in Sheep's Clothing	General	Villain Design Handbook	The villain notorious and easily identified. The villain receives a -2 luck penalty to rolls involving hiding his or her true self. This includes Bluff and Disguise skill rolls. This feat is not magical and therefore does not affect magical abilities attempting to discern the location or identity of a villain.
997 – 1000	Zen Archery	General	<i>Sword and Fist</i>	Your character must subtract her Wisdom modifier (instead of using her Dexterity modifier) when making a ranged attack at a target within 30 feet.



CHAPTER 7:

PRESTIGE CLASSES

VILLAINOUS PRESTIGE CLASSES

The following prestige classes are available to all characters, though they have certain qualities that make them particularly attractive to villains.

Blackfoot Society

A loose-knit group of anti-monarchists, the members of the Blackfoot Society dispute the "divine rights of kings" and intend to overthrow all monarchies, whether benevolent or oppressive. Blackfeet advocate a more communistic society where all work, products and property is shared equally. Unfortunately for the Blackfeet, they have been unable to gather any effective leaders from within their ranks. The society's current leaders are long on rhetoric and short on action, their "plans" consisting of nothing more than placing anti-monarchy slogans on walls and vandalizing royal property. In the case of an accidental death of a noble, the Blackfoot Society is likely to claim responsibility, even if they had nothing to do with it. Members of the Society can be identified by the black dye applied to the soles of their feet. Though this is sometimes deferred in order for the members to remain anonymous.

Hit Dice: d8

REQUIREMENTS:

Although nearly any sincere anti-monarchist may join the organization, only those with certain characteristics deemed valuable to the society may advance in the prestige class. To qualify to become a member of the Blackfoot (Blf) prestige class, a character must fulfill all of the following criteria:

Base Attack Bonus: +4

Skills: Forgery 2 ranks, Gather Information 5 ranks, Intimidate 5 ranks, Sense Motive 5 ranks.

Feats: Alertness, Glib Tongue.

Special: The potential Blackfoot must have carried out a crime against a member of royalty.

CLASS SKILLS

The Blackfoot's class skills (and the key ability for each skill) are: Bluff (Cha), Craft (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency:

Blackfeet gain no proficiency with weapons or armor.

Empathy: The Blackfoot receives a +2 bonus to all Sense Motive and Diplomacy skill checks.



Badge of The Blackfoot Society

TABLE 7-1: BLACKFOOT

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+0	+2	Empathy
2nd	+1	+0	+0	+3	Defiance
3rd	+1	+1	+1	+3	Incite
4th	+2	+1	+1	+4	Master of Rhetoric, Insurgent
5th	+2	+1	+1	+4	Uprising, Intractable

Defiance: Fortified by her hatred of monarchies, a Blackfoot receives a +1 bonus to all Will saves and attack rolls whenever she is facing someone she knows is a member of the nobility.

Incite: At 3rd level, the Blackfoot becomes proficient at stirring the emotions of others and driving them to action. Whenever an event takes place that would typically anger commoners, such as a dramatic increase in taxes or a noble striking a commoner, the Blackfoot may give a short speech in an attempt to turn the people against their leaders. The commoners can resist with a Will saving throw (DC 10 + the Blackfoot's

Charisma bonus). If they fail this saving throw, they will track down the offending noble and assault him with rotten fruit, small stones and other typically non-lethal weapons.

Insurgent: If two or more Blackfeet are flanking an opponent, each Blackfoot receives a +4 bonus on his attack and damage roll (not including the standard +2 flanking attack bonus). The Blackfoot gains this ability at 4th level.

■ **Intractable:** A Blackfoot is experienced in using street tactics when fighting his opponents. A Blackfoot who makes a successful melee attack inflicts an additional +1d6 points of damage on his opponent. The Blackfoot gains this ability at 5th level.

Master of Rhetoric: Same as Incite, but Will save to resist is (DC 15 + Blackfoot's Charisma bonus). The Blackfoot gains this ability at 4th level.

Uprising: Same as Incite, but Will save to resist is (DC 20 + Blackfoot's Charisma bonus). The Blackfoot gains this ability at 5th level.

TABLE 7-2: BLUE SALAMANDER

CLASS	BASE	FORT	REF	WILL	
LEVEL	ATTACK BONUS	SAVE	SAVE	SAVE	SPECIAL
1st	+1	+0	+2	+0	Safe Poison Use, Enhanced Senses.
2nd	+1	+0	+3	+0	Sneak Attack +1d6
3rd	+2	+1	+3	+1	Telepathy
4th	+2	+1	+4	+1	Detect Thoughts 1/day
5th	+3	+1	+4	+1	Sneak Attack +2d6
6th	+3	+2	+5	+2	Suggestion 1/day
7th	+4	+2	+5	+2	Detect Thoughts 2/day
8th	+4	+2	+6	+2	Sneak Attack +3d6
9th	+5	+3	+6	+3	Detect Thoughts 3/day
10th	+5	+3	+7	+3	Mind Blast 1/day

in conflict with the Golden Alliance. The Network is currently seeking an alliance with the Captain's Table of Thirteen.

As a villainous organization, the blue salamanders have limitless possibilities, combining psionically enhanced senses with envenomed blades to serve their masters. Due to the mysterious nature of the organization, blue salamanders are excellent for creating campaigns with multiple levels of intrigue.

Hit Dice: d6

REQUIREMENTS

Though the Network may have many loyal members of any class, only certain members may advance within the prestige class of the organization. To qualify to become a member of the blue salamander (Blu) prestige class, a character must fulfill all of the following criteria.

Base Attack Bonus: +4

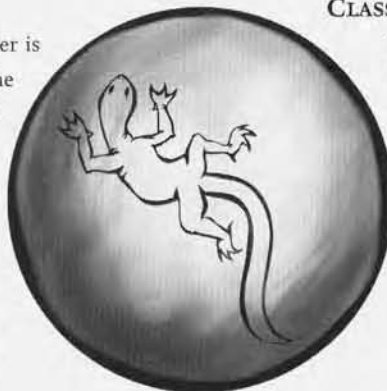
Skills: Bluff 2 ranks, Gather Information 5 ranks, Hide 2 ranks, Move Silently 2 ranks, Sense Motive 5 ranks.

Feats: Alertness, Mobility.

Blue Salamanders

The Secret Network of the Blue Salamander is the largest secular organization on Tellene. The Network is obsessed with power and aims for nothing less than world domination. Most believe that illithids run the Network, but so far, this rumor remains unsubstantiated.

The membership of the Network is diverse, including humans, humanoids and other creatures from all social strata. This diversity helps the Network to infiltrate many organizations, whether they are political, religious, military, merchant, or even assassins' guilds. The Network uses any means possible to achieve their goals, favoring covert action but they are not averse to open confrontation when necessary. The actions of the Network are frequently



Badge of The Secret Network of the Blue Salamander

CLASS SKILLS

The blue salamander's class skills (and the key ability for each skill) are: Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Locks (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int), Search (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), Use Rope (Dex).

Skill Points as Each Level: 8 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Blue salamanders gain no proficiency with weapons or armor.

Detect Thoughts: The blue salamander can detect thoughts as a 4th level psion.

Enhanced Senses: Salamanders receive a +2 luck bonus to Spot and Listen checks.

Mind Blast: Once per day a tenth level blue salamander can use the *mind blast* psionic attack mode as a full round action.

Safe Poison Use: Blue salamanders learn to use poisons without risk to themselves.

Sneak Attack: Starting at 2nd level a salamander can sneak attack as a rogue and gains the listed bonus to damage. This ability stacks with other sneak attack bonuses.

Suggestion: The blue salamander can use *suggestion* as a 4th level psion.

Telepathy: Starting at 3rd level, salamanders gain the ability to telepathically communicate with each other (and, presumably, with their illithid masters).

TABLE 7-3: UNCHAINER

CLASS	BASE	FORT	REF	WILL	
LEVEL	ATTACK BONUS	SAVE	SAVE	SAVE	SPECIAL
1st	+1	+2	+0	+0	Track
2nd	+1	+3	+0	+0	Dodge
3rd	+2	+3	+1	+1	Run, Free Domain
4th	+2	+4	+1	+1	Skill Focus (Heal)
5th	+3	+4	+1	+1	Leadership

TABLE 7-4: UNCHAINER SPELLS KNOWN

LEVEL	FREE DOMAIN SPELLS PER DAY								
	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-	-
5	3	2	1	-	-	-	-	-	-
6	3	3	2	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-
8	4	3	3	2	-	-	-	-	-
9	4	4	3	2	1	-	-	-	-
10	4	4	3	3	2	-	-	-	-
11	5	4	4	3	2	1	-	-	-
12	5	4	4	3	3	2	-	-	-
13	5	5	4	4	3	2	1	-	-
14	5	5	4	4	3	3	2	-	-
15	5	5	5	4	4	3	2	1	-
16	5	5	5	4	4	3	3	2	-
17	5	5	5	5	4	4	3	2	1
18	5	5	5	5	4	4	3	3	2
19	5	5	5	5	5	4	4	3	3
20	5	5	5	5	5	4	4	4	4



A Blue Salamander disables an enemy.

Brotherhood of the Broken Chain

The Brotherhood of the Broken Chain exists only to rid slavery from the face of Tellene. Tactics of the Brotherhood typically include infiltrating slave rings, then ambushing the slave merchants and freeing the captives. Members, sometimes known as “unchainers,” also smuggle arms into the caravans and incite slave rebellions.

Unchainers are usually former slaves, or else others who have devoted themselves to the cause of the Brotherhood of the Broken Chain. Unchainers often do more good than bad, though the DM may use them as villains when their blind obsession with overthrowing slavery causes them to cross the line of what a true hero would be willing to do.

Hit Die: d8

REQUIREMENTS:

Although anyone with an interest in the abolition of slavery may join the Brotherhood, only certain members may advance in the unchainer prestige class. To qualify to become an unchainer (Unc), a character must fulfill all of the following criteria.

Base Attack Bonus: +4

Skills: Bluff 1 rank, Heal 2 ranks, Intuit Direction 5 ranks, Wilderness Lore 3 ranks.

Feats: Alertness, Circle of Friends.

CLASS SKILLS:

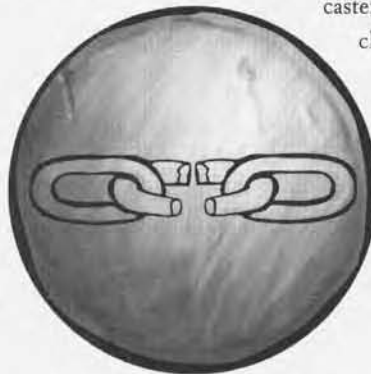
The unchainer's class skills (and the key ability for each skill) are: Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Gather Information (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Ride (Dex), Swim (Str), Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES:

Weapon and Armor Proficiency: Unchainers are proficient with simple weapons, light armor and shields.

Dodge: At 2nd level unchainers receives the Dodge feat (or Mobility if they already have Dodge).



Badge of the Brotherhood of the Broken Chain

Free Domain: The unchainer gains one of the following Domains: Celerity, Good, Protection, Travel. The unchainer's caster level is his prestige class level, plus any previous cleric levels, so long as his god still grants spells and is not opposed to the Guardian. Many clerics who become unchainers followed the Guardian and continue to do so.

Leadership: At 5th level unchainers receives the Leadership feat.

Run: At 3rd level unchainers receives the Run feat.

Skill Focus (Heal): At 4th level unchainers receive the Skill Focus (Heal) feat.

Track: At 1st level unchainers receives the Track feat.

Darklight Wizard

The character who is corrupted by the evil tome known as the Darklight Codex (see Chapter 9: Wicked Things) gains access to spells, as well as dark powers granted to him or her by the Codex itself. Of course, this dark power comes at a cost...

Hit Die: d4

REQUIREMENTS

Race: Human, Hobgoblin or Sil-karg

Alignment: Any evil

Two Knowledge Skills (Any Type): 5 ranks in each.

Special: To qualify to become a Darklight wizard, a character must read and study the Darklight Codex ten hours daily for three months. Each month the reader must succeed at an Intelligence check (DC 20) to understand what he or she has read. If he fails, he must begin again. The reader suffers no ill effects that month other than the wasted time. Only one can study at a time and, indeed, such is the effect of the work that a reader will be increasingly reluctant to share what he or she is studying in any case. At the end of the three months, the reader must make a Will save (DC 30). Failure causes the reader to lose 1d6 character levels. Failures must begin from the beginning if they wish to continue to study the Codex. Success means that the reader has been converted by the power of the Codex, and loses all of his previous levels (including multiclass), and magical abilities, beginning again as a 1st-level Darklight Wizard. Only ability scores, skills and feats remain the same. Darklight wizards may gain multiclass abilities after this point. Reading the book can only benefit one character once, even if that person comes back to it after gaining more levels elsewhere.

Note: The DM should take care if using this prestige class for a PC. The dramatic and unexpected drop in levels may



An Unchainer stands up for the rights of the oppressed.

frustrate players who are deeply attached to the current power level of their characters.

Skill Ranks: A character who is transformed into a Darklight wizard keeps any skills and skill ranks he previously possessed. Any new skills gained from this point on have a maximum rank depending on the Darklight wizard's current level.

CLASS SKILLS

The Darklight wizard's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Intimidate (Cha), Knowledge (Arcana) (Int), Knowledge (Religion) (Int), Scry (Wis), Spellcraft (Int). See Chapter 4: Skills in the *D&D Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the Darklight wizard prestige class.

Animate Dead: At will, a Darklight wizard of 5th level or higher may animate dead as a spell-like ability. This ability duplicates the effects of the spell *animate dead*, though the caster may animate and control any number of undead whose total Hit Dice do not exceed his level +1d6.

Aura of Despair: Beginning at 6th level, a Darklight wizard constantly radiates an aura which causes all characters (with the exception of necromancers) to suffer a -2 morale penalty on all saving throws. Aura of despair is a supernatural ability.

Backhand of Fate: Twice per day, a Darklight wizard of 7th level or higher gains the power to inflict bad luck upon an opponent. The wizard must make a successful touch attack against a living creature. If successful, the opponent incurs a -4 penalty to his or her next roll. Backhand of fate is a supernatural ability.

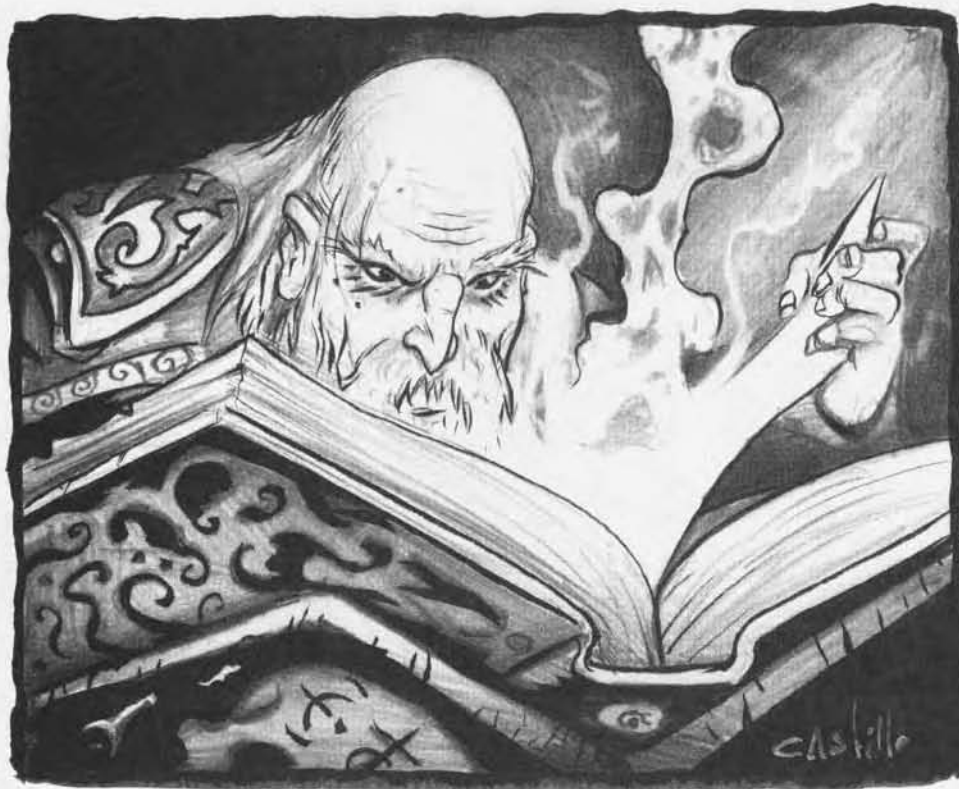
Control Undead: Twice per day, a Darklight wizard of 10th level or higher may control undead as a spell-like ability. This ability duplicates the effects of the spell *control undead*.

TABLE 7-5: THE DARKLIGHT WIZARD

CLASS LEVEL	ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+1	+2	+0	+0	Mixed Blessing
2	+2	+3	+0	+0	Darkness
3	+3	+3	+1	+1	Globe of Night
4	+4	+4	+1	+1	Death Touch
5	+5	+4	+1	+1	Animate Dead
6	+6	+5	+2	+2	Aura of Despair
7	+7	+5	+2	+2	Backhand of Fate
8	+8	+6	+2	+2	Dark Lightning
9	+9	+6	+3	+3	Create Undead
10	+10	+7	+3	+3	Control Undead

TABLE 7-6: DARKLIGHT WIZARD SPELLS KNOWN

LEVEL	SPELLS PER DAY								
	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1	1	-	-	-	-	-	-	-	-
2	2	1	-	-	-	-	-	-	-
3	2	2	1	-	-	-	-	-	-
4	3	2	2	1	-	-	-	-	-
5	4	3	2	2	1	-	-	-	-
6	4	4	3	2	2	1	-	-	-
7	4	4	4	3	2	2	1	-	-
8	4	4	4	4	3	2	2	1	-
9	4	4	4	4	4	3	2	2	1
10	4	4	4	4	4	4	3	2	2



Create Undead: Twice per day, a Darklight wizard of 9th level or higher may create undead as a spell-like ability. This ability duplicates the effects of the spell *create undead*.

Dark Lightning: Three times per day, the wizard is able to release a powerful black bolt (range 10 feet per caster level) that deals 1d4 points of damage per caster level (maximum 10d4) on a successful ranged touch attack. The bolt will only cause damage to living creatures. Each opponent struck by this bolt also suffers a -1 penalty to all rolls for the next 1d6 rounds. Dark lightning is a supernatural ability.

Darkness: Three times per day, a 2nd level or higher Darklight wizard can cast darkness as a spell-like ability. This ability duplicates the effects of the spell *darkness*.

Death Touch: Once per day, a Darklight wizard of 4th level or higher may attempt to use this spell-like ability. The wizard must succeed at a melee touch attack against a living creature. If successful, the death touch causes 1d4 damage per caster level. If the total equals the target's current hit points, it dies. Death touch is a supernatural ability.

Area of Night: Twice per day, a 3rd level or higher Darklight wizard can cast area of night as a spell-like ability. This ability duplicates the effects of the spell *area of night*.

Mixed Blessing: A Darklight wizard applies his Intelligence modifier (whether positive or negative) as a bonus to all saving throws.

Protection from Good: Twice per day, a Darklight wizard can be protected from good as a spell-like ability. This ability duplicates the effects of the spell *protection from good*.

Weapon and Armor Proficiency: A Darklight wizard casts arcane spells, and is limited to a certain number of spells of each spell level per day, according to his class level. A Darklight wizard prepares spells from his spellbook as a wizard.

SPELL LIST

- 1st - *cause fear, chill touch, detect undead, ray of enfeeblement.*
- 2nd - *ghoul touch, scare, spectral hand, wall of shadows.*
- 3rd - *fireball, gentle repose, slow death, vampiric touch*
- 4th - *contagion, enervation, fear, taint of evil*
- 5th - *animate objects, magic jar, shathy's pestilence*
- 6th - *circle of death, wall of souls*
- 7th - *destruction, lifesap*
- 8th - *horrid wilting*

Sentinel of the True Way

Founded by a mixed band of Fhokki and Deji barbarians, the Sentinels of the True Way are individuals who seek to destroy all magic (including monsters and other magical creatures).

Though they make excellent villains, a Sentinel of the True Way is not necessarily evil; they simply wish to return the world to what they believe was a "simpler time." Despite this, some Sentinels have been known to employ magic items to defend themselves against magic.

The Sentinels usually operate in small groups, first isolating their enemy, draining their magical resources and causing various other problems, before actually entering combat. Besides barbarians, this group has many halfling and dwarven members. It is very popular in the Wild Lands and in Ek'Gakel.

Hit Dice: d8



Badge of the Sentinels
of the True Way

REQUIREMENTS

Although membership in the organization is open to nearly anyone with a sincere interest in the destruction of magic, only



A Sentinel of the True Way stealing the Chalice of Kokarya.

TABLE 7-7: SENTINELS OF THE TRUE WAY

CLASS	BASE	FORT	REF	WILL	SPECIAL
LEVEL	ATTACK BONUS	SAVE	SAVE	SAVE	
1st	+1	+0	+0	+0	Disdain of Magic
2nd	+1	+3	+0	+0	Rage, Sense Magic
3rd	+2	+3	+1	+1	Bonus Feat, Improved Sunder
4th	+2	+4	+1	+1	Sneak Attack +1d6
5th	+3	+4	+1	+1	Spell Resistance

certain individuals may advance in the prestige class associated with the organization. Sentinels are extremely suspicious of any former spellcaster who claims to have "seen the error of his ways." To qualify to become a Sentinel of the True Way (Sen) prestige class member, a character must fulfill all of the following criteria.

Base Attack Bonus: +4

Skills: Gather Information 2 ranks, Move Silently 1 rank, Sense Motive 5 ranks.

Feats: Alertness, Iron Will, Weapon Focus.

CLASS SKILLS

The Sentinels of the True Way's class skills (and the key ability for each skill) are: Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Sentinels of the True Ways are proficient with all simple and martial weapons, and with all types of armor and shields.

Disdain of Magic: The sentinel receives a special bonus to saving throws

against magic spells and effects equal to her class level.

Rage: Once per day the sentinel may rage as if he or she were a first-level barbarian. Sentinels may only do this if they are fighting against an opponent that they know wields magic. Those with a battle rage ability already gain another use per day.

Bonus Feat: The sentinel may select a bonus feat as if he or she was a fighter, but may not select Weapon Specialization.

Improved Sunder: The sentinel gains the benefits of the Improved Sunder feat, even if she does not have the prerequisites.

Sense Magic: The sentinel gains the extraordinary ability to detect magic (as the 0th-level wizard spell). This ability can be used a number of times per day equal to 1 + the sentinel's Wisdom modifier.

Sneak Attack: The sentinel may make a sneak attack as a first level rogue.

Spell Resistance: The sentinel receives a spell resistance score equal to 10 plus his or her Wisdom modifier.

True Disciple of Avrynnner

The Disciples of Avrynnner is the only known organization of psionics on Tellene. Some three hundred years since the organization's founding, the disciples still follow the teachings of the Mind Master, Avrynnner. They study, practice and teach psionics to others, though because of the history of psionic persecution on Tellene, they only reveal themselves to other psionics or those who have the power and are unaware of it. As a group, the Disciples have no real goal other than the study and teaching of psionics itself. However, they are sworn enemies of the githyanki, githzerai and all other psionic races bent on the destruction and enslavement of other psionics. This



Badge of The Disciples of Avrynnner

TABLE 7-8: TRUE DISCIPLES OF AVRYNNNER

CLASS	BASE	FORT	REF	WILL	SPECIAL	POWER POINTS PER DAY	POWERS DISCOVERED				
							0	1	2	3	4
1st	+0	+0	+0	+2	Overwhelm +1	+3	2	-	-	-	-
2nd	+1	+0	+0	+3	Inner Strength	+4	3	-	-	-	-
3rd	+1	+1	+1	+3	+1 psionic level	+5	3	1	-	-	-
4th	+2	+1	+1	+4	Overwhelm +2	+6	3	2	-	-	-
5th	+2	+1	+1	+4	Master Ego Whip	+6	3	3	1	-	-
6th	+3	+2	+2	+5	+1 psionic level	+7	3	3	2	-	-
7th	+3	+2	+2	+5	Overwhelm +3	+7	3	3	2	1	-
8th	+4	+2	+2	+6	Perfect Attack	+8	3	3	3	1	-
9th	+4	+3	+3	+6	Miser of the Mind, +1 psionic level	+8	3	3	3	2	-
10th	+5	+3	+3	+7	Overwhelm +4	+9	3	3	3	2	1

includes the Secret Network of the Blue Salamander, because of its supposed mind flayer leadership.

There is a small breakaway faction from the Disciples of Avrynnner who call themselves the True Disciples of Avrynnner. This group believes that when Avrynnner died he ascended into the heavenly realm, where he became a god. Although their beliefs are in error, their faith has strengthened their mental resolve in a way that increases their psionic abilities.

Although it is a relatively new faction, members of this order have already made many enemies among the religious organizations who feel jealousy and fear about the worship of a dead mortal.

Members of this faction fear and disrespect any official member of a religious order. They also dislike anyone whom they know has fought a psionically gifted person, or carries psionic items without the ability to use them. They will go to extremes to convert psionically gifted PCs.

Hit Die: d4

REQUIREMENTS:

To qualify to become a True Disciple of Avrynnner (DAv) prestige class member, a character must fulfill all of the following criteria.



True Disciple of Avrynnner

Manifesting: Ability to manifest two different powers, one of which must be 2nd level.

Base Attack Bonus: +3

Skills: Psicraft 6 ranks, Knowledge (psionics) 6 ranks, Knowledge (history) 2 ranks, Knowledge (religion) 1 rank.

Feats: Inner Strength, Psionic Focus.

Special: A prospective true disciple must be invited to join by another true disciple.

CLASS SKILLS:

The disciple's class skills (and the key ability for each skill) are: Alchemy (Int), Concentration (Con), Craft (any), (Int), Knowledge (psionics) (Int), Psicraft (Int) and Remote View (Int).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES:

Weapon and Armor Proficiency: Disciples gain no proficiency in any weapon or armor.

Inner Strength: At 2nd level the true disciple gains Inner Strength as a bonus feat. This grants the true disciple additional power points.

Master Ego Whip: The true disciple can use the Ego Whip ability (if they have it) for 2 power points.

Miser of the Mind: The psionist draws upon the minimum amount of psionic energy needed to manifest a power. The true disciple can make a Psicraft roll to retain the power points after manifesting a power. The Psicraft DC is 10 plus twice the power's level. If successful, the power points have been retained, if you fail by 5 or more the power is not manifested. You may only use this ability on a number of power levels equal to the ability score of your primary discipline.

Overwhelm: By spending one extra power point the true disciple can add the listed number to the save DC of any power he or she manifests.

Perfect Attack: The disciple can use any attack mode at one power point less than usual. For example Mind Blast would now cost 8 power points instead of 9.

Power Points: Disciples gain power points per day as shown on Table 7-8: True Disciples of Avrynnner. These points are added to the character's previous total.

Powers Discovered: Disciples discover powers as shown on Table 7-8: True Disciples of Avrynnner. The powers are added to the character's previous total powers known. Psionic attack and defense modes are discovered as though the character were a psychic warrior of the same level as the prestige class (characters do not forget previously discovered attack and defense modes)

TABLE 7-9: VETERAN OFFICER

CLASS	BASE	FORT	REF	WILL	
LEVEL	ATTACK BONUS	SAVE	SAVE	SAVE	SPECIAL
1st	+1	+2	+0	+0	Rally
2nd	+2	+3	+0	+0	Inflame
3rd	+3	+3	+1	+1	Superior Weapon Focus
4th	+4	+4	+1	+1	Battle Cry
5th	+5	+4	+1	+1	Direct Troops
6st	+6	+5	+2	+2	Leadership Bonus
7nd	+7	+5	+2	+2	Survive by Example
8rd	+8	+6	+2	+2	Lead by Example
9th	+9	+6	+3	+3	Hammer and Anvil
10th	+10	+7	+3	+3	Renowned Hero

Veteran Officer

The veteran officer is an experienced military professional, comfortable with the demands of leading a large group of soldiers. As a villain the veteran officer often has a large group of soldiers and numerous resources that can be used to challenge the PCs on many levels. Also, veteran officers often become cohorts to warlords (see Chapter 3 of the *KINGDOMS OF KALAMAR Player's Guide*).

Hit Die: d10

REQUIREMENTS:

To qualify to become a Veteran Officer (Vet), a character must fulfill all of the following criteria.

Alignment: Any lawful.



A Veteran Officer leads his troops into battle with a resounding battle cry.

Base Attack Bonus: +5

Skills: Handle Animal 3 ranks, Knowledge (Art of War) 4 ranks, Knowledge (Military Logistics) 4 ranks, Knowledge (Military Tactics) 4 ranks, Knowledge (Military Training) 4 ranks, Ride 5 ranks.

Feats: Leadership, Exotic Weapon Proficiency (any), Weapon Specialization.

CLASS SKILLS:

The veteran officer's class skills (and the key ability for each skill) are: Bluff (Cha), Craft (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (Int), Profession (Wis), Ride (Dex), Sense Motive (Cha).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES:

Weapon and Armor Proficiency: Veteran officers are proficient with all simple and martial weapons and all types of armor and shields.

Battle Cry: When your shout rings across the battlefield, it lifts the spirits of your allies. This ability functions as the bard's inspire courage ability found on page 28 of the *Player's Handbook*. This bonus lasts for a number of rounds equal to your Charisma bonus. You can shout a battle cry once per day for every level of veteran officer you have attained.

Direct Troops: As a full-round action, you can give compelling directions. You can bestow a +2 competence bonus on either attacks or skill checks to all allies within 30 feet. This bonus lasts a number of rounds equal to your Charisma bonus.

Hammer and Anvil: The veteran officer gains the Hammer and Anvil feat for free. (He can coordinate these maneuvers with his own men.)

Inflame (Ex): By giving a stirring speech for at least five minutes prior to battle, the veteran officer provides those who listen a +2 morale bonus on saving throws against any charm or fear effect. The veteran officer also gains the bonus. This bonus lasts up to 6 hours.

Lead by Example: The veteran officer leads his or her troops by example. As a result of this,

whenever the veteran officer scores a critical hit his troops receive a +1 moral bonus to hit and damage for the remainder of that battle.

Leadership Bonus: Veteran officers earn a +4 bonus to their leadership level (character level +Cha bonus) enabling them to attract more powerful cohorts and followers when they use the Leadership feat upon earning a new level.

Rally (Ex): A veteran officer who currently is not suffering from a fear effect can use this ability as a standard action. When confronted with a fear effect, allies within 60 feet who can hear the veteran officer are allowed an immediate Will saving throw at the DC of the fear effect. They gain a +1 morale bonus for every two veteran officer levels.

Renowned Hero: The veteran officer is such an opposing force on the battlefield that any unit (up to 100 troops) that the veteran officer is in causes fear. Opponents must make a Will saving throw at DC 10 + Charisma bonus + the veteran officer's level in this prestige class, or be affected by a *fear* spell as cast by an 8th level sorcerer. (If the veteran officer's opponents outnumber his own troops by two to one, the DM may grant them a +2 circumstance bonus on this save, +3 for three to one, etc.)

Superior Weapon Focus: Stacking with any existing Weapon Focus bonus, this adds an additional +1 to all attack rolls with the weapon of the veteran officer's choice.

Survive by Example: Whenever the veteran officer rolls a natural 20 for a saving throw his troops receive a +1 morale bonus to the same saving throw. For example if a veteran officer and three soldiers were hit by a *fireball* and the veteran soldier rolled a natural 20 for his saving throw then the soldiers would receive a +2 morale bonus on their saving throws against the same *fireball*.





CHAPTER 8:

NEW SPELLS

This chapter details new spells that you may make available to your villains of appropriate classes. After your players get a taste of them, you may feel free to make them available to player characters. The following abbreviations are used in the spell descriptions: Brd = bard, Clr = cleric, Dan = Basiran dancer, Drd = druid, Exp = expert, Pal = paladin, Rgr = ranger, Sha = shaman, Sor = sorcerer, Spl = spellsinger, Wiz = wizard. The Basiran dancer, shaman and the spellsinger character classes are described in the *KINGDOMS OF KALAMAR Player's Guide*.

NEW BASIRAN DANCER SPELLS

1ST-LEVEL BASIRAN DANCER SPELLS

- Abjur **Sidestep.** You dodge one physical attack.
 Ench **Bribe.** Make person more receptive to taking a bribe.
Skip. Subject becomes confused.
 Div **Detect Magnostorm.** Detects magnostorms.
Feather Footfalls. Target gains bonus to Move Silently checks.

2ND-LEVEL BASIRAN DANCER SPELLS

- Conj **Field of Caltrops.** Cover area with caltrops.
 Evoc **Good Luck.** Roll twice for an action and take the best result.
 Trans **Elongation.** Creature's body becomes stretchable and damage resistant.

3RD-LEVEL BASIRAN DANCER SPELLS

- Trans **Appear Behind.** Teleport creature to appear behind his opponent.

4TH-LEVEL BASIRAN DANCER SPELLS

- Trans **Swap.** Replace object with one of similar size and weight.

8TH-LEVEL BASIRAN DANCER SPELLS

- Conj **Minstrel.** Create a minstrel to sing your praises.

NEW BARD SPELLS

1ST-LEVEL BARD SPELLS

- Ench **Bribe.** Make person more receptive to taking a bribe.

- Div **Detect Magnetostorm.** Detects magnostorms.
 Trans **Feather Footfalls.** Target gains bonus to Move Silently checks.

2ND-LEVEL BARD SPELLS

- Evoc **Good Luck.** Roll twice for an action and take the best result.
 Trans **Rotating Curse.** Penalty to attack rolls jumps from person to person.

3RD-LEVEL BARD SPELLS

- Trans **Appear Behind.** Teleport creature to appear behind his opponent.

4TH-LEVEL BARD SPELLS

- Ench **Beacon.** Bright light attracts all who view it.
 Trans **Swap.** Replace object with one of similar size and weight.
 Div **Detect Magnostorm.** Detects magnostorms.

6TH-LEVEL BARD SPELLS

- Abjur **Greater Magic Circle.** Powerful circle of protection, also reinforces binding circles.

8TH-LEVEL BARD SPELLS

- Conj **Minstrel.** Create a minstrel to sing your praises.

NEW CLERIC SPELLS

1ST-LEVEL CLERIC SPELLS

- Abjur **Resistance to Acid.** Creature is more resistant to acid damage.
Resistance to Charm. Creature is more resistant to charm attacks.
Resistance to Electricity. Creature is more resistant to electrical damage.
One on One. Prevent interference in combat between two opponents.
 Div **Bird's Eye View.** Take an aerial view of a situation.
 Ench **Skip.** Subject becomes confused.

2ND-LEVEL CLERIC SPELLS

- Abjur **Resistance to Sleep.** Creature is more resistant to sleep effects.

- Ench **Mordak's Mortal Combat.** Creatures must fight to the death.
- Necro **Meditate.** Gain additional hit points while meditating.
- Trans **Share Life.** Two creatures share hit points and damage.
- Trans **Fertility.** Target becomes fertile.
- Rotating Curse.** Penalty to attack rolls jumps from person to person.

3RD-LEVEL CLERIC SPELLS

- Div **Fasting.** Learn the answer to one question per week while fasting.
- Spell Spy.** Locate spellcaster and determine spells prepared.
- Evoc **Personal Combustion.** Creates area of fire centered on the caster.
- Necro **Shadow Touch.** Caster's shadowy hand deals damage to both enemy and caster.
- Tooth Decay.** Subject suffers rapid tooth decay.
- Trans **Mordak's Mighty Blow.** Declare attack as a mighty blow.

4TH-LEVEL CLERIC SPELLS

- Abjur **Bar Creature.** Creature is blocked from one area.
- Conj **Guardian Angel.** Celestial guardian protects target from damage.
- Necro **Will of the Revenant.** Deceased body continues to function for one last task.
- Trans **Sacrifice.** Trade places with someone who is dying an unnatural death.

6TH-LEVEL CLERIC SPELLS

- Abjur **Greater Magic Circle.** Powerful circle of protection, also reinforces binding circles.

7TH-LEVEL CLERIC SPELLS

- Abjur **Reign of Chaos.** Shift alignments to chaotic.
- Necro **Soul Drain.** Inflict negative level at risk to yourself.

