

Table of Contents

e-Designs

About e-Designs	2	Is'awen Cal'edien	15
Deities	2	Marcus and Mirra Su'Nyhm	16
Conventus	2	Rhillyn So'Quor	19
Shaundratha	3	Siran Tul Ranuk	20
Organizations & Locales	3	Warwick Droon	21
The Dusk Society	3	Pale Rider (PR)	22
Henrik's Junk Shop	4	Pale Designs Table of Contents	26
Death's Row	6	Poisons	27
Alrik Greywolf	6	New Poisons	28
Cynara	7	Alchemical Poisons	28
Dorren Bloodblade	9	Equipment & Weapons	29
D'sade	11	Spells	30
Esu Sharyn	11	Domains	31
Gibryn Bandimir	13	d20 License	32

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About e-Designs

There are times when the scribes at the Great Library write more than can fit a volume. These pages generally get stored in another drawer, awaiting the opportunity that their wisdom might be shared with others. When we started writing *Pale Designs: A Poisoner's Handbook*, we also allowed gamers from all over the world to submit their ideas for inclusion in the book. We got so many great submissions, in fact, that we had to carve out some sections of the book to make room for them.

The materials within *e-Designs* grant players and Game Masters more options in introducing poisons more readily into their campaigns (along with previewing some of the cool poisons and other materials from the full *Pale Designs* release). Enjoy!

Deities

Gods and goddesses often have their own agendas in the grand scheme of the universe. Only on rare occasions are mortals privy to a fraction of the knowledge or reasoning behind the actions of the gods. Most of the time they are intentionally kept in the dark, provided information only when it suits the desires of the deity. The gods are always quick to mete out their wrath to any who defy them. But some are equally quick to give praise and more to mortals who please or at least interest them for the moment. The two new deities presented both interact with their followers in different ways, yet share common goals and ambitions.

Conventus

*God of Wisdom; God of Civilization;
Leader of the Light; Protector of the People*

Alignment: Lawful Good

Domain: Knowledge, Law, Magic, Murder

Symbol: A lighted candle held over an open tome

Divine Artifact: *Amulet of enlightenment*

Favored Weapon: Mace, Sword

Favored Class: Cleric, Paladin

Favored Race: Human

Benefits: Clerics and paladins who worship Conventus gain a +1 divine bonus to both Charisma and Wisdom attribute scores (remains as long as the character actively continues to worship Conventus).

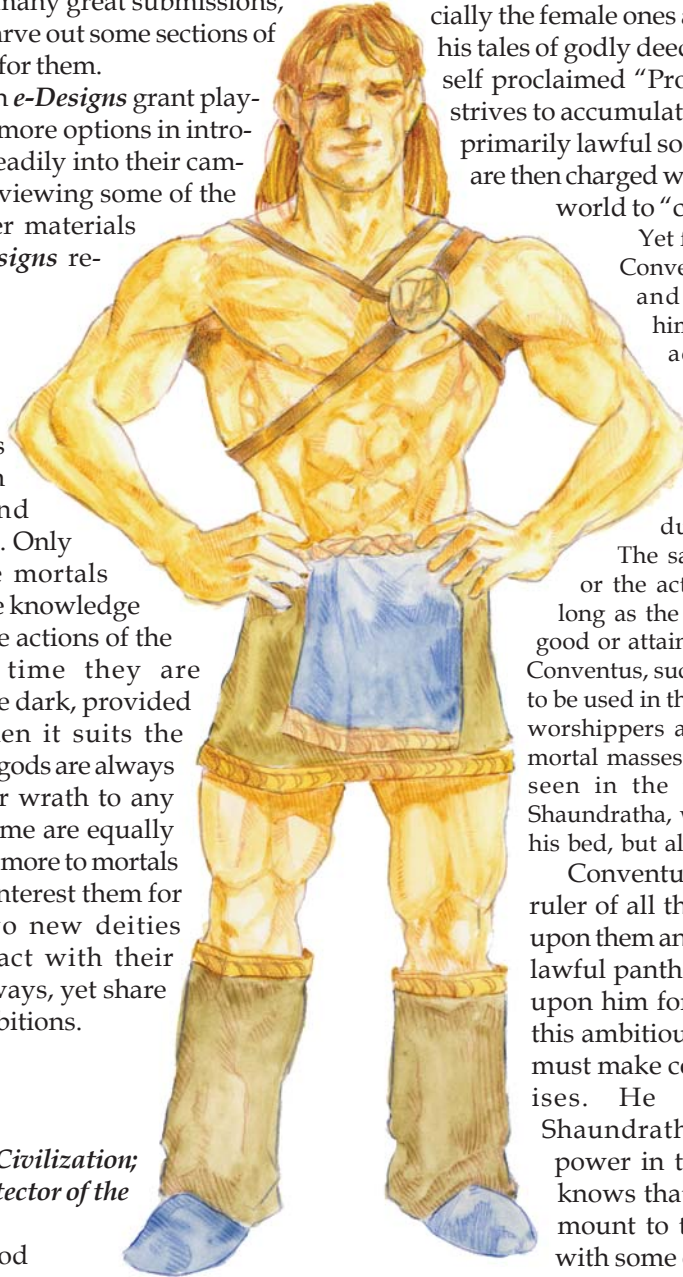
At only a few millennia in age, Conventus is a relatively young god when compared to other deities. Yet what he lacks in age he makes up for in knowledge and wisdom. His charisma and suave mannerisms have made him a favorite among the gods, especially the female ones and he delights many with his tales of godly deeds and conquests. He is the self proclaimed "Protector of the People" and strives to accumulate worshippers that exist in primarily lawful societies where his followers are then charged with going forth into the vast world to "convert" non-believers.