8TH-LEVEL CLERIC SPELLS

- Abjur **Greater Bar Creature.** Creature suffers damage upon return to area.

NEW DRUID AND SHAMAN SPELLS

1ST-LEVEL DRUID AND SHAMAN SPELLS

- Abjur **Resistance to Acid.** Creature is more resistant to acid damage.
- Resistance to Charm.** Creature is more resistant to charm attacks.
- Resistance to Electricity.** Creature is more resistant to electrical damage.
- Div **Weather Sense.** Determine weather over next 24 hour period.
- Ench **Skip.** Subject becomes confused.
- Trans **Arm.** Creature grows extra arm.
- Keen Hearing.** Target gains bonus to Listen checks.
- Tail.** Creature grows a prehensile tail.

2ND-LEVEL DRUID AND SHAMAN SPELLS

- Abjur **Resistance to Sleep.** Creature is more resistant to sleep effects.
- Ench **Surprise.** Automatically surprise next opponent.
- Evoc **Boil.** Instantly heat water.

- Necro **Meditate.** Gain additional hit points while meditating.
- Share Life.** Two creatures share hit points and damage.
- Trans **Constricting Serpent Arm.** Turn your arm into a serpent.
- Elongation.** Creature's body becomes stretchable and damage resistant.
- Fertility.** Target becomes fertile.
- Porcupine Coat.** Target grows quill over torso, arms and legs.

3RD-LEVEL DRUID AND SHAMAN SPELLS

- Ench **Hand to Hand.** Targets drop weapons to fight hand to hand.
- Trans **Venomous Bite.** Creature's bite becomes poisonous.

4TH-LEVEL DRUID AND SHAMAN SPELLS

- Ench **Remember.** Target remembers past events or one spell cast that day.
- Trans **Venomous Serpent Arm.** Arm does damage as serpent bite.

NEW PALADIN SPELLS

1ST-LEVEL PALADIN SPELLS

- Abjur **One on One.** Prevent interference in combat between two opponents.

3RD-LEVEL PALADIN SPELLS

- Div **Spell Spy.** Locate spellcaster and determine spells prepared.
- Trans **Mordak's Mighty Blow.** Declare attack as a mighty blow.

4TH-LEVEL PALADIN SPELLS

- Conj **Guardian Angel.** Celestial guardian protects target from damage.
- Trans **Mordak's Counterstrike.** Target automatically hits creature who just damaged him.
- Sacrifice.** Trade places with someone who is dying an unnatural death.

5TH-LEVEL PALADIN SPELLS

- Abjur **Bar Creature.** Creature is blocked from one area.

6TH-LEVEL PALADIN SPELLS

- Abjur **Greater Magic Circle.** Powerful circle of protection, also reinforces binding circles.

9TH-LEVEL PALADIN SPELLS

- Abjur **Greater Bar Creature.** Creature is forever blocked from one area.

NEW RANGER SPELLS

1ST-LEVEL RANGER SPELLS

- Div **Weather Sense.** Determine weather over next 24 hour period.
- Trans **Keen Hearing.** Target gains bonus to Listen checks.

2ND-LEVEL RANGER SPELLS

- Ench **Surprise.** Automatically surprise next opponent.

Trans **Reduce Encumbrance.** Target operates as if less encumbered than he or she actually is.
Tail. Creature grows a prehensile tail.

4TH-LEVEL RANGER SPELLS

Trans **Mordak's Counterstrike.** Target automatically hits creature who just damaged him.

NEW SPELLSINGER, SORCERER AND WIZARD SPELLS

1ST-LEVEL SPELLSINGER, SORCERER AND WIZARD SPELLS

Abjur **Sidestep.** You dodge one physical attack.
Div **Dragon Radar.** Detect number and size of dragons within spell radius.
Ench **Forget Spell.** Target spellcaster forgets one random spell.
Hand to Hand. Targets drop weapons to fight hand to hand.
Evoc **Delayed Effect.** Spell waits to activate 10 minutes after casting.
Illus **Mordak's Mind Blade.** Attack as if using a +1 longsword.
Necro **Scab.** Prevent bleeding by causing wound to scab.
Trans **Arm.** Creature grows extra arm.
Reduce Encumbrance. Target operates as if less encumbered than he or she actually is.
Stamina. Engage in strenuous activity with no ill effects.
Tail. Creature grows a prehensile tail.

2ND-LEVEL SPELLSINGER, SORCERER AND WIZARD SPELLS

Conj **Bat Accident.** Spray bat guano over one target or area.
Field of Caltrops. Cover area with caltrops.
Div **Cluo's Babbling Tongues.** Speech of target becomes incomprehensible babble.
Rear View. Target gains 360-degree vision.
Spell Spy. Locate spellcaster and determine spells prepared.
Ench **Mordak's Mortal Combat.** Creatures must fight to the death.
Evoc **Boil.** Instantly heat water.
Fracture. Cause an object to develop cracks.
Mordak's Martial Mimicry. Assist combatant as if you were in combat alongside him.
Trans **Constricting Serpent Arm.** Turn your arm into a serpent.
Dwarven Constitution. Target gains certain abilities of a dwarf.
Initiative. Target always attacks first in combat.
Porcupine Coat. Target grows quill over torso, arms and legs.
Randomize. Target spellcaster casts random spell instead of intended spell.
Rotating Curse. Penalty to attack rolls jumps from person to person.
Shuffle. Spellcaster's spells are replaced by other random spells from his or her spellbook.
Spell Haste. Caster may cast two spells per round.

3RD-LEVEL SPELLSINGER, SORCERER AND WIZARD SPELLS

Conj **Night Watchman.** Create shadowy figure to serve as watchman.
Ench **Rage.** Creature becomes enraged, similar to a barbarian.
Evoc **Omen of Doom.** Demon head follows target and attacks when he is vulnerable.
Pressure Wave. Create silent shockwave of magical force.
Necro **Shadow Touch.** Caster's shadowy hand deals damage to both enemy and caster.
Tooth Decay. Subject suffers rapid tooth decay.
Transfer Life. Caster acts as conduit to transfer hit points between two creatures.
Trans **Appear Behind.** Teleport creature to appear behind his opponent.
Mordak's Mighty Blow. Declare attack as a mighty blow.
Venomous Serpent Arm. Arm does damage as serpent bite.

4TH-LEVEL SPELLSINGER, SORCERER AND WIZARD SPELLS

Abjur **Bar Creature.** Creature is blocked from one area.
Ench **Beacon.** Bright light attracts all who view it.
Evoc **Ball of Disruption.** Burst of cold disrupts magic spells.
Moat. Excavate dirt and add water to create a moat.
Personal Combustion. Creates area of fire centered on the caster.
Trans **Mordak's Counterstrike.** Target automatically hits creature who just damaged him.
Sacrifice. Trade places with someone who is dying an unnatural death.
Teleport Item. Item disappears and reappears up to 100 yards away.
Div **Detect Magnostorm.** Detects magnostorms.

5TH-LEVEL SPELLSINGER, SORCERER AND WIZARD SPELLS

Abjur **Delay Spells.** Target cannot cast spells for several rounds.
Evoc **Spill Over.** Damage to one target spills over to another.
Necro **Body Wrack.** Causes damage in exchange for caster's life force.
Will of the Revenant. Deceased body continues to function for one last task.

6TH-LEVEL SPELLSINGER, SORCERER AND WIZARD SPELLS

Abjur **Greater Magic Circle.** Powerful circle of protection, also reinforces binding circles.
Trans **Electrical Form.** Turns creature into electrical being.
Flashback. Target may redo one action.

8TH-LEVEL SPELLSINGER, SORCERER AND WIZARD SPELLS

Conj **Minstrel.** Create a minstrel to sing your praises.
Necro **Symbol of Lycanthropy.** Curses up to 36 character levels with lycanthropy.
Abjur **Greater Bar Creature.** Creature is forever blocked from one area.

APPEAR BEHIND

Transmutation [Teleportation]
Level: Brd 3, Dan 3, Sor/Spl/Wiz 3
Components: V
Casting Time: 1 action
Range: Personal and touch
Target: You and touched objects or other touched willing creatures weighing up to 50 lbs./level
Duration: Instantaneous
Saving Throw: None and Will negates (object)
Spell Resistance: No and Yes (object)

This lesser teleportation spell instantly transports you directly behind any one opponent within a 25 foot radius. This spell is typically used by pairs of low-level wizards and rogues operating in the town of Loona.

Material Components: A smoke pellet (made from "puff" mushrooms) smashed on the ground in front of the caster.

ARM

Transmutation
Level: Drd 1, Sha 1, Sor/Spl/Wiz 1
Components: V, S
Casting Time: 1 full round
Range: Touch
Target: Creature touched
Duration: 2 hours per level
Saving Throw: None
Spell Resistance: Yes

This spell causes an additional arm to immediately grow out of the side of the recipient's torso. The magically created arm will be similar in appearance to an existing or previously existing arm. The new arm may be used to grip objects, wield weapons or perform any other task the person is normally capable of with his or her other arm(s). The new arm is considered an "off hand" regardless of the handedness of the target.

BALL OF DISRUPTION

Evocation [Cold]
Level: Spl/Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Area: 20 ft. radius
Duration: 10 minutes
Saving Throw: Reflex half
Spell Resistance: Yes

A ball of disruption is a burst of cold that detonates with a loud crack and deals 1d6 points of cold damage per caster level (maximum 15d6) to all creatures within the area. Furthermore, any spells cast within this area suffer the following penalties (where appropriate): casting time is doubled, area is reduced by one-third and range and duration are halved. Duration of instantaneous spells is unaffected.

Material Component: A few drops of water and a tiny ball of clay.

BAR CREATURE

Abjuration
Level: Clr 4, Pal 5, Sor/Spl/Wiz 4
Components: V, S, M/DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Area: 10 ft by 10 ft square
Duration: 2 rounds per level
Saving Throw: Will negates
Spell Resistance: Yes

The target of this spell is compelled to leave the area (defined by the caster) at his or her maximum movement rate. If the victim is somehow prevented from leaving the area, or returns to the area after leaving it (while the spell is still in effect) he or she suffers 1d4 points of Constitution damage per round until he leaves or is removed from the area.

Arcane Material Component: A small silver mirror.

BAT ACCIDENT

Conjuration (Creation)
Level: Spl/Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Bat guano in a 5 ft. radius spread
Duration: 1 round/level
Saving Throw: Reflex negates (see text)
Spell Resistance: Yes

Bat accident creates a mass of bat guano that covers an area or, if present, any one single target caught in the effect. The bat guano appears to stream from an invisible source of the caster's choice (typically above the victim's head or in front of their face).

Because of the nauseating stench, a creature covered with guano is unable to attack, cast spells, concentrate on spells and so on. The only action a nauseated character may take is one single move or move-equivalent action per round. The guano also deals 1d6 points of acid damage to creatures and objects. This spell was created by Helcawn Stron, a slave owner of Vrendolen, whose slaves collect bat guano by the shipload. Stron uses this spell on obnoxious people who like to mock his unusual source of income at parties.

Material Component: A pinch of dried bat guano.

BEACON

Enchantment (Compulsion) [Mind-Affecting, Light]
Level: Brd 4, Sor/Spl/Wiz 4
Components: V, S, M
Casting Time: 1 full round
Range: Long (400 ft. + 40 ft./level)
Area: 1/2 mile per level
Duration: 1 hour per level
Saving Throw: Will negates
Spell Resistance: Yes

This spell creates a bright light that attracts all those viewing it. Unless those viewing the beacon make a successful saving throw they must travel towards the beacon for the duration of the spell or until they reach it. Because this spell has the potential to affect

numerous creatures, the likelihood of encountering additional creatures at or near the beacon is 3 times as likely.

Material Components: A lantern.

BIRD'S EYE VIEW

Divination

Level: Clr 1, Drd 1, Sha 1

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 40 ft./level)

Area: Caster's normal range of vision

Duration: 2 rounds per level

Saving Throw: None

Spell Resistance: No

This spell enables the caster to take an aerial view of a situation. The vantage point is centered about the caster. No additional sight capabilities are conferred, so a *bird's eye view* of a campsite on a dark, moonless night is not likely to divulge much additional information. However, a daytime view of a hobgoblin infantry unit over the crest of a hill could prove very useful.

BODY WRACK

Necromancy

Level: Spl/Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell invokes some of the darkest aspects of magic, as the caster uses a part of his own life force to power the spell. The target must succeed at a Fortitude saving throw or suffer tremendous pain incurring 10d6 damage. If this reduces the target below 0 hit points, he dies. For every 6 rolled on the 10d6, the caster permanently loses 1 hit point.

BOIL

Evocation

Level: Drd/Sha 2, Sor/Spl/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One quart per level

Duration: 2 rounds per level

Saving Throw: None

Spell Resistance: No (object)

The *boil* spell causes a volume of water to reach boiling temperature and vigorously boil instantly. The amount of water affected depends on the level of the caster. If the amount of water affected by the spell is less than the amount of water present, the affected amount will boil, but for only half the duration. A person submerged in boiling water will take 3-12 points of damage per round. A person splashed with boiling water on clothing or naked skin (from a thrown flask for example) will take 1d4 points of damage. When the spell expires, the water will instantly return to its former state.

Material Components: Two pieces of flint stone

BRIBE

Enchantment (Charm) [Mind-Affecting]

Level: Brd 1, Dan 1

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Area: One person

Duration: 2 rounds per level

Saving Throw: Will negates

Spell Resistance: Yes

This spell makes characters who interact with the spell recipient increasingly receptive to accepting a bribe to perform some action. The bribe should usually be in the form of coins but can also be valuables or services. If the bribe is in the form of a service, it is up to the DM to determine the relative value of the service to the person being bribed. The following table determines the success of the bribe. There are three probabilities of success for each bribe value corresponding to the loyalty of the bribed subject relative to the person he follows: loyal, neutral and disloyal. If a mixed group is encountered, the loyalty type of the most loyal member should be used. The DM can add circumstance modifiers as he or she sees fit to take into account the risk of getting caught and the consequences for any particular situation. Rounding or linear interpolation may be used for bribe values not listed on the table. An unsuccessful bribe could result in simple refusal, acceptance and later double crossing, or an appalled and negative reaction thereafter depending on the personality of the subject being bribed.

Material Components: an amount of coin or other valuables equal to 1 gp or more.

BRIBE MODIFIERS

Value of Bribe	Spell DC Modifier
	Loyal/Neutral/Disloyal
1 gp	0/+1/+10
5 gp	0/+5/+16
10 gp	0/+10/+18
25 gp	+1/+15/+20
50 gp	+1/+20/+22
100 gp	+2/+22/+24
250 gp	+6/+24/+26
500 gp	+12/+26/+28
1000 + gp	+20/+40/+60

CLUO'S BABBLING TONGUES

Divination

Level: Sor/Spl/Wiz 2

Components: V, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: All creatures in a 15-ft. radius

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

The speech of all targeted creatures becomes incomprehensible babble, whether the listener was affected by the spell or not.

Material Component: A sliver of flesh from a gibbering moulder.

CONSTRICTING SERPENT ARM

Transmutation

Level: Drd/Sha 2, Sor/Spl/Wiz 2

Components: V, S, M

Casting Time: 1 full round

Range: Personal

Target: You

Duration: 10 minutes + 1 round per level

Saving Throw: None

Spell Resistance: No

This spell causes the caster's arm to appear to become a 10-foot long snake. It allows the caster to attack an opponent by using his or her snake arm to constrict the victim as the Special Attack Constrict (Ex) defined in the *Monster Manual*. On a successful hit, the damage of the constriction is 1-2 points per round until the caster releases the target. If the caster exceeds his or her to hit requirement by 5, the victim will also be rendered immobile by the constricting arm.

Material Components: A small piece of a snake skin.

DELAY SPELLS

Abjuration

Level: Sor/Spl/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: 1 creature

Duration: 2 rounds per level

Saving Throw: Will negates

Spell Resistance: Yes

The target of this spell may not cast his or her own spells for the duration of the delay. Spells already begun but preempted by this spell are negated. Magic items will continue to function.

DETECT MAGNOSTORM

Divination

Level: Brd 4, Sor/Spl/Wiz 4

Components: V, S

Casting Time: 1 full round

Range: Long (400 ft. + 40 ft./level)

Area: Radius emanating from you to the extreme of the range

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You can detect magnostorms, the weird magnetic storms of extra-planetary origin found on Tellene. These magnostorms disrupt dwarf, gnome and halfling direction sense, as well as teleportation spells and devices. They are invisible and strike without warning, the effects usually lasting several days.

DRAGON RADAR

Divination

Level: Sor/Spl/Wiz 1

Components: V, S, M

Casting Time: 1 full round

Range: Personal

Effect: Sphere of radius 1 mile per level

Duration: 10 minutes per level

Saving Throw: None

Spell Resistance: No

This spell allows the caster to determine if there are any dragons within the range of the spell. It will also indicate their number and relative size.

Material Components: A dragon scale.

DWARVEN CONSTITUTION

Transmutation

Level: Sor/Spl/Wiz 2

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Target: One person

Duration: 1 hour per level

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

This spell allows the recipient to gain saving throw bonuses to poison, spells and spell-like effects as if he or she were a dwarf.

Material Components: A bit of dwarven beard hair.

ELECTRICAL FORM

Transmutation [Electricity]

Level: Spl/Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Personal or Touch

Duration: 1 minute per level

Saving Throw: Reflex half

Spell Resistance: Yes

The subject and all his gear become an insubstantial, translucent cloud of electricity with an area of 5 ft. wide/level. The subject gains damage reduction 20/+1. His material armor (including natural armor) is worthless, though his size, Dexterity, deflection bonuses and armor bonuses from magical armor still apply. The subject is also immune to poison and critical hits. He cannot cast any spells, save for those he may have prepared using the Silent Spell and Still Spell feats. As with *polymorph other*, the subject loses supernatural abilities and any readied touch spells while in cloud form.

The electrical cloud creature cannot run, but can fly (speed 10, maneuverability perfect). He can pass through small holes or narrow openings as long as the spell persists. The creature can enter water or other liquid. A strong wind (21+ mph) disperses the cloud in 2 rounds. Lesser winds are ineffective.

By spending a point of Constitution, the character causes 1d6 electrical damage per caster level to everyone within the cloud. No more than one point of Constitution can be expended per round, and all Constitution spent in this way is treated as permanent ability loss. The electrical surge can also target one specific inanimate object.

Material Component: A wisp of smoke and a pinch of powdered iron.

ELONGATION

Transmutation

Level: Dan 2, Drd/Shd 2

Components: V, S

Casting Time: 1 action

Range: Touch

Area: One person

Duration: 1 round per level

Saving Throw: None

Spell Resistance: No (harmless)

This spell causes the recipient's body to become pliable and stretchable as if it were elastic. The affected person gains the benefit of +1 to AC from bludgeoning attacks if he or she is not wearing medium or heavy armor. He or she can also elongate any body limb at a rate of one foot per round. Retraction occurs at will as a free action almost instantly.

FASTING

Divination

Level: Clr 3

Components: V, S, DF

Casting Time: 1 full round

Range: Personal or Touch

Target: One person

Duration: until the recipient eats food

Saving Throw: None

Spell Resistance: Yes (harmless)

When a person is under the effect of a *fasting* spell, he or she may find answers to questions on almost any subject. The recipient must fast without food for at least a week and may only drink water. After this time, the recipient may learn the answer to one question for each week spent fasting. In all cases, the DM controls the information received. The person fasting must concentrate on the question and ponder it for the duration of the fasting so only limited activity would be possible during the time of fasting.

FEATHER FOOTFALLS

Transmutation

Level: Brd 1, Dan 1

Components: S

Casting Time: 1 action

Range: Personal or Touch

Area: One person

Duration: 10 minutes per level

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

This spell allows a +10 bonus to Move Silently checks for the duration of the spell.

FERTILITY

Transmutation

Level: Clr 2, Drd/Shd 2

Components: V, M, DF

Casting Time: 1 full round

Range: Touch

Area: One creature

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

The recipient of this spell will become pregnant (or cause pregnancy) following his or her next intercourse. An unwilling or unsuspecting subject may try to make a saving throw to negate the effect.

Arcane Material Components: A bottle of fine wine and two silver goblets worth a total of at least 100 gp.

FIELD OF CALTROPS

Conjuration (Creation)

Level: Dan 2, Sor/Spl/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 10 feet x 10 feet

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell allows the caster to call forth a field of large metal caltrops. Those crossing the field will take potentially take damage unless they are intelligent enough to carefully avoid the spikes (and aware of them) in which case only their movement will be slowed by 1/2 for one round. See page 107 of the *Player's Handbook* and page 67 of the *Dungeon Master's Guide* for information on damage related to caltrops.

Material Components: A single caltrop.

FLASHBACK

Transmutation

Level: Sor/Spl/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Touch

Area: one action in 10 ft x 10 ft area

Duration: Duration of attempted action

Saving Throw: None

Spell Resistance: No

By means of this spell, any unsuccessful action may be attempted again with the same chance of success. For example, a failed hit in combat could be repeated, an incorrect guess to a question could be repeated as if the first answer had never been given, a thief who fails to pick a lock may try again, etc. The spell must be cast immediately (within one round) after the failed action in order to take effect. Note that this spell cannot be used to "erase" a successful action that failed to produce desirable results (such as successfully opening a sealed casket only to find a vampire inside).

FORGET SPELL

Enchantment (Compulsion) [Mind-Affecting, Chaotic]

Level: Sor/Spl/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Permanent

Saving Throw: Will Negates

Spell Resistance: Yes

This spell causes another spell caster to forget one spell at random. The spell may be regained through normal means (prayer or studying).

Material Components: A small iron hammer.

FRACTURE

Evocation

Level: Sor/Spl/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 1 cubic foot of material per level

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell causes an item to develop one or more very fine cracks. *Fracture* causes 1d4 points of damage plus 1 point per level and discomfort for days if used on living matter. If used on non-living matter, the caster may deal a similar amount of damage to the object. Regardless of whether or not the object takes any points of damage after accounting for hardness, its hardness will be reduced according to the table below for subsequent attacks.

Material Components: A hammer.

HARDNESS REDUCTION PER FRACTURE

Material	Hardness Reduction
leather or similar	-1
wood or similar	-2
ceramic or glass	-1
soft metal (jewelry)	-3
hard metal (weapons)	-4
bone	-4
stone (soft)	-5
stone (hard)	-6

GOOD LUCK

Evocation

Level: Brd 2, Dan 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Target: Creature touched

Duration: 1 round per level

Saving Throw: Will negates

Spell Resistance: No (harmless)

This spell allows the target creature to roll twice for any action requiring a die roll and take the best result. The recipient determines the action that the spell is applied to (within the spell duration). The reverse of the spell forces the target creature to roll twice for an action requiring a die roll and take the worst result. In this case, the caster determines which action within the spell duration will be affected, but the target may try to make a Will saving throw to negate the effect.

GREATER BAR CREATURE

Abjuration

Level: Clr 8, Pal 9, Sor/Spl/Wiz 9

Components: V, S, M/DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Area: 10 ft. by 10 ft. square per level

Duration: Permanent

Saving Throw: none

Spell Resistance: Yes

Like the *bar creature* spell, this spell allows an area to be made impassible by one particular creature. The caster must know the true name of the creature whose passage is to be barred. The spell victim is forever banished from the defined area and will suffer 1d6 points of Constitution damage per round if he returns to the defined area.

Arcane Material Component: A part of the creature to be barred such as a lock of hair, tooth, etc.

GREATER MAGIC CIRCLE

Abjuration [varies]

Level: Brd 6, Clr 6, Pal 6, Spl/Sor/Wiz 6

Components: V, S, M/DF (or ritual tool)

Casting Time: 30 minutes

Range: Touch

Target: Creature touched

Duration: 24 hours/level

Saving Throw: Will negates (harmless)

Spell Resistance: No (see text)

This spell wards a creature from attacks by creatures of certain alignment, from mental control and from summoned or conjured creatures. The *greater magic circle* has two different effects, depending on use.

First, this spell may be used as a magical barrier around the subject at a distance of 10 feet. This barrier moves with the subject and has three major effects:

- 1) the subject gets a +4 deflection bonus to AC, a +4 resistance bonus on saves against attacks made by creatures of a certain alignment. The subject chooses this alignment when casting the spell.
- 2) the barrier blocks any attempt to possess the warded creature or to exercise mental control over the creature.

3) the barrier prevents any physical contact by summoned or conjured creatures. The natural weapon attacks of these creature fail, and the creatures automatically recoil if such attacks require touching the warded creature. The protection against contact ends if the warded creature makes an attack or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature. However, the *greater magic circle* spell also gives the caster a +8 circumstance bonus to overcome the creature's spell resistance.

Secondly, this spell may be used to reinforce a special circular diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils). The character must cast this spell while simultaneously drawing the diagram on the floor, to ensure it has been drawn with no flaws. This diagram is known as a binding circle, and is discussed in further detail in Chapter 9: Wicked Things. In game terms, this spell gives the spellcaster a +8 bonus to the DM's secret Spellcraft check to determine the binding circle's efficacy.

Arcane Material Components: Powdered silver that is used to trace the magic circle.

GUARDIAN ANGEL

Conjuration (Calling)

Level: Clr 4, Pal 4

Components: V, S, M, DF

Casting Time: 1 action

Range: Personal or Touch

Target: Creature touched

Duration: 2 rounds per level

Saving Throw: None

Spell Resistance: Yes (harmless)

The recipient of this spell may choose to prevent any one attack on himself for the duration of the spell. The decision to prevent the attack may be done after a "to hit" determination is made but must be made before damage is assigned. This effect extends to non-weapon attacks such as by spell or dragon breath. When the chosen attack is prevented, a celestial apparition will briefly appear to shield the spell recipient.

Material Components: A candle and a stick of incense.

HAND TO HAND

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd/Sha 3, Sor/Spl/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 2-8 creatures in a 20 ft. diameter circle

Duration: 2 rounds per level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes target(s) who are engaged in combat to fight hand-to-hand. Those combatants who are bearing weapons at

the start of the spell will simply drop them in favor of personal, weaponless combat. The spell victim(s) may disengage combat and retreat but may not take up arms until the duration of the spell has expired. Similarly, if this spell is cast on persons not engaged in combat, they may not take up arms for the duration of the spell.

INITIATIVE

Transmutation

Level: Sor/Spl/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round + 1 round per level

Saving Throw: None

Spell Resistance: No

The recipient of this spell will always gain the highest initiative in combat situations.

Material Components: A white rabbit's foot.

KEEN HEARING

Transmutation

Level: Drd/Sha 1, Ran 1

Components: S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour per level

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

This dweomer imbues the recipient with a +10 bonus to Listen checks for the duration of the spell.

Material Component: An ear from an animal with keen hearing.

MEDITATE

Necromancy

Level: Clr 2, Drd/Sha 2

Components: V, S, M

Casting Time: 2 full rounds

Range: Touch

Target: Creature touched

Duration: 2 turns per level

Saving Throw: None

Spell Resistance: Yes

The recipient of this spell must sit in a relaxed position and remain completely still. Doing so under the effect of this spell while wounded will allow him or her to regain 1 hit point per 10 minutes of meditation.

Material Components: A bit of incense.

MINSTREL

Conjuration (Creation)

Level: Brd 8, Dan 8, Sor/Spl/Wiz 8

Components: V, S, M, XP

Casting Time: 1 full round

Range: 5 feet

Effect: One minstrel

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell allows the caster to conjure a minstrel of the same race and sex as the caster who will follow him around singing his glories. The minstrel is a sentient being (Exp 1) capable of independent thought whose initial disposition towards the caster will be favorable and loyal. He begins his service with no other desire but to serve his master through song, poem and prose. However, he must thereafter be treated with respect, care and friendship in order to maintain his disposition and service. The minstrel has no other useful skills but might be capable of learning additional skills at the DM's discretion.

Material Components: A tiny doll made of fine cloth, materials and craftsmanship worth at least 200 gp. The caster must expend 500 XP.

MOAT

Evocation

Level: Sor/Spl/Wiz 4

Components: V, S, M

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Area: 5-ft. cube per level

Duration: 1 round per level

Saving Throw: None

Spell Resistance: No

This spell allows the caster to excavate 125 cubic feet of earth or sand per round and transform it into water, thus creating a water-filled pit that can be formed into a moat if desired. The moat may not be greater than 10 feet in depth but can be any length and have a width as great as 20 feet if desired. Note that building a moat in unstable ground may cause mudslides and other unforeseen difficulties.

Material Components: A bit of earth from a conventionally constructed moat and a flask of well water.

MORDAK'S COUNTERSTRIKE

Transmutation

Level: Pal 4, Ran 4, Sor/Spl/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes + 1 round per level of caster

Saving Throw: None

Spell Resistance: No

Any time the spell recipient is hit in melee, his next attack on the creature who hit him will automatically hit.

MORDAK'S MARTIAL MIMICRY

Evocation

Level: Sor/Spl/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 2 rounds per level

Saving Throw: None

Spell Resistance: No

The caster of this spell may stand away from combat (within eyesight) but can engage in mock combat to assist the recipient of the spell who is actually in battle. The caster need not use a real weapon but must concentrate while using the spell. The caster may attack the opponent of the person the spell is cast upon as if he himself were in melee and wielding a dagger. The opponent of the spell recipient also suffers a -2 to hit penalty.

MORDAK'S MIGHTY BLOW

Transmutation

Level: Clr 3, Pal 3, Sor/Spl/Wiz 3

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One person

Duration: 1 round per level

Saving Throw: None (harmless)

Spell Resistance: No

This spell allows the recipient to declare any one attack within the duration of the spell as a "mighty blow." A mighty blow attack that hits results in double damage but any AC bonuses due to the spell recipient's Dexterity are negated the following round.

MORDAK'S MIND BLADE

Illusion (Shadow)

Level: Sor/Spl/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Special (D)

Saving Throw: None

Spell Resistance: Yes

The recipient of *Mordak's Mind Blade* may attack as if he or she was wielding a +1 longsword. Although this blade is only quasi-real, it will deal damage as if real. The blade is dispelled if it is ever used in an attack that misses. One need not be proficient in the use of a longsword in order to use this spell.

MORDAK'S MORTAL COMBAT

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 2, Sor/Spl/Wiz 2

Components: V, S, M/DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: Creatures in 30-foot diameter circle (see below)

Duration: 1 round per level

Saving Throw: Will negates

Spell Resistance: Yes

This spell can only be cast on creatures in combat or when combat is imminent (DM's call). The creature must continue to fight to the death and may not retreat until the current opponent he or she is fighting is slain or retreats beyond the capability of the spell recipient to pursue. The spell can be cast on an area to affect more than one creature. When this spell is cast on creatures with one or greater hit dice, the creature(s) may try to make a saving throw to negate the effect. The amount affected and the saving throw modifiers are shown in the table below. When this spell is cast in the midst of creatures of multiple levels, the number of creatures affected is determined by the creature with the lowest Hit Dice in the mix. Creatures closest to the spell center are affected first.

Arcane Material Components: A horn that must be blown during the spell.

HD OF CREATURE	NUMBER OF CREATURES AFFECTED	SAVING THROW MODIFIER
up to 1	3-18	no save allowed
1	2-12	-4
2	2-8	-3
3	1-6	-2
4	1-4	-1
5	1-2	none
6	1	none

NIGHT WATCHMAN

Conjuration (Creation)

Level: Sor/Spl/Wiz 3

Components: V, S

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Area: 30 yards

Duration: 3 hours +1 hour per level

Saving Throw: None

Spell Resistance: No

This spell creates a shadowy humanoid figure who will stand guard over the caster while he is sleeping, studying spells or otherwise inattentive, and alert him of potential danger. The night watchman uses the senses of sight, sound and smell and may move with the caster at the same movement rate. The night watchman cannot physically interact with the caster or others in any way. It communicates the presence of danger to the caster telepathically.

OMEN OF DOOM

Evocation

Level: Sor/Spl/Wiz 3

Components: V, S, M

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Discharge

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates a faint vision of a demonic looking head with sharp teeth that stares at the target and follows him or her around. If any one subsequent attack by the target misses, he takes 1d6 hit points of damage per level of the spell caster from a bite by the omen's head. The spell dissipates after this occurs.

Material Components: A handful of teeth from a predatory monster or animal.

ONE ON ONE

Abjuration

Level: Clr 1, Pal 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Two creatures

Duration: 2 rounds per level

Saving Throw: None

Spell Resistance: Yes

This spell bars additional participants from engaging in a fight between two opponents. No others may intervene in the fight until the battle is won or one or both of the combatants retreat. This spell may only be cast upon two opponents already engaged in combat.

PERSONAL COMBUSTION

Evocation [Fire]

Level: Clr 3, Spl/Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Area: 30 ft. radius

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell causes an area centered on the caster to ignite in flames, causing 5d6 damage to all objects or creatures within the area. This includes the caster, though he may first use another spell, item, armor and so on to provide immunity against fire. All combustible items within the area of effect must take a saving throw or be destroyed. Unattended items do not receive a saving throw. The DC for the saving throw is equal to the damage rolled.

Material Component: A dusting of brimstone and sulfur.

PORCUPINE COAT

Transmutation

Level: Drd/Sha 2, Sor/Spl/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes per level

Saving Throw: None

Spell Resistance: No

The recipient of this spell becomes covered in long sharp quills that affords some protection from being touched. If the target is not wearing armor, he or she gains a bonus AC +1 as the quills grow over his arms, torso and legs. If he is wearing armor, the quills only grow in unprotected locations on his arms, torso or legs. Those trying to touch the spell recipient are subject to damage (1d12) from the painful sting of the quills. The spell recipient can attempt to attack individuals with the quills but suffers a -5 to hit if the opponent is wearing metal armor. The spell recipient cannot be damaged by his own quills while he is wearing them.

Material Components: A porcupine quill or similar needle like item.

PRESSURE WAVE

Evocation [Force]

Level: Sor/Spl/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 30 ft. radius sphere

Duration: 1 round

Saving Throw: None

Spell Resistance: Yes

This spell causes a silent shock wave of magical force to expand from a point of origin determined by the caster. Those within 5 feet of the origin will take 1d4 points of damage +1 per caster level. All creatures within 30 feet will be knocked over unless they are larger than an ogre. The *pressure wave* does not reflect off solid surfaces.

RAGE

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Spl/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round per level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes the target to become overwhelmed with rage and anger, with physical effects as barbarian rage. Additionally, he or she will be forced to physically attack the nearest opponent for the duration of the spell. The enraged creature may not use spells or scrolls but may use magical

devices. If the target is incapable of physical attack, it will merely brood and fester in anger for the spell's duration.

RANDOMIZE

Transmutation [Chaotic]

Level: Sor/Spl/Wiz 2

Components: V, S

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 2 rounds per level

Saving Throw: Will negates

Spell Resistance: Yes

When the target of this spell tries to cast a spell, another randomly determined spell from his or her repertoire will be cast instead.

REAR VIEW

Divination

Level: Sor/Spl/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 3 hours per level

Saving Throw: None

Spell Resistance: No

This spell allows the recipient to alter his vision from his normal forward view to a full 360-degree view including objects directly behind the recipient. The transition takes but an instant during which time the recipient's eyes will appear to roll backwards in his head. Although no new eye sockets actually appear on the back of the recipient's head, the spell will confer full rear vision as if there were new eyes in addition to normal forward vision. Hair, hats or helmets have no effect on the spell. The increased range of vision means it is virtually impossible to sneak attack the spell recipient.

REDUCE ENCUMBRANCE

Transmutation

Level: Ran 2, Sor/Spl/Wiz 1

Components: V, S

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 3 hours per level

Saving Throw: None

Spell Resistance: Yes (harmless)

The casting of this spell allows the spell recipient to carry twice as much weight as normally allowed. This does not convey extra strength for use in other activities such as combat or Strength checks.

REIGN OF CHAOS

Abjuration [Chaotic]

Level: Clr 7

Components: V,S

Casting Time: 1 action

Area: 20 ft. radius (centered on caster)

Effect: Temporarily alters target's alignment

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

Everyone within this area (including the caster) must make a Will saving throw or their alignment will shift to chaotic for 1d4 hours. Those characters whose alignment is already chaotic are unaffected.

REMEMBER

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd/Shal 4

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: 1 day

Saving Throw: None

Spell Resistance: Yes

This spell allows the recipient to remember any details about his or her life. It can also be used to regain the ability to use a single spell previously cast by the recipient that day. This does not include spells used from scrolls or other magical devices, or the use of spell-like abilities that may only be used on a limited frequency.

Material Components: A cow's brain.

RESISTANCE TO ACID

Abjuration

Level: Clr 1, Drd/Shal 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 2 rounds per level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell allows the user immunity to damage from acid. The spell recipient could bathe in the strongest acid as if it were pure water for the duration of the spell. This does not protect the recipient's gear or clothing.

Material Components: A bar of soap.

RESISTANCE TO CHARM

Abjuration

Level: Clr 1, Drd/Shal 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 2 hours per level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell makes the recipient virtually immune to magical charming. Only a saving throw of 1 will result in a successful charm on a person under the influence of this spell.

RESISTANCE TO ELECTRICITY

Abjuration

Level: Clr 1, Drd/Shal 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 2 rounds per level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell allows the user immunity to damage from electricity and electrical attacks.

Material Components: A glass rod and a piece of wool.

RESISTANCE TO SLEEP

Abjuration

Level: Clr 2, Drd/Shal 2

Components: V, S, F

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 2 days per level

Saving Throw: None (harmless)

Spell Resistance: No (harmless)

This spell allows the recipient to forgo sleeping at the expense of 2 points of Constitution or Wisdom per day. Lost ability score points are regained at the rate of 1 per period of undisturbed 8-hour sleep. The recipient may continue to function at normal capacity without sleep but will be irritable. A person whose Wisdom score falls below zero due to lack of sleep will fall into a coma for the duration of time it takes to regain all the lost Wisdom points. A person whose Constitution falls below zero is dead. This spell also allows +4 to a saving throw against the *sleep* spell and a +4 on saves made to resist other kinds of magically induced sleep.

Focus Components: A percussion instrument that must be loudly sounded initially and each day the recipient wishes to go without sleep.

ROTATING CURSE

Transmutation

Level: Brd 2, Clr 2, Sor/Spl/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 creature at a time in a 50 foot radius

Duration: 2 rounds per level

Saving Throw: None

Spell Resistance: Yes

This spell causes a curse to affect one creature at a time, moving around a group in a roughly circular fashion causing each one to incur a -3 penalty to hit in combat during the round he or she is affected. The caster chooses the initial spell target but the spell effect then rotates in a clockwise fashion chosen by the DM. Rare variations on the curse effect for this spell are known to exist.

SACRIFICE

Transmutation [Teleportation, Good]

Level: Clr 4, Pal 4, Sor/Spl/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One person

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

This spell allows the caster to trade places with someone for whom an unnatural death is imminent. Use of this spell can be very dangerous yet noble. An example of an effective use would be when someone who does not know how to swim has fallen overboard from a ship. Without intervention, he would surely drown. The caster, being a hearty swimmer, might decide to use his *sacrifice* spell to trade places with the victim. The caster is now in the water to fend for himself and the former victim is safely on the boat. Only the cunning spell caster uses this spell, since the alternative is rather self-limiting. It is at the discretion of the Dungeon Master as to how imminent death may be for a person in any given situation.

SCAB

Necromancy

Level: Sor/Spl/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell causes a scab to instantly form over any type of external bleeding wound, thereby stopping the bleeding and allowing normal healing. It also restores one hit point lost due to the wound. The scab will prevent additional points from being lost due to the same wound unless it is injured again. This

negates additional HP loss due to injuries from objects such as a sword of wounding.

Material Components: A bit of dried blood.

SHADOW TOUCH

Necromancy [Evil]

Level: Clr 3, Sor/Spl/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Personal

Duration: 3 rounds + 1 round per level

Saving Throw: Fortitude negates

Spell Resistance: Yes

When the caster completes this spell, his or her hand turns black as pitch. Touched creatures must make a saving throw or suffer 1d4+1 hit points of damage and 1 point of Strength damage. If an opponent is reduced to 0 Strength in such a manner, he or she will become a shadow (see the *Monster Manual*). Otherwise, lost Strength points will return at the rate of 1 point per day. Note that the caster must also make a Fortitude saving throw or he will begin to suffer the effects of lost Strength at a rate of 1 point per round. He must engulf his shadow hand in flames (1d4 hit points damage) in order to remove the dweomer before the spell duration expires if he wishes to avoid further ability score loss.

SHARE LIFE

Necromancy

Level: Clr 2, Drd/Sha 2

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: Two creatures touched

Duration: 10 minutes per level of caster

Saving Throw: None

Spell Resistance: Yes

By means of this spell, two willing individuals may combine their hit point totals. However, wounds inflicted on one person appear on the other. When the spell duration expires, the remaining hit point total is divided in half (round down) and that number is the amount of hit points left for each participant. If one individual under this spell is suddenly killed, by means such as by poison or decapitation for example, the other participant will also die. If one participant sustains sufficient wounds to cause a loss of consciousness, both participants will lose consciousness and require a similar amount of healing to regain consciousness.

SHUFFLE

Transmutation [Chaotic]

Level: Sor/Spl/Wiz 2

Components: V, S

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One person

Duration: Permanent until desired spells are restudied

Saving Throw: Will negates

Spell Resistance: Yes

When this spell is cast on an opponent, all of his or her available spells for that particular day are replaced by other spells in his or her repertoire at random. The subject will know what the new spells are but might or might not have the appropriate materials to cast them. For example, a magic user proudly touting a *fireball* spell could have this spell replaced in his or her memory by a *water breathing* spell if he or she was the victim of the *shuffle* spell and *water breathing* was in his or her spellbook. The subject may try to make a Will saving throw to negate the effect.

SIDESTEP

Abjuration

Level: Dan 1, Sor/Spl/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

This spell allows the recipient to automatically avoid an impending physical attack by magically shifting his body two feet to the right or left of its previous position (caster's choice). The decision to *sidestep* the attack must be made prior to the player knowing whether or not the attack is destined to connect. Note that this spell will even work on a person who is completely immobilized. Note that *sidestep* does not *teleport* the subject, and is ineffective on any creature who is anchored to an immobile object with bonds less than two feet long.

Material Components: A housefly.

SKIP

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 1, Dan 1, Drd/Sha 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes the target to lose one round of action relative to those around him or her. The victim will hesitate in a confused manner while others continue their activities. See the *Dungeon Master's Guide* (page 84) for information on the confused condition.

SOUL DRAIN

Necromancy

Level: Clr 7

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

On a failed saving throw, the target of this spell suffers one negative level. If the target successfully saves, the caster suffers the negative level instead. Within one hour of casting, the target (or caster, if unsuccessful) of this spell can be turned as if he or she were undead. Once per week, the target (or caster) may make a Will save (DC 10 + caster level) in an attempt to return to normal.

Material Components: a body part taken from an undead type that is capable of inflicting negative levels.

SPELL HASTE

Transmutation

Level: Sor/Spl/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes + 1 round per level of caster

Saving Throw: None

Spell Resistance: Yes (harmless)

The spell recipient may cast up to two spells per round while under the influence of this spell as long as the total casting time is less than one full round. The second spell cast counts as a move-equivalent action. *Spell haste* does not affect one's ability to use spell-like abilities, read scrolls or the ability to use magical devices.

Material Components: A tea made from specially prepared herbs and tea leaves (cost at least 10 gp per dose) which must be brewed in water for eight hours prior to use in the spell. The spell recipient imbibes the infusion as part of the spell.

SPELL SPY

Divination

Level: Clr 3, Pal 3, Sor/Spl/Wiz 2

Components: S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One person per round

Duration: 1 round per level

Saving Throw: None

Spell Resistance: Yes

This spell detects the arcane or divine energies present in a person. *Spell spy* may be employed to learn if another person is a spellcaster and what spells he or she currently has prepared. It takes one round to read a person in such a manner.

SPILL OVER

Evocation

Level: Sor/Spl/Wiz 5

Components: V, S

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round per level

Saving Throw: None

Spell Resistance: Yes

Damage done by the spell recipient in excess of an opponent's hit point total "spills over" to the next closest creature (besides the spell recipient) within the range limitation of the spell. Note that unlike the Cleave feat no to hit roll is required.

STAMINA

Transmutation

Level: Sor/Spl/Wiz 1

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 3 hours per level

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

This spell allows the recipient(s) to engage in strenuous activity (such as running) without tiring or suffering any ill effects for the duration of the spell (such as not needing a Constitution check when running). However, at the end of the strenuous activity the person will be extremely fatigued and need to rest for twice the duration of the strenuous activity. Similarly, this spell can double the length of time a person may go without food or water but the person will require twice the normal recovery period.

Material Components: A few drops of sweat.

SURPRISE

Enchantment (Compulsion) [Mind-Affecting]

Level: Ran 2, Drd/Shd 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Special

Saving Throw: Reflex negates

Spell Resistance: No

This spell will cause the next person to encounter the recipient to be initially surprised. Those in the presence of the recipient when he or she received the spell are not subject to the effect. This magical surprise ability supercedes any innate abilities of certain creatures to avoid being surprised. Stealth on the part of the spell recipient is not necessary in order for the surprise to work. Someone under the effect of this spell could shout that he is about to enter a room and those who are inside the room would still be surprised when he or she did.

SWAP

Transmutation [Teleportation]

Level: Brd 4, Dan 4

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One hand held item

Duration: Permanent

Saving Throw: Reflex negates

Spell Resistance: No

This spell allows the caster to have an item in someone else's possession switch places with one in his or her hand. The item must be in view of the caster and the items to be swapped must be similar in size and weight. Thus, a bowling ball could not be swapped for a feather. If the items are too dissimilar, the spell has no effect. The person whose item has been swapped out in this manner will know the location of the item formerly in his or her possession until it is moved.

Focus Component: An item of similar size and weight as the one being taken.

SYMBOL OF LYCANTHROPY

Necromancy

Level: Sor/Spl/Wiz 8

Components: V, S, M

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1 symbol

Duration: Permanent until discharged

Saving Throw: Will negates

Spell Resistance: Yes

This *symbol*, upon being revealed, curses up to 36 character levels with lycanthropy (as the template in the *Monster Manual*, page 217) before dissipating. There is a 50% chance that the first transformation takes place immediately, regardless of the phase of the moon. The curse can be lifted in the normal manner.

Material Components: Mercury and phosphorous, plus powdered diamond and opal with a total value of at least 5,000 gp each.

TAIL

Transmutation

Level: Drd/Shd 1, Rgr 2, Sor/Spl/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour per level

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell causes a prehensile tail to grow in the recipient. He or she may use the tail to grasp objects and gains +1 Dexterity for the duration of the spell. Additionally, the spell recipient gains a +4 bonus to Balance, Climb and Tumble checks. The benefits of the tail are only conferred if it is allowed to hang freely from

the recipient's body without being covered by armor or restrictive clothes.

Material Components: A bit of monkey fur.

TELEPORT ITEM

Transmutation [Teleportation]

Level: Sor/Spl/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Item touched

Duration: Permanent

Saving Throw: Reflex negates

Spell Resistance: Yes (object)

The caster may cause any one item to disappear and reappear randomly up to 100 yards away. The caster must be able to see the item or know its exact location. The distance that the object reappears is determined by a random number between 1 and 100 yards. The direction is also randomly determined by an eight-sided die roll with a result of 1 being north and the other numbers corresponding to adjacent compass directions. Only inanimate objects are affected by this spell. The material type is unimportant but the volume affected varies by level of the caster. The caster does not automatically know the new location of the object unless it is within his or her sight. A creature in possession of the spell target may try to make a saving throw to negate the effect.

TIME DELAY

Evocation

Level: Sor/Spl/Wiz 1

Components: S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One spell

Duration: 10 minutes

Saving Throw: Will negates

Spell Resistance: Yes

This spell may be difficult to use in combat because of the strategic anticipation required. However, when cast, it will cause the effects of any other simultaneously cast spell to be delayed for 10 minutes. If used intentionally in conjunction with another spell, the source of the delayed spell might be masked. For example, a spell caster could cast a *fireball* in the backroom of a tavern. If an accomplice cast a *time delay* spell in conjunction with the *fireball*, they would have a full 10 minutes to make their escape before the *fireball* went off.

Material Components: A small metal cage.

TOOTH DECAY

Necromancy

Level: Clr 3, Sor/Spl/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell causes the target creature to suffer rapid tooth decay. The victim's teeth will become very sensitive in a matter of seconds. In several minutes, the subject's entire mouth will be in great pain and the slightest pressure on his or her teeth will cause them to fall out. Bleeding (1 hit point of damage) and residual bad breath are additional side effects. Once all the victim's teeth have been removed, the pain will subside and normal healing can begin. It is 50% likely that the victim's mouth will become infected and require a healing period of several weeks during which time the pain, blood loss (1 hit point per day) and bad breath will persist. The spell effects can be prevented if a *cure light wounds* spell is cast on the victim within one round.

Material Components: A rotted tooth.

TRANSFER LIFE

Necromancy

Level: Sor/Spl/Wiz 3

Components: V, S

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 2 rounds per level

Saving Throw: Fortitude negates

Spell Resistance: Yes

By means of this spell the caster allows himself to become a conduit through which hit points can be transferred between himself and others. The total number of hit points remains constant. An involuntary participant in this spell may try to make a saving throw to negate the effect and/or break contact. The caster may transfer one hit point per round of contact into or out of his body.

VENOMOUS BITE

Transmutation

Level: Drd/Sha 3

Components: V, S, M, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 minutes + 1 round per level

Saving Throw: Fortitude half

Spell Resistance: No

This spell turns the bite of any creature to a poisonous bite. The normal damage of the bite applies (1 hit point for humans, demi-humans and humanoids) plus 1 point of either Constitution, Strength or Dexterity drain (caster's choice) per level for poison. A successful Fortitude saving throw will reduce the poison damage by 1/2. Those creatures who do not normally make bite attacks (humans) and attempt to bite

someone wearing armor will suffer a -5 to hit penalty for leather (and similar) armor and a -10 to hit for metal armor.

Material Components: A drop of snake venom.

VENOMOUS SERPENT ARM

Transmutation

Level: Drd/Sha 4, Sor/Spl/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes

Saving Throw: Fortitude half

Spell Resistance: No

This spell allows the caster to attack an opponent by using his or her hand to "bite" as if it were a snake's head. Victims of the spell have reported that the caster's arm actually appears to become a serpent. The damage of the bite is 1 hit point plus 1 point of Constitution, Strength or Dexterity drain (caster's choice) per level for poison. A successful Fortitude saving throw will reduce the poison damage by 1/2. The serpent arm lasts until a successful hit is made or until the spell duration expires.

Material Components: A snake skull.

WEATHER SENSE

Divination

Level: Drd/Sha 1, Ran 1

Components: V, S, DF

Casting Time: 1 full round

Range: Personal

Target: You

Duration: 3 hours per level

Saving Throw: None

Spell Resistance: No

This spell allows the caster to determine the general local weather conditions in the next 24 hours. The Dungeon Master rolls against the caster's spell DC to determine success. A roll less than the DC indicates a successful prediction. A failed attempt at predicting the weather will be off only slightly. For example, a prediction of clear skies might mistakenly result in light rain but not heavy rain or severe thunderstorms. One such check can be made every 6 hours. This spell must be cast outdoors.

WILL OF THE REVENANT

Necromancy [Evil]

Level: Clr 4, Sor/Spl/Wiz 5

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 1 day per level of the caster

Saving Throw: Will negates

Spell Resistance: Yes

Allows a creature who has died within the last 24 hours (prior to the casting of the spell) to continue to function as if he or she was still alive. The activity of the affected creature must be for some specific purpose, such as: to gain revenge upon the person who caused his or her death, to retrieve an item or escort the caster to a particular place, and so on. The caster determines the reason for the reanimation. However, if it is something the revenant finds objectionable, he or she may try to make a saving throw to negate the effect. The person's body, however, will continue to decay as a normal corpse. If the spell recipient enters combat, he or she may sustain an amount of hit points equal to the greater of his or her original full hit point total or 10, prior to the spell ending. Otherwise, the spell is dissipated upon completion of the task or the duration of the spell. This spell is ineffective if cast on a living creature.

Material Components: A small silver mirror.





CHAPTER 9: WICKED THINGS

The items described herein are magical artifacts, devices, items, tools and weapons the DM may use to arm the villain, his henchmen or lackeys. These items often convey a useful benefit, but are just as likely to come with some significant baggage. PCs who defeat the villain and keep these spoils for themselves will soon find they got more than they bargained for.

Also detailed is information on binding circles for summoning outsiders, particularly demons and devils. Villains who perform this dangerous act risk not only their life, but also their eternal soul...

MAGIC ITEMS

Armors and Shields

Armor of the Chain Master: Supposedly crafted for an infamous gladiator, Dataris the Chain Master of Tokis, this suit of magical half-plate is imbued with a +2 AC bonus. It is surprisingly light and easy to maneuver in, and acts as a breastplate for the purposes of Maximum Dex Bonus, Armor Check Penalties, and so on. Unfortunately, the armor is also cursed, and its wearer falls under its effect as soon as he enters combat (i.e. when he rolls Initiative dice).

The wearer immediately succumbs to an overwhelming urge to show off, refusing to finish his opponent quickly unless he (the wearer) has 5 or less hit points remaining. The wearer gains a +6 morale bonus to his Pantomime skill and must spend every other round taunting his opponent, shuffling his feet like a boxer, throwing his weapon from hand to hand, or otherwise showboating for any observers. If there are no observers, the wearer acts as normal. When the combat ends the wearer returns to his normal state and is convinced that he was acting perfectly normally. The adverse power only functions when the armor is worn

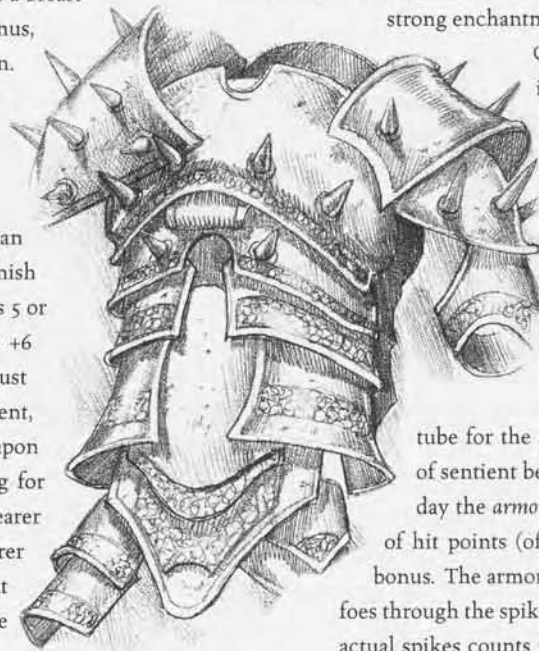
and no amount of *remove curse* castings can negate its effect during this period. Also during this period, all enemies within 50 feet of the wearer gain a +2 morale bonus on attacks against him.

Caster Level: 13th; **Prerequisites:** Craft Magic Arms and Armor, *bestow curse*, *endurance*; **Market Price:** 4,750 gp; **Weight:** 50 lb.

Shield of Grombur: The bearer of this small steel shield gains a +3 bonus to AC versus missiles, but suffers a -3 penalty to AC versus melee weapons.

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, *bestow curse*, *bless*; **Market Price:** 9,159 gp.

Vampiric Armor: Commonly found only in half- and full-plate varieties, *vampiric armor* is both bane and boon to its wearer. To most wearers, the armor looks like a fairly typical suit of shrike armor (see the *KINGDOMS OF KALAMAR Player's Guide*). However, with magical aid such as *detect magic*, the suit shows strong enchantment and necromantic auras.



Vampiric Armor

On the positive side, the armor is +1 magical armor (or better), allows the wearer to turn into *gaseous form* three times per week, and has the added special ability of *Invulnerability* (see *Dungeon Master's Guide* page 181). On the negative side, the external spikes are actually a form of drinking tube for the armor, which needs the blood of sentient beings in order to survive. Each day the armor is worn, it requires a number of hit points (of blood) equal to twice its AC bonus. The armor must take the blood from live foes through the spikes. Only damage caused by the actual spikes counts towards this total. One of the

ways to achieve this is to grapple opponents on the spikes (see *Armor Spikes* on page 105 of the DMG). If no blood is forthcoming by the end of the day, the suit automatically drains it from its wearer, growing spikes inwards into his or her flesh.

Even when not worn, the *armor* still craves blood and loses one from its AC bonus and a number of uses of *gaseous form* per week it is not fed. Feeding the unworn *armor* one hit point of blood per day halts this slow degradation. Each day missed, even if not concurrent, should be counted (the villain cannot feed the armor only once per week and still stave off the power loss!). When the *armor* reaches a zero AC bonus it has effectively "died," and requires 20 hit points worth of blood per +1 AC and use of *gaseous form* that the wearer wants "re-charged." The Invulnerability bonus only functions when the *armor* is fully fed.

A character that dies whilst wearing the suit of *vampiric armor* has a 35% chance of returning as a vampire spawn within 1d3 days; this is 100% if the death is caused by the *armor's* blood drain ability.

Caster Level: 18th; *Prerequisites:* Craft Magic Arms and Armor, *bestow curse, gaseous form, slow death, stoneskin, wish or miracle.*
Market Price: 124,750 gp; *Weight:* 45 lb.

Weapons

Arrow of Piercing: This slender shortbow arrow gives its wielder a +5 attack bonus when fired and causes 1d4 damage to its target. The shaft is engraved with mysterious shadow elf runes that are so far untranslatable by any surface dweller. The range increment is 60 ft. However, those who fire this arrow are compelled to always retrieve the arrow immediately after it is fired, even if their actions would place them (or anyone else) in danger.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armor;
Market Price: 1,007 gp.

Axe of the Rurok: Lovingly crafted by mountain dwarf smiths, an *axe of the rurok* is the pinnacle of craftsmanship. These items are handed down from generation to generation, each bearer charged with defending his people to the death. Tragically, many of these battleaxes fall into the hands of the dwarves' enemies, looted from fallen dwarf paladins, champions, and knights. An *axe of the rurok* looks and functions exactly like a +3 *keen battleaxe*. The distinctive craftsmanship used to produce these weapons is instantly recognisable to any dwarf.

A non-dwarf who bears one of these battleaxes suffers a -1 penalty to AC, and earns the instant enmity of the dwarves, who will demand the weapon and gladly fight to recover it. An adventurer who recovers one of these items and promptly returns it to the nearest dwarf stronghold earns a reward equal

to the battleaxe's gold piece value. Otherwise, the dwarves relentlessly hunt anyone who dares carry these prized treasures.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, *keen edge spell;* *Market Price:* 32,310 gp.

Axe of Slaughter: This +3 *hand axe* has an instant death effect against those it strikes (Fortitude save DC 15). However, if the target of this effect succeeds at the saving throw, the wielder of the axe becomes the new target of the effect and must make a Fortitude saving throw (DC 15) or die. The handle of this axe is engraved with the symbol of the Battle Rager (small crossed swords behind a double-bladed hand axe).

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armor, *finger of death spell;* *Market Price:* 27,406 gp.

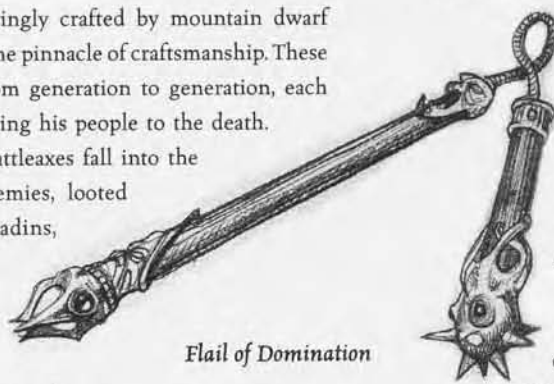
Dagger of the Mundunooguu: The bearer of this orcsish dagger becomes covered with pustules and lesions but is otherwise immune to the effects of all disease. These lesions result in a -4 penalty to Charisma for the purposes of interacting with others, or a +4 Charisma bonus when interacting with followers of the Rotlord. Anyone blooded with this dagger who fails a Fortitude save (DC 15) becomes infected with goblin pox. (See the *KINGDOMS OF KALAMAR Player's Guide* for information on this disease.) The pommel of this dagger features a stylized snarling orc's head. Other versions of this dagger (each inflicting a different deadly disease) are also rumored to exist, though the Mundunooguu ("rotting corpse" in Orc) tribe are naturally unwilling to talk about it. Their foul appearance, not to mention their status as worshippers of the Rotlord, make them easy scapegoats when a villager gets the merest sniffle.

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor, *contagion (goblin pox);* *Market Price:* 19,102 gp.

Flail of Domination: This unusual light flail, often used by the Secret Network of the Blue Salamander, is easily recognisable, for the head of the flail resembles the head of a mind flayer. Anyone struck by this flail suffers a -1 penalty to all Will saves for two rounds. The effects are cumulative, so being struck twice within one round incurs a -2 penalty to Will saves.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor; *Market Price:* 1,308 gp.

Ghostmaker: This fiendish heavy mace, crafted from black iron, has a head worked to resemble a human face shrieking in agony. This heavy mace is a +3 enchanted weapon, and is favoured by clerics of the Rotlord who have the ability to compel service from powerful undead. Any creature killed by this weapon arises as a ghost, and immediately seeks out the mace's bearer. If he is capable of rebuking and commanding undead, the mace's owner may use a turning attempt to seize control of the ghost.



Flail of Domination

Otherwise, the ghost attacks the bearer. If the ghost destroys the bearer, it leaves to stalk the living and spread destruction in its wake.

Caster Level: 15th; **Prerequisites:** Craft Magic Arms and Armor, *command, create greater undead*; **Market Price:** 30,312 gp.

Kinslayer: Kinslayer blades earned their name for their reputation for earning their wielders glory at the cost of the health and well-being of their comrades. A *kinslayer* is a +2 *keen* (see *Dungeon Master's Guide* page 187) longsword forged from mithral. Its pommel bears an inscription in Infernal that when translated reads "I Alone." When drawn in battle, *Kinslayer* causes a -2 penalty to AC to all of its wielder's allies who stand within 60 feet of the blade.

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, *keen edge*; **Market Price:** 20,315 gp.

Sahar's Sling of Far Shot: Rumored to have been created by an evil halfling wizard, the *sling of far shot* resembles nothing more than a masterwork sling that radiates weak magic typical of a low-level magic weapon. The *sling* has two major benefits when used in combat. Firstly, the wielder finds it easier to focus on distant targets, hitting them with greater ease. In game terms, this acts as a doubling of the range increment to 100 feet. Secondly, the weapon bestows a +2 bonus to all attack and damage rolls with the *sling*.

As with any cursed item, there is a catch. After ten uses, whether the character hits his target or not, the wielder finds he cannot easily focus on objects closer than five feet, as if he were becoming far-sighted. This imparts a -2 penalty to attack rolls, Reflex saves (if the reason for making the save is within this range - such as a trap), and to skills which involve close work, such as Craft, Disable Device, Open Lock, and Search (to name but a few). With each extra ten uses of the *sling* the penalty increases by a further -2, and the range increment increases by another five feet. There is no limit to this effect, although by the time a character reaches a -10 penalty he will be unable to focus on objects closer than 25 feet. *Cure blindness* has no effect on the wielder; only a *dispel magic* or *remove curse* spell of 11th level or higher can heal him.

Caster Level: 11th; **Prerequisites:** Craft Magic Arms and Armor, *bestow curse, true seeing*; **Market Price:** 38,075 gp.

Spear of Channeling: In the hands of most wielders, this sharp steel spear is a simple +1 *longspear*. However, in the hands of a cleric or paladin, the *spear* can channel positive (or negative) energy. Once per day, the wielder may use the *spear* to channel any ability, whether it is one taught by her faith or not. (See Chapter 10 of the *KINGDOMS OF KALAMAR Player's Guide* for these abilities.) Clerics who channel abilities of a church whose align-

ment is opposite of their own suffer a -1 penalty to all rolls for the rest of the day.

The wielder of this *spear* does not need the Channel Positive (or Negative) Energy feat to use this *spear*. In addition, a cleric who already has this feat and uses this *spear* does not count the *spear's* ability against her daily uses of her turn/rebuke undead ability as she normally would.

Caster Level: 12th; **Prerequisites:** Craft Magic Arms and Armor, Channel Positive/Negative Energy; **Market Price:** 8,305 gp.

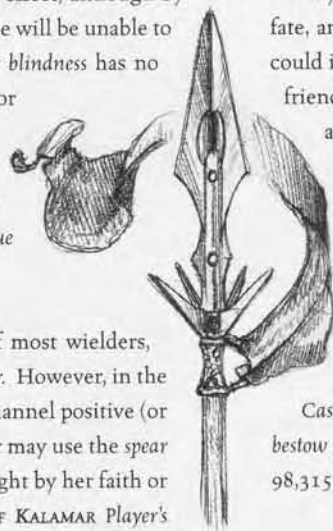
Sword of Everlasting Glory: The *sword of everlasting glory* is a longsword crafted from the purest steel, sharpened to a point with an edge that never dulls, and owned, if the rumors are true, by great heroes throughout the history of Tellene. The pommel is a semi-translucent pearl of great size and value, having a smoky quality and an almost hypnotic pattern as its colors gently swirl and shift. The sword is both magical and intelligent, though the latter is not in the usual manner.

When used in combat, the sword bestows a +4 bonus to attack and damage rolls, and counts as a *keen* weapon. There are also two secondary effects of great power. First, it slows the wielder's aging process, making him age at half the normal rate. Secondly, the wielder regains one lost hit point per hour, so long as the sword is on his person. It is a powerful weapon worthy of a great hero, but such power comes at a steep price. The wielder moves one step towards neutral evil every five years, making the corruption slow and generally unnoticed. The most dangerous aspect concerns the *sword's* apparent intelligence (in fact the previous owner's soul, bound into the pearl in the pommel).

When the wielder dies, his soul is automatically placed in the pearl (no save), condemning any previous soul held in the pearl to the void. As well as preventing the wielder from being *raised* or *resurrected*, it also destroys any true personality, leaving only the basest desires. The soul cannot truly be said to represent the former wielder, only his darkest aspect. Naturally, the dark soul already in the pearl will try everything in its power to avoid this fate, and will go to any length to keep the wielder alive. This could include forcing him to run away from a fight (even if his friends are relying on him) or killing someone the *sword* views as a threat. When such a crisis arises, the wielder must make a standard Will save (DC = the sword's current ego). Though the soul is bound, the item has no special abilities other than those inherent in the item.

Current Soul Attributes: Intelligence 16, Wisdom 12, Charisma 15; **Communication:** Speech (Merchants' Tongue, Dwarven and Goblin); Neutral Evil, **Current Ego:** 20.

Caster Level: 16th; **Prerequisites:** Craft Magic Arms and Armor, *bestow curse, cure minor wounds, keen edge, magic jar*; **Market Price:** 98,315 gp.



Spear of Channeling

Potions

Wiuxiu's Potions of Delayed Discomfort: Many adventurers rely on *potions* to sustain their health during their battles against demons, dragons, and worse. Spellcasters of minor talent can make a tremendous profit producing *potions of cure light wounds* and similar items. However, one Reanaarese cleric named Wiuxiu was not content with the gold his basic *potions* brought him. Instead, he devised a scheme to extract additional money from his customers. He brewed potions with a small amount of tart water poison. Over time, anyone who drank enough of his potions would weaken and fall ill. Wiuxiu worked with a gang of bandits who shadowed parties of adventurers who regularly bought potions from him. When the poison finally took hold, the bandits pounced on the weakened explorers, killed them, and carried off their goods. In return, Wiuxiu earned a portion of the spoils.

The secret of Wiuxiu's potions has spread amongst assassins' and thieves' guilds and other vile organizations. His potions cost half the listed price, which makes them appealing to many. However, anyone who takes three or more drinks from one or more of these potions must make a Fortitude save (DC 16) or take 2d4 points of temporary Strength damage. After a one-hour interval, the victim must make a second save or suffer the potion's secondary damage (2d4 additional points of temporary Strength damage). The initial damage takes effect immediately after the victim takes the third drink, no matter how long the interval between the first and third drink. The poison builds up in the victim's system and lingers for years. *Neutralize poison* may remove the foul effects of the potion. The recipients of such magic are treated as if they have not yet consumed any of Wiuxiu's brews.

Caster Level: as per base potion; **Prerequisites:** as per base potion, plus Craft (poisonmaking), DC 25 to create tart water poison; **Market Price:** half of base potion.

Rings

Ring of the Grand Incinerator: The wearer of this ring gains magical healing from fire damage as if he or she were an iron golem. The character cannot have more hit points than his or her normal maximum. However, this ability comes at a price. The wearer can no longer be healed by normal healing spells and effects and also suffers double damage from cold attacks.

Caster Level: 15th; **Prerequisites:** Forge Ring, *fire shield*, *heal*, *resist elements*; **Market Price:** 6,700 gp.

Ring of Lies: The wearer of this ring receives a +5 bonus to all Bluff checks, but must make a Will saving throw (DC 20) or automatically lie any time he speaks.

Caster Level: 15th; **Prerequisites:** Forge Ring, *hypnotic pattern*, *tongues*; **Market Price:** 2,400 gp.

Ring of "Lucky" Protection -1: This cursed item decreases the wearer's AC by 1. It also imbues the wearer with a strong feeling that the ring is lucky and he will irrationally resist any attempt to remove it. This baneful ring may only be taken off after the application of a *remove curse* spell cast by a 9th level spellcaster.

Caster Level: 15th; **Prerequisites:** Forge Ring, *bestow curse*; **Market Price:** 1,500 gp.

Rods

Rod of the Necromancer: This item is constructed of several bones that have been magically warped into the shape of a studded rod. The top of this rod is decorated with a skull. The bearer of the rod has an increased ability to create and control undead creatures, and has the following powers:

- At will, the holder of the rod may cast *control undead*.
- Once per day, the rod can cast *animate dead* as a 15th level wizard.
- Once per week, the rod can cast *create undead* at its owner's level.
- Once per month, the rod can cast *create greater undead* at its owner's level.

Once a person grasps the rod, his eyes turn solid black and he is surrounded by a *fear* aura (like that of a lich). The rod can be cast aside, but the change to the eyes and *fear* aura can only be removed with a *remove curse* cast by a cleric of 11th level or higher. The curse of the rod cannot be transferred to anyone else until the original curse has been removed from the previous owner, or unless the previous owner is deceased. The rod will not work for anyone who does not suffer from the curse.

Caster Level: 17th; **Prerequisites:** Craft Rod, *animate dead*, *control undead*, *create greater undead*, *create undead*; **Market Price:** 48,000 gp.

Sceptre of Domination: This three-foot-long golden rod is topped with a large, red ruby, and grants its wielder the ability to command the respect and loyalty of others. In essence, the sceptre grants its user the Leadership feat along with a +5 bonus to his Leadership score. If the bearer already has the Leadership feat, he gains a +10 bonus to his Leadership score.

Every 1d4 days after taking hold of the sceptre, however, the wielder's alignment takes one step closer to chaotic evil. If the wielder was chaotic evil already, his alignment does not change. In either case, the wielder becomes paranoid about losing the sceptre or having it damaged in any way. This can be taken to such an extreme that the wielder will attempt to kill anyone who shows the slightest interest in the sceptre. Many humanoids still tell the famous tale of Borin, a golden halfling wizard. According to this legend, when his village was being raided by a tribe of orcs, Borin gave a *sceptre of domination* to the orc leader as a gift. The orc leader's possessiveness of the jeweled sceptre soon pitted the orcs against each other and left them far too busy with each other to bother the halflings again.

Curiously, the story leaves out any dire warning of what might have happened if the orc leader had used his new leadership abilities to crush the village in one fell swoop. Whether this story is true or not, sceptres of domination are often found among tribes of orcs, ogres and other such creatures.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, charm monster, suggestion; **Market Price:** 17,000 gp.

Staves

Staff of Fire Starting: The *staff of fire starting* is every evocation mage's dream, possessing a wide range of fire-based powers. The staff itself resembles a six-foot long fire-blackened staff, tipped with a ruby the size of an eyeball. Arcane etchings, untranslatable by any means, cover its surface. The staff holds 50 charges and several powers, each of which drain a certain number of charges: *produce flame* (no charge), *flaming sphere* (one charge per two spheres created), *fireball* (one charge), and *wall of fire* (2 charges). So long as the staff is held, the wielder receives protection from fire as if under a permanent *protection from elements (fire)* spell.