Yet for all of his well liked traits, Conventus has a bit of a dark side and rebellious nature within him. In his eyes, reprehensible actions may be quite acceptable and even encouraged if it is "for the greater good." This includes such things as being manipulative, duplicitous, and treacherous.

The sanctioning of assassinations or the act of murder is permitted as long as the required element of greater good or attainment of law is involved. To Conventus, such initiatives are merely tools to be used in the grand scheme of gathering worshippers and imposing law upon the mortal masses. For this reason, he often is seen in the presence of the goddess Shaundratha, who enjoys not only sharing his bed, but also his many secrets.

Conventus aspires to rise to become ruler of all the gods, imposing his will upon them and forging them into a more lawful pantheon that comes to depend upon him for guidance. To succeed in this ambitious plan, he realizes that he must make certain alliances and promises. He has recognized that Shaundratha wields great political power in the court of the gods and knows that her cooperation is tantamount to the formation of alliances with some of the other gods and goddesses in his quest to rule. For this reason, he has allied himself with her, using the advantages of his youthful essence to keep her satisfied in the great game of the gods and contained within his grasp.

Mortals who worship Conventus rely on the rule of law to set the standard for a society. However, they



also dole out harsh punishments for transgressions of those laws. Clerics and paladins of Conventus are bound by their faith to make every attempt to convert non-believers. Mostly, conversion attempts remain peaceful and civil. Other times, conversion attempts become more forceful and even brutal, especially when followers of Conventus are met with opposition. It is not unheard of to have leaders of opposition groups suffer fateful accidents or mysteriously disappear into the night when actively opposing the will of Conventus as dictated by his worshippers. Whole communities and villages have been converted in short order when several key leaders are found dead or are forced to leave due to scandal. And all of it is done for the greater good.

Shaundratha

Goddess of Dark Oaths and Veiled Secrets; Mistress of Death; The Venomous One

Alignment: Neutral Evil

Domain: Death, Evil, Murder, Poison

Symbol: Dagger dripping with blood

Divine Artifact: *Dagger of poisonous death*

Favored Weapon: Crossbow, Dagger

Favored Class: Assassin, Cleric

Favored Race: Human

Benefits: Assassins and clerics who worship Shaundratha gain a +1 divine bonus to both Charisma and Wisdom attribute scores (remains as long as the character actively continues to worship Shaundratha).