The *staff of fire starting* is cursed and slowly corrupts its user, making him a pyromaniac. Each time the staff is used, the wielder must make a Will saving throw (DC 10 + the total number of charges ever used) to avoid setting fire to a nearby significant structure, such as a house or hayloft. Naturally, the character must use the staff to start the fire, resulting in another Will save. Once the character has satisfied his urges with the sight of a good, roaring inferno, he is immune to the effect for 24 hours and can use the wand as freely as he wishes, though the number of charges used in that period still increase the difficulty of the next saving throw.

Regardless of his or her alignment, the wielder will always try to rationalize his arsonist feelings with a logical argument, such as "the house was a cultist headquarters" or "it will stop the spread of disease." The argument does not have to stand up to the counter-claims of others, so long as the wielder is satisfied.

The user can be cured on his pyromania with a *remove curse*, but it must be cast each time he succumbs to the urge to burn something. Note that in most cities, arson carries the death penalty!

Caster Level: 15th; **Prerequisites:** Craft Staff, *bestow curse*, *fireball*, *flaming sphere*, *produce flame*, *protection from elements*, *wall of fire*; **Market Price:** 56,000 gp.

Wondrous Items

Amulet of Nightmare Calling: This wicked item is made of black adamantine and embossed with the fearsome image of a nightmare's head. It is usable only by a nongood spellcaster of

ath level or higher and contains a maximum of 5 charges. The amulet allows the wearer to call a nightmare (demon horse or hell horse) no more frequently than once per month, as per the *gate* spell. Control of the beast is not automatically imbued but the beast is likely to be pleased with its summoner for the opportunity to ravage the Prime Material Plane.

Caster Level: 17th; **Prerequisites:** Craft Wondrous Item, *gate*; **Market Price:** 11,475 gp; **Weight:** —.



Armband of the Orcs

Armbands of the Orcs: This pair of iron armbands fits any medium-sized humanoid and, when worn, impart +4 Strength, darkvision (60 feet), and Language (Orc) upon the wearer. However, they also have the rather nasty side effect of slowly turning the wearer into an orc. Both *armbands* must be worn for either the bonuses or penalties to have any effect.

Each month the *armbands* are worn, one of the wearer's ability scores drops (or increases) by one point towards that of a typical orc (Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8). Once one ability score has reached that of an orc, the next ability begins to change. The changes occur in the following order (items in parenthesis are physical changes):

- 1 — Constitution (loss of hair)
- 2 — Strength (extended teeth)
- 3 — Wisdom (eyes turn yellow)
- 4 — Dexterity (stooped posture)
- 5 — Intelligence (guttural speech)
- 6 — Charisma (green skin).

Each point lost slowly transforms the character's body and mind to that of an orc. When the final point has been lost the character looks exactly like an orc, though he retains his own alignment. The DM should not tell the player his attributes are dropping - let him deduce this himself through saving throws, skill checks or spell casting.

Removing the *armbands* halts the progress of the transformation but does not reverse any changes already made. Lost attribute points can be regained through *lesser restoration* or *restoration* spells, though the physical changes are irreversible short of a *wish* spell.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, *bestow curse*, *polymorph other*; **Market Price:** 1,200 gp.

Cloak of Chaotic Magic: This red hooded cloak is covered with black arcane symbols, with the opening of the hood hemmed with a row of small golden skulls. At the beginning of each day after donning the robe, the wearer must roll 2d10 (do not add the numbers together). The first number indicates the spell level that the bearer receives a bonus to (+1 to the DC for all spells of that level). On a roll of 10, the bearer does not receive a bonus that day. If the wearer does not have access to the level rolled, use the highest level. For example, if Jamie only

has access to 6th level spells, but he rolls an 8, he receives the bonus to his highest level (in this case, his 6th level spells).

The second d10 roll indicates the spell level that the bearer does not have access to that day. A roll of 10 on the second roll indicates that the bearer does indeed have access to all of his or her spells that day. This roll overrides the first roll if the same number is rolled both times.

If the robe is removed, the bonus is lost. The character does not regain any lost spells until the next day.

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, *bestow curse, bless*; **Market Price:** 12,000 gp.

Cloak of the Forsaken: To the naked eye, this garment appears as a thick, blue wool cloak trimmed with thread forged from gold. However, when viewed with a spell such as *true seeing*, its real form becomes apparent, that of a ripped and tattered cloak crafted from human skin. The cloak grants one of the following powers to its wearer: a +2 bonus to hit and damage, a +2 bonus to all turning checks, a +2 bonus to the DC to resist the wearer's spells or a +10 bonus to all Hide and Move Silently checks. The cloak studies the wearer and adjusts its capabilities to fit his needs. If the wearer is evil, the cloak functions as normal. If he is neutral or good, however, it takes steps to correct that situation.

Two weeks after donning the cloak, the wearer must make a Will save (DC 25) each night before he goes to sleep. On a failed save, the wearer wakes the next morning feeling tired and sore. In his sleep, the cloak bids him to venture out into the night and commit ghastly crimes such as murder, robberies or worse. The wearer vaguely remembers nightmares that involve the crimes he commits. Luckily for the wearer, the cloak casts *alter self* to disguise his true identity. However, in this altered form the cloak appears in its true guise. This process continues for one month, after which the wearer immediately shifts the good or neutral aspect of his alignment one step closer to evil (good becomes neutral, neutral becomes evil). By this time, the wearer's nightmares are so vivid that there is no question as to his role in the recent rash of crimes. If at any point in time before his final corruption the wearer destroys the cloak, he becomes free of its corrupting influence. Of course, he must still deal with the repercussions of his crimes.

Stories circulate of a poor paladin who attempted to track down a murderous fiend who stalked his city's slums, only to discover that he himself was the murderer, arising at night under the power of this item to perpetrate the very crimes he sought to stop.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *misdirection, true seeing*; **Market Price:** 30,000 gp.

Cloak of the Wolf: A well-preserved gray wolf skin, complete with head and tail, the *cloak of the wolf* hides a curse within its apparently beneficial folds. When worn, the wearer gains a +4 circumstance bonus to Hide, Move Silently and Wilderness Lore (when tracking by scent). The wearer also receives a +2 natural AC bonus.

However, for every day or part thereof that the cloak is worn, there is a cumulative 1% chance that the wearer will succumb to lycanthropy and transform into a werewolf on the first night of the next full moon. This curse is permanent unless removed by *dispel magic*, and wearing the cloak for only a few moments still accrues the 1% chance of becoming a lycanthrope. Once someone wears the cloak, regardless of the duration, the wearer will develop a strange craving for fresh, uncooked meat when he is hungry.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *curse of lycanthropy*; **Market Price:** 24,000 gp; **Weight:** 2 lb.

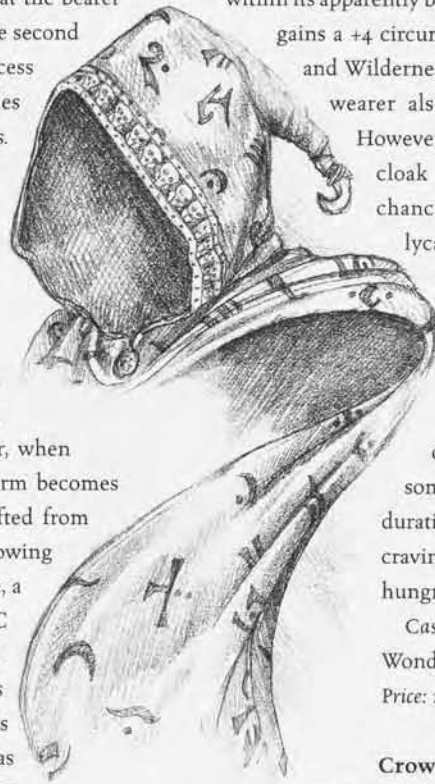
Crown of False Majesty: This golden crown is decorated with a grinning skull headpiece with four worm-like horns and a large ruby in the center of its forehead. The wearer of this crown gains a +6 enhancement bonus to the wearer's Diplomacy and Intimidate checks. Once per week, the wearer must make a successful Will save (DC 15) or find his alignment is now one step closer to chaotic evil.

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, *change self*; **Market Price:** 4,100 gp.

Flute of the Dead: This instrument is an average looking flute carved from the thighbone of a *doulathan*, or gray elf. The *flute of the dead* is well tuned and produces pleasing but

haunting notes, granting a +6 circumstance bonus to Perform checks made with the *flute*. The *flute* conceals two other powers, one beneficial and one not.

Firstly, the *flute* was crafted to aid in the necromantic arts, and actually attracts any skeletons or zombies within hearing (50 feet inside or 500 feet outdoors). If played at night, it can also *animate dead* once per week, with caster level equal to the player's ranks in Perform. The undead summoned in this method remain friendly so long as the flute is played, and a following number of rounds equal to the musician's number of ranks in Perform.



Cloak of Chaotic Magic



Crown of False Majesty

Secondly, the musician begins to crave the companionship of the dead. After each playing of the flute, he must make a Will save (DC 15). The first time he fails, he develops an immunity to any fear-based effects generated by undead (such as an allip's moaning). On the second failure, he begins to seek out graveyards to play in. If questioned about this bizarre behavior, the musician will attempt to explain it away ("for the inspiration of loving words written on the gravestones," for example). He now suffers a -2 penalty on certain skill checks that involve interacting with the living (Animal Empathy, Bluff, Diplomacy, Gather Information, Handle Animal, Innuendo, Pantomime and Perform).

After three failures, the musician starts treating the dead as if they were alive (possibly talking to dead friends or playing concerts for a pile of recently slain orc bodies). The penalty now increases to -4. Four failures sees him actually digging up graves to acquire an audience and now refusing to play for live audiences, by which time the penalty for dealing with the living has reached -7.

Finally, on his fifth and final failure, the musician shuns all living contact and, if offered the chance, will learn the necromantic arts. Spellcasters must memorize as many spells from the necromantic school as possible, at the expense of all other spells. The penalty for dealing with the living is now at -10.

In all cases, the musician treats his new feelings as if they were perfectly natural, seeing nothing wrong with his behavior and making strange complaints along the lines of "at least the dead appreciate my talents!"

Caster Level: 16th; *Prerequisites:* Craft Wondrous Item, *animate dead*, *bestow curse*; *Market Price:* 46,000 gp; *Weight:* 1 lb.

Gem of Truthful Revelation: This fist-sized rock crystal is a masterfully cut gem that gleams with a rainbow-hued corona. When the gem's command word is spoken, it emits a powerful beam of bright white light five feet wide and 30 feet long. The beam nullifies illusions, reveals invisible creatures, and otherwise operates as per the spell *true seeing*. Any character or object standing within the beam's area of effect is affected. For example, an assassin with *improved invisibility* would be revealed to all onlookers as long as he stood within the beam. If he moved away, his invisibility effect would once again function normally. The gem may be activated three times per day for up to five minutes per use.

However, the gem's benefits come at a steep price. This gem, and many like it, were originally developed by a cabal of Deji necromancers who struggled against a band of powerful gnome illusionists. A slight flaw in construction causes the gems to

suppress some forms of divination magic in order to power their own abilities. The gem exerts a continuous 30-foot-radius field of energy that foils all attempts to *detect evil* or *detect chaos*. If the target or user of such a spell or ability stands within this radius he must make a caster level check (DC 25) to use his power as normal. If the user is a paladin using *detect evil* as a class ability, he counts his levels in paladin as his caster level. If this check fails, the ability seems to function normally but fails to *detect evil* or *chaos* (the caster simply does not detect the presence of the appropriate auras). Needless to say, spies, undercover cultists, and other powerful evil figures who hide within a community commonly carry these items. They also bestow them as "gifts" to paladins and clerics (conveniently forgetting to tell them about the negative effects).

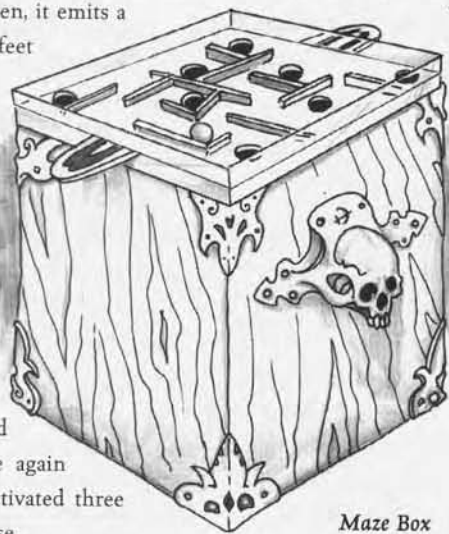
Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *misdirection*, *true seeing*; *Market Price:* 45,000 gp.

Greater Efreeti Bottle: This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. A thin stream of smoke is often seen issuing from it. When a character first opens the bottle, the efreeti imprisoned inside issues forth instantly. The efreeti will begrudgingly serve the character for 1,001 days, or until one of them dies. The efreeti will follow the letter of the command, not the spirit.

Caster Level: 16th; *Prerequisites:* Craft Wondrous Item, *planar binding*, *summon monster VII*; *Market Price:* 175,000 gp; *Weight:* 1 lb.

Maze Box: This rare item was originally used for guild masters to test the agility and perception of a promising thief, often to determine if his rank should increase within the guild – at peril to the trainee's life. The *maze box* is a wooden cube with glass top, divided horizontally by another wooden plane. This middle plane is sectioned as a maze, with holes placed randomly.

The maze can be tilted back and forth and left and right, only by placing bare hands on each of the two knobs located on adjacent sides. By this means, it is easily discernible that if the maze is tilted so that the upper right hand corner (a ramp) is angled down, a marble will roll into place at the bottom of the ramp. Again, by means of the knobs, the marble can be made to roll along the ramp and further into the maze, to be guided and controlled as it rolls about. Eventually, if the maze is successfully navigated, the marble will fall out an opening at the bottom side of



Maze Box

the cube. However, should the marble fall through one of the randomly scattered holes along the maze, a baneful magical effect will incur and the marble must be restarted at the beginning of the maze via the ramp in the upper right hand corner.

The *maze box* possesses eight of these holes, to be checked at the rate of two per round. A successful Dexterity check (DC 10) indicates a hole has successfully been bypassed and the marble is one hole closer to the exit. Failure indicates that the marble has dropped through a hole and a corresponding baneful magical effect will occur in the order as follows:

1. Spikes stab forth from the knobs inflicting 1d4 points of damage per knob.
2. The knobs become intensely hot inflicting 1d10 points of damage per knob.
3. An electric shock is released from the knobs inflicting 2d10 points of damage per knob.
4. Both hands of the operator shrivel to become useless, withered stumps within 2d4 rounds.
5. Poison Needle (Fort save halves (DC 16) 2d12 hp/1d6 Dex).
6. A cloud of poison gas in a 10' radius pours forth (Fort save halves (DC 16) 1d6 Dex/1d6 Dex).
7. A rot grub is released from a trap door hidden in the knob. It immediately burrows into the operator's hand.
8. The maze box explodes causing 5d10 points of damage in a 20' radius (Reflex save (DC 16) halves damage for all except the operator, who automatically takes full damage).

The glass top and wooden box are as strong as steel and the *maze box* will explode for 10-100 points of damage in a 20' radius (Reflex save halves (DC 16)) if forcibly breached. The *maze box* is fully resistant to psionic or magical abilities such as *telekinesis* or other effects to alter its purpose.

Caster Level: 18th; *Prerequisites:* Craft Wondrous Item, *glassteel*, *wish* or *miracle*; *Market Price:* 10,000 gp; *Weight:* 12lbs.

Necklace of Desire: This string of flawless pearls, sapphires, and rubies is strung on a gold thread and valued at over 10,000 gp for the material components alone. As well as being a work of outstanding natural beauty, it also increases the wearer's Charisma ability by +4 (thereby affecting all Charisma based skills) so long as it is worn in plain view of others. In addition to the enhancement bonus, the necklace may also be used to cast the following spells: *charm person* (three times per day), *enthral* (once per day), *suggestion* (once per day) and *demand* (once per month). As a byproduct, the necklace is never viewed as being "out of fashion," and remains the desire of all who gaze upon its beauty. Such an item is valued by socialites the world over, and many would kill to own it. In fact, many owners have killed for it in order to remain the most envied person on the social scene.

Once placed around the wearer's neck, the necklace begins to work its foul magic. Slowly but surely, the wearer becomes extremely vain, to the point of actually murdering those he sees as a potential rival for his position of "most loved." The process is slow, but inevitable. So long as the necklace remains in place, the wearer begins to begrudge those around him of wearing anything more than rags, or being more attractive than a hunchback with bad warts.

The character despises anyone whose Charisma she perceives as a threat. Those with a Charisma that is 5 or more points less than the wearer's are treated normally (they pose no threat). Those with a Charisma 3 or 4 less are at the end of cutting remarks in social situations or have minor 'accidents' befall them to damage them socially (such as a glass of red wine ruining a white gown). A Charisma of 1 or 2 less means that the character will make extremely cruel and personal remarks, inflict deep physical scars to make them less attractive, and even resort to stealing their jewelry and clothes if it helps. All those with a Charisma score from zero to 3 points higher than the wearer's cause the wearer to go mad with jealousy and take active steps to permanently remove the rival from the social scene. This attack is discreet and secret. Those with a Charisma of 4 points higher than the wearer cause him to fly into an immediate killing rage unless he passes a Will save (DC 20). Failure to carry out the necessary "punishment" results in a cumulative -1 morale penalty per day to all attack, save and skill throws until the deed is done.

Caster Level: 18th; *Prerequisites:* Craft Wondrous Item, *bestow curse*, *charm person*, *demand*, *enthral*, *suggestion*; *Market Price:* 100,000 gp; *Weight:* 30 lb.

Orb of Golem Command: This orb allows the user to commandeer golems. However, the user must make a Concentration check (DC 10 + the total CR of all golems commanded) when first commanded. If this save fails, the golems are freed and will attack the user of the orb - at this point control cannot be regained. The golem may make a check once per day.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, *charm monster*, *seeming*; *Market Price:* 18,900 gp.

Quill of Alteration: The *quill of alteration* resembles a fine swan feather quill made of gold, and engraved with the words "Elal Verboral Yan Sel" in Low Elven, which translates to "In Knowledge Lies Power." Using the *quill* bestows a +5 circumstance bonus to Diplomacy (when writing letters), Forgery, Perform (written works only), and any Profession or Craft than uses written words (such as scribe).

The *quill* also has a special magical effect known to very few. The owner of the *quill of alteration* (not someone who is using it but does not own it) can alter words written with the *quill* simply by tracing them with his left index finger and whispering the new words he wishes to insert. Once completed, the words will automatically assume the same handwriting style as the original scribe. The only drawback is that the *quill's* owner must be able to read the language in which the words being altered are written.

However, each time this power is used, the owner must make a Will save of DC 5 + the number of total uses. If he fails, he becomes obsessed with writing and recording events in writing. He will demand that every transaction and conversation be

recorded, and will use the *quill* exclusively in the recording. He will meticulously record and store every action, event and happening. This transformation will take number of months equal to the owner's Wisdom modifier, and will progress gradually. If the quill is taken from its owner, it will take him a year to recover, during which he suffers a -2 penalty to all attacks, skill checks and saving throws.

Caster Level: 20th; *Prerequisites:* Craft Wondrous Item, *bestow curse, wish*; *Market Price:* 124,000 gp; *Weight:* 1 lb.

Robe of Multi-Hues: The robe's powers function only for the faithful of the Sultan of Terror who wear the garment. This shimmering magical garment changes color and form right before the viewer's eyes. In addition to unusual patterns, it also reenacts images of frightening scenes and the horrified faces of victims that the cleric has tormented in the past. It has a disturbing effect on those viewing it, especially when worn by a higher level Fellow.

When engaged in melee with a Fellow wearing this garb, the viewer of the garment must make a Will save (DC 16) or suffer a -1 morale penalty to attack rolls for ten melee rounds. The attack penalty doubles for every three levels of experience the Fellow has obtained (-2 at 3rd level, -4 at 6th level, -8 at 9th level, and so forth).

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *bane, cause fear*, creator must be a worshipper of the Sultan of Terror; *Market Price:* 10,000 gp.

War Banner of Defense: Any military unit who carries this banner into battle gains a +2 luck bonus to AC. This bonus only applies to friendly combatants within 50 feet of the banner. If the enemy force captures this banner, the former owners now suffer a -2 penalty to AC until the battle is over, or the banner is recaptured.

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, *shield*; *Market Price:* 5,900 gp.

War Banner of Rage: Any barbarian, or other follower of the Battle Rager, who carries this banner into battle will find his rage ability lasts 1d4 rounds longer than normal. This bonus also applies to friendly barbarians or followers within 50 feet of the banner. (Followers of the Battle Rager need not be clerics, simply worshippers of that deity.)

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, *emotion*; *Market Price:* 5,400 gp.

War Banner of Protection: Any military unit who carries this banner into battle gains a +2 luck bonus to all saving throws. This bonus only applies to friendly combatants within 50 feet of the banner. If the enemy force captures this banner, the former owners now suffer a -2 penalty to all saving throws until the battle is over, or the banner is recaptured.

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, *aid, bless*; *Market Price:* 6,100 gp.

War Banner of Righteousness: Any military unit who carries this banner into battle automatically succeeds at all Will saves with a DC of 20 or lower. This bonus only applies to friendly combatants within 50 feet of the banner. If the enemy force captures this banner, the former owners now suffer a -4 penalty to all Will saves until the battle is over, or the banner is recaptured.

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, *remove fear*; *Market Price:* 5,200 gp.

War Saddle: This bright yellow device grants the user the Mounted Combat feat. However, the rider also incurs a -4 penalty to all Intimidate checks.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item; *Market Price:* 900 gp.

Minor Artifacts

Baldren's Stone: Many decades ago, a great burning stone fell from the sky and smashed a small crater into the ground, far to the north of Cosdol. Hearing rumors of the crash from mysterious travelers, the sorcerer Baldren rushed to the crash site and invoked powerful spells to transport the rock to his tower before any other claimants could carry it off. He shaped several dozen spheres (the size of sling stones) from the rock, each of which grants incredible power to an arcane spellcaster - but at a terrible cost. Shortly after completing the items, Baldren's tower was engulfed in green flames and destroyed, killing the sorcerer.

Once per day, the bearer of one of Baldren's stones may immediately regain any spells (of one spell level) that were lost that day through normal casting. For example, a sorcerer who cast all of his 2nd-level spells could use the stone to immediately refresh his 2nd-level spell slots. However, 1d4 hours after using the stone, the caster suffers a single negative level (DC 15 Fortitude save negates). Immediately after suffering this negative level, the stone becomes connected (magically, not physically) to the user, and each day drains 2d4 random spells from the user's daily allotment. The caster does not know of this loss until he attempts to use the spell. Otherwise, the stone appears to function as before, allowing the user to refresh one spell level per day.

Casters who prepare spells lose 2d4 random spells immediately after completing their daily studies. Sorcerers and other spontaneous casters lose 2d4 random spell slots from multiple levels. A spellcaster under the effects of the stone must make a Will save (DC 25) in order to be rid of the stone. The first time the user attempts this save, the stone whispers psychic messages into his mind, promising him greater power if he continues to feed it magical energy. If the user attempts to restore his lost spells with the stone's normal ability, the stone works as normal but the save to remove the negative level increases to DC 30.

Baldren's stone is actually a sentient life form from the negative energy plane, cast into the prime material plane by a rift torn into the fabric of the inner planes. The thing sent dreams to Baldren promising him tremendous power if he kept the stone safe and crafted the items now known as *Baldren's stones* from it. Bladren's ritual allowed the stone creature to return home, destroying the sorcerer's tower in the process. The smaller stones now suck magical energy from their bearers and channel it to the original creature on the negative energy plane.

Caster Level: 17th; Weight: 1/2 lb

Coin of Power: The item appears to be an odd-looking coin made of mithral with a small hole in the center. Strange runes cover both faces of the piece. The only sure ingredients of the device are two ounces of pure mithral, a diamond touched by death, a rod struck by blue dragon's breath, and the blood of a demon spilled by a coward and mixed with the blood of the coward, though several other ingredients are necessary as well.

Tirisus the alchemist forged the first *Coin of Power* hundreds of years ago for a Skarrn warrior named Hekkel. Hekkel used the *Coin* during the Battle of Sturgard in which he and his band of Skarrn mercenaries aided dwarves of the Vrykarrs against raiding giants. Numerous skirmishes occurred over a period of many months, composing the Battle of Sturgard. Accounts of the time tell of the great warrior Hekkel who was able to strike down powerful giants with a frightening bolt of black magical energy that he commanded forth from a coin hanging from his neck. In the heat of one of the final confrontations, Hekkel was lost. Neither his body nor the *Coin* were ever recovered. Sages speculate that he was consumed by the *Coin* as payback for the unrighteous power he had released. Since that time, the formula for crafting the *Coin* has been lost to all but the students of Tirisus. The only known alchemists who presently know how to craft the *Coin* are Arowain Fain and Halaan. If you want to run a campaign involving the *Coin of Power*, see *The Root of All Evil*, *Forging Darkness* and *Coin's End* adventure books.

The *Coin* houses a malevolent force that bestows the following powers:

- **Enhanced power:** Imbued by the power of the *Coin*, the owner gains two class levels. Additional Skills, Feats, and an increase in ability scores go with this increase in level. The owner can only gain additional levels in a class that the owner already holds and these levels are lost should the owner lose the *Coin*.

- **Black bolt:** On command, the *Coin* casts forth a *black bolt* of energy that can kill whomever it strikes. The wielder of the *Coin* must make a successful ranged touch attack. The victim remains unharmed if he makes a successful Fortitude roll. The *black bolt* has an effective range of 30 yards and affects any living thing. Anyone killed by such a bolt dies an agonizing death by

withering; resurrection or raising is impossible. The *black bolt* cannot affect someone holding another *Coin*. This power can be used once per month and only affects one target. Those who make their Fortitude roll become immune to the effect if exposed at a later date.

The *Coin* also has several drawbacks:

- **Burn out:** Each use of the *Coin* has a 2% cumulative chance of backlashing and blasting the user with the *black bolt* of withering (no save). When this happens, both the *Coin* and its owner are destroyed.

- **Corruption:** The user of the *Coin* begins to turn evil. Each time the *Coin* is used, he or she must make a Will saving throw or begin to change. Every time the PC does not make the save, she has a 10% chance (cumulative) of slipping one step closer to evil alignment. Note that this is without any of the normal penalties for alignment change.

- **Dependence:** The *Coin* forces the user to become dependent upon it. The chances of this are the same as corruption: a Will saving throw each time the *Coin* is used or a 10% (cumulative) chance of the dependence starting. Each time the PC fails her roll and becomes more dependent, there is a 50% chance that she becomes totally dependent, never letting it out of her sight and dying before she'll give it up. This leads to madness.

- **Madness:** Once the PC becomes constantly dependent on the *Coin*, she begins to go mad. She believes that someone is always out to get her and fears even her friends and henchmen. At this point, her alignment shifts to chaotic without any of the usual penalties associated with that change.

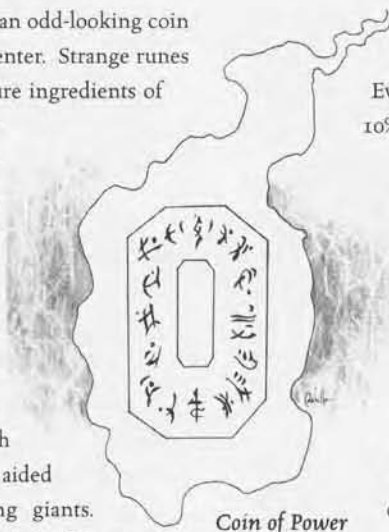
Usually, the burn out of the *Coin* destroys its owners before they can suffer many of the other effects.

Coins of Power are not effective against each other. All of their powers are useless against someone who holds another *Coin*. Though the *black bolt* strikes the holder of another *Coin*, for example, it has no effect. The *Coins* cannot be destroyed by normal means, although they react badly to each other. If the *Coins* come in contact with each other they react violently, destroying each other and causing 10d10 damage to everything else in a 20 foot radius.

Caster Level: 5th; Weight: 1.5 oz.

Daemonic Guardian Handbook: This evil manual is bound in the scaly hide of a mezzodæmon. Its contents describe in excruciating detail the horrific arcane procedures required for calling and binding a guardian dæmon. This work may be used by any spellcaster. Several of these books are known to exist across Tellene. Once summoned, the dæmon must perpetually guard the summoner's treasure until released by the summoner.

The book is cursed in that once any of its contents have been read in even the most cursory manner, it will thereafter cast a *suggestion* spell on a daily basis to entice the reader to spend all



Coin of Power

day perusing its contents. The range of this effect is a full mile but does not extend beyond the Prime Material Plane. Once the contents have been completely read, the reader must make a daily Will save (DC 19) or be single-mindedly compelled to perform the summoning ritual.

The summoning ritual requires material components which will likely need to be acquired by the reader. Good characters who are compelled to acquire the materials and carry out the summoning procedure will slowly transform to an evil alignment if the summoning is completed. The items required for the summoning ritual are: A holy symbol stolen from a good church, stolen coins or gems worth 100 gp equivalent value, the ashes from a burned home, and the brain of a murdered child.

Caster Level: 18th; *Weight:* 5 lbs.

Dagger of Telarai: Telarai, a master elven thief, ruled the Segeleta nights for many years. With his venerable life span he was able to make long-term investments, spend years planning robberies and outlast his competition. However, part of his success derived from his *dagger*, a cunning and intelligent weapon that provided him with magical abilities and insightful advice on managing his criminal empire. The *dagger* is a +1 weapon with Intelligence 18, Wisdom 10 and Charisma 17. It can speak Merchant's Tongue, Low Elven, Infernal, Dwarf and Abyssal, and grants its wielder the Improved Initiative feat and unlimited use of the spell *jump* for 20 minutes once per day. More importantly, the *dagger* has a permanent telepathic link with Telarai. The two can communicate as long as they are on the same plane of existence.

The *dagger* is thoroughly familiar with Telarai's criminal cartel, and will try to convince its owner to take on small tasks that help to restore Telarai's crime empire. Telarai was literally incinerated by his rivals, but a fragment of his body (a finger bone lost to a guillotine trap) rests with a small treasure cache hidden just outside of Segeleta. The *dagger* attempts to convince its wielder to recover the treasure, offering to lead him to the cache so long as he promises to deliver the bone fragment to a spice merchant in the city. In truth, the merchant is Telarai's half-elven son Torasceine.

With the fragment of his father's body, Torasceine plans to use the last of the family's fortune to pay for a *true resurrection*. Once Telarai is alive, he will take one of two paths in relation to the possessors of his *dagger*. One path is to use the *dagger*'s possessor as a dupe, feeding him information about horrid criminals, cultists and other fiends that must be destroyed. In truth, these targets are Telarai's rivals. The alternative method is to offer the PCs gold, magic items and other treasures, in exchange for minor, seemingly innocent jobs on his behalf. These could include guarding a caravan or keeping watch over a warehouse. Of course, the caravan carries poison, narcotics and other items Telarai sells on the black market. The warehouse is

the site of his meetings with his old contacts. If the PCs are not cooperative, or attempt to leave Segeleta without approval, Telarai will hire assassins to hunt them down and retrieve the dagger.

In short order, the PCs could inadvertently help pave the way for the rise of a powerful criminal. By the time they realize the elf's true nature and his connection with their *dagger*, they may be wanted for aiding and abetting a powerful thief.

Caster Level: 9th; *Weight* 1 lb.

Darklight Codex: This foul and ancient volume is the product of centuries of necromantic wisdom. It appears much as any other magical or authoritative tome - a large, leather-bound volume with metal hasps. There is no title, although the first interior page has a line from a poem, "From the dark, light." This is what gives the book its name. The work is primarily of benefit to evil characters, particularly necromancers. Other types reading it will become confused or perhaps be permanently damaged by its distorted world view.

The book purports to be a series of discussions had between a young monk, a seeker after truth named Koji, and a semi-mythical character referred to as the Earth Spider. The Earth Spider

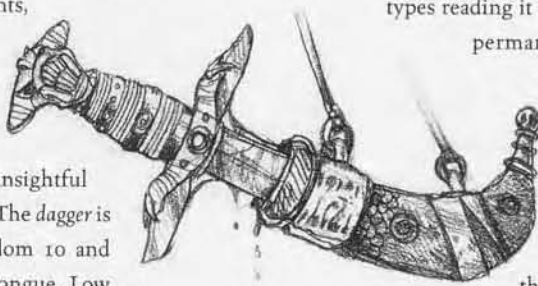
Dagger of Telarai constructs a series of specious but plausible arguments that gradually undermine Koji's sense of conscience and humanity. As this occurs the reader is sucked in with the unfortunate monk. There has been speculation among scholars as to whom these figures might represent. Some contend that the Earth Spider is really the God Nytharr, others that the term is simply a mistranslation and the Codex is a copy of a much older work.

Whatever the truth of this, the dialogues between the principal characters exert an insidious effect upon the reader. Much as a hypnotized subject is aware of what they are doing, but somehow cannot think of a good reason to resist, the affected reader will start committing, perhaps secretly, acts of a selfish and evil character. One of these suggestions is, of course, to continue studying the Codex.

Note: the book does not contain scrolls of spells and spells cannot be cast from it. The spells become part of the necromancer's store of spells known through the power of the text. The reader may not remember exactly how he came to learn this spell but can inscribe it in spell books thereafter.

A few excerpts from the early parts of the Darklight Codex follow to give some of its flavor. The DM may wish to transcribe these and hand them to the relevant player(s).

Some Excerpts from the Darklight Codex: One day a young monk walking by a stream was meditating upon his morning lessons when he came upon an earth spirit. It spake unto him thusly "Young monk, who do you think I am? The



monk replied "You are the Earth Spider and have come, as it is written, to test my faith." The creature then replied, "Well done, little monk, you have learned your lessons well, but you are mistaken, I come not to test your faith but to show you another." In this way did the conversations begin.

1st conversation:

Spider; To believe a thing means to think it true, would you not agree?

Koji; Of course, why else would you believe a thing?

Spider; Good. So a reasonable man believes all of his beliefs to be true?

Koji; Of course, but one could always be wrong.

Spider; Naturally, a reasonable man knows that, from experience, some of his beliefs are false.

Koji; Yes, that is reasonable.

Spider; So a reasonable man believes both that all his beliefs are true and that some of them are false. Does this seem reasonable?

Koji; It seems we must be wary of being a reasonable man.

Spider; I believe you are right.

5th Conversation:

Spider; And what of good and evil? Has anyone ever seen such things?

Koji; Of course not, how could they?

Spider; And is it not more true to say that people require duties of you rather than performing them themselves?

Koji; Well, many behave badly but...

Spider; But there is no good or bad, do you not see? There is only expedient or inexpedient.

Koji; What can you mean?

Spider; Is not ethics meant to make life better?

Koji; Of course.

Spider; And what can "better" mean here but more comfortable, longer and more pleasant?

Koji; Perhaps...

Spider; And are all people of equal powers? Do they have equal needs? Equal desires?

Koji; No, we are all different.

Spider; And do all deserve the same?

Koji No.

Spider; Thus is ethics and all talk of good and bad just a smokescreen for the weak playing a trick upon the strong, for it is the way of nature that the strong take and the weak give. Anything else is against all human reason.

12th Conversation:

Spider; Some there are that believe that above all the Gods there is one that is ultimately good.

Koji; Yes, they say that God must be good without limit and that he is the creator of the universe

Spider; Well then, would you agree that if of two contrary things one were to exist without limit then the other would be totally eliminated?

Koji; What can you mean by that?

Spider; Well, if the Universe were all light then there would be no darkness would there? And if it were all darkness then similarly there could be no light. This is just common sense.

Koji; I suppose you are right.

Spider; So if there is a God who is truly "Goodness without limit" as some say then no evil would exist in the world?

Koji; You must be correct.

Spider; Yet only a fool would say that there is no evil to be encountered in the world. In fact one finds it everywhere.

Therefore the God of these fools cannot exist.

Koji; This is unfortunately true.

Spider; It is not unfortunate at all. One must learn merely to be good at doing evil.

18th Conversation:

Spider; Let us say that the ultimate horror is that thing which a greater horror than it cannot be imagined.

Koji; Very well, if such a thing existed that would surely be correct.

Spider; Well now, is a thing more horrible when it exists or when it does not?

Koji; I am not sure, the imagination is a terrible thing...

Spider; Well, would you be more frightened of a painting of a tiger or of one bounding at you?

Koji; Of course, the real one.

Spider; And again, is it more horrible to be hungry or to imagine what it would be like to be hungry?

Koji; To actually be hungry.

Spider; Then is the most perfect horror that which exists or that which does not?

Koji; That which exists.

Spider; But we said that the most perfect horror was that horror which was so great that nothing more horrible could be imagined, did we not?

Koji; We did.

Spider; But if the ultimate horror was imaginary then we could conceive of a greater one- one which was the same as the imaginary one but had this extra-that it existed, without this it would not be the ultimate horror but only a lesser one.

Koji; It seems you are right.

Spider; So the ultimate horror exists. Come further with me and I will show it to you.

Devourer Staff: This plain, wooden staff is crafted from gnarled and knotted wood. It appears to be a normal walking stick, but in the hands of an arcane spellcaster, its true abilities are realised. The staff is intelligent and can communicate via empathy. It has an Intelligence 16, Wisdom 15, Charisma 8 and grants its user the ability to *detect magic* at will and *feather fall* once per day. Otherwise, the staff operates as a +1 bludgeoning weapon (treat as a quarterstaff).

The first time its wielder is under stress or threatened with defeat, the staff offers him a bargain. In return for casting an arcane spell of 6th level or below (as an 11th-level wizard), the staff demands the blood sacrifice of any humanoid creature. Any creature is acceptable, but continued use creates additional requirements. The staff must be bathed in the blood of the sacrificed creature. By agreeing to the terms of this deal, the wielder enters into an infernal pact with the staff. Until he fulfils his end of the bargain, he suffers a -2 penalty to attacks and saves. No magic short of a *wish* spell can remove this penalty. In addition, each time the wielder uses this ability, the required alignment of the next creature he sacrifices must be one step closer to his own. For example, if a lawful good character sacri-

fices a lawful evil creature, he must next sacrifice a lawful neutral one. If he once again invokes the staff's power, he must sacrifice a lawful good creature.

Caster Level: 9th; *Weight* 4 lbs.

Dread Cloak of Gulkamek: Woven from inky black cloth, this enchanted, intelligent cloak was once the prized possession of the hobgoblin assassin Gulkumek. The *cloak* grants a +10 competence bonus to all Hide checks as it bathes its wearer in shadows. It also allows her to cast *darkness* three times per day at a caster level of three. The cloak communicates via empathy and has Intelligence 16, Wisdom 17 and Charisma 9. It grants its wearer the free use of the Blind-Fight and Combat Reflexes feats.

When worn, the *cloak* establishes contact with its wearer and outlines its special abilities. However, its true purpose is to spread murder and fear amongst good-aligned peoples. Potential targets are usually shopkeepers, merchants and other rich and influential, but often defenseless, persons. Once a week, the *cloak* summons three shadows (see the *Monster Manual*) to stalk and kill its chosen target.

If donned by an evil character, the cloak allows its wearer to activate its summoning power at will once per week. The shadows render full service to the wearer for one hour before they dissipate.

Caster Level: 11th; *Weight* 3 lbs.



Gem Crowns of Kruk-Ma-Kali: These crowns represent different aspects of the great king, specifically different ways of overcoming his enemies. He awarded these crowns to specially favored followers. Like many conquerors, he never fully trusted his most powerful commanders (their ability made them valuable assets, but also potential enemies), so the crowns have drawbacks. Kruk-Ma-Kali insisted that the true and loyal followers could use a crown without harm.

An individual must wear a crown for a full day before having access to the power, even if he knows the power and the command word. However, each crown also carries a curse such that the wearer must make a Will save (DC 22) every time he uses the power or suffer half the damage the special attack causes. The command words are inscribed in ancient Hobgoblin on the interiors of the crowns.

Each crown's power can be used three times per day. Using these abilities is a standard action.

Diamond Crown of Conquest

Command word: *didarakh*

This crown allows the wearer to fire a *magic missile* (as a 2nd-level sorcerer) from each eye (net two missiles per round). They can be targeted separately.

Caster Level: 18th; *Weight:* 5 lbs.

Ruby Crown of Fire

Command word: *akhazzan*

This crown allows the wearer to shoot fire out to 10 feet in a semicircular burst centered on his eyes for 2d6 points of damage (Reflex save DC 25 for half).

Caster Level: 18th; *Weight:* 5 lbs.

Sapphire Crown of Light

Command word: *kryborresh-nakh*

This crown allows the wearer to fire miniature lightning bolts from his eyes at a single target up to 15 feet away (Small-sized or larger), causing 2d6 points of shocking electrical damage (Reflex save DC 24 for half). The bolt attack can damage 4 Tiny, 8 Diminutive or 16 Fine creatures in a given attack.

Caster Level: 18th; *Weight:* 5 lbs.

Onyx Crown of Despair

Command word: *durgha-ke*

This crown allows the wearer to fire draining black bolts from his eyes, up to ten feet away. Each bolt drains the target of 1d6 hit points with no saving throw (the wearer gains no hit points from the attack, however). The victim can recover these hit points normally. The bolts can target separate victims, so long as they are no more than 15 feet away from each other.

Caster Level: 18th; *Weight:* 5 lbs.

Gem of Hades: This gem bestows several abilities upon its bearer: First, the bearer may cast *darkness* as a 9th level cleric 3 times/day. Use of this ability costs 1 hit point.

Secondly, The bearer may cast *deeper darkness* as a 9th level cleric twice per day. Use of this ability costs 2 hit points.

Third, he may cast *continual darkness* once per day as a 9th level cleric. Use of this ability costs 3 hit points.

Fourth, the bearer may cast *negative energy protection* once per week as a 9th level cleric. Use of this ability costs 5 hit points.

Finally, the bearer may summon a shadow demon to do his bidding during the night Veshemo (a moon) is new; the fiend obeys the bearer's orders explicitly and to the letter, and returns to the nether realms upon the sunrise. Use of this ability costs 15 hit points, or alternatively the bearer may bathe the gem in the blood of a virgin sacrificed to the Lurker in the Void.

The bearer (alone) may *gate* to the fourth layer of Hades during the height of a solar eclipse. The *gem* does *not* provide a round trip! Use of this ability confers one negative level upon the bearer (unless the bearer is neutral evil and has not transgressed his alignment, as determined by the DM). The Fortitude save DC to avoid the negative level becoming permanent 24 hours later is 23.

Note that hit points lost due to use of the *gem's* powers cannot be healed by good magic. Only normal healing or healing spells cast by evil clerics can heal this damage. If the bearer dies as a result of overuse of the *gem*, he turns into a shadeling. These creatures are detailed in the *KINGDOMS OF KALAMAR* adventure entitled *The Lost Tomb of Kruk-Ma-Kali*.

Caster Level: 18th; Weight: —.

Mindclench Gauntlet: This singular gauntlet, of unknown origin or background, bears a proper name much as some swords do. To properly gain its horrible (for the opponent anyway) damage potential, the wearer must first successfully hit his opponent with a pummeling attack (roll appropriate damage). If this is achieved, the wearer must then make four additional successful attacks—one with each individual finger and thumb. Each successful hit will yield an additional 1-2 points of damage. If all four attacks are successful then the wearer has successfully pushed his fingers through his foeman's skull and has seized its brain and will destroy it in 1d4 rounds.

A rather unfortunate side effect to the magic of these *gauntlets* will make the wearer unmistakably apparent to anyone searching for him with magical (in particular by mental or psionic) means. This effectively triples the likelihood of any *srying* success (such as that of *clairvoyance*, the magic of a crystal ball, *telepathy*, ESP, etc.). This will hold true from the moment the *gauntlets* are donned until they are removed, and will persist for a time equal to that which they were worn (i.e. if they were worn for a turn, this magic will last for a full turn after they are removed).

Caster Level: 18th; Weight: 1.5 lbs.

Rurik's Boundless Vault: This wooden, iron-bound chest works in a fashion similar to a *bag of holding*. It appears large enough to contain 5 cubic feet, but in reality the chest's inner

area opens into an extradimensional space that can hold 250 cubic feet of material weighing up to a total of 1,500 pounds. More importantly, powerful conjuration magic placed on this container causes it to duplicate coins placed within it. Each month, the chest adds coins worth 5% of the total gold piece value of coins stored within it. For example, if 100 gp are placed within the chest, a month later a careful counting of the coins reveals 105 gp total. Magical equipment and items placed within the chest are unaffected.

Unfortunately, a greedy spirit dwells within this item. The mighty dwarven warrior, Rurik Stonehammer, commissioned this chest to ensure his fortune would never dwindle. In his old age Rurik devolved into madness. As he lay on his deathbed, he demanded that his soul be bound into his chest so that he could be with his treasure for all eternity. Thus, the chest counts as an intelligent item. It has Intelligence 19, Wisdom 10, Charisma 20 and an Ego of 30. It can speak Merchant's Tongue and may communicate via *telepathy*. It has 10 ranks in Sense Motive, can *detect magic* and see invisibility at will and can cast *finger of death* (100 ft. range, save DC 17) once per day. Unlike most intelligent items, the chest has the use of these abilities. It does not grant them to the owner.

Over the years, Rurik became even greedier than he was in mortal life. He covets the items placed within the chest and is happiest when its owner adds more treasure to it. If a party of adventurers uses the chest, Rurik contacts them via *telepathy* and describes the chest's ability to produce money. So long as the characters put coins and items into the chest, Rurik remains pleased. As soon as they attempt to remove anything from it, his lawful evil nature becomes apparent. Rurik refuses to relinquish his hold on his treasures, as he now sees them. It tries to use its Ego (Will negates, DC = 30) to force a character who wishes to remove coins from the chest to instead leave the coins in place. The character is compelled to place any coins he has within the chest. If the character later earns any coins as part of his share of treasure, he must make another Will save against the chest's Ego or stash his coins within the chest. The character refuses to spend his treasure until he can successfully resist Rurik's commands. Once Rurik's hold is broken, he remains silent until he gains a new owner and the chest ceases to generate more coins.

Caster Level: 13th; Weight: 30 lbs.

Siren's Prize: The *Siren's Prize* is a large pearl of magnificent, milky white beauty. If possessed for a month or longer, its owner will gain the benefits of a +2 increase to both Intelligence and Wisdom. If one or both of these scores is any number below 15, the stat(s) in question will automatically increase to 15. Once the abilities are gained, then after that time if the *Siren's Prize* parts with its owner for longer than 24 hours, then both Intelligence and Wisdom will drop to 8 permanently, *remove curse* or any other means (including a *wish*, *miracle* or regaining the pearl) notwithstanding.

The only way to increase those statistics once the possessor loses the *Siren's Prize* is to be reunited with the pearl and have it remain in possession. After a month, the statistics will begin returning to normal at a rate of one point per month each. When the statistics return to their original potential (before altered by any magics), then the benefits of the *Siren's Prize* may again be gained. (Hardness 9, hp 9, Ref +12)

If you want to run a campaign involving the *Siren's Prize* pearl, see the *Siren's Prize* adventure book.

Caster Level: 21st; *Weight:* 3 ounces.

Sword of Infernal Death: The origins of the strange and mysterious weapon are lost to the mists of time, and though some sages speculate that this weapon originated on the outer planes, no firm evidence has yet been presented. The hilt of this +2 *longsword* is decorated with small screaming imp heads, with a small, carved goat skull for its pommel. When drawn from its scabbard, wisps of steam roil off the sword as if it is fiery hot, though the blade itself remains cool to the touch.

Anyone cut with this steaming blade must make a Fortitude save (DC 15). A successful save means that the character has contracted both the mindfire and red ache diseases. Those may be healed normally (see page 75 of the *Dungeon Master's Guide*). A failed save means that the character suffers 1d4 points of damage every round as he feels his blood become like fire streaming through his veins, and his skin becomes red, bloated and warm to the touch. The victim must make three successful Fortitude saving throws in a row to recover. This sword must be used at least once per day, or the wielder will contract the diseases himself the next time he draws the sword.

Caster Level: 14th; *Weight:* 4 lbs.

Tools of Ultimate Thievery: What looks like a masterwork set of thieves' tools is actually a powerful cursed magic item. The tools of ultimate thievery were crafted for a master thief many decades ago, but the crafter, a good-aligned wizard named Avil, added a little extra magic to make sure the thief was caught and incarcerated. When used, the thief gains a +10 bonus to Disable Device and Open Lock checks. Any roll of a natural '1' can be re-rolled at no cost to the thief.

Every use (and re-rolling a '1' counts only as a single use) brings the thief closer to becoming an incurable kleptomaniac of legendary proportion. For each use the thief must overcome a Will saving throw (as shown on the chart) or try to steal an object within a certain time frame to satisfy his lust. Failure imparts a cumulative -1 morale penalty on all attack, save, and skill checks per time frame until an item of appropriate value is purloined (e.g. a thief on 18 uses suffers a -1 penalty per 6 hours).

There is no limit to the penalty, but when the thief reaches -20 and at each further penalty thereafter he must make a Will save (DC 25) or lose a point of Wisdom permanently.

Uses Will Save Effect 1 - 5 DC 10 The thief must steal an item worth 1 gp or more within the next day 6 - 10 DC 15 The thief must steal an item worth 5 gp or more within the next 12

hours 11 - 19 DC 20 The thief must steal an item worth 20 gp or more within the next 6 hours 20 - 29 DC 25 The thief must steal an item worth 100 gp or more within the next 3 hours 30+ DC 30 The thief must steal an item worth 500 gp or more within the next hour

Only a single item of appropriate value, such as a backpack, weapon, gem, work of art or magic item will satisfy the thief's criminal urges. Multiple objects do not count towards the total unless they are identical, such as a pair of matching daggers that total 20 gp, or three identical gems worth 250 gp each. Multiple objects must be found at the same time.

Only a *remove curse* of 10th level or higher can cure the victim of his kleptomania. Should he later re-use the tools, he begins his use count where he left off.

Caster Level: 13th; *Weight:* 2 lbs.

Vampiric Sword: Unlike the blood-drinking *armor* with a similar name, this *sword* is cursed such that should a character's roll to hit an opponent miss, the *sword* drains a number of hit points from the wielder equal to the number of points required to make the strike a hit. The wielder cannot choose to miss an opponent! The *sword* can hit any being, even those requiring magical weapons; each +1 required to hit such a being acts as a multiplier to the total points drained. (If the character would otherwise hit based on his attack roll, the *sword* drains a minimum number of hit points equal to the bonus required to hit.) For example, if +3 weapons are required to hit an opponent, and the character misses an attack roll by 5 points, the *sword* would drain a total of 15 (5 times 3) hit points from the character in order to cause the blade to strike home.

The blade has no bonuses to hit or to damage, and does a sword's standard damage (2d6 for a greatsword). The blade never allows itself to be separated from its current victim for long, and will always reappear in a character's hand whenever he attempts to draw a weapon in combat. To rid oneself of this blade, one must have a *dispel magic*, *dispel evil* or *remove curse* successfully cast against an 18th level caster. A *wish* or *miracle* spell also works, but not a *limited wish*. Alternatively, the character could travel to the fifth layer of Hell and cast it into the deepest pool of fire in that realm. This would release the pit fiend magically transformed into the form of the sword.

Caster Level: 18th; *Weight:* 15 lbs.

Major Artifacts

Orb of Midnight: Ages ago, Nakar, a very wicked high priest of Adajy prayed for his dark god to give him inhuman power so that he might rule Kadar. In return for the power, Nakar promised to turn Kadar into a land of nightmare, devoted only to the Prince of Terror. Adajy granted his wishes by creating the *Orb of Midnight*. Unfortunately for Nakar, Adajy required one more sacrifice; the god bound Nakar's soul into the *Orb* to give it its power. With the *Orb*, the Fellowship of Terror spread its influence throughout Kadar and into the whole northern Khydoban area.

After the fall of Kadar, the *Orb* disappeared, hidden by its faithful. The artifact would reappear during times of trouble only to disappear when evil waned again. After several generations of battle, the Dream Weavers finally captured the *Orb*. They divined that the relic could be split in two and substantially weakened. Fearing recapture by Adajy's faithful, the Keeper of the Mist order the two halves hidden.

All history after this time is mere speculation, but it seems likely that the *Lesser Half* was hidden in the Church of the Silver Mist in Thygasha and remained there until the present day. It appears that the bearer of the *Greater Half of the Orb* went insane or became corrupt and claimed it for his own. In any case, control of the *Greater Half* was lost to the Dream Weavers. There have been various accounts and brief sightings of the *Greater Half* throughout the centuries, but none have been verified, and it has heretofore been lost to history.

Appearance of the Orb of Midnight: The *Orb of Midnight* appears as a pearlescent black sphere approximately one foot in diameter. If closely observed, its surface seems to shift and flow. Examining either half of the *Orb* requires that any non-worshipper of the Sultan of Fear make a Will save (DC 20) or become permanently afflicted with paranoia.

The *Orb* is sentient and can change its shape to become as small as a pearl or as large as a keg. It may also change its mass to anything from a few ounces to as much as several hundred pounds. The *Orb* radiates overwhelming magic if detect magic is cast upon it.

Powers of the Orb of Midnight:

Lesser Half: This part appears as a chunk of dull black basalt with one highly polished hemispherical surface 7 inches in diameter. Anyone not of the Fellowship who touches it feels a sense of evil and unease but these have no game effects. Touching it awakens the *Orb* and it begins to call out to Adajy's faithful. This summons continues for a year but may be blocked by placing the half within any type of magic circle.

Lesser Half Powers

- +1 deflection bonus to AC and +1 resistance bonus to saves
- cast *fear* 2/day
- change self at will

Acts as a homing device for the *Greater Half*. Holding the *Orb* and concentrating reveals the direction and approximate distance to the *Greater Half*.

Greater Half: This part appears as a 1-foot diameter sphere of glossy jet. A large chunk is missing and this surface is very rough and dull. Anyone not of the Fellowship who touches it will feel a sense of evil and unease but otherwise suffers no ill effects. As with the *Lesser Half*, touching it will awaken the *Orb* and it will begin to call out to any of Adajy's followers. This summons will continue for a year but may be blocked by placing the half within a magic circle against chaos or evil.

Greater Half Powers

- +2 deflection bonus to AC
- cast *phantasmal killer* 1/day
- misdirection at will

Acts as a homing device for the *Lesser Half*. Holding the *Orb* and concentrating reveals the direction and approximate distance to the *Lesser Half*.

Complete Orb of Midnight:

- cast *nightmare* 3/day (Will save DC 22).
- A gate to the Demi-Plane of Shadow is brought into existence. This gate cannot be closed (even by the *Orb* Bearer) except by splitting the *Orb*.
- All land within a 20 mile radius of the *Orb* is concealed by hallucinatory terrain. The immediate 250-foot radius of the *Orb* is covered by a mirage arcana.
- Any illusion or *fear*-inducing spell cast by Adajy's followers within a one mile radius is extra potent (DC increased by 2).

Complete Orb Powers

The *Orb* bestows the following special powers upon the keeper of the *Orb* in addition to the powers of the individual halves. The keeper must be an absolutely faithful devotee of Adajy for the special powers to function.

- The Keeper of the *Orb* may cast *weird* 1/day.
- The Keeper of the *Orb* may rebuke any inhabitant of the Demi-Plane of Shadow while it dwells within the same plane as the *Orb*. This ability functions as rebuking undead does, and may be used 3 + (Cha modifier) times/day.
- The Keeper radiates a Fear Aura (Ex) in a 60 ft. radius as a lich. (Followers of Adajy are immune to this effect).
- May assume *gaseous form* at will.
- Shadow walk at will.
- Confers +3 deflection bonus to AC and +3 resistance bonus to saves.

Side Effects of the Complete Orb: The complete *Orb* causes all water within a fifty mile radius to evaporate at twice the normal rate. The bearer of the *Orb* must consume double the normal quantities of water.

The *Orb* causes the bearer to have awful nightmares. The bearer slowly becomes reluctant to sleep. If the bearer is not a cleric of Adajy, he or she must make a Will save (DC 18) once per day or go permanently insane (acute paranoia and hallucinations) from the nightmares and sleep deprivation. Even if the bearer is a faithful follower of the Bloodcurdler, she or he must make a Will save (DC 16) once per the number of months equal to her or his number of cleric experience levels or go insane as above. For example, a 1st-level member of the Fellowship of Terror would have to save once per month, while a 13th-level Fellow would save merely once per year (13 months).

Each time the bearer uses the *Orb*'s major power of casting *weird*, there is a 1% cumulative chance that the bearer

becomes the mental slave of the *Orb* for 2d4 weeks. In this instance, the bearer's soul becomes trapped in the *Orb* while the spirit of Nakar possess the bearer's worldly body.

Destroying the Orb of Midnight: The *Orb* may be split if it is struck by a +4 or better magic weapon, a vorpal weapon, or a weapon of disruption. A critical hit is needed to split the *Orb* in this manner. The *Orb* may only be permanently destroyed if struck by a *gem of seeing* launched from a magical sling by an individual with *true seeing* cast upon him. A critical hit is needed to shatter the *Orb* in this manner. Any lesser score merely splits it in two.

If you want to run a campaign involving the *Orb of Midnight*, see the *Midnight's Terror* adventure book.

MAGIC CIRCLES AND SUMMONINGS

In roleplaying terms, a *magic circle* is a sacred space where the villain conducts rituals, summonings and other ceremonies. *Magic circles* are drawn on the ground, the villain standing within them for protection (or outside them when summoning creatures). Should the villain ever put any portion of his body across the circle, he becomes subject to the power of any creature waiting on the other side.

In game terms, a *magic circle against evil* (or good, chaos or law) is a 3rd-level spell available to certain character classes. These *magic circles* create a magical barrier in a 10-foot radius around the caster, giving him or her a +2 deflection bonus to AC and a +2 resistance bonus on saves. They also block any attempt to possess or exercise mental control over the caster and prevent bodily contact by summoned or conjured creatures. A *magic circle against evil* also, when focused inward, confines a creature transported from another plane to the plane of the caster. These *magic circles* bind the creature for 24 hours per caster level, provided the villain casts the spell that calls the creature within one round of casting the *magic circle* spell. (These spells can be found on page 223 of the *Player's Handbook*.)

In the world of Tellene, the canons of the evil religions hold information on creating *magic circles*. Among the good or neutral-aligned religions, this information can only be found in a separate tome held by members of the church of rank 3 or above. (See Chapter 9: Adventuring of the *KINGDOMS OF KALAMAR Player's Guide* for more information on temple rank.)

Greater Binding Circles

A *greater binding circle* functions much like a normal 3rd level *magic circle* spell. However, there is one major difference when it comes to holding conjured or summoned creatures – a normal *magic circle* takes its power from the caster's magical energies, while a *greater binding circle* takes its power from the circle itself. The symbols and inscriptions

of this circle must be drawn by hand, and drawn correctly, or the summoned creature will find a flaw and break through.

The creation of these *greater binding circles* is not limited to any particular class or race. Non-spellcasters, from the most burly fighter to the most timid torchbearer, can draw a *greater binding circle* – provided that they have at least 5 ranks in the Knowledge (arcana) skill as well as the proper ritual tool and equipment. Spellcasters need no extra skill ranks – it is assumed they already possess this knowledge. However, they do require a divine focus or ritual tool, as noted below.

Non-spellcasters who draw a *greater binding circle* can only do so at one location and they cannot “cast” the spell on a creature. They must decide whether the circle is to be focused inward (to confine a summoned creature) or outward (to protect against a certain alignment type) before beginning, as many of the interior symbols of the circle need to be oriented differently, depending on its purpose.

Drawing a *greater binding circle* takes a minimum of 30 minutes, and the DC to properly construct a perfect circle is 20. Of course, the drawer of the circle cannot tell for certain whether he has succeeded or not (unless the summoned creature breaks through). The DM should secretly make a Knowledge (arcana) check (DC 20) to determine if the circle has been drawn perfectly.

Spellcasters may gain a +8 bonus to this check by casting the 6th level spell *greater magic circle* (against good, evil, law or chaos) while they simultaneously draw the circle by hand. The caster must learn and prepare the *greater magic circle* as he or she would any other spell. In this special case, the DM should secretly make a Spellcraft check (DC 20), instead of the Knowledge



TABLE 9-1: ESCAPE MODIFIERS

VARIABLE	DC MODIFIER
Creature is a celestial	-4
Creature is a demon	-6
Creature is a devil	-4
Creature is other type of outsider	-4
Summoner is reusing a previously-drawn circle	-10
Summoner knows creature's true name	+8
Summoner holds creature's talisman	+5
Summoner is follower of deity inscribed in circle	+2

(arcana) check, to determine if the circle has been drawn perfectly.

Alternatively, the character may take 10 (see page 61 of the *Player's Handbook*) when drawing the *binding circle*, if he or she is under no particular time pressure to complete the task. If time is no factor at all, the character may take 20 by devoting 3 hours and 20 minutes to the task.

A successful *greater binding circle* protects against attempts to exercise mental control and against bodily contact by summoned or conjured creatures. Creatures within a successful *binding circle* cannot escape through dimensional travel (*astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar abilities) or use their melee or ranged attacks against any target outside the circle or against the circle itself.

Any summoned or conjured creature may test the power of the circle once per day. If the *binding circle* was created by a spellcaster, the creature may use its spell resistance to attempt to break free. If the creature has no spell resistance, it automatically fails. For a circle created by a non-spellcaster, the creature must succeed at a Will save using the original Knowledge (arcana) roll of the summoner as the DC. The creature also has modifiers to this roll as seen on Table 9-1: Escape Modifiers. Some of these modifiers also affect the summoner's ability to bargain with a creature (see below).

When the power of the *circle* ends, or when the summoner dismisses the creature (which he may do at any time), the creature is immediately returned to its plane of origin. When the spell that has summoned a creature ends and the creature disappears, all the spells it has cast end (if they haven't already). A summoned creature cannot use any innate summoning abilities it may have, and it refuses to cast any spells or use any spell-like abilities that would cost it XP.

HOW TO DRAW A BINDING CIRCLE

Both good and evil-aligned characters use *magic circles* for protection against evil, though evil-aligned characters and villains often use circles to conjure and command demons and spirits. In either case, it is essential that the circle be drawn carefully and correctly.

To draw a *binding circle*, the character must first have a ritual tool consecrated (or desecrated) by a good-aligned (or evil-aligned) cleric. This tool is typically a dagger, rod, staff, sword, wand (if outside) or powdered silver or a simple piece of chalk (if inside). Circles made with consecrated tools are only effective against evil or neutral beings or spirits, while a circle made with a desecrated tool is only effective against good or neutral beings or spirits. Strangely, a cleric with a true neutral alignment cannot properly consecrate or desecrate a ritual tool – magic circles created with such a tool are ineffective. Clerics constructing *binding circles* may simply use their divine focus instead of a ritual tool, as long as it can clearly inscribe the circle.

Next, the person drawing the circle must choose a location where the circle can be clearly drawn with no breaks. A private room in a tavern is usually a bad location. Many a novice caster has, to his dismay, learned that the separations of the boards in a planked wooden floor do not allow for a continuous circle. Also, should a summoning get out of hand, the demon will have plenty of innocents on whom to vent his wrath. Any survivors (or family members of the victims) will be sure to hunt down the person who summoned the demon in the first place.

The next step in casting a *binding circle* is to make sure that the floor is properly cleaned and/or cleared of debris. Sweeping with a broom is generally sufficient, though some casters go so far as to wash and scrub the entire area, feeling it best to take no chances. Others actually cordon off the area around the circle with stones or wood (if outside) or plug all holes and cracks in the walls (if inside). The story of Kordar, a Fhokki fighter who was killed after a small mouse crossed his circle's chalk line, is still a favorite among many spellcasters.

When the area chosen for the circle is cleared, the caster stands within (or without, for summoning) the intended area and uses the ritual tool to draw a large circle, nine feet in diameter. When drawing the circle, the caster should move clockwise to protect against evil (or chaos), or counterclockwise to protect against good (or law). Next, the summoner must inscribe two further circles, separated by intervals equal to the palm of the caster's hand. Alternatively, some casters draw a circle eight feet in diameter within a 10-foot-diameter circle, placing the smaller rings within this two-foot space. Both types of *binding circles* seem to work equally well.

It is also said that sprinkling salt around the boundary reinforces the perimeter, but many elder spellcasters insist this is merely a rumor started by the Golden Alliance in order to increase sales of salt. Nevertheless, it remains a typical part of most *magic circle* castings.

When the ring(s) of the circle are completed, the caster must begin to inscribe the space between the rings with the appropriate magical symbols. The outer circle must be inscribed with at least four names for the deity whose alignment opposes the evil or good the circle is to protect against. For example, the caster who attempts to summon an evil outsider will inscribe his circle with any four names of one good-aligned deity, such as

the Knight of the Gods (also known as the Valiant, the Swift Sword, Champion of Tellene, Evil Slayer and many other racial names). One deity name must be placed at each of the four major points of the compass (north, east, south and west). The middle and inner circles are inscribed with various magical sigils (typically, those associated with binding spells, and/or other symbols related to the deity whose four names are inscribed in the outer circle).

If summoning more than one creature, it is wise to avoid using the same *magic circle*. The summoned creature will immediately know that not only has this circle been used before, but it will know who or what was summoned. This could be disastrous if one is attempting to pit one demon against the other, for example. The creature also receives a negative modifier to its reaction roll (see Table 9-2: Creature Reaction). Finally, note that one cannot summon more than one creature at a time, using the same circle.

SUMMONING AN OUTSIDER

To summon a creature, one must first complete the *binding circle*. Once the circle is completed, the caster stands outside the circle and calls forth the creature by using one of its names. For example, an uridezu demon may be known as the Flayer of Children, Stalker of the Night, Hand of Blood or his personal

TABLE 9-2: CREATURE REACTION

ROLL (1d20)	REACTION
1	Summoned creature becomes crazed with anger against the caster. He will do anything in his power to kill the caster as soon as possible.
2-5	Creature refuses to deal with the caster at all. When returned to his native plane, the creature will begin a plan of slow revenge against the caster.
6-9	Creature refuses to deal with the caster.
10-12	Creature is curious. There is a 25% chance the creature agrees to the bargain.
13-15	There is a 50% chance the creature agrees to the bargain.
16-18	There is a 75% chance the creature agrees to the bargain.
19-20	The creature agrees to the bargain.

TABLE 9-3: REACTION MODIFIERS

VARIABLE	REACTION MODIFIER
Celestial	+/-0
Demon	-2
Devil	+2
Other outsider	-4
Summoner's Charisma modifier	varies
Summoner is same alignment as creature	+4
Summoner is opposite alignment as creature	-4
Summoner is reusing a previously drawn circle	-10
Summoner knows creature's true name	+8
Summoner holds creature's talisman	+5
Summoner placed gem in circle	+2

name, Darzukhim. A celestial might be known as Fate's Blessing, Avenger of Slaughtered Maidens, or one of many others, including its personal (true) name. Typically, villains summon demons or devils, though many others (celestials, energons, genies and so forth) can be summoned. Of course, the summoner may not be able to communicate with more exotic extraplanar entities unless he or she speaks the appropriate language. Obviously, deities and divine minions cannot be summoned with any sort of magic circle or binding circle.

BARGAINS

Finally, once the creature has been summoned, you must make a bargain with it. In this bargain, you and the creature must agree on an exchange (fair or not) of services. The most familiar exchange is a boon of great wealth or power in exchange for the caster's eternal soul. Note that only creatures who live on the outer planes can "collect" on this bargain. (See the *Manual of the Planes* for more information on the outer planes.) Other bargains and services typically include: bestowing arcane power, destroying an enemy, giving information and so on. Of course, even if the outsider agrees to the bargain, you can be sure that it has its own plans in mind...

Naturally, using a *binding circle* to summon a creature to do your bidding is a dangerous enterprise. Whether good or evil-aligned, creatures from other planes do not take kindly to being rudely shanghaied from their own affairs to perform services for a mortal. The initial reaction of the outsider inevitably varies depending upon its mood before being summoned. The DM may choose the creature's reaction, or roll randomly on Table 9-2: Creature Reaction, using the modifiers from Table 9-3: Reaction Modifiers as appropriate.

A caster should never try to force a demon to perform a service. As you cannot physically attack the creature, or safely cast spells into the *magic circle* (this counts as crossing the circle), you have few options. It has been said that Taatiir, the infamous Reanaarian evoker, once told a summoned demon that if it chose not to accede to Taatiir's request, he would spread its true name throughout the lands. Everyone, he said, would know the name of the demon, and it would be at the mercy of both outsider and mortal. The demon agreed.

When attempting to bargain with an outsider, the villain has the best chance of success if he knows the creature's true, or personal, name. As the DM, you can assume that your villain learned this name through some event in his past. Alternatively, you can attempt a Knowledge (arcana) check with a DC of 30. Finally, the *know true name* spell as described in the *KINGDOMS OF KALAMAR Player's Guide* works nicely. This spell gains the spellcaster an additional +4 bonus to save DCs against that creature, as well as +4 on all checks to penetrate that creature's spell resistance. The spellcaster also gains the +8 modifier seen on Table 9-1: Escape Modifiers.

Two helpful items, when attempting to bargain, are the creature's talismans or gems. These items give various bonuses

to the summoner's dealings with the creature, as shown on Table 9-3: Reaction Modifiers. These modifiers are cumulative. A talisman is typically an amulet or other device inscribed with the symbol of the creature. Usually, only the creature itself knows what its own symbol is. Others may be able to determine the appropriate symbol with a successful Knowledge (arcana) check with DC 30 or more depending on the relative obscurity of the creature. Destroying a creature's talisman causes 1d10 points of subdual damage to the creature. The talisman is not usually a magical item, and is relatively easy to make assuming one knows the outsider's symbol.

The story of Skay, a Tharggy spellsinger who created dozens of talismans for one particular demon, summoned it and then destroyed each of the talismans one by one, is still well known. However, it is uncertain how much of it is true, or what revenge the demon plotted when it finally escaped. What is known is that creatures will go to great lengths to destroy such talismans and the individuals who create them, especially those who create a lot of them.

On occasion, a creature may hold some amulet or other device that contains a part of its power. The creature guards these special talismans in the most secret of places, for anyone who controls the talisman controls the creature. In game terms, the holder of the talisman gains an automatic bargain, and does not need to roll on Tables 9-2: Creature Reaction or 9-3: Reaction Modifiers.

The maker of a talisman uses the craft (talisman) skill to create one. As mentioned previously, the symbol of the outsider in question must be known. The DC for the craft check is 15 + the CR of the creature.

A gem is a certain precious or semi-precious stone that, according to arcane lore, is most often associated with a particular outsider. It must be clear cut, with no flaws, and left in the circle before summoning the outsider. It is unknown exactly how this lore originated, or why it works, but there is no denying the fact that it does. Table 9-4: Outsider Gems shows the gem associated with some types of outsiders. A caster can only benefit from one gem per summoning, no matter how

many he might attempt to construct for a single outsider. In fact, attempting to use multiple gems increases the chances of missing a flaw and losing the benefit altogether (for each gem after the first, assume a cumulative 10% chance of error). Also, with multiple gems, the summoned creature has a percentage chance (equal to the number of gems used) of immediately breaking through a minute flaw in the circle. The gem disappears with the summoning, regardless of success, failure or whether the outsider breaks free.

TABLE 9-4: OUTSIDER GEMS

OUTSIDER	GEM
Astral Dreadnought	Lapis Lazuli
Bariaur	Agate
Celestial	Diamond
Demon	Carnelian
Devil	Ruby
Energon	Jade
Ephemera	Opal
Genie	Sapphire
Githyanki	Beryl
Githzerai	Garnet
Inevitable	Magnetite or lodestone
Mercane	Carbuncle
Paraelemental	Emerald
Yugoloth	Topaz



CHAPTER 10: DANGEROUS DENIZENS

A variety of creatures roam the lands of Tellene, hunting, raiding and killing simply to survive. Others stand guard over their treasures like a greedy miser, though some obey the command of a greater power. This chapter discusses two such creatures, the darkling snatcher and the guardian effigy. Also detailed are several new templates to add to your villains, including ghouls, mummies, skeletons, wights, wraiths and zombies. Finally, you will find expanded information on the ancient rituals of Tellene your villain must perform to become a lich or vampire.

NEW MONSTERS

The two creatures seen here, the darkling snatcher and the guardian effigy, are intended as new resources for your villain, or as random encounters for your players. Guardian effigies may be found in any villainous lair or stronghold, serving as mindless constructs or in rare cases, even as familiars. A villain who makes his lair underground may choose to strike a deal with a darkling snatcher, offering it food in exchange for its services as a guard.