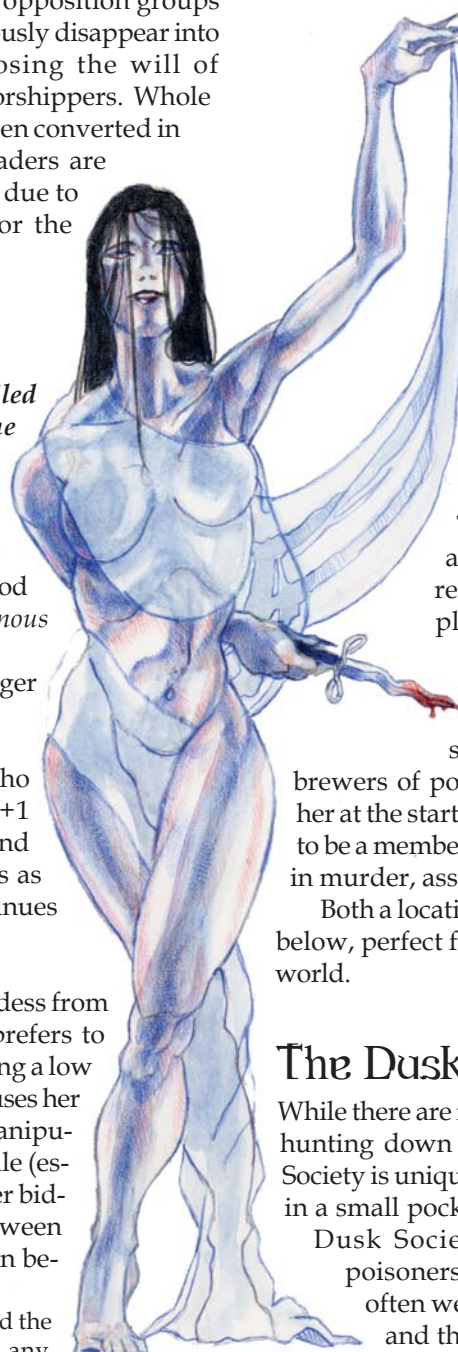
Shaundratha is an ancient goddess from a long-forgotten pantheon. She prefers to work behind the scenes, maintaining a low profile among the other gods. She uses her charm and physical beauty to manipulate the other gods, female and male (especially Conventus), into doing her bidding and causing strife. Wars between nations and even gods have begun because of her suggestive ways.

Until recently, Shaundratha lacked the divine power to directly challenge any one deity or assert her former role as a ruling deity. When the dawn and rise of mankind began, she saw her power grow as more men turned to her in worship. After humans became the dominant race and her followers' numbers grew rapidly, she was able to better reward her clerics by granting exclusive spells to her domains. Today, she has gained back all of her lost

divine powers and is a force to be reckoned with. Seduction, guile, and double-crossing are her specialties and she will use every ability and situation she encounters to gain the upper hand in the political arena of the gods and in the realms of mortals.

Mortals who worship Shaundratha often follow the lead of their goddess and work behind the scenes, relying on political maneuvering and deception to put them into

a position where they can strike at their target and escape unscathed. Poison is the preferred method of assassination among her followers but not the only means utilized. While she does not encourage anarchy, Shaundratha does smile upon those who seek out opportunities to further her personal ambitions and goals among mortals.



Organizations & Locales

There comes a point in every adventurer's career that she suddenly realizes the world is a much bigger place than it was a few moments earlier. That favored pawn shop where she's been selling armor stripped from the bodies of orcs is suddenly exposed as a front for brewers of poisons, or an old friend who aided her at the start of her adventuring career turns out to be a member of a dark organization specializing in murder, assassination, and mayhem.

Both a location and an organization are detailed below, perfect for inclusion into any fantasy game world.

The Dusk Society

While there are many cabals and orders of assassins hunting down some target or another, the Dusk Society is unique in that it spans the multiverse. Set in a small pocket inside the plane of shadow, the Dusk Society is a collection of arcanists, poisoners, and assassins. Their targets are often wealthy merchants, powerful mages, and the occasional hero.