Darkling Snatcher

He scurried through the earthen tunnels, never having to duck under low roots. The sack over his shoulders occasionally made quizzical murmurs, but he ignored it. His ash grey skin blended in with the walls as he walked, although he knew he was safe. The big ones could not fit in here and would not dare send their young to hunt him, not since one of them succumbed to his traps. He felt no malice or spite against the big ones, since he had been raised properly. His mother had taught him the rules of commerce and the great tenet of their people: "Fair exchange for all goods." To not pay for food would be barbaric. Fortunately, there were many things with which the darkling could barter.

He reached his lair quickly and uttered a few soothing words in a language even he had difficulty understanding. The sack quieted instantly and he settled in to sleep until the rise of the moon, smiling in

anticipation of the feast that awaited him. Meat was a rare treat, yet he felt sure the farmer was willing to accept the mushrooms in exchange for that delicacy. He drifted contentedly as he believed the Big ones paid no attention to the tunnels he now called home. And so he slept, peacefully, unaware of the forces searching for him.

Small Humanoid (Goblinoid)

Hit Dice: 2d8 (8 hp)

Initiative: +3 (+3 Dex)

Speed: 30 ft.

AC: 15 (+1 size, +3 Dex, +1 natural armor)

Attacks: +2 claw (x2), or +2 melee with a small weapon

Damage: 1d4 claw

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

Special Attacks: Spells

Special Qualities: Darkvision 60 ft.

Saves: Fort +2, Ref +3, Will +6

Abilities: Str 8, Dex 16, Con 11, Int 10, Wis 11, Cha 17

Skills: Appraise +3, Hide +12, Listen +3, Move Silently +12,

Spot +3

Feats: Alertness, Blind-fight

Climate/Terrain: Temperate/warm land and underground.

Organization: Solitary or pairs.

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Darkling snatchers are closely related to goblins, but rarely grow in numbers as quickly as their kin due to their usually solitary existence. Where goblins rely on sheer numbers, darkling snatchers rely on stealth and a sense of fair play that rarely brings them into conflict with others.

Darkling snatchers stand 2 1/2 feet tall and appear to always be slightly hunched over. The creatures' skin is ash gray and covered with coarse patchy black hair that is slick with oil and grime. They have large tarsier-like heads with large bright eyes,

and a mouth filled with sharp pointy teeth. These creatures wear old soiled rags for clothing.

Darkling snatchers speak Goblin and Merchant's Tongue.

DARKLING SNATCHER COMBAT

Darklings rely on their stealth abilities to survive combat, often using their *darkness* and *silence* abilities to confound enemies while they single out weaker opponents or flee. Using these abilities in the close quarters of their lairs, a darkling can be a deadly opponent, especially if they have set traps.

Skills: Darkling Snatcher's gain a +8 racial bonus to Hide and Move Silently checks.

Spell-Like Abilities: At will — *darkness* and *silence*; 2/day — *sleep*. These abilities are as the spells cast by a 4th level sorcerer.

DARKLING SNATCHER SOCIETY

Unlike most goblinoids, darkling snatchers rarely live in a communal structure. This confuses most academics who acknowledge the creature's structured social behavior.

Darklings always leave some form of payment for the food that they take. This payment is usually in the form of potatoes, mushrooms, turnips or radishes that they gather from their subterranean caves. Some scholars believe that if the payment is left undisturbed, the creature will recognize the dissatisfaction of its victims and will cease its activities. However, this remains to be proven.

DARKLING SNATCHER CHARACTERS

A darkling snatcher's favored class is rogue, although clerics and spellcasters are not unheard of. Darkling snatchers usually



Darkling Snatcher

worship the Profitmaker. Darkling clerics choose two of the following domains: Luck, Trade or Trickery. Most darkling spellcasters, like goblins, are adepts (see page 37 in the *Dungeon Master's Guide*). Darkling adepts favor spells that fool or confuse enemies.

Guardian Effigy

"Don't touch it!" Domarth snapped.

Elsenya yanked her hand back as if it had been burned. "Why not?" she asked, staring hard at the ornate wooden chest nestled in the corner of the lush room. "We already know it's not trapped."

In reply, Domarth pointed at the four small decorative figures adorning each corner of the chest. "See those?"

Again, Elsenya peered at the chest. "Little figures. A nude human woman holding a sword. So what?" Her eyes narrowed as she squinted even closer. "What about them?"

"They're guardians," he replied. "I've seen them before. One is annoying, two is trouble, three is dangerous. Four is... well, let's just say I don't want to know what four is."

Diminutive Construct

Hit Dice: 5d10 (28 hp)

Initiative: -1 (Dex)

Speed: 20 ft.

AC: 25 (+4 size, +12 natural, -1 Dex)

Attacks: -1 melee (Str)

Damage: 1d4 tiny longsword (crit 17-20/x2)

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

Special Attacks: Breath Weapon, Jump (as the spell)

Special Qualities: Construct, Damage reduction 30/+1, Darkvision, Magic Immunity, Rust Vulnerability.

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

Abilities: Str 8, Dex 9, Con -, Int -, Wis 1, Cha 12

Climate/Terrain: Any land and underground.

Organization: Solitary, pair or group (4).

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 7-8 HD (Tiny)

A guardian effigy appears to be a diminutive (6 inches to 1 foot tall) metal figurine of a shapely female holding a longsword (often as if readying to attack). Constructing a guardian effigy requires a combination of powerful magic and crafting ability. The guardian effigy typically serves as a sentinel for powerful spellcasters, guarding objects or locations of arcane power.

COMBAT

Once activated, guardian effigies are tenacious in combat. Though mindless, they have the "programmed" ability to use strategy and tactics and can react appropriately in combat situations. A guardian effigy's longsword is actually part of its body

and cannot be removed. This means that the only way to disarm a guardian effigy is to chop off its hand. A guardian effigy cannot be reasoned with.

Construct: Immune to mind-influencing effects, poison, disease and similar effects. Not subject to critical hits, subdual damage, energy drain or death from massive damage.

Breath Weapon (Su): First round of combat – cloud of poisonous gas, 5-foot cube directly in front of the effigy lasting 1 round, free action every 1d4+1 rounds; Fortitude save (DC 17), initial damage 1d4 temporary Constitution, secondary damage death.

Magic Immunity (Ex): A guardian effigy is immune to all spells, spell-like abilities and supernatural effects, except as follows. An electricity effect slows it (as the *slow* spell) for 3 rounds, with no saving throw. A fire effect breaks any slow effect on the effigy and cures 1 point of damage for each three points of damage it would otherwise deal. For example, a guardian effigy hit by a *fireball* cast by a 5th-level wizard gains back 6 hit points if the damage total is 18. The effigy rolls no saving throw against fire effects.

Rust Vulnerability (Ex): A guardian effigy is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

CONSTRUCTION

A guardian effigy costs 10,000 gp to create. This cost includes the effigy's physical body (iron costing 80-100 gp), the keyed object (typically an ornate chest or coffin valued at a minimum of 100 gp) and all the material and spell components that are consumed or become a permanent part of the effigy.

The first task is to carve the effigy's physical body. The creator of the guardian effigy may hire someone to perform this task, though this requires the crafter make a successful Craft (metalworking) check (DC 16).

The next requirement task is to attach the effigy to a particular object, using wax or some other light sealant that the effigy can easily break. The effigy is most often attached so that, to the casual observer, the effigy simply appears to be a decoration. Guardian effigies are usually attached to a coffin or large ornate chest.

Finally, the effigy must be animated and keyed to the chosen object. This involves an extended magical ritual that requires two entire weeks to complete. The character who attempts the ritual must be a minimum of 12th level and have the Craft Magic Arms and Armor and Craft Wondrous Item feats. The crafter must labor for at least 8 hours each day in a specially prepared workroom or laboratory. This chamber is a combination of a smithy and an alchemist's laboratory, and costs no less than 1,000 gp to establish.

When not working on the effigy, the character may rest, eat, sleep or talk, but perform no other activity. If personally constructing the body, the crafter may perform the ritual and the crafting simultaneously. If the crafter misses a day, the ritual fails and must be begun again. All money spent is lost

(excluding the base material cost and the cost to establish the laboratory). XP spent is not lost.

Completing the ritual drains 2,000 XP from the creator and requires *limited wish*, *cloudkill*, *jump*, *keen edge*, *make whole* and *shield* to be cast on the final day of the ritual. The spells may come from outside sources, such as scrolls, but the creator must cast them personally.

KEYING AN EFFIGY

The guardian effigy remains immobile until two rounds after the object it is guarding is opened. (This means that the offender's guard is probably relaxed, assuming that once the object is safely opened, the danger is over). At the end of the second round, the guardian effigies will come to life, attacking the PCs on the next round.

Even if the guardians are removed from the object (simple wax – no break roll needed), they will remain dormant until either the chest is opened, or they are removed to a distance of 40 feet from the object. At that point, they will come to life and attack.

Alternatively, the creator may key the effigy to an amulet. In this case, the effigy gains the special qualities *guard*, *shield other* and *find master*. This amulet costs 500 gp and requires a successful Craft (metalworking) check (DC 12). The caster must also cast the *locate object* and *shield other* spell on the final day of the ritual.

Shield Other (Sp): The wearer of the keyed amulet can activate this defensive ability if within 100 feet of the guardian effigy. Just as the spell of the same name, this transfers to the effigy half the damage that would be dealt to the amulet wearer (this ability does not provide the spell's AC or save bonuses).

Guard (Ex): The guardian effigy moves swiftly to defend the amulet wearer by its side, blocking blows and disrupting foes. All attacks against the amulet wearer suffer a –2 deflection penalty.

Find Master (Su): No matter the distance, as long as they are on the same plane, the guardian effigy can find the amulet wearer (or just the amulet, if removed after the effigy is called).

If the wearer dies but the amulet is intact, the guardian effigy carries out the last command given. If the effigy is with its creator at this time, it defends the body from anyone who comes within 10 feet.

Expanding Undead Templates

As seen in the *Monster Manual*, certain creatures have no type but are instead created by adding a "template" to an existing creature. These types of creatures include celestials, fiends, ghosts, half-celestials, half-dragons, half-fiends, liches, lycanthropes and vampires. The template system makes it easy to quickly create these special types and understand how they work, but there is little detail about the villain's actual preparations to become such a creature. After all, the villain doesn't just go down to his laboratory, drink a magic potion and instantly become a lich. It takes time, hard work and the use of unnatural magical powers. This section focuses on what is perhaps the most hideous aspect of villainy in the lands of Tellene — becoming one of the undead.

BECOMING UNDEAD

Over the centuries, many tragic tales arise of people swallowed up or seduced by dark forces. Not truly alive, not quite dead, these walking corpses roam the land for their own purposes, haunting and horrifying those who remain among the living (especially those whom they have left behind). In general, those who become undead do not do so of their own free will. They are merely corpses reanimated through dark and sinister magic, doing their master's bidding without fear or hesitation. However, some villains seek to gain an undead template (such as a lich) so that they can pursue their mad goals throughout eternity. These self-willed undead control themselves and retain abilities and knowledge from their previous lives.

On Tellene, it is common knowledge (among the well educated) that the Congregation of the Dead treats undeath as a reward, not a curse. What is not generally known is that the number and strength of the souls that a cleric takes directly reflects on his future undead status. Dying while attempting to take a soul is said to grant automatic undeath. Those outside the Congregation of the Dead must find another path, but regardless of the technique, all that seek this dark knowledge must pay homage to the King of the Undead.

Once a villain makes this choice, he may seek one of many paths. One of the most straightforward is to use a *miracle* or *wish* spell. For reasons known only the Lord of the Underworld himself, the *miracle* or *wish* spell does not allow one to become a lich or a vampire, though it does allow one to become a "lower" form of undead, such as a zombie. Whether the caster is the recipient or not, the recipient must be willing to undergo the transformation. Additionally, the caster must spend the spell's XP cost and material components worth no less than 10,000 gp. This can be a gem-studded piece of artwork honoring the Harvester of Souls, and is destroyed in the casting.

As the final step, the caster must kill the recipient of the spell (if this is the caster himself, he must commit suicide). The newly formed undead creature retains his original class abilities, adding the appropriate undead template (see below). Note that if the recipient is not the caster, any time the caster gives the new undead a command, it must make a Will save as if the caster had used *control undead*. Furthermore, the recipient suffers a -8 circumstance penalty to any save against an actual *control undead* spell or any other relevant magic that controls undead. If the caster tries to turn, command or rebuke the undead he created, treat the undead as if it had half its number of Hit Dice. (These limitations apply only when the creator of the undead uses these abilities. Other clerics and spells affect the undead normally.)

Those without access to such overwhelming magical forces can choose to unlock the secrets of certain rituals to become a specific type of undead. Villains trying to obtain the necessary components for these processes must be very secretive. Heroes and even other villains usually want to prevent them from gaining any of the undead templates, and some of the combinations of components for these processes are quite recognizable. Unless otherwise specified, discovering the process of becoming a free-willed undead requires a Knowledge (arcana) or Knowledge (undead) skill check against DC 25.

The following templates can be added to any base creature (other than an undead). The creature's type changes to Undead, and it retains most type modifiers (such as Air, Aquatic, Cold, Earth Electricity, Fire and Water), but loses alignment type modifiers (such as Chaotic, Evil, Good and Lawful) and type modifiers that indicate kind (such as Elf, Goblinoid or Reptilian). It uses all the base creature's statistics and special abilities except as noted here.

UNDEAD VILLAIN'S NOTE:

The following templates are not intended to replace the corresponding creatures found in the *Monster Manual*. These are templates created specifically by certain mysterious rituals and magics of Tellene that allow the DM to find new ways to challenge the PCs with undead villains. Imagine the heroes' faces filling with confusion and astonishment as what they believed to be a simple skeleton suddenly becomes a major threat...

Becoming an Avildar

Becoming an avildar (meaning "great wraith" in Brandobian) is a tricky and involved process. It is also one of the rarer procedures, so often a villain must spend considerable time and resources even learning how to go about it. As far as anyone knows, ancient Brandobian records are the only known source of information on these creatures. Unfortunately, no one yet knows from where (or from what) the first avildar originated. Learning the ancient Brandobian ritual to become an avildar can be gained through roleplaying or with a successful Knowledge (arcana) check (DC 30). An avildar that retains all of its abilities

(especially spellcasting) and former knowledge can be especially dangerous, but as an incorporeal creature, it also carries several limitations.

While it can cast spells, it cannot carry items. This often means relying on underlings, creations and constructs. Those who seek to become avildars usually have more esoteric goals (such as "pure" magical research or spreading terror against the world). When they were living, self-willed avildars rarely relied on physical force at all, feeling it was unworthy of them. Now, they can easily continue their nefarious efforts relieved of the burden of a corporeal form.

To gain an avildar template, the potential new undead creature needs several spells, though he need not cast all of them himself. The ceremony takes 5-8 hours and must be performed in an area sacred to the Harvester of Souls within a *greater magic circle against good*. The prospective avildar must spend four hours in a row reciting special prayers before casting or using any spells at all.

First, the villain must use a *magic jar*, entering the receptacle and returning to his body twice before continuing. Then he casts *fly* upon his body, hovering a few feet above the ground. He must use *permanency* and then *enervation* upon himself (to show his disdain for the world) within a three round span of time or the entire ritual fails. Finally, he must cast *gaseous form* on himself. Using secret knowledge obtained in learning the ritual, he moves his *gaseous form* in a peculiar, swirling pattern for the remainder of the ceremony. Some speculate that the final form is a "ghostly" representation of the skull that symbolizes the Harvester of Souls. At the end of that time, the body dies and the form dissipates.

The potential new avildar must succeed at a Will save (DC 15) or permanently die. If he succeeds, he rises in 1d4 nights as a self-willed avildar.

Prerequisites: *enervation*, *fly*, *gaseous form*, *magic jar*, *permanency*; GP Cost: 5,000; XP Cost: 1,250.

CREATING AN AVILDAR

Hit Dice: Increase to d12.

Speed: Same as base creature, plus fly 60 feet (Good). If the base creature had some other means of flight, this replaces it.

AC: The avildar gains a +4 deflection bonus to AC.

Attacks: An avildar retains any attack forms of the base creature, but they become useless if they deal only hit point damage. (Usually, the creature relies on spells just as it did in life.) The avildar also gains a +5 attack bonus when using its incorporeal touch.

Damage: Avildar can use only special attacks or spells.

Special Attacks: An avildar retains all of the special attacks of the base creature and gains those listed below. Saves have a DC of 10 + 1/2 avildar's Hit Dice + wraith's Charisma modifier.

Constitution Drain (Su): Living creatures struck by an avildar's incorporeal touch attack must succeed at Fortitude save or suffer 1d6 points of permanent Constitution drain. The

Fortitude save against this drain has a DC of 10 + 1/2 the avildar's Hit Dice + the avildar's Charisma modifier.

Create Spawn (Su): Any humanoid or monstrous humanoid slain by an avildar becomes a wraith in 1d4 rounds. These spawn are under the command of the avildar that created them and remain enslaved until its death. These spawn are normal wraiths as described in the *Monster Manual* and retain none of the abilities they had in life.

Special Qualities: The avildar retains all the special qualities of the base creature and gains the Undead trait. The avildar is immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease, and is not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Daylight Powerlessness (Ex): Avildar abhor sunlight and are utterly powerless in natural sunlight (not merely a *daylight* spell). They flee from it as quickly as possible.

Incorporeal: The avildar can only be harmed by other incorporeal creatures, +1 or better magic weapons, or magic, with a 75% chance to ignore any damage from a corporeal source. It can pass through solid objects at will and its own attacks pass through armor. It always moves silently.

Shadow Blend (Su): In any location where natural sunlight is not present, an avildar can disappear into the shadows, giving it nine-tenths concealment. Only natural sunlight or a *daylight* spell will negate this ability. Other artificial illumination such as a *light* or *continual flame* spell has no effect.

Turn Resistance (Ex): The avildar has +4 turn resistance.

Unnatural Aura (Su): Both wild and domestic creatures can sense the presence of an avildar at a distance of up to 30 feet. They will not willingly approach nearer and panic if forced to do so. They remain panicked so long as they are within 30 feet of the avildar.

Saves: Same as the base character.

Abilities: An avildar gains +4 to Dexterity and Charisma and +2 to Intelligence and Wisdom. Avildar have no Strength or Constitution.

Skills: An avildar gains a +10 racial bonus to Hide, Listen, Search and Spot checks.

Feats: Same as the character, plus Alertness, Blind-Fight, Combat Reflexes and Improved Initiative (if it did not already have them).

Climate/Terrain: Any land or underground.

Organization: Any.

Challenge Rating: Same as the base creature +3.

Treasure: As per character.

Alignment: Any evil.

Advancement: By character class.

Becoming a Guraah

Becoming a guraah is relatively simple, compared to some other types of undead. First, the prospective creature that wishes to gain the guraah template must learn the appropriate ritual ceremony. This can be discovered through roleplaying or by rolling a Knowledge (arcane) check (DC 25). According to rumor, the guraah (a Reanaarian word that roughly translates as "self-willed ghoul") are frequently found in the city of Giilia as visitors, or servants, of the city's vampire ruler, Esmaren. It is unknown if Esmaren invented the dark ritual wherein a person may magically become a ghoul, or if she simply discovered it in an ancient book found deep in the catacombs under the city. Regardless of its creator, the ceremony is still effective. This ceremony lasts 1d4 hours, and proceeds as follows:

First, the caster must set up a *contingency* spell that activates an *animate dead*. Then the prospective guraah casts *ghoul touch* upon himself, making it *permanent*. Any of these spells can be obtained from scrolls or items. Next, he must see to it that his body will die within 1d4 hours (often, personally slashing his wrists before exiting his corporeal form, or relying on an assistant such as an undead or construct). Finally, he must cast *magic jar* (through his own ability, not with a scroll or other item) and send his life force into a nearby receptacle.

At the moment of death, the caster returns from his *magic jar* to his body. If he succeeds at a Will save (DC 10), he gains the guraah template. The new guraah rises at the first midnight after its creation. If the caster fails his save, either the timing of his return or his preparations were off. He is now dead, not undead. Of course, he can be *animated* or *raised* like any other corpse.

Prerequisites: *animate dead*, *contingency*, *ghoul touch*, *magic jar*, *permanency*; GP Cost: 100 gp (*magic jar* focus); XP Cost: 500.

CREATING A GURAAH

Hit Dice: Increase to d12.

Speed: Same as base creature.

Armor Class: Natural armor increases by +4.

Attacks: The guraah retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature. The guraah gains one claw attack per hand, and can strike with all of them at its full attack bonus. Guraah have a base attack of HD x 1/2 (same as a wizard).

Damage: Natural and manufactured weapons inflict normal damage. A bite or claw attack deals damage depending on size.

SIZE	BITE DAMAGE	CLAW DAMAGE
Fine	1d2	-
Diminutive	1d3	1
Tiny	1d4	1d2
Small	1d6	1d3
Medium	1d8	1d4
Large	1d10	1d6
Huge	2d12	1d8
Gargantuan	2d12+2	1d10

Special Attacks: Same as base creature, plus create spawn and paralysis.

Create Spawn (Su): Humanoids killed by a guraah (and not eaten) rise as normal ghouls in 1d12 hours. Casting *protection from evil* on a body before that time will avert the transformation.

Paralysis (Ex): Those hit by a guraah's bite or claw attack must make a Fortitude save (DC 12 +1/2 guraah's hit dice + guraah's Charisma modifier) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

Special Qualities: The guraah retains all special qualities the base character had. All guraah gain the Undead type.

Turn Resistance (Ex): The guraah has +4 turn resistance.

Saves: As the character, modified for altered ability scores.

Abilities: The new guraah's Dexterity and Strength increase by +4 each. Guraah have no Constitution score.

Skills: As the character, modified for altered ability scores.

Feats: Same as the character plus Multiattack and Weapon Finesse (bite).

Climate/Terrain: Any land and underground.

Organization: Any.

Challenge Rating: Same as the base creature +1.

Alignment: Any evil.

Advancement: By character class.

Becoming a Kyseth

The secrets of creating any type of kyseth (an ancient Deji word meaning "great mummy") have been lost to the sands of time. Sages suggest that only ancient Deji cultures (who guarded the secrets in life and beyond the grave) knew them. It is said that Kordalen, a Brandobian scholar, took a small band of mercenaries and other scholars deep into the Khydoban desert in hopes that he could find the fabled undead kingdom and learn the answer. Neither he nor any member of his group ever returned.

However, current sages do know that creating a kyseth requires many individuals working together, and the mummified subject has little to do beyond a certain point, as he must be killed early in the process. Some Reanaarian sages speculate it took a minimum of 90 days to create a kyseth. Of course, no modern villain with a modicum of sense would leave his fate up to underlings attempting to apply secrets of an uncertain nature. It may also be that mummification inexorably links the subject to a specific location, and such a loss of mobility interferes with one's plans. It would be a serious weakness, as enemies can continuously assault the location until the kyseth is destroyed.

Because of these difficulties, no modern villain can easily become a kyseth. However, the template may still be applied to ancient villains who died many centuries ago.

CREATING A KYSETH

Hit Dice: Increase to d12.

Speed: Reduce the speed of the base creature by 10 feet. However, kyseth cannot fly, even if they did so in their former lives, except by magical means.

Armor Class: Natural armor increases by +10.

Attacks: The kyseth retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature. A kyseth also gains a slam attack. Recalculate the kyseth's melee and ranged attack bonuses based on its new type (Undead) and abilities (+4 Strength, -1 Dexterity). Undead creatures have a base attack of HD x 1/2 (same as a wizard).

Damage: Natural and manufactured weapons deal damage normally. A slam attack deals damage depending on the kyseth's size. (Use the base creature's slam damage if it is greater.) For purposes of Strength bonuses to damage, a slam attack is considered a two-handed attack.

KYSETH SIZE	SLAM DAMAGE
Diminutive to Tiny	1d2
Small	1d3
Medium-size	1d4
Large	1d6
Huge	1d8
Gargantuan	1d10
Colossal	1d12

Special Attacks: Same as base creature, plus despair, mummy rot and strength damage.

Despair (Su): At the mere sight of a kyseth, the viewer must succeed at a Will save (DC 15) or be paralyzed for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that kyseth's despair ability for one day.

Mummy Rot (Su): Supernatural disease – slam, Fortitude save (DC 20), incubation period 1 day; damage 1d6 temporary Constitution. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic (see page 74-75 of the *Dungeon Master's Guide*). An afflicted creature that dies shrivels away into sand and dust that blow away into nothing at the first wind unless both a *remove disease* and *raise dead* are cast on the remains within 6 rounds.

Strength Damage (Su): The touch of a kyseth deals 1d4 damage to a living foe. A creature reduces to Strength 0 dies.

Special Qualities: The kyseth retains all special qualities the character once had. All kyseth gain the Undead type, plus resistance to blows, fire vulnerability and reattachment.

Fire Vulnerability (Ex): A kyseth takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage, but a failure doubles it.

Reattachment (Ex): A kyseth that loses a limb or body part may reattach it by holding the severed part to the stump for 1d4 minutes. If the head is severed, it must be reattached within 5 minutes or the kyseth dies.

Resistance to Blows (Ex): Physical attacks deal only half damage to kyseth. Apply this effect before damage reduction.

Saves: As the character, with an additional +2 to Will saves.

Abilities: A new kyseth's Strength increases by +4 and Dexterity decreases by -1. Kyseth have no Constitution score.

Skills: Same as the character.

Feats: Same as the character plus Toughness, and Alertness (if the character does not have Alertness already).

Climate/Terrain: Any desert and underground.

Organization: Solitary.

Challenge Rating: Same as the base creature.

Alignment: Any evil.

Advancement: By character class.

Becoming a Lich

To become a lich, the base creature must prepare his phylactery himself. This requires he begin with an object worth 120,000 gp. While he need not construct the entire object, he must participate in the creation, assisting the craftsman. Most often, the phylactery takes the form of a sealed metal box with strips of parchment holding magically transcribed phrases. At least one of these phrases must be a special, rare prayer to the Harvester of Souls. (Evil non-followers of the Bringer of the Grave have been known to kill for these prayers. Without this special prayer to Tellene's god of the undead, the ritual is ineffective.) The box is typically attached to a leather strap to be worn on the forehead or arm. Whatever form the object takes, every aspect must be of the finest materials and workmanship. (The box phylactery is Tiny and has a Hardness of 20, along with 40 hit points and a Break DC 40.) The phylactery can also take the form of a ring, amulet or other object.

Once the object is prepared, the potential lich applies his Craft Wondrous Item feat. It takes at least 12 days to complete the complex process of enchanting the phylactery, and uses all of the sorcerer or wizard's spell slots from *magic jar*, *permanency* and possibly *limited wish* for that entire time. (Though clerics can become a lich through this process, the majority of those who attempt it are wizards or sorcerers.)

The preparer may use outside help for *reincarnation* or *raise dead* (instead of *limited wish*). Usually this involves using a *ring of spell storing*. Another caster charges the desired spell into the ring and the creator of the phylactery then need only use it once, but thereafter that spell can never be placed in that *ring of spell storing* again. (Any attempt uses the spell slot, but has no effect.)

THE FINAL STEP TO LICHDOM

Additionally, the caster must have a certain potion for the final ceremony. Most casters refuse to leave the creation of such a potion to anyone else, but the imbiber need not be the one who brews it. The potion can be prepared up to one year before the final ceremony. It must be a lethal concoction, and all the following spells must then be cast upon it: *permanency*,

chill touch, fear, hold monster, protection from elements (cold) and animate dead.

The final rite is performed at midnight after the phylactery is complete. The base creature must find a secluded area (often an area cursed by the Harvester of Souls or one of his temples) and, with the phylactery within range of the *magic jar*, complete the process. This involves drinking the potion. The imbiber must make a Will save (DC 16). If he fails, he is permanently dead. If he succeeds (and the phylactery is not destroyed in the intervening time), he rises as a lich in 1d10 days.

A few scholars have suggested that adding certain other spells to the concoction can grant the imbiber a bonus (and presumably also penalties) to his Will save. No villains volunteered for experimentation regarding this possibility (i.e. it is up to the DM).

Prerequisites: Minimum 11th level sorcerer, wizard or cleric; Craft Wondrous Item feat; *magic jar*, *permanency*, *reincarnate* or *raise dead* or *limited wish*; GP Cost: 120,000 (phylactery, caster level = caster's current level in the appropriate class); XP Cost: 4,800 XP.

LICH TEMPLATE

A lich uses the template seen on page 216-217 of the *Monster Manual*.

Becoming a Reliquis

Deep within an underground maze somewhere in the Principality of Pekal, or so the legend goes, lies a sleeping lich queen and a mysterious black tome of immense power. Modern sages speculate that this queen somehow learned of (or created) a magical ritual that allows a willing spellcaster to transform himself into a reliquis (a powerful self-willed type of skeleton, also known as a "galanam" in Kalamaran).

First, the caster must set up a *contingency* spell that activates an *animate dead*. Any of these spells can be obtained from scrolls or items. Immediately after the *contingency* ceremony, he must also cast a *magic jar* spell (using his own magical ability). If he does not use the *magic jar* spell, or unsuccessfully casts it, he arises as a normal undead skeleton (losing all memory, abilities, etc.) rather than gaining the reliquis template.

He must enter the receptacle and immediately return to his normal body at the instant of its death, typically accomplished at the hands of an undead or construct. This completes the special ceremony. For the caster to gain the reliquis template, he must have the black onyx gem (for the *animate dead*) and the receptacle (for the *magic jar*) on his person, as well as a pair of gemstones of one particular type. These gemstones must be either a pair of amethysts (worth at least 50gp each), diamonds (100 gp each), emeralds (75 gp each) or sapphires (150 gp each).



Once he dies (any time within the duration of the *contingency*), he arises in 1d12 hours. Before he arises, over 50% of his flesh must be destroyed (eaten, burned, etc.). This destruction of the body is also typically left to an undead or construct. If the villain still has 50% of his flesh on his body, he gains the zombie template instead. Before he arises, the pair of gemstones must be placed in the character's empty eye sockets, where they will magically graft themselves and be in no danger of falling out. If this is not done, the character will not have access to the gem's special ability (see below).

CREATING A RELIQUIS

Hit Dice: Same as the character.

Speed: Same as the character. A reliquis cannot fly, even if they did so in their former lives, except by magical means.

Armor Class: Natural armor is based on the character's size.

RELIQUIS TEMPLATE	NATURAL ARMOR BONUS
Tiny or smaller:	+0
Small:	+1
Medium-size:	+2
Large:	+4
Huge:	+6
Gargantuan:	+8
Colossal:	+10

Attacks: The reliquis retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature. This does not include attacks that require flesh or internal organs (for example, a digester's acid spray). The reliquis gains one claw attack per hand, and can strike with all of them at its full attack bonus. (If the character already possessed claws, use the best attack and damage). Recalculate the reliquis' melee and ranged attack bonuses based on its new type (Undead) and abilities (+1 Dexterity). Undead creatures have a base attack of HD x 1/2 (same as a wizard).

Damage: Natural and manufactured weapons inflict normal damage. A claw attack deals damage depending on the reliquis' size. (Use the base creature's claw damage if it is greater.)

RELIQUIS TEMPLATE CLAW ATTACK DAMAGE

RELIQUIS SIZE	CLAW DAMAGE
Diminutive or Fine:	1
Tiny:	1d2
Small:	1d3
Medium-size:	1d4
Large:	1d6
Huge:	2d4
Gargantuan:	2d6
Colossal:	2d8

Special Attacks (Ex): There are four types of reliquis depending upon the color of the gems in their eyes, which are magicked to allow the casting of a particular spell as a special ability. Use of the spell causes their eyes to glow, and identifies them to others as a reliquis. These gems can be salvaged as non-magical items following the destruction of a reliquis. The type of reliquis are as follows:

Amethest (purple glow): Can cast three *magic missiles* (10 ft. range, 1d4 damage each, no save) at either single or multiple targets once per four rounds.

Diamond (white glow): Can cast a 100 ft. range *lightning bolt* once per four rounds. This is a 3 dice bolt and acts in all other ways like the 3rd level wizard spell of the same name.

Emerald (green glow): Can cast a *stinking cloud* up to 100 ft. away, filling a 30 foot radius, 20 foot high area with nauseating gases. All within this area are nauseated (Fortitude negates), and are unable to attack, cast spells, etc as the spell of the same name.

Sapphire (blue glow): Can cast *cone of cold* once per four rounds, with a 25 ft radius, doing 3d6 damage to those within (Reflex save halves).

The reliquis loses all other special attacks the character once had.

Special Qualities: The reliquis loses all special qualities the character once had, except those associated with any subtypes it retains (such as the Fire subtype). All reliquis gain the Undead type and skeleton immunities.

Skeleton Immunities (Ex): A reliquis has cold immunity. Because they lack flesh or internal organs, they suffer only half damage from piercing and slashing weapons.

Turn Resistance (Ex): The reliquis has +2 turn resistance.

Saves: Base saves are the same as those of a wizard: Fort +1/3 HD, Ref +1/3 HD, and Will +2+(1/2HD).

Abilities: The new reliquis' Dexterity increases by +1 and Charisma decreases to 1. A reliquis has no Constitution score. All other abilities are the same as the base character.

Skills: Same as the character.

Feats: Same as the character plus Improved Initiative.

Climate/Terrain: Any land and underground.

Organization: Any.

Challenge Rating: Same as the character +1.

Treasure: Same as the character.

Alignment: Any evil.

Advancement: By character class.

Becoming a Vampire

Deliberately becoming a vampire can be as simple as inviting one to drain your Constitution. Of course, few villains volunteer for such treatment as it leaves them under the control of the vampiric "parent." Those seeking to become a first generation vampire tread a dangerous path, but such is the nature of the true villain.

One method of becoming a first-generation vampire is for the villain to sell his soul to Zazimash, Lord of the Underworld (also known as the Harvester of Souls). Assuming that the deity does not simply destroy the villain on a whim, Zazimash may very well grant the villain's desire. The second, and safer, way to become a first-generation vampire is by means of an ancient Svimohzish ritual. This ritual can be discovered through roleplaying or by rolling a Knowledge (arcane) check (DC 25).

The ritual requires a special potion for use in the actual ceremony. Creating this potion requires the Brew Potion and Craft Wondrous Item feats. This potion requires three base components. First, at least one quart of blood from a magical creature (dragon, magical beast, outsider or shapechanger, but NOT any creature with the fire subtype). The blood must also come from a creature whose Hit Dice at least equals that of the creature seeking to become a vampire. Second, the potion requires dust from the ashes of a burned vampire the villain had a hand in slaying. Third, the villain must spend 4,200 XP. Finally, the brewer must collect other rare and exotic ingredients for the potion (typical lists include bat's eyes, wolf's heart, rat brains, tears of a good cleric, a holy symbol dipped in human blood and a pound of dried mosquito or tick husks). The total value of these items if purchased (though that is rarely possible) is at least 16,000 gp.

The caster level of the potion must be equal to or greater than that of the potential new vampire. Once the potion has been successfully brewed, the new base creature must stand within a *greater magic circle against good* and sacrifice a living creature, mixing its blood with the potion. It then drinks the entire potion from a human skull, and finishes off the sacrifice by drinking as much of the remainder of the sacrificed creature's blood as it can stand. This part of the ceremony must be completed in less than ten minutes and in an area no better lit than the equivalent of a fading twilight. During the entire ceremony, when not actually drinking, the creature must recite prayers to the Lord of the Underworld. Theories suggest that the more prayers he knows, the better his chances of success are (the DM may declare a +1 to the save for every two prayers the character knows beyond the tenth).

Finally, the creature must kill himself while standing in a coffin full of grave dirt, into which he falls after death. The preferred method is slashing the throat with a magical or ceremonial dagger.

After all this, the base creature makes a single Will saving throw (DC 18). If he succeeds, he dies and becomes a free-willed vampire. If he fails, he simply dies (and is permanently deceased). If the potential base creature is NOT the brewer of the potion and his Will save comes up 1, he does become a vampire, but he is under the total control of the brewer of the potion.

The new vampire rises from his coffin at nightfall 1d6 nights after the completion of the ceremony.

Prerequisites: Brew Potion, Craft Wondrous Item feats; blood sacrifices; GP cost: 16,000 gp (blood from a magical creature, dust from a vampire, one pound of mosquito/tick husks); XP Cost: 4,200.

A vampire uses the template seen on page 221 of the *Monster Manual*.