The Dusk Society lives in seclusion, oftentimes practicing their craft on unsuspecting planar travelers. They have a number of half-fiend assassins in their number and all are well versed in the use of shadows. Their chain of command is webbed, with one cell leader and two underlings under him/her. At the top is a three man government, led by the mighty

Riativan (male, human, Wiz 13/Asn 3, LE), who helps in finding new and rare poisons; the swift and deadly Inqk (male, ?, Rog 10/Asn 7, LE), who handles the men chosen as well as the methods used; and Runin (male tiefling, Ftr7/Blk4/Asn 2, NE), who is rumored to have ties to both the Abyss and Hell. The leaders have changed, over time, but for now, the present governing body works well in searching for new recruits as well as carrying out the various assignments for whomever can afford their price. Much of the knowledge about this group has been kept secret, mostly because the Society relies on discretion as well keeping themselves above the affairs of others. Their only purpose, it seems, is to fulfill contracts, train promising recruits, and protect the secrecy of their organization. At the bottom of the organization are the common assassins called Wisps. They are often used to deal with clients, mostly through intimidation, as well as to act as go-betweens for the clients and the Society. The second rung is the professional assassin called a Sliver. The Sliver's job is to fulfill his/her contract as well as to do the surveillance work. A failed hit results in the Wisps killing the Sliver. The third rung, called the Umbra Lord (or Lady), is the one that finds out about the locals, deals with problems that may arise and also is often called upon to deal with those who might find out about the cell. To this end, the Umbra Lord often hires out local help, mainly mercenaries and some monstrous humanoid races.

One of their more common methods of dealing with potential targets is a special mundane poison. The poison is grown in a special garden in the headquarters and training ground for the Dusk Society. The building is the results of countless years of good funding. The Dusk Society, in keeping with their secretive nature, keeps this place hidden, but rumors suggest that the building is located in a pocket demi-plane that is nestled inside the Plane of Shadow. No one is certain how to access this place. The Society's poison, a hybrid growth of the hemlock plant, is grown here. Called shadowroot, the plants take 1d4 days to become fully mature. Anyone with the Alchemy skill or Craft (poisonmaking) can easily extract the necessary juices (DC 15). The poison is both a contact and ingestive poison. One plant provides 1d6 doses worth of the poison. Once infected, the victim must roll a Fortitude save (DC 20) or else take 1d6 points temporary Constitution damage. One hour later, another Fortitude save must be made or lose an additional 1d8 temporary Constitution points. Anyone that dies from this poison turns into a shadow in 1d4 days. While sounding magical in nature, the poison merely has properties inherent to the Plane of Shadow.

Shadowroot: Type: Contact/Ingested DC 20; Toxicity: 14; Initial Damage: 1d6 Constitution; Secondary Damage: 1d8 Constitution; Variant Damage: 28; Price: 2,000 gp; Craft DC: 15.

Another common method the Dusk Society employs in its kills are special daggers called shadow blades. Shadow blades are actual pieces of the Plane of Shadow. They act as +1 daggers with the *ghost touch* special ability. When used on living subjects, they deal negative energy damage, rather than normal dagger damage. This damage can be overcome, but requires a Fortitude save (DC 20). The actual process of making the blades is known only to the Dusk Society.

The Society also makes use of a considerably more rare and deadly toxin. Distilled from the gloom blossom, a plant native to the Plane of Shadow, the poison is more difficult to extract and refine than that of the shadowroot (DC 29). A gloom blossom takes 1d10 days to mature. The poison is a contact poison and causes the victim to roll two separate Fortitude saves. The first (DC 18) is to see if victim is dealt 1d8 temporary Con (primary damage) plus 1d8 temporary Str damage (secondary damage). The second one (DC 25) actually causes the victim's skin to change from its normal color to that of purplish-black hue. The victim is then rendered unconscious. Magical and mundane healing cannot help the victim, instead causing him to suffer damage, much like cure spells on undead. After 1d4 hours the victim must roll another Fortitude save at the same DC. If he fails this time, he turns into a shadow and disappears from sight. The only way to stop this process is with a combination of *neutralize poison* and *greater restoration*. Otherwise the poison continues its work. The Strength and Constitution loss can be countered with *neutralize poison*, but the other effect will still remain.

Gloom Blossom: Type: Contact DC 18/DC 25; Toxicity: 29; Initial Damage: 1d8 Con + 1d8 Str; Secondary Damage: Death (Shadow); Variant Damage: 58; Price: 5,000 gp; Craft DC: 29.

Henrik's Junk Shop

Henrik's shop door faces a dark, dingy alleyway instead of any main streets. The windows are so laden with dust and dirt that you cannot see through them and cleaning the dirt off could take days. The faded sign over the door, supported by rusty and crumbling chains, looks like it was carved centuries ago, and the door itself looks like it would fall apart if opened too quickly. The inside of the shop is a mish-mash of old, broken, over priced, and useless items. There is no order to the shop at all; even its owner is not sure what's in the shop or where anything is located. Behind the counter sits an elderly halfling dressed in dirty commoner's garb, who introduces himself as Henrik if asked his name. Henrik can be seen in his junk wagon every morning in the pre-dawn hours "looking for items for his store". This is what the general public knows of Henrik and his junk shop.

To those with the password, or those who Henrik knows, the junk shop is a much different, and much more lethal, place. Stepping up to the counter and asking Henrik if he has any antique thieves tools will gain you access to the real shop. Behind the counter, under the stool that Henrik sits on and covered by a rug is the trap door to the real shop, known by those in the trade as Henrik's Poison Emporium. The shop is actually an assassin's shop but specializes in the art of poisoning. Henrik stocks every known item for poisoning someone, including the tools, traps, and poisons themselves. He also has a vast array of assassin's tools. The assassin's shop stands in stark contrast to the shop above. The light smell of incense fills the air. The shop is spotless and very well organized. Henrik cannot only tell you if he has something in stock but can retrieve it and have it in your hands in under a minute.

There are two things that gauge the prices for the assassin's tools: the apparent wealth of the customer and their relationship to Henrik. If a customer that is not a friend of Henrik's looks wealthy he instantly doubles all the prices in the shop. Other than that he changes the prices based on how well he knows the customer. This is a dangerous business and dealing with a stranger deserves a fee all its own.

Henrik's Pricing Changes

Relationship	Times as Customer	Price Change
Stranger	1 - 5	200%
Acquaintance	6 - 10	150%
Friend	11 - 20	100%
Confidant	21 - 100	90%
Partner	100+	75%

Henrik

Physical Description: Even in his old age he has remained nimble and light-of-foot. Standing a mere three feet tall does not take away from Henrik's daunting appearance. With coal black eyes, salt and pepper hair worn long and flowing, and the wrinkles on the face making him look more hard than grandfatherly, Henrik cuts an imposing figure when necessary. Once he has entered the Assassin's Emporium and dropped the clothes of the junk man to reveal his full assassin's gear worn underneath, anyone can see that Henrik is not someone they want to be caught on the wrong side of.

Personality: If Henrik has learned anything from being a rogue and an assassin it is to watch your back and keep your mouth shut. Henrik is not in the business of information. He does not talk about any customer's business with any other customer. He only speaks when he has got a good reason to do so. Henrik always moves with intent and purpose. He believes

that wasted motion is wasted life. Henrik keeps people as far from his personal life as he can. There are customers that have been shopping with Henrik for years and still do not know if he is married or even has any family for that matter. Henrik is polite but brisk; he believes that small talk leads to slips of the tongue. Henrik likes to know the competence of the person he is dealing with, though, so he can recommend customers for jobs that come his way through old contacts (for a finder's fee, of course). In the end Henrik is out for one person: Henrik. He has learned how to make his life easier but if there is a gold piece to be had you can guarantee that Henrik will have his hand in it.

Background: Henrik took up the family trade when he became an assassin; his father and his grandfather were both assassins. Henrik trained to be a rogue in his father's thieves guild. After completing his training he took to the adventuring life with a party of traveling adventurers. After a couple of years with this party Henrik discovered the guild founded by his grandfather. It was here that Henrik learned to be an assassin. After another many years of traveling with adventurers Henrik decided it was time to retire after a close call with a black dragon. Henrik wears the talon of this dragon around his neck as a reminder to everyone who won that battle, but it was a close enough call to make Henrik retire and gave him the slight limp in his right leg that he still has today. After retiring Henrik used the various contacts that he had developed over many years as an assassin to open up his little shop where he works today. Henrik does not live in the shop; no one is really sure where he lives.