Becoming a Vostarr

Deliberately becoming a *vostarr* (a Fhokki word roughly translating as "barrow man," or "wight" in Merchant's Tongue) is similar to becoming an *avildar*. The subject must perform a ritual in an area sacred to the Harvester of Souls, within a *greater magic circle* against good. However, he does not need *gaseous form* or *fly* spells.

At the beginning, he need only switch into the receptacle and back once. Halfway through the ceremony, after reciting a long series of prayers to the King of the Undead (which are different than those necessary to gain any other undead template) he casts *bull's strength* upon himself (this spell cannot be supplied by outside forces). He must cast *permanency* and *enervation* within a three round span. The remaining time is spent reciting further prayers. At the end of the ceremony, the creature sacrifices its own life to the Harvester of Souls.

The villain must succeed at a Will save (DC 12). If he succeeds, he rises the next night as a *vostarr*.

Prerequisites: *bull's strength*, *enervation*, *magic jar*, *permanency*; GP Cost: 3,000; XP Cost: 750.

VOSTARR TEMPLATE

This type of wight retains all the abilities and knowledge it had in life and shares a hatred of all living things with its lesser cousins. Humanoids and monstrous humanoids may seek to become a *vostarr* because of that hatred, to pursue other dark goals, or because they wish to rid themselves of the petty concerns involved in maintaining a normal, living form.

The *vostarr* acquires an appearance similar to that of the standard wight, a twisted and withered form with eyes that burn malevolently. Pale, desiccated flesh drawn tight over its bones and sharpened teeth complete its new look. However, this powerful wight also has the ability to change its shape into an otherwise normal-looking human male or female. Naturally, this makes it a much-feared (and useful) subject for Fhokki tales and children's stories. It is said that the first *vostarr* came from an arctic land far to the north, and soon spread its taint among the Fhokki tribes near Lake Jorakk, before the tribesman banded together briefly to destroy all the undead menaces. Yet, rumors of *vostarrs* still echo throughout the countryside and more than one murder or disappearance has been attributed to this monster.

CREATING A VOSTARR

Hit Dice: Increase to d12.

Speed: Same as base creature.

AC: The *vostarr* has +6 natural armor or the base creature's natural armor, whichever is better.

Attacks: A *vostarr* gains a slam attack if it did not already have one, in addition to retaining all of the base creature's attack forms.

Damage: *Vostarr* have slam attacks. If the base creature does not have this attack form, use the damage values in the table below. Creatures with natural attacks retain their old damage

ratings or use the value on the Vostarr Damage chart, whichever is higher.

VOSTARR DAMAGE

VOSTARR SIZE	SLAM DAMAGE
Diminutive or Fine:	1
Tiny:	1d2
Small:	1d3
Medium-size:	1d4
Large:	1d6
Huge:	2d4
Gargantuan:	2d6
Colossal:	2d8

Special Attacks: A vostar retains all of the special attacks of the base creature, plus energy drain and create spawn.

Energy Drain (Su): Living creatures struck by a vostar's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of $10 + 1/2$ the vostar's Hit Dice + the Charisma modifier.

Create Spawn (Su): Any humanoid or monstrous humanoid slain by a vostar becomes a vostar in 1d4 rounds. Spawn are under the command of the vostar that created them and remain enslaved until its death. These spawn are normal wights as

described in the *Monster Manual* and as such retain none of the abilities they had in life.

Special Qualities: The vostar retains all the special qualities of the base creature and gains the undead trait and alternate form, plus turn resistance. The vostar is immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. It is not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Alternate Form (Su): A vostar can assume the shape of a male or female human as a standard action. This ability is similar to a polymorph self spell cast by a 12th-level sorcerer, though the vostar can assume no forms other than the ones listed here. The vostar can remain in that form for 1d4 hours or until it receives damage equal to one-fourth of its total hit points.

Turn Resistance (Ex): The vostar has +2 turn resistance.

Saves: Same as the base creature.

Abilities: A vostar gains +2 to Strength, Dexterity, Wisdom and +4 to Charisma. A vostar has no Constitution score.

Skills: A vostar gains a +8 racial bonus to Move Silently checks.

Feats: Same as the character.

Climate/Terrain: Any land or underground.

Organization: Solitary.

Challenge Rating: Same as the base creature +2.

Treasure: Same as the character.

Alignment: Any evil.

Advancement: By character class.



Becoming a Xenoa

Typically, xenoa are created when a cleric of the Harvester of Souls fails to harvest enough souls before he dies - causing him to return as a lower undead such as a skeleton, zombie or (if he is lucky) a reliquus or xenoa. However, on occasion crazed spellcasters do intentionally perform a certain dark ritual intended to transform them into such a creature.

Becoming a xenoa (or "smart zombie," when translated from Reanaarese to Merchant's Tongue) works like becoming a reliquus. First, the caster must set up a *contingency* spell that activates an *animate dead*. Either of these spells can be obtained from scrolls or items. Immediately after the *contingency* ceremony, he must also cast a *magic jar* spell (using his own magical

ability). If he does not use the *magic jar* spell, or unsuccessfully casts it, he arises as a normal zombie (losing all memory, abilities, etc.) rather than gaining the xenoa (pronounced zee-know-uh) template.

He must enter the receptacle and immediately return to his normal body at the instant of its death, typically accomplished at the hands of an undead or construct. This completes the special ceremony. For the caster to gain the xenoa template, he must have the black onyx gem (for the *animate dead*) and the receptacle (for the *magic jar*) on his person.

Once he dies (any time within the duration of the *contingency*), he arises as a xenoa in 1d12 hours. If, for some reason, more than 50% of his flesh was destroyed (eaten, burned, etc.), before his arising, he gains the reliquus template (see above), though without the use of the special gem powers normally available to a reliquus.

CREATING A XENOA

Hit Dice: Increase to d12.

Speed: Same as the base character. If the base creature was able to fly, its maneuverability rating changes to Clumsy.

AC: Natural armor increases by +2.

Attacks: The xenoa retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature. A xenoa also gains the ability to use a slam attack. The DM (or evil player) should be sure to recalculate the xenoa's melee and ranged attack bonuses based on its new type (Undead) and abilities (+2 Strength, -2 Dexterity). Undead creatures have a base attack of HD x 1/2 (same as a wizard).

Damage: Natural and manufactured weapons deal damage normally. A slam attack deals damage depending on the xenoa's size. (Use the base creature's slam damage if it is greater.) For purposes of Strength bonuses to damage, a slam attack is considered a two-handed attack.

XENOA DAMAGE

XENOA SIZE	SLAM DAMAGE
Diminutive or Fine:	1d2
Tiny:	1d3
Small:	1d4
Medium-size:	1d6
Large:	2d4
Huge:	2d6
Gargantuan:	2d8
Colossal:	4d6

Special Attacks: Same as the base character.

Special Qualities: The xenoa loses all special qualities except any subtypes it retains (such as the Fire subtype). The xenoa gains the Undead type (see the *Monster Manual*) and the following special qualities:

Magic Immunity (Ex): Xenoa are immune to all spells, spell-like abilities and supernatural effects, except as follows. Fire- and cold-based effects *slow* them (as the spell of the same name) for 2d6 rounds (no saving throw needed).

Partial Actions Only (Ex): Xenoa have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Turn Resistance (Ex): The xenoa has +2 turn resistance.

Saves: Base saves are Fort +1/3 HD, Ref +1/3 HD, and Will +2 +1/2HD (same as wizard).

Abilities: The xenoa's Strength increases by +2, Dexterity decreases by 2 and Charisma decreases to 1. Xenoa have no Constitution score. Wisdom and Intelligence are the same as the base creature.

Skills: Same as the character.

Feats: Same as the character, plus Toughness.

Climate/Terrain: Any land and underground.

Organization: Any.

Challenge Rating: Same as the base creature +1.

Treasure: As per character.

Alignment: Any evil.

Advancement: By character class.



APPENDIX A: NON-PLAYER CHARACTERS

Characters in this appendix are listed in alphabetical order by the exact name that they appear under in the text. In many cases, this includes a title or a nickname. The entry begins with the character's first name instead of his or her surname.

Azak Naggetrek (Sun Slayer), male, hobgoblin, Clr 10: CR 10; Medium-sized Humanoid (6 ft., 0 in.tall); HD 10d8+30; hp 53; Init +5 (+1 Dex, +4 Improved Initiative Feat); Spd 20 ft.; AC 15 (+1 Dex, +4 scale mail armor); Attack +11/+6 melee (1d8+3/x2 morningstar); Face/Reach 5 ft. by 5 ft./5 ft.; SV Fort +10, Ref +4, Will +11; AL LE; Str 16, Dex 12, Con 16, Int 12 Wis 18, Cha 10.

Skills and Feats: Concentration +8, Diplomacy +8, Heal +9, Intimidate +1, Knowledge (arcana) +4, Knowledge (religion) +9, Spellcraft +9; Improved Initiative, Blind-fight, Leadership, Weapon Focus (morningstar).

Spells (6/5+1/5+1/4+1/4+1/2+1): 0 – Cure Minor Wounds, Detect Magic, Detect Poison, Read Magic, Resistance, Virtue. 1st – Cause Fear, Cure Light Wounds, Divine Favor, Endure Elements, Sanctuary, Magic Stone (Domain). 2nd – Aid, Calm Emotions, Cure Moderate Wounds, Death Knell, Enthral, Desecrate (Domain). 3rd – Animate Dead, Bestow Curse, Sure Serious Wounds, Dispel Magic, Stone Shape (Domain). 4th – Cure Critical Wounds, Divination, Poison, Tongues, Unholy Blight (Domain). 5th – Flame Strike, Slay Living, Wall of Stone (Domain).

Possessions: scale mail armor, morningstar.

Cleric Domains: Evil, Earth.

Languages Spoken: Hobgoblin, Merchant's Tongue.

Sub-race/Place of Origin: Hobgoblin/Rinukagh.

Deity Worshipped: The Dark One.

Baletak, male, half-fiend/human, Ftr 6/Blackguard 2: CR 10; Medium-sized Humanoid (6 ft., 8 in.tall); HD 8d10 + 40; hp 82; Init +8 (+4 Dex, +4 Improved Initiative Feat); Spd 30 ft.; AC 19 (+4 Dex, +4 Shield, +1 Natural); Attack +18/+13 melee (2d6+11 19-20/x2 damage,+3 unholy greatsword), OR +6 melee (1d6+6

bite), +6 melee (1d4 Claw x2); Face/Reach 5 ft. by 5 ft./5 ft.; SV Fort +13, Ref +7, Will +5; AL NE; Str 22, Dex 18, Con 20, Int 10, Wis 15, Cha 12.

Skills and Feats: Balance +4, Bluff, +4, Climb +8, Diplomacy +3, Disguise +5, heal +5, Hide +9, Intimidate +5, Jump +8, Knowledge (religion) +4, Listen +5, Move Silently +6, Search +4, Sense Motive +5, Spellcraft +4, Swim +7; Cleave, Flyby Attack, Great Cleave, Improved Initiative, Leadership, Power Attack, Sunder, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Special Qualities: Darkvision 60 ft., Poison Immunity, Resistance (fire, cold and electricity) 20.

Spell-like Abilities: Darkness 3/day, Desecrate 1/day, Unholy Blight 1/day, Poison 3/day.

Blackguard Class abilities: Detect Good (at will), Poison Use, Dark Blessing (included in above stats), Smite Good 1/day.

Spells (1): 1st - Cause Fear.

Possessions: +3 unholy greatsword, +2 large steel shield, a scroll of teleportation.

Note: Baletak's Bite and Claw attacks have been included at the level that he would have them without using them as secondary attacks. Before he recovers his weapon he may attack with either the bite, or claw attack. Baletak does not have the multi-attack feat and will not use these attacks as secondary attacks once he recovers the greatsword.

Languages Spoken: Infernal, Merchant's Tongue.

Sub-race/Place of Origin: Half-fiend/Bynarr.

Deity Worshipped: The Harvester of Souls.

King Brenbod I, male, human, Ari 10: CR 10; Medium-sized Humanoid (6 ft., 2 in. tall); HD 10d8+10; hp 69; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +6 banded mail armor, +1 small wooden shield); Attack +9/+4 melee (1d10 19-20/x2 masterwork bastard sword); Face/Reach 5 ft. by 5 ft./5 ft.; SV Fort +4, Ref +4, Will +10; AL LN; Str 11, Dex 12, Con 12, Int 14, Wis 16, Cha 17.

Skills and Feats: Appraise +7, Bluff +8, Diplomacy +18, Gather Information +13, Handle Animal +8, Intimidate +16, Knowledge (religion) +12, Knowledge (history) +12, Listen +8, Ride +8, Sense Motive +13; Exotic Weapon Proficiency (bastard sword), Leadership, Mounted Combat, Skill Focus (Diplomacy), Weapon Focus (bastard sword).

Possessions: masterwork bastard sword, banded mail armor, small wooden shield.

Languages Spoken: Brandobian, Kalamaran, Merchant's Tongue.

Sub-race/Place of Origin: Brandobian/Eldor.

Deity Worshipped: Polytheistic.

Cabaron, male, human, Wiz 8: CR 8; Medium-sized Humanoid (6 ft., 2 in. tall); HD 8d4+8; hp 33; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +8 ranged (variable effect as per spell, spellray); Face/Reach 5 ft. by 5 ft./5 ft.; SV Fort +3, Ref +5, Will +9; AL LE; ; Str 11, Dex 16, Con 13, Int 17, Wis 16, Cha 14.

Skills and Feats: Alchemy +5, Bluff +6, Concentration +8, Diplomacy +5, Forgery +5, Gather Information +6, Hide +4, Innuendo +5, Listen +8, Scry +7, Sense Motive +5, Spellcraft +12; Alertness, Brew Potion, Combat Casting, Scribe Scroll, Silent Spell, Summon Familiar, Weapon Focus (spellray).

Spells (4/5/4/4/2): 0 - *Detect Magic, Detect Poison, Ray of Frost, Resistance*. 1st - *Alarm, Charm Person, Mage Armor, Obscuring Mist, Shield*. 2nd - *Alter Self, Detect Thoughts, Hypnotic Pattern, Silent Magic Missile*. 3rd - *Dispel Magic, Fireball, Fly, Suggestion*. 4th - *Screaming, Silent Suggestion*.

Possessions: *Potion of Neutralize Poison, Potion of Cure Light Wounds*, 85 gp.

Languages Spoken: Brandobian, Draconic, Kalamaran, Merchant's Tongue, Undercommon.

Sub-race/Place of Origin: Kalamaran/O'Par.

Deity Worshipped: Polytheistic.

Desveminh "The Warlord", male human, Evo 14: CR 14; Medium-sized Humanoid (5 ft., 3 in. tall); HD 14d4+28; hp 63; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +7/+2 melee (1d6/x2 quarterstaff), +4 ranged (1d10 19-20/x2); Face/Reach 5 ft. by 5 ft./5 ft.; SV Fort +6, Ref +7, Will +10; AL LE; Str 9, Dex 16, Con 14, Int 19, Wis 12, Cha 12.

Skills and Feats: Alchemy +14, Concentration +18, Diplomacy +4, Gather Information +3, Handle Animal +3, Intimidate +4, Knowledge (arcana) +14; Knowledge (local) +9; Knowledge (religious) +9; Listen +4, Ride +5, Scry +14, Spellcraft +21; Brew Potion, Combat Casting, Enlarge Spell, Improved Familiar, Leadership, Mounted Combat, Scribe Scroll, Summon Familiar, Weapon Focus (heavy crossbow), Weapon Focus (quarterstaff).

Spells (5/6/6/6/4/4/3): 0 - *Detect Magic, Detect Poison, Light, Ray of Frost, Read Magic*. 1st - *Alarm, Cause Fear, Mage Armor, Magic Missile, Shield, Sleep*. 2nd - *Blur, Darkness, Flaming Sphere, Resist*

Elements, Scare, Web. 3rd - *Dispel Magic, Fireball, Flame Arrow, Lightning Bolt, Stinking Cloud, Vampiric Touch*. 4th - *Extended Fireball, Fear, Fire Shield, Ice Storm, Scry, Stoneskin*. 5th - *Animate Dead, Cloudkill, Cone of Cold, Feeblemind*. 6th - *Acid Fog, Chain Lightning, Circle of Death, Contingency*. 7th - *Forcecage, Prismatic Spray, Simulacrum*.

Possessions: warhorse, heavy crossbow, quarterstaff

Notes: Familiar is a Formian Worker. Prohibited school of magic is Transmutation

Languages Spoken: Brandobian, Draconic, Kalamaran, Merchant's Tongue, Reanaarese, Svimozhish.

Sub-race/Place of Origin: Svimozh/Ashoshani.

Deity Worshipped: The Flaymaster.

Dvorn Minel, male human Ftr7, CR 7; Medium-sized Humanoid (6 ft., 1 in. tall); HD 7d10+14; hp 60; Init +3 (-1 Dex, +4 Improved initiative); Spd 30 ft.; AC 9 (-1 Dex); Attack +10/+5 melee, or +6/+1 ranged; SV Fort +7, Ref +1, Will +2; AL LE; Str 16, Dex 8, Con 15, Int 12, Wis 11, Cha 8.

Skills and Feats: Appraise +4, Climb +11, Handle animal +7, Hide -1, Jump +9, Listen +0, Move Silently -1, Profession +5, Spot +1, Swim +6; Improved initiative, Improved unarmed strike, Leadership, Point blank shot, Weapon focus (flail, light), Weapon focus (longsword), Weapon focus (halberd), Weapon specialization (longsword).

Possessions: longsword, halberd, light flail; 800 gp; 7,200 gp worth of slaves (see Table 7-4: Slave Cost in the KINGDOMS OF KALAMAR *Player's Guide*).

Languages Spoken: Deje, Fhokki, Merchant's Tongue.

Sub-race/Place of Origin: Brandobian-Fhokki/Dowond-Brandel.

Deity Worshipped: The Overlord.

Esmaran, female, elven vampire, Nec 13: CR 15; Medium Humanoid (5 ft., 0 in. tall); HD 13d12; hp 94; Init +10 (+6 Dex, Improved Initiative); Spd 30 ft.; AC 24 (+6 Dex, +6 Natural, +2 Ring of Protection); Attack +11/+6 (1d6 damage Slam + energy drain), +14/+9 melee (1d8 +7 Longsword 19-20/x2); Face/Reach 5 ft. by 5 ft./5 ft.; SV Fort +4, Ref +12, Will +11;

Special Attacks: Domination, Energy Drain, Blood Drain, Children of the Night, Create Spawn.

Special Qualities: Undead, Damage Reduction 15/+1, Turn Resistance, Cold and Electricity Resistance 20, Gaseous Form, Spider Climb, Alternate Form, Fast Healing 5; AL LE; Str 20, Dex 22, Con —, Int 23, Wis 17, Cha 19.

Skills and Feats: Alchemy +15, Bluff +14, Climb +7, Concentration +10, Diplomacy +6, Gather Information +6, Heal +5, Hide +16, Knowledge (arcana) +20, Knowledge (religion) +14, Knowledge (history) +14, Listen +17, Move Silently +16, Scry +16, Search +15, Sense Motive +13, Spellcraft +19, Spot +15; Alertness, Brew Potion, Combat Reflexes, Craft Wand, Extend Spell, Improved Initiative, Leadership, Lightning Reflexes, Martial Weapon Proficiency (longsword), Quicken Spell, Scribe

Scroll, Summon Familiar, Weapon Focus (longsword), Weapon Focus (Spellray).

Spells (5/7/7/6/6/5/4/2): 0 – Daze, Detect Magic, Disrupt Undead, Ray of Frost, Read Magic. 1st – Cause Fear (x2), Identify, Mage Armor, Magic Missile (x2), Ray of Enfeeblement. 2nd – Darkness, Obscure Object, Resist Elements, Scare (x2), Spectral Hand, Web. 3rd – Dispel Magic, Haste, Hold Person, Lightning Bolt, Vampiric Touch (x2). 4th – Detect Scrying, Enervation, Fear, Ice Storm, Polymorph Self, Scrying. 5th – Animate Dead (x2), Magic Jar, Teleport, Wall of Force. 6th – Chain Lightning, Circle of Death (x2), Contingency. 7th – Quicken Dispel Magic, Finger of Death.

Possessions: Ring of Evasion, Ring of Protection +2, +2 Longsword, Pearl of Power (level 2).

Notes: Prohibited school of magic is Illusion.

Languages Spoken: Draconic, Elven, Gnome, Merchant's Tongue, Reanaarese, Sylvan, Undercommon.

Sub-race/Place of Origin: Elven/Giilia.

Deity Worshipped: Non-religious.

Freasha, female human Clr4: CR 4; Medium-sized Humanoid (5 ft., 2 in. tall); HD 4d8+4; hp 17; Init -2 (-2 Dex); Spd 30 ft.; AC 8 (-2 Dex); Attack +4 melee, or +1 ranged; SV Fort +5, Ref -1, Will +7; AL LE; Str 13, Dex 7, Con 13, Int 10, Wis 17, Cha 13.

Skills and Feats: Concentration +8, Heal +8, Hide -2, Knowledge (arcana) +4, Knowledge (religion) +5, Listen +3, Move Silently -2, Spot +3; Blind-fight, Combat reflexes, Scribe scroll.

Cleric Domains: Destruction, Evil.

Cleric Spells Per Day (5/4+1/3+1): 1st – Command, Doom, Inflict Light Wounds, Obscuring Mist, Protection from Good. 2nd – Darkness, Desecrate, Hold Person, Icy Hands, Undetectable Alignment. 3rd – Contagion, Glyph of Warding, Piercing the Fiend's Veil, Speak With Dead.

Possessions: Horned face mask, small silver dagger, whip, 240 gp.

Sub-race/Place of Origin: Slen/Kako-Gyr.

Languages Spoken: Dejy, Fhokki, Merchant's Tongue.

Deity Worshipped: The Flaymaster.

Jinazu Han, male, yuan-ti, Clr 12: CR 19; Medium-sized Humanoid (8 ft. tall, or 14 ft. long); HD 21d8+48; hp 155; Init +5 (+1 Dex, +4 Improved Initiative Feat); Spd 30 ft.; AC 20 (-1 size, +1 Dex, +10 natural); Attack +22/+17 (2d4+5 15-20/x2 masterwork falchion), +22 melee (2d6+6 poisonous bite, DC 17 or 1d6 initial and secondary temporary Con); Face/Reach 5 ft. by 5 ft./10 ft.; SV Fort +14, Ref +12, Will +19; AL LE; Str 20, Dex 13, Con 17, Int 18 Wis 20, Cha 16.

Skills and Feats: Concentration +18, Diplomacy +11, Heal +11, Hide +9*, Intimidate +6, Gather Information +6, Knowledge (local) +9, Knowledge (religion) +12, Scry +14, Spellcraft +16, Listen +19, Spot +19; Alertness, Blindfight, Dodge, Expertise, Improved Critical: falchion, Improved

Initiative, Mobility, Spell Penetration, Spring Attack, Whirlwind Attack.

Psonics (at will): Detect Poison, Alternate Form, Chameleon Power, Produce Acid, Aversion.

Spells (6/7+1/5+1/5+1/4+1/4+1/2+1): 0 – Detect Magic, Detect Poison, Guidance, Light, Read Magic, Virtue. 1st – Bane, Cause Fear (x2), Cure Light Wounds (x2), Doom, Divine Favor, Entangle (Domain). 2nd – Aid, Cure Moderate Wounds, Death Knell, Hold Person, Silence, Barkskin (Domain). 3rd – Bestow Curse, Cure Serious Wounds, Dispel Magic (x2), Speak with Dead, Contagion (Domain). 4th – Discern Lies, Inflict Critical Wounds, Poison, Spell Immunity, Control Plants (Domain). 5th – Flame Strike, Unhallow, Scrying, Slay Living, Circle of Doom (Domain). 6th – Blade Barrier, Heal, Harm (Domain).

Special Qualities: Poison, Improved Grab, Constrict, SR 16.

Notes: Jinazu is an abomination with human arms. He gains a +8 circumstance bonus to the Hide skill when using the chameleon power.

Cleric Domains: Destruction, Plant.

Possessions: masterwork falchion.

Languages Spoken: Draconic, Elven, Gnome, Merchant's Tongue, Reanaarese, Sylvan, Undercommon.

Sub-race/Place of Origin: Yuan-Ti/Vohven Jungle.

Miznamvho, male, human, Drd 10: CR 10; Medium-sized Humanoid (5 ft., 7 in. tall); HD 10d8+30; hp 76; Init +0; Spd 30 ft.; AC 10; Attack +8/+3 melee (1d6/x2 quarterstaff); Face/Reach 5 ft. by 5 ft./5 ft.; SV Fort +10, Ref +3, Will +11; AL N; Str 11, Dex 11, Con 16, Int 15 Wis 18, Cha 8.

Skills and Feats: Animal Empathy +9, Concentration +8, Handle Animal +9, Heal +14, Intuit Direction +14, Knowledge (nature) +12, Scry +7, Spellcraft +12, Wilderness Lore +15, Profession (herbalist) +12; Brew Potion, Combat Casting, Run, Track, Weapon Focus (quarterstaff).

Spells (6/5/5/4/4/2): 0 – Detect Magic, Detect Poison, Guidance, Know Direction, Mending, Read Magic. 1st – Animal Friendship, Calm Animals, Cure Light Wounds, Faerie Fire, Pass Without Trace. 2nd – Delay Poison, Flame Blade, Flaming Sphere, Hold Animal, Woodshape. 3rd – Call Lightning, Cure Moderate Wounds, Neutralize Poison, Remove Disease. 4th – Cure Serious Wounds, Dispel Magic, Flame Strike, Scrying. 5th – Ice Storm, Tree Stride.

Possessions: quarterstaff, various herbs

Languages Spoken: Svimohzish, Druidic, Merchant's Tongue, Sylvan.

Sub-race/Place of Origin: Svimohzian (Vohen Jungle).

Deity Worshipped: Polytheistic.

Puramal, male, human ghost, Ftr 6: CR 6; Medium Humanoid (6 ft., 1 in. tall); HD 4d12; hp 25; Init +1 (+1 Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 Cha) against material opponents or 18 (+1 Dex, +5 chain mail armor, +2 large shield) against ethereal opponents; Attack +8 melee (1d10+5 bastard sword);

Face/Reach 5 ft. by 5 ft./5 ft.; SV Fort +4, Ref +2, Will +0; AL LN; Str 16, Dex 13, Con —, Int 14, Wis 8, Cha 15.

Skills and Feats: Climb +8, Jump +8, Listen +3, Hide +3, Spot +3, Swim +7, Ride +5; Alertness, Cleave, Exotic Weapon Proficiency: Bastard Sword, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Special Attacks: Corrupting Touch (1d4 damage), Manifestation.

Special Qualities: Rejuvenation, +4 Turn Resistance.

Possessions: chain mail armor, large shield, bastard sword.

Languages Spoken: Brandobian, Kalamar, Merchant's Tongue.

Sub-race/Place of Origin: Kalamaran/Pipido.

Deity Worshipped: Polytheistic.

Rhingoryx, male mature adult gold dragon: CR 18; Huge Dragon (Fire); HD 26d12+156; hp 328; Init +0; Spd 60 ft., fly 200 ft. (poor), swim 60 ft.; AC 33 (-2 size, +25 natural); Atk +36/+31/+31 melee (2d8+13/2d6+6/2d6+6, bite, 2 claws); Face/Reach 10 ft. by 20 ft./10 ft.; AL LG; SV Fort +21, Ref +15, Will +20; Str 35, Dex 10, Con 23, Int 20, Wis 21, Cha 20.

Skills and Feats: Bluff +31, Concentration +32, Diplomacy +31, Escape Artist +26, Jump +39, Knowledge (religion, arcana) +31, Listen +31, Scry +31, Search +31, Spellcraft +31, Spot +31; Cleave, Empower Spell, Extend Spell, Flyby Attack, Hover, Power Attack, Quicken Spell-like Ability.

Spells Known (6/8/7/7/5): 0th — *cure minor wounds, daze, detect magic, detect poison, light, mage hand, read magic, resistance*; 1st — *charm person, command, cure light wounds, identify, remove fear*; 2nd — *bull's strength, calm emotions, cure moderate wounds, knock*; 3rd — *cure serious wounds, haste, negative energy protection*; 4th — *holy smite, improved invisibility*.

Special Attacks: Wing attack, tail slap (+31 melee, 2d6+18), crush, breath weapon (50 ft. cone of fire 14d10, DC 29, or 50 ft. cone of weakening gas, 7 temporary Str damage, Fort DC 29 negates), frightful presence (210 ft., DC 28).

Special Qualities: Immune to sleep, paralysis, and fire, spell resistance 25, blindsight, keen senses, damage reduction 10/+1, water breathing, luck bonus, polymorph self 3/day, bless 3/day, double damage from cold except on a successful save;

Languages Spoken: All human, demi-human, and humanoid; Auran, Celestial, Draconic, Ignan.

Shel, Rog 9, male Doppelganger: CR 12; Medium-sized Shapechanger; HD 4d8+9d6 + 13; hp 62; Init +6 (+2 Dex, +4 Improved Initiative Feat); Spd 30 ft.; AC 16, touch 12, flat-footed 14; Atk +10/+5 melee (1d6+1 Slam); Face/Reach 5 ft. by 5 ft./5 ft.; AL N; SV Fort +10, Ref +12, Will +9; AL N; Str 12, Dex 14, Con 12, Int 13, Wis 14, Cha 14.

Skills and Feats: Appraise +6, Balance +4, Bluff +17*, Climb +6, Decipher Script +4, Disable Device +9, Disguise +21*, Escape Artist +8, Hide +10, Knowledge (local) +3, Listen +16, Move Silently +10, Open Locks +11, Pick Pocket +7, Search +7, Sense

Motive +6, Spot +8; Alertness, Dodge, Great Fortitude, Improved Initiative, Weapon Focus, Unarmed Strike.

Special Abilities: Detect Thoughts, Sneak Attack +5d6.

Special Qualities: Alter Self, Evasion, Immune to sleep and charm effects, Uncanny Dodge.

Notes: *When using Alter Self Shel receives an additional +10 circumstance bonus to Disguise checks, if he can read an opponent's mind he gets a further +4 circumstance bonus to Bluff and Disguise checks.

Languages Spoken: Doppelganger, Merchant's Tongue.

Shifan, male, elf, Nec 20: CR 20; Medium Humanoid (5 ft., 3 in. tall); HD 20d4 +20; hp 66; Init +8 (+4 Dex, +4 Improved Initiative Feat); Spd 30 ft.; AC 23 (+4 Dex, +4 Bracers of Defense, +5 Robe of the Archmagi); Attack +11/+6 melee (1d6 /x2 quarterstaff); Face/Reach 5 ft. by 5 ft./5 ft.; SV Fort +9, Ref +12, Will +16; AL LE; Str 11, Dex 18, Con 12, Int 20, Wis 15, Cha 14.

Skills and Feats: Alchemy +15, Concentration +13, Craft (armorsmithing) +10, Craft (bookbinding) +10, Craft (weaponsmithing) +10, Diplomacy +7, Gather Information +5 Intimidate +7, Knowledge (arcana) +20, Knowledge (nature) 10, Knowledge (Nobility and Royalty) +10, Listen +3, Move Silently +5, Profession (Scribe) +12, Ride +6, Scry +25, Spellcraft +25; Brew Potion, Craft Staff, Combat Casting, Forge Ring, Improved Familiar, Improved Initiative, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Focus (Necromancy), Spell Penetration, Summon Familiar, Weapon Focus (quarterstaff).

Spells (6/7/6/6/6/6/5/5/5/5): 0 — *Detect Magic, Detect Poison, Disrupt Undead, Read Magic, Ray of Frost, Resistance*. 1st — *Chill Touch (x2), Comprehend Languages, Identify, Ray of Enfeeblement, Shield, True Strike*. 2nd — *Arcane Lock, Detect Thoughts, Ghoul Touch (x2), Hypnotic Pattern, Locate Object*. 3rd — *Dispel Magic, Fireball, Suggestion, Tongues, Vampiric Touch (x2)*. 4th — *Arcane Eye, Bestow Curse, Detect Scrying, Fear, Ice Storm, Scrying*. 5th — *Animate Dead, Dominate Person, Dream, Magic Jar, Permanency, Teleport*. 6th — *Chain Lightning, Circle of Death, Contingency, Disintegrate, Maximized Vampiric Touch*. 7th — *Control Undead, Delayed Blast Fireball, Maximized Fire Shield, Quickened Vampiric Touch, Spell Turning*. 8th — *Clone, Discern Location, Horrid Wilting, Mind Blank, Protection from Spells*. 9th — *Energy Drain, Foresight, Meteor Swarm, Time Stop, Wish*.

Possessions: Bracers of Defense +4, +1 Cloak of Resistance, Crystal Ball, Everburning Torch, Iron Bands of Bilarro, Ring of Regeneration, Ring of Spellturning, Robe of the Archmagi, Rod of Wonder, Staff of Charming.

Notes: Prohibited school of magic is Conjuration.

Languages Spoken: Brandobian, Draconic, Kalamaran, Merchant's Tongue.

Sub-race/Place of Origin: Brandobian/Inolen.

Deity Worshipped: Polytheistic.

Tajeril "The Sinister", male, human, Nec 7: CR 7; Medium-sized Humanoid (6 ft., 2 in. tall); HD 7d4 +14; hp 34; Init +2 (+2

Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 ring of protection); Attack +4 melee (1d4+1 19-20/x2 dagger); Face/Reach 5 ft. by 5 ft./5 ft.; SV Fort +4, Ref +4, Will +7; AL LE; Str 10, Dex 14, Con 14, Int 16, Wis 15, Cha 11.

Skills and Feats: Alchemy +13, Concentration +8, Craft (weaponsmithing) +7, Diplomacy +3, Heal +4, Knowledge (arcana) +13, Knowledge (nature) 13, Spellcraft +13; Brew Potion, Craft Magic Arms and Armor, Craft Wondrous Item, Dodge, Scribe Scroll, Spell Focus (Necromancy), Summon Familiar.

Possessions: *Periapt of proof against poison*, *Potion of Neutralize Poisons*, *Dagger of Venom*, *Ring of Protection* +2, several vials of various poisons; 200 gp.

Spells (5/6/5/4/2): 0 – *Detect Magic*, *Detect Poison*, *Disrupt Undead*, *Read Magic*, *Resistance*. 1st – *Cause Fear*, *Mage Armor*, *Shield*, *True Strike*, *Ray of Enfeeblement*. 2nd – *Blur*, *Endurance*, *Ghoul Touch* (x2), *Protection from arrows*. 3rd – *Dispel Magic*, *Displacement*, *Hold Person*, *Vampiric Touch*. 4th – *Enervation*, *Fear*.

Languages Spoken: Brandobian, Draconic, Kalamaran, Merchant's Tongue.

Sub-race/Place of Origin: Brandobian/Inolen.

Deity Worshipped: Polytheistic.

Teelia Remel, female, human, Rog 5/Clr 3; CR 9; Medium-sized Humanoid (5 ft., 4 in. tall); HD 5d6+3d8+8, hp 56; Init +9 (+5 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 (+5 Dex, +3 Leather Armor, +1 Ring of Protection); Attack +12 melee (1d6+1 crit 18-20/x2 Rapier); Face/Reach 5 ft. by 5 ft./5 ft.; SV Fort +5, Ref +10, Will +6; AL NE; Str 10, Dex 21, Con 12, Int 17, Wis 15, Cha 11.

Skills and Feats: Appraise +5, Balance +8, Bluff +5, Climb +4, Concentration +4, Decipher Script +5, Diplomacy +4, Disable Device +4, Disguise +3, Escape Artist +8, Forgery +7, Gather Information +3, Heal +4, Hide +12, Intimidate +2, Intuit Direction +4, Jump +5, Knowledge (local) +5, Knowledge (Religion) +11, Listen +8, Move Silently +10, Open Locks +9, Profession (sailor) +6, Read Lips +5, Search +4, Scry +6, Spellcraft +6, Spot +5, Swim +3, Tumble +7, Use Rope +6; Blind-fight, Improved Initiative, Weapon Finesse (Rapier).

Spell-like Abilities: Once per day: *Darkness* (as an 8th level sorcerer).

Spells (4/3+1/2+1): oth -*Cure Minor Wounds*, *Detect Magic*, *Light*, *Infllict Minor Wounds*. 1st -*Infllict light Wounds*, *Magic Stone*, *Cause Fear* (Domain Spell). 2nd – *Hold Person*, *Sound Burst*, *Death Knell* (Domain Spell).