Henrik (NE) (EL 12)

Class: Rogue 5/Assassin 7**Hit Dice:** 5d6+10 plus 7d6+14 (68 hp)**Init:** +7 (+3 Dex, +4 Improved Initiative)**Speed:** 20 ft.**AC:** 15 (+3 Dex, +2 *ring of protection*)**Attacks:** Shortbow +13 ranged, throwing dagger +11 ranged, punching dagger +11 melee**Damage:** Shortbow 1d6+1/crit 20/x3, throwing dagger 1d4/crit 19-20/x2, punching dagger 1d4+3/crit 17-20/x 2.**Face/Reach:** 5 ft. by 5 ft./5 ft.**Special Attacks:** Sneak attack +7d6, death attack (DC 20, or 21 if using *assassin's dagger*), poison use

Special Qualities: Evasion, uncanny dodge (Dex bonus to AC, can't be flanked), +3 save vs. poison**Saves:** Fort +5, Ref +12, Will +6

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

Skills: Alchemy +7, Appraise +11, Balance +10, Climb +10, Craft (metalwork) +11, Decipher Script +11, Disable Device +11, Disguise +9, Escape Artist +11, Gather Information +9, Hide +11, Innuendo +11, Listen +11, Move Silently +11, Open Lock +11, Pick Pocket +11, Read Lips +11, Search +11, Sense Motive +11,

Spot +11, Tumble +11

Feats: Far Shot, Improved Initiative, Precise Shot, Point Blank Shot, Weapon Focus (shortbow)

Assassin Spells: (3/2/2) Lvl 1 (DC 13) — *detect poison, obscuring mist, ghost sound*; Lvl 2 (DC 14) — *pass without trace, alter self*; Lvl 3 (DC 15) — *invisibility, deeper darkness*. **Magic Items:** +2 ring of protection, +1 shortbow, +1 keen assassin's dagger, potion of cure serious wounds, potion of neutralize poison

Adventure Hooks

- Henrik is found dead in his secret shop. The PCs can either find him if they are regulars or can be accused of the crime if they are not.
- Some of Henrik's most prized possessions have been stolen and he wants the PCs to find the perpetrators. Turning Henrik down is not a wise idea.
- Henrik is arrested for the attempted murder of some famed noble or member of the royal family. He wants the PCs to find the real perpetrator and clear his name.

Death's Row

Death's Row is a menagerie of colorful assassins and villains, each uniquely designed to add a flavorful and memorable foe to any campaign. Each NPC has been designed to be usable at three different levels of play, allowing the gamemaster the flexibility to drop each into nearly any situation. Some are usable at low (1st-4th), mid (5th-9th) and high levels (10th-15th), while others are designed at mid (5th-9th), high (10th-15th) and ultra-high levels (16th-20th). The NPCs are listed at their lowest level of playability with sections for the other levels of play that include added levels, hit points, skills, feats, weapons, armor, spells, abilities and items. Of course, gamemasters should add, remove, or replace anything that does not belong in their campaigns.

Alrik Greywolf

Male human Psion (Shaper) 6/Soulknife 3; CR 9; Medium-size humanoid (6' 0" tall); HD 6d4+3d6+18; hp 45; Init +7; Speed 30 ft. (40 ft. if reserve power points 1+); AC 17 (flatfooted 14, touch 13 base/17 vs. incorporeal foes); Atk +9 melee or +9 ranged (30 ft.) (1d6+4/19-20, +1 mind-blade) or +10 ranged (160 ft.) (1d8+2/19-20, +2 *light crossbow of distance*); SA Psionics; AL LE; SV Fort +5, Ref +8, Will +7; Abilities Str 16, Dex 17, Con 14, Int 17, Wis 13, Cha 13.

Skills and Feats: Appraise +7, Autohypnosis +3, Concentration +18, Disguise +5, Heal +3, Hide +10,

Knowledge (local) +5, Knowledge (psionics) +8, Knowledge (the Underdark) +5, Move Silently +11, Perform +6, Psicraft +8, Remote View +5, Sense Motive +7, Speak Language +3, Stabilize Self +4, Swim +4; Combat Manifestation, Improved Initiative, Inertial Armor, Speed of Thought, Weapon Finesse (Mind-blade).

Possessions: boots of levitation, bracers of armor +4, mind-blade, psicrystal (singleminded), +2 *light crossbow of distance*, cloak of arachnida.

Powers: Psion: (5/3/2/1) 0 — bolt (psionic), catfall (psionic), daze (psionic), detect psionics (psionic), elfsight (psionic) 1st — astral construct I (psionic), biocurrent (psionic), feather fall (psionic) 2 — burning ray (psionic), ectoplasmic cocoon (psionic) 3 — whitefire (psionic).

Attack Modes: ego whip, id insinuation, mind blast, mind thrust, psychic crush.

Defense Modes: empty mind, intellect fortress, mental barrier, thought shield, tower of iron will.

Soulknife Powers: +1 mind-blade, mind-blade sneak attack +2d6, imbed power, throw mind-blade.

Power Points: 33.

Appearance

Although a man of some years, Alrik has lost none of his vigor or vitality. He walks with a confident stride and the grace of a predator. His sharp blue eyes dart about, taking in his environment. His once dark brown hair is now gone mostly gray, peppered with dark brown strands. It hangs down to his shoulder blades, but is loosely braided in the back to keep from getting in his eyes. He also sports a trim goatee. His body, although marred by a few well-earned scars, is lean and well-muscled, like that of a dancer. Alrik is usually adorned with 3 to 5 psionic tattoos on his face, arms, and hands. The subtle inked designs accentuate his facial features and give him a somewhat exotic look.

His wardrobe usually consists of the highest quality soft leather boots and the finest black trousers, white tunic and a black cloak and cowl, which he usually wears up when on the hunt. The cloak has a very subtle web-like pattern.

Personality/Tactics

Alrik Greywolf exudes confidence and self-esteem. He keeps himself well informed about everyone and everything in his part of the world, allowing him a glimpse into all the possible angles of a situation. Some say it is his psychic powers, but in reality it is his years of experience, along with a dab of acute paranoia, that have kept him on top of even the most fouled-up contracts and devious double-crosses. He is a master of the game.

While always looking out for himself, Alrik can be charming, cunning, cutthroat, clever, witty, and mer-

ciless. He is a man with a very individualized sense of moral conduct and honor. Only a handful of people have earned the loyalty and friendship of Alrik Greywolf and the few who abused that trust have simply not lived long enough to regret it.

Years of dedicated training have molded Alrik into a true master of his psionic abilities, honing them, literally, to a razor's edge. He has had to. The ignorance, fear, and hatred of psionic powers in many parts of the world have made Alrik the target of many spellcasters. On the other hand, he has used these common misunderstandings and fears to enhance his own reputation and intimidate the naïve and unworlly.

Alrik lives his life in the here and now, always on the move from city to city and contract to contract, as he enjoys the luxury that his hard-earned wealth affords him and lives for the thrill of the hunt.

High-Level Advancement

Male human Psion (Shaper) 6/Soulknife 7; CR 13; Medium-size humanoid (6' 0" tall); HD 6d4+7d6+26; hp 67; Init +8; Speed 30 ft. (40 ft. if reserve power points 1+); AC 21 (flatfooted 17, touch 17 base/21 vs. incorporeal foes); Atk +15/+10 melee or +15/+10 ranged (30 ft.) (1d6+6/19-20, +3 mind-blade) or +14/+9 (+17/+12 with +3 bolts) ranged (160 ft.) (1d8+2[+5 w/ +3 bolts]/19-20, +2 light crossbow of distance [and +3 bolts]); SA Psionics; AL LE; SV Fort +6, Ref +11, Will +8; Abilities Str 16, Dex 18, Con 14, Int 17, Wis 13, Cha 13.

Skills and Feats: Appraise +9, Autohypnosis +4, Concentration +18, Disguise +8, Heal +3, Hide +14, Knowledge (local) +5, Knowledge (psionics) +11, Knowledge (the Underdark) +5, Move Silently +14, Perform +9, Psicraft +13, Remote View +5, Sense Motive +11, Speak Language +3, Stabilize Self +4, Swim +4, Tumble +9; Combat Manifestation, Combat Reflexes, Improved Initiative, Inertial Armor, Speed of Thought, Weapon Finesse (Mind-blade).