Possessions: +1 *Leather Armor* (silent moves), +2 *Rapier of Puncturing*, *Ring of Protection* +1, *Ring of Chameleon Power*, Holy Symbol for the Harvester of Souls (small golden sickle), travelers outfit, five days trail rations, a small leather backpack, 100 ft. of rope and 26 pieces of gold.

Cleric Domains: Death, Evil.

Languages Spoken: Infernal, Kalamaran, Merchant's Tongue, Reanaarese.

Sub-race/Place of Origin: Tielfling/Aaser.

Deity Worshipped: The Harvester of Souls.

Terrus Dyrn, Sor 18, male lich, CR 18; Medium-sized Humanoid; HD 18d12; hp 110; Init +7 (+3 Dex, +4 Improved Initiative Feat); Spd 30 ft.; AC 20, touch 13, flat-footed 27; Atk +11/+6 melee (1d8+5 touch attack, Will save DC 24 for half); Face/Reach 5 ft. by 5 ft./5 ft.; AL LE; SV Fort +6, Ref +9, Will +13; AL LE; Str 14, Dex 16, Con —, Int 18, Wis 14, Cha 20.

Skills and Feats: Alchemy +19, Disguise +10, Forgery +6, Gather Information +8, Hide +15, Concentration +10, Intimidate +6, Knowledge (arcana) +24, Listen +11, Move Silently +11, Scry +14, Sense Motive +10, Spellcraft +24, Spot +10; Craft Wondrous Item, Extend Spell, Forge Ring, Improved Initiative, Quicken Spell, Scribe Scroll, Silent Spell, Summon Familiar, Weapon Focus (spellray).

Spells per Day: (6/8/7/7/7/6/6/5/3).

Spells Known (9/5/5/4/4/4/3/3/2/1): oth - *Arcane Mark*, *Detect Magic*, *Disrupt Undead*, *Light*, *Mage Hand*, *Prestidigitation*, *Ray of Frost*, *Resistance*, *Read Magic*. 1st – *Identify*, *Mage Armor*, *Magic Missile*, *Ray of Enfeeblement*, *Unseen Servant*. 2nd – *Darkness*, *Detect thoughts*, *Flaming Sphere*, *Knock*, *Locate Object*. 3rd – *Dispel Magic*, *Fireball*, *Stinking Cloud*, *Tongues*. 4th – *Bestow Curse*, *Detect Scrying*, *Ice Storm*, *Scrying*. 5th – *Animate Dead*, *Feeblemind*, *Seeming*, *Teleport*. 6th – *Contingency*, *Greater Dispelling*, *Legend Lore*. 7th – *Control Undead*, *Forcecage*, *Prismatic Spray*. 8th – *Cloud*, *Incendiary Cloud*, *Prismatic Wall*. 9th – *Meteor Swarm*.

Special Abilities: Fear Aura, Paralyzing Touch.

Special Qualities: +4 Turn Resistance, Damage Reduction 15/+1, Immune to cold, electricity, polymorph and mind-affecting attacks.

Possessions: *Scroll of Magic Circle against Good*, *Scroll of Protection from Arrows*, *Scroll of Seeming*, *Staff of Power*.

Languages Spoken: Draconic, Ignan, Svimohzish.

Deity Worshipped: Polytheistic.

Thallinu, mind flayer, Psion Telepath 5; CR 13; Medium-sized Aberration (6 ft., 5 in. tall); HD 8d8+5d4+26; hp 110; Init +7 (+3 Dex, +4 Improved Initiative Feat); Spd 30 ft.; AC 20 (+3 Dex, +3 natural, +4 Inertial Armor Feat); Attack +10 melee (1d4+1 tentacle x4); Face/Reach 5 ft. by 5 ft./5 ft.; SV Fort +5, Ref +6, Will +15; AL LE; Str 12, Dex 17, Con 15, Int 25, Wis 20, Cha 21.

Skills and Feats: Alchemy +12, Appraise +12, Bluff +11, Concentration +21, Hide +14, Intimidate +16, Knowledge (local) +16, Knowledge (nobility and royalty) +12, Knowledge (psionics) +16, Listen +18, Move Silently +14, Psicraft +12, Remote View +12, Sense Motive +8, Spot +16; Alertness, Combat Casting, Dodge, Improved Initiative, Inertial Armor, Mental Adversary, Weapon Finesse (tentacle).

Special Abilities: Mind blast, improved grab, extract.

Special Qualities: SR 25, telepathy.

Psionic Combat Modes: Ego Whip, Id Insinuation, Intellect Fortress, Mental Barrier, Mind Thrust, Psychic Crush, Thought Shield.

Illithid Psionics: At will – astral projection, charm monster, detect thoughts, levitate, plane shift and suggestion. As cast by an 8th level sorcerer.

Psionics (3+d/2+d/1+d, Power points: 25): o – Detect Psionics, Finger of Fire, Lesser Natural Armor, Trinket (Discipline); 1st – Biocurrent, Lesser Body Adjustments, Fire Fall (Discipline); 2nd – Aversion, Burning Ray (Discipline).

Languages Spoken: Brandobian, Draconic, Elven, Gnome, Kalamaran, Reanaarese, Undercommon.

Sub-race/Place of Origin: Mind Flayer/Giilia.

Deity Worshipped: Polytheistic.

Thyrav, male, human, Drd 9: CR 9; Medium-sized Humanoid (5 ft., 5 in. tall); HD 9d8+9; hp 45; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +7/+2 melee (1d6+1 /x2 quarterstaff); Face/Reach 5 ft. by 5 ft./5 ft.; SV Fort +8, Ref +6, Will +10; AL NE; Str 12, Dex 16, Con 14, Int 15 Wis 18, Cha 14.

Skills and Feats: Animal Empathy +10, Concentration +11, Craft (woodcarver) +7, Handle Animal +9, Heal +12, Intimidate +5, Intuit Direction +9, Knowledge (Nature) +12, Scry +7, Spellcraft +12, Wilderness Lore +14; Brew Potion, Combat Casting, Dodge, Leadership, Track.

Special Qualities: Nature Sense, Resist Nature's Lure, Trackless Step, Venom Immunity, Wild Shape 3/day, Wild shape (large) 1/day, Woodland Stride.

Possessions: Quarterstaff, various herbs.

Spells (6/5/5/4/3/1): o – Cure Minor Wounds, Detect Magic, Detect Poison, Know Direction, Read Magic, Resistance. 1st – Animal Friendship, Calm Animals, Cure Light Wounds, Entangle, pass Without Trace. 2nd – Barkskin, Chill Metal, Flame Blade, Speak with Animals, Wood Shape. 3rd – Call Lightning, Cure Moderate Wounds, Neutralize Poison, Summon Natures Ally II. 4th – Cure Serious Wounds, Dispel Magic, Flame Strike. 5th – Tree Stride.

Animal Companion: Wolf.

Languages Spoken: Deji, Druidic, Elven, Merchant's Tongue, Sylvan.

Sub-race/Place of Origin: Deji (Narr-Rytarr).

Deity Worshipped: Polytheistic.

Toth Senkan (Grand Theocrat), male, human, Clr 19: CR 19; Medium-sized Humanoid (6 ft., 3 in. tall); HD 19d8+38; hp 123; Init +4 (+4 Improved Initiative); Spd 20 ft.; AC 16 (+6 splint mail armor); Attack +16/+11/+6 (2d6+1 greatsword 17-20/x2); Face/Reach 5 ft. by 5 ft./5 ft.; SV Fort +13, Ref +6, Will +15; AL CE; Str 12, Dex 10, Con 14, Int 12, Wis 19, Cha 16.

Skills and Feats: Bluff +8, Concentration =10, Diplomacy +8, Heal +9, Intimidate +13, Knowledge (arcana) +11, Knowledge (religion) +19, Spellcraft +11; Expertise, Extra Rebuking, Improved Critical (greatsword), Improved Initiative, Improved Trip, Leadership, Martial Weapon Proficiency (greatsword), Weapon Focus (greatsword).

Spells (6/6+1/6+1/6+1/5+1/4+1/4+1/3+1/3+1): o – Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Inflict Minor Wounds, Resistance. 1st – Bane, Cause Fear, Cure Light Wounds, Deathwatch, Doom, Inflict Light Wounds, Inflict Light Wounds (Domain). 2nd – Aid, Cure Moderate Wounds, Death Knell, Inflict Moderate Wounds, Resist Elements, Hold Person, Shatter (Domain). 3rd – Bestow Curse, Contagion, Create Food and Water, Cure Serious Wounds, Cause Serious Wounds, Magic Vestment, Inflict Serious Wounds (Domain). 4th – Air Walk, Cure Critical Wounds, Discern Lies, Neutralize Poison, Poison, Tongues, Inflict Critical (Domain). 5th – Circle of Doom, Flame Strike, Unhallow, Slay Living, Scrying, Dispel Good (Domain). 6th – Blade Barrier, Harm, Heal, Heroes' Feast, Harm (Domain). 7th – Blasphemy, Control Weather, Repulsion, Resurrection, Disintegrate (Domain). 8th – Cloak of Chaos, Fire Storm, Discern Location, Earthquake (Domain). 9th – Energy Drain, Miracle, Soul Bind, Implosion (Domain).

Possessions: splint mail armor, greatsword.

Languages Spoken: Deji, Fhokki, Merchant's Tongue.

Sub-race/Place of Origin: Deji/Kako-Gyr.

Deity Worshipped: Flaymaster.

Count Transen Ingamin, male, human, Ari 6: CR 6; Medium-sized Humanoid (5 ft. 9 in. tall); HD 6d8+18; hp 46; Init +5 (+1 Dex, +4 Improved Initiative Feat); Spd 20 ft.; AC 19 (+7 half-plate armor, +2 large wooden shield); Attack +8 melee (1d8 +2 19-20/x2 masterwork longsword); Face/Reach 5 ft. by 5 ft./5 ft.; SV Fort +5, Ref +6, Will +3; AL LE; Str 15, Dex 13, Con 16, Int 16 Wis 12, Cha 17.

Skills and Feats: Bluff +12, Diplomacy +12, Gather Information +10, Handle Animal +10, Intimidate +10, Knowledge (nobility and royalty) +7, Listen +7, Sense Motive +9, Wilderness Lore +9, Ride +6; Improved Initiative, Leadership, Mounted Combat, Weapon Focus (longsword).

Possessions: Masterwork longsword, half-plate armor, large wooden shield, warhorse.

Languages Spoken: Brandobian, Deji, Kalamaran, Merchant's Tongue.

Sub-race/Place of Origin: Brandobian/Premolen.

Deity Worshipped: Polytheistic.

King Warven II, male, human, Ari 17: CR 17; Medium-sized Humanoid (5 ft., 11 in. tall); HD 17d8+17; hp 123; Init +5 (+1 Dex, +4 Improved Initiative Feat); Spd 20 ft.; AC 25 (+1 Dex, +11 magical +3 fullplate armor, +3 magical +1 large steel shield); Attack +16/+11/+6 melee (1d8+3 17-20/x2 magical +3 longsword); Face/Reach 5 ft. by 5 ft./5 ft.; SV Fort +6, Ref +6, Will +13; AL NG; Str 11, Dex 12, Con 12, Int 15 Wis 16, Cha 15.

Skills and Feats: Appraise +12, Bluff +13, Diplomacy +20, Gather Information +10, Handle Animal +12, Intimidate +18, Knowledge (local) +18; Knowledge (nobility and royalty) +18; Knowledge (religion) +7; Listen +12, Sense Motive +14, Ride +13; Improved Critical (longsword), Improved Initiative, Mounted Combat, Ride By Attack, Trample, Weapon Focus (heavy lance), Weapon Focus (longsword).

Possessions: +3 longsword, +1 lance, +3 fullplate armor, +1 large steel shield, warhorse.

Languages Spoken: Brandobian, Kalamaran, Merchant's Tongue, Svimohzish.

Sub-race/Place of Origin: Svimohz/Monam-Ahnoz.

Deity Worshipped: Non-religious.

Ziliana Abeilua, female, human, Wiz 16: CR 16; Medium-sized Humanoid (5 ft., 1 in.tall); HD 16d4; hp 42; Init +4 (+4 Improved Initiative Feat); Spd 30 ft.; AC 12 (+2 Dex); Attack +8/+3 melee (1d4 19-20/x2 dagger); Face/Reach 5 ft. by 5 ft./5 ft.; SV Fort +5, Ref +7, Will +10; AL NG; Str 10, Dex 14, Con 11, Int 19, Wis 14, Cha 14.

Skills and Feats: Alchemy +23, Appraise +7, Craft: Sculpting +19, Craft: Armor Smithing +14, Craft: Painting +8, Diplomacy +5, Gather Information +4, Knowledge (arcana) +21, Knowledge (architecture and engineering) +19, Profession (scribe) +14, Spellcraft +21; Brew Potion, Craft Magical Arms and Armor, Craft Wondrous Item, Dodge, Enlarge Spell, Forge Ring, Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Focus (Enchantment), Spell Penetration, Summon Familiar.

Spells (4/6/6/6/6/5/4/4/3): 0 – Arcane Mark, Detect Magic, Mending, Read Magic. 1st – Alarm, Burning Hands, Charm Person, Mage Armor, Magic Missile, Shield. 2nd – Daylight, Flaming Sphere, Knock, Locate Object, Resist Elements, Trondor's Hideous Laughter. 3rd – Dispel Magic, Fireball, Haste, Hold Person, Slow, Suggestion. 4th – Emotion, Ice Storm, Lesser Geas, Polymorph Self, Scrying, Stoneskin. 5th – Cloudkill, Fabricate, Feeblemind, Major Creation, Permanency. 6th – Contingency, Disintegrate, Flesh to Stone, Geas/Quest. 7th – Forcecage, Insanity, Limited Wish, Statue, Teleport Without Error. 8th – Binding, Incendiary Cloud, Polymorph any Object.

Possessions: Dagger, spellbook, 150 gp.

Notes: Her prohibited school is Illusion.

Languages Spoken: Draconic, Elven, Gnome, Merchant's Tongue, Reanaarese.

Sub-race/Place of Origin: Reanaarian/Zoa.

Deity Worshipped: Polytheistic.

Aasaer: Commonly known as the City of Pirates, this small city is located on Kaotoon Island in Reanaaria Bay. See the KINGDOMS OF KALAMAR sourcebook, page 128.

Ahznomahn: A small confederacy on the island of Svimohzia. See the KINGDOMS OF KALAMAR sourcebook, page 144.

Ashoshani: Referring to the people of Ahznomahn. See the KINGDOMS OF KALAMAR sourcebook, page 144.

Bakar Family: The current ruling family in Kalamar. See the KINGDOMS OF KALAMAR sourcebook, page 37.

Brolador Forest: Forest in central Eldor. See the KINGDOMS OF KALAMAR sourcebook, page 30.

Bronish: Free city-state in northwest Svimohzia founded by refugees of Mendarn and Pel Brolenon. See the KINGDOMS OF KALAMAR sourcebook, page 164.

Brotherhood of the Broken Chain: An organization that wishes to abolish all slavery. See the KINGDOMS OF KALAMAR sourcebook, page 170.

Church of Endless Night: Church of the god of dark, darkness and moonless nights. See the KINGDOMS OF KALAMAR sourcebook, page 216.

Congregation of the Dead: The church of the god of death and the underworld. See the KINGDOMS OF KALAMAR sourcebook, page 217.

Courts of Inequity: Church of the goddess of injustice, envy and jealousy. See the KINGDOMS OF KALAMAR sourcebook, page 214.

Disciples of Avrynnner: A secret association of psionicists. See the KINGDOMS OF KALAMAR sourcebook, page 170.

Dowond-Brandel: The largest city in Pel Brolenon located on the coast near the Sliv Elenon Mountains. See the KINGDOMS OF KALAMAR sourcebook, page 27.

Eldor: Brandobian kingdom neighboring Mendarn to the north. See the KINGDOMS OF KALAMAR sourcebook, page 17.

Emosvon: Zazahni city located on the Izhoven River and bordering the Vohven Jungle. See the KINGDOMS OF KALAMAR sourcebook, page 159.

Flaymaster: A common name for the god of pain, torture and cold. See the KINGDOMS OF KALAMAR sourcebook, page 216.

Gilia: Somber city on the western side of Reanaaria Bay. See the KINGDOMS OF KALAMAR sourcebook, page 132.

Golden Alliance, The: The largest merchant's guild on Tellene. See the KINGDOMS OF KALAMAR sourcebook, page 171.

Guardians of the Hidden Flame: The group responsible for the delivery of the Silver Dragon Coins to each Kalamaran Emperor. See the KINGDOMS OF KALAMAR sourcebook, page 171.

Harvester of Souls: A common name for the god of death and the underworld. See the KINGDOMS OF KALAMAR sourcebook, page 217.

House of Shackles: Church of the Overlord, god of oppression and slavery. See the KINGDOMS OF KALAMAR sourcebook, page 215.

Kakidela Mountains: Small northwestern spur of the Ka'Asas that trails off into the Shynako Hills. See the *KINGDOMS OF KALAMAR* sourcebook, page 70.

Kako-Gyr: Capital of the Theocracy of Slen. See the *KINGDOMS OF KALAMAR* sourcebook, page 111.

Korem: Capital of Korak, also known as City of Swords. See the *KINGDOMS OF KALAMAR* sourcebook, page 81.

Meznamish: Kingdom on the Svimohzish Isle whose borders reach from the Whizvomi Forest to the Menamo Hills. See the *KINGDOMS OF KALAMAR* sourcebook, page 146.

Ministry of Misery: Priesthood of the god of pain, torture and cold. See the *KINGDOMS OF KALAMAR* sourcebook, page 217.

Monam-Ahnoz: Capital city of Meznamish. See the *KINGDOMS OF KALAMAR* sourcebook, page 147.

Narr-Rytarr: City-state on the shore of Lake Jorakk, at the mouth of the Jorakk River. See the *KINGDOMS OF KALAMAR* sourcebook, page 120.

Nenhi: Svimohzish city of the eastern edge of Ozhvinmish. See the *KINGDOMS OF KALAMAR* sourcebook, page 153.

Nora-Krangrel: Hobgoblin kingdom bordered by Korak to the north and Ek'Kasel to the east. See the *KINGDOMS OF KALAMAR* sourcebook, page 84.

Oloseta: Tarisatan city located at the mouth of the E'Korug River. See the *KINGDOMS OF KALAMAR* sourcebook, page 59.

O'Par: Neutral duchy surrounded by the warring nations of Pau'Bor, Shynabyth, Pekal, Tokis, Tharggy and Doderia. See the *KINGDOMS OF KALAMAR* sourcebook, page 51.

Overlord, The: A common name for the god of oppression and slavery. See the *KINGDOMS OF KALAMAR* sourcebook, page 214.

Ozhvinmish Kingdom: The largest of the Svimohzish nations, running along the entire Svimohzish coast from Meznamish to Ahznomahn. See the *KINGDOMS OF KALAMAR* sourcebook, page 148.

Pel Brolenon: Theocracy located between the Yan Elenon and Sliv Elenon mountain ranges. See the *KINGDOMS OF KALAMAR* sourcebook, page 27.

Pipido: Tokisian town located on the E'Liral River, just south of the Pipitul Woodlands. See the *KINGDOMS OF KALAMAR* sourcebook, page 64.

Premolen: Eldoran city on the Brolador River. See the *KINGDOMS OF KALAMAR* sourcebook, page 21.

Reanaaria Bay: Large, deep bay in eastern Tellene. See the *KINGDOMS OF KALAMAR* sourcebook, page 141.

Rinukagh: Capital city of the hobgoblin kingdom of Norga-Krangrel. See the *KINGDOMS OF KALAMAR* sourcebook, page 84.

Secret Network of the Blue Salamander: An organization bent on world domination. See the *KINGDOMS OF KALAMAR* sourcebook, page 169.

Sentinels of the True Way: A group that seeks to destroy magic in all forms. See the *KINGDOMS OF KALAMAR* sourcebook, page 172.

Slen, Thocracy of: Northern nation that evolved from the Ministry of Misery. Located on the slopes of the Deshada

Mountains. See the *KINGDOMS OF KALAMAR* sourcebook, page 111.

Svimohzish Isle: Name for the massive island, which dominates the southwestern portion of the continent of Tellene. See the *KINGDOMS OF KALAMAR* sourcebook, page 143.

Tellene: The continent featured in the See the *KINGDOMS OF KALAMAR* sourcebook, page. See the *KINGDOMS OF KALAMAR* sourcebook, page 5.

Tharggy: Matriarchy located between Doderia and Thybaj. See the *KINGDOMS OF KALAMAR* sourcebook, page 113.

Vessels of Man: A small organization that works to limit the influence of gods. See the *KINGDOMS OF KALAMAR* sourcebook, page 172.

Vohen Jungle: Massive jungle covering the southern portions of the Svimohzish Isle. See the *KINGDOMS OF KALAMAR* sourcebook, page 166.

Warven II, King: Current ruler of Meznamish. See the *KINGDOMS OF KALAMAR* sourcebook, page 147.

Zoa: Largest and southernmost city-state in the Reanaaria Bay area. See the *KINGDOMS OF KALAMAR* sourcebook, page 138.

A CHANGE OF PLANS

This adventure is designed so that the DM can drop it into his current campaign on the fly. "A Change of Plans" is suitable for four to six low-level characters (1st to 3rd level). The encounter takes place in the wilderness east of the Badato River in Kalamar, but can be used nearly anywhere with minor changes.

To begin the encounter read the following to the players:

Suddenly, a haggard, frightened-looking female halfling barrels out of the woods towards you. She is dressed in filthy gray rags. She collapses a few feet away and whispers, "Please... help..." Moments later, an armed, mounted, and brutish looking Kalamaran soldier guides his horse out of the woods bearing a lariat. He hails with a snarl, "Stand down!"

The female halfling looks up and wails, "Don't let him take me to be slaughtered! He means to have me killed!"

Even if some or all of the PCs are lawful in alignment and don't have a problem with slavery, they should be reminded that the last statement from the halfling should appeal to all good aligned characters. However, the mounted soldier refuses to answer any questions and the halfling is too hysterical to be coherent at the moment.

If any of the PCs are locals or have knowledge of the area, closer inspection reveals that the soldier is a heavy infantry sergeant in the Kalamaran army. The sergeant (Sgt. P'Mare) assumes the PCs are going to be trouble, and while not immediately violent, he will be hostile.

The better armed the party, the more cautious he is. He will demand the PCs "turn over" the halfling (who is a slave), threatening them with his authority as well as violence if the party refuses.

If the PCs are cowed by his threats or feel more loyalty to Kalamar than compassion, Sergeant P'Mare lassos the escaped slave and drags her off. If the PCs don't leave too quickly afterwards, a shrill scream can be heard, followed by a score of other loud calls. If the PCs choose to investigate, they follow the sound of voices half a mile before coming across a meadow where they can safely watch the following from the shadows:

In the meadow, you come across a mixed dozen and a half of gnome and halfling slaves bound to each other by heavy collars around their necks and hands. In the



center of the throng, the halfling slave you saw before is bound and sitting atop a horse. The soldier you met before [Sgt. P'Mare] slips a coarse noose that is hanging from a tree branch around her collar. Six mounted soldiers are doing their best to keep the rest of the slaves at bay and under control. The other slaves loudly howl for mercy to be shown. Cries of, "Not Adel!" and, "Have pity!" are heard.

Once he slips the rope around her neck, P'Mare turns, walks slowly towards the small crowd and bares his teeth. Loud enough to be heard by the PCs, he shouts:

See what happens when you resist the Emperor's will, you squat bastards!"

Sergeant P'Mare will take another moment or two to behave as ghoulishly as possible toward the other slaves. If the PCs still don't intervene, P'Mare swats the horse [his own] that Adel is sitting on, which then bolts forward fifteen paces, thus hanging and instantly killing Adel. P'Mare lets the rest of the slaves (now silent) stare at the gruesome spectacle for a few minutes before giving the order to start moving again. If the PCs don't take any action or refuse to follow, the encounter is over.

If Sergeant P'Mare's threats don't work and the PCs refuse to release the halfling into his custody, he will attack. On the second round of combat, the halfling will assist the PCs by using a stray tree branch as a makeshift club.

Read the following to the players as the halfling makes his move toward Sergeant P'Mare.

An ear-piercing scream rips through the air, coming from the halfling, "Tyranical bastard! I will not feel the sting of your whip again!" She rushes at her former captor, howling like a banshee, waving a thick tree branch.

Sergeant P'Mare will still concentrate on the PCs first. If combat ensues and it becomes apparent that he is outmatched, he will attempt to flee and return with reinforcements later. Whether or not the soldier successfully flees, the female halfling (Adel) will answer questions.

The female halfling is gasping for breath as she lets her crude weapon fall from her hand, "Thank you... thank you. P'Mare holds a quicker whip than the taskmasters in the mines. My name is Adel Edgecraft, and I owe you my life for..."

She suddenly looks panicked, "Oh, my countrymen! I have abandoned them!"

Adel looks at the PCs nervously.

"They are taking my people to be slaughtered in the arenas of Bet Kalamar! Please, we have done nothing to deserve this! Save us!"

She will inform the PCs she was being transported with eighteen other halfling and gnome slaves west from the Ka'Asa mountains when she escaped from her bonds and fled. They were being transported to Togeseta, a town on the Badato river, and from there to Bet Kalamar where they will face their death participating in gladiatorial games. They are being escorted by a group of six mounted soldiers, not including the one they just dealt with. If the PCs are hesitant to rescue the slaves, she will become desperate and start promising rewards she doesn't have (but could acquire), or even indentured servitude.

If the PCs take too long deciding what to do or decide to do anything other than rescuing the slaves (that includes taking the halfling with them), two more soldiers show up to investigate what happened to their sergeant. If the PCs didn't prevent him from escaping in the first place, the sergeant will return with three soldiers. If the sergeant is killed, the soldiers will retreat back to where their comrades are waiting for them.

If the PCs decide to rescue the rest of the slaves after they have dealt with the reinforcements or did so before the reinforcements arrived, the halfling will guide them half a mile to where the rest of the soldiers wait with the slaves. A third of the soldiers are hobgoblins. The soldiers are nervous about traveling in the wilderness and will leave if the reinforcements do not shortly return. The slaves are not bound with chains but with thick rope (4 HP, Break DC 23) to make traveling easier. If reinforcements do return after encountering the PCs, they may decide that the PCs are more trouble than one slave is worth and move on, though they won't get very far with the slaves traveling on foot. If the PCs get into direct combat with the remaining soldiers and the party outnumbered them by more than two to one, they will attempt to surrender, flee, or both.

If the PCs decide to return Adel (because of lawful alignments or loyalty to the country of Kalamar), things won't go as they planned. First, if Sergeant P'Mare survived long enough to get back to his troops alive, he orders his troops to attack those who have stolen the property of the Empire. If the PCs killed him and try to return Adel, Adel betrays them in hopes of freeing her people:

As you near the meadow where the rest of the mounted Kalamar unit waits with eighteen halfling and gnome

slaves, Adel begins shouting, "Help! Help! Brigands! They murdered Sergeant P'Mare and have come to steal the rest of the slaves!" The soldiers' draw their long swords and begin to advance before you even have time to utter a denial.

If the PCs are successful in freeing the slaves (intentionally or not) the slaves will have nothing to offer them as a reward but gratitude. The Kalamaran soldiers' arms and any captured horses are of fair to good quality; however, they all bear symbols of the Kalamaran military. What is unmarked isn't particularly valuable: two weeks worth of iron rations, one to four gold pieces per captured or defeated soldier, and traveling gear and supplies. Adel will announce that the slaves are in need of the supplies and ask for them. There will be little material reward (at first), but the PCs have made life long friends that will spread word of their good deeds. In time, they may fall into good graces with the Brotherhood of the Broken Chain (pg. 170, Kingdoms of Kalamar) or the Face of the Free (pg. 192, Kingdoms of Kalamar) without even realizing it and benefit from an unseen benefactor.



NPCs (The soldiers):

SERGEANT P'MARE

Male human War2: CR 1; Medium Humanoid (6-ft. tall), HD 2d8+2; hp 15; Init +0; Spd 20*; AC 16, touch 10, flat-footed 16 [[+4 armor, +2 shield]]; Atk +3 melee (1d8+1, Longsword), +2 ranged (1d6+1, Javelin); SV Fort +3, Ref +0, Will +0; AL LE; Str 13, Dex 10, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Ride 5, Handle Animal 4, Intimidate 3; Mounted Combat, Power Attack.

Possessions: Long sword, two javelin, chain shirt, large steel shield, 50' rope, 6 gold pieces, and a heavy war horse.

***Note:** Use speed of mount, 50, when mounted.

HUMAN HEAVY INFANTRY SOLDIERS (4),

Human War1: CR 1/2; Medium Humanoids, HD 1d8; hp 5; Init +0; Spd 20*; AC 16, touch 10, flat-footed 16 [[+4 armor, +2 shield]]; Atk +1 melee (1d8, Longsword), +1 ranged (1d6, Javelin); SV Fort +2, Ref +0, Will +0; AL LN; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Ride 4, Handle Animal 3, Intimidate 3; Mounted Combat, Power Attack.

Possessions: Long sword, two javelin, chain shirt, large steel shield, 1d4 gold pieces, a heavy war horse, and saddle bags filled with iron rations.

***Note:** Use speed of mount, 50, when mounted.

HOBGOBLIN HEAVY INFANTRY SOLDIERS (2)

Hobgoblin War1: CR 1/2; Medium Humanoids, HD 1d8+1; hp 5; Init +0; Spd 20*; AC 16, touch 10, flat-footed 16 [[+4 armor, +2 shield]]; Atk +1 melee (1d8, Longsword), +2 ranged (1d6, Javelin); SQ Darkvision 6+0 ft.; SV Fort +2, Ref +0, Will +0; AL LN; Str 11, Dex 12, Con 13, Int 9, Wis 8, Cha 8.

Skills and Feats: Ride 5; Mounted Combat.

Possessions: Long sword, two javelin, chain shirt, large steel shield, 1d4 gold pieces, a heavy war horse, and saddle bags filled with iron rations.

***Note:** Use speed of mount, 50, when mounted.

NPCs (The slaves):

Of the remaining slaves, most are not highly skilled (Commoner class) and there are no warriors, adepts, or any with a PC class. Statistics for Adel, some of the typical slaves, and a few examples of atypical slaves are given below. Most slaves are young and all are dressed in gray rags.

ADEL EDGECRAFT

Female halfling Ex2: CR 1/2; Medium Humanoid, HD 2d6; hp 10 (currently at; Init +0; Spd 20; AC 11, touch 11, flat-footed 11 [+1 size]; Atk melee +1 (1d6, Club) or +1 melee (1d3 subdual, unarmed strike); SQ halfling traits; SV Fort +0, Ref +0, Will +3; AL G; Str 13, Dex 12, Con 10, Int 15, Wis 10, Cha 12.

Skills and Feats: Alchemy 4, Appraise 7, Bluff 6, Craft (Weaponsmithing) 11, Diplomacy 6, Disable Device 7, Escape Artist 7, Gather Information 3, Open Lock 4, Use Rope 6; Skill Focus (Weaponsmithing).

Possessions: Club.

Afterwards, the PCs can use Adel as a henchman if she made that promise to in exchange for the PCs help, or if the PCs have been very helpful and cooperative, they might convince her to do so anyway. She will remain with the party until she feels she has paid off her debt, or longer if they get along. She is a very talented weaponsmith.

GNOME SLAVE

Gnome Com1: CR 1/4; Small Humanoid, HD 1d4+1, hp 3; Init +0; Spd 20; AC 11, touch 11, flat-footed 11 [+1 size]; Atk melee +0 (1d2-1 subdual, unarmed strike); SQ gnome traits; SV Fort +1, Ref +0, Will +0; AL G; Str 8, Dex 11, Con 12, Int 11, Wis 10, Cha 11.

Skills and Feats: Profession or Craft 6, Handle Animal 4; Skill Focus (Profession or Craft).

GULTEMP "SMILES" GALBORN

Male gnome Ex1: CR 1/4; Small Humanoid, HD 1d6, hp 5; Init +0; Spd 20; AC 12, touch 12, flat-footed 11 [[+1 size, +1 dex];

Atk melee +0 (1d2-1 subdual, unarmed strike); SQ gnome traits; SV Fort +0, Ref +0, Will +0; AL G; Str 8, Dex 13, Con 10, Int 9, Wis 10, Cha 13.

Skills and Feats: Animal Empathy 5, Balance 5, Bluff 5, Handle Animal 5, Intuit Direction 4, Knowledge (nature) 3, Ride 5, Swim 3, Wilderness Lore 4; Dodge.

Gultemp is a young gnome who was an animal handler and guide before he was enslaved. He is easily excitable and generally congenial.

HALFLING SLAVE

Halfling Com1: CR 1/4; Medium Humanoid, HD 1d4+1, hp 4; Init +0; Spd 20; AC 11, touch 11, flat-footed 11 [+1 size]; Atk melee +0 (1d3 subdual, unarmed strike); SQ halfling traits; SV Fort +1, Ref +0, Will +0; AL LG; Str 11, Dex 10, Con 13, Int 10, Wis 11, Cha 8.

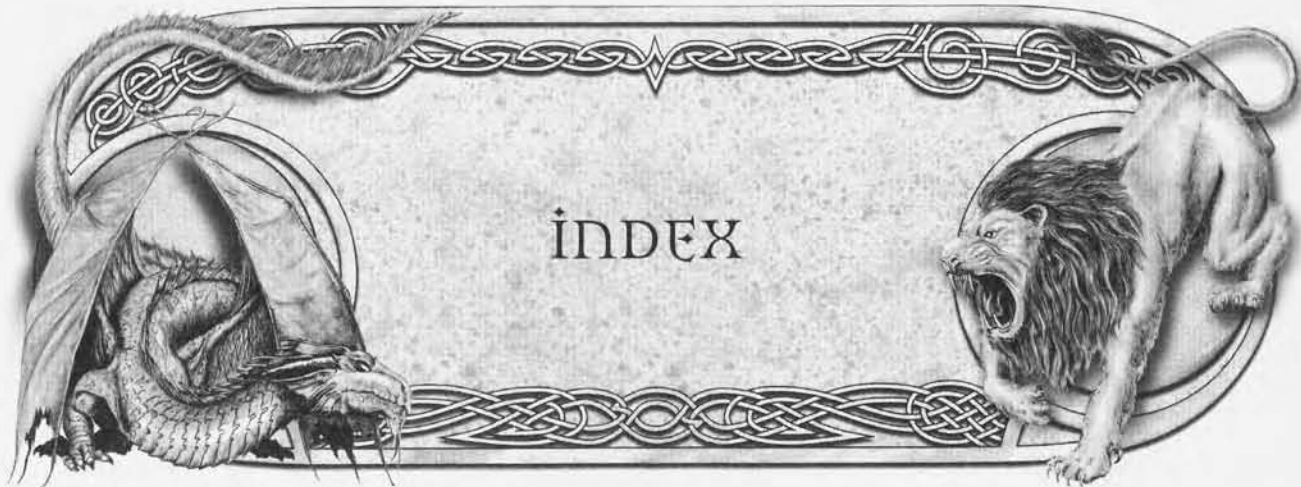
Skills and Feats: Profession or Craft 6, Appraise 2; Skill Focus (Profession or Craft).

NOLAN PADRAVAN

Male halfling Ari1: CR 1/4; Medium Humanoid, HD 1d8+1, hp 3; Init +0; Spd 20; AC 11, touch 11, flat-footed 11 [[+1 size]; Atk melee +0 (1d3 subdual, unarmed strike); SQ halfling traits; SV Fort +1, Ref +0, Will +1; AL LG; Str 11, Dex 10, Con 12, Int 10, Wis 8, Cha 12.

Skills and Feats: Diplomacy 5, Gather Information 5, Knowledge (nobility) 4, Perform (storytelling, flute) 3, Sense Motive 3; Skill Focus (Sense Motive).

Nolan is a very young member of halfling nobility. He is extremely fragile emotionally, and doesn't handle stress well.



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Kingdoms of Kalamar

VILLAIN DESIGN HANDBOOK

BE AFRAID. BE VERY AFRAID.

BY D. ANDREW FERGUSON, BRIAN JELKE, DON MORGAN,
MARK PLEMMONS AND JARRETT SYLVESTRE

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