Possessions: boots of levitation, bracers of armor +4, mind-blade, psicrystal (singleminded), +2 light crossbow of distance, cloak of arachnida, periapt of proof against poison, 10 +3 bolts, +3 ring of protection, ring of spell turning.

Powers: Psion: (5/3/2/1) 0 – bolt (psionic), catfall (psionic), daze (psionic), detect psionics (psionic), elfsight (psionic) 1st – astral construct I (psionic), biocurrent (psionic), feather fall (psionic) 2 – burning ray (psionic), ectoplasmic cocoon (psionic) 3 – whitefire (psionic).

Soulknife: (2/2) 0 – control shadow, finger of fire; 1st – combat precognition, steadfast gaze.

Attack Modes: ego whip, id insinuation, mind blast, mind thrust, psychic crush.

Defense Modes: empty mind, intellect fortress, mental barrier, thought shield, tower of iron will.

Soulknife Powers: +3 mind-blade, mind-blade sneak attack +4d6, imbed power, throw mind-blade, imbed psionic attack, sever life, free draw.

Power Points: 59.

Ultra-High Level

Male human Psion (Shaper) 6/Soulknife 10; CR 16; Medium-size humanoid (6' 0" tall); HD 6d4+10d6+32; hp 83; Init +10; Speed 30 ft. (40 ft. if reserve power points 1+); AC 23 (flatfooted 17, touch 19 base/23 vs. incorporeal foes); Atk +21/+16 melee or +21/+16 ranged (30 ft.) (1d8+8/19-20, +5 mind-blade) or +18/+13 (+21/+16 with +3 bolts) ranged (160 ft.) (1d8+2[+5 w/ +3 bolts]/19-20, +2 light crossbow of distance [and +3 bolts]); SA Psionics; AL LE; SV Fort +7, Ref +15, Will +9; Abilities Str 16, Dex 22, Con 14, Int 20, Wis 13, Cha 13.

Skills and Feats: Appraise +11, Autohypnosis +4, Concentration +22, Disguise +8, Heal +3, Hide +21, Knowledge (local) +7, Knowledge (psionics) +13, Knowledge (the Underdark) +9, Move Silently +21, Perform +9, Psicraft +15, Remote View +7, Sense Motive +16, Speak Language +4, Stabilize Self +4, Swim +4, Tumble +11; Combat Manifestation, Combat Reflexes, Improved Initiative, Inertial Armor, Inertial Armor, Speed of Thought, Weapon Finesse (Mind-blade)

Possessions: boots of levitation, bracers of armor +4, mind-blade, psicrystal (singleminded), +2 light crossbow of distance, cloak of arachnida, periapt of proof against poison, 10 +3 bolts, +3 ring of protection, ring of spell turning, gloves of dexterity +4, dorje (amplified invisibility), dorje (disintegrate), headband of intellect +2.

Powers: Psion: (5/3/2/1) 0 – bolt (psionic), catfall (psionic), daze (psionic), detect psionics (psionic), elfsight (psionic) 1st – astral construct I (psionic), biocurrent (psionic), feather fall (psionic) 2 – burning ray (psionic), ectoplasmic cocoon (psionic) 3 – whitefire (psionic).

Soulknife: (2/2/2/1) 0 – control shadow, finger of fire; 1st – combat precognition, steadfast gaze; 2nd – astral construct II, darkvision; 3rd – fly.

Attack Modes: ego whip, id insinuation, mind blast, mind thrust, psychic crush.

Defense Modes: empty mind, intellect fortress, mental barrier, thought shield, tower of iron will.

Soulknife Powers: +5 mind-blade, mind-blade sneak attack +5d6, imbed power, throw mind-blade, imbed psionic attack, sever life, free draw, upgrade, knife to the soul.

Power Points: 86.

Tynara

"The Witch of the Wymwood"

Female human Wizard 2/Canthartisan 7; CR 8; Medium-sized humanoid (5' 9" tall); HD 2d4+7d6+3;

hp 33; Init +0; Speed 30 ft.; AC 11 (flatfooted 11, touch 11); Atk +5 melee, +5 ranged (10 ft.) (1d4+1/19–20, +1 dagger) or +4 ranged (50 ft.) (1d4/20, sling); SA Poisons, spells; AL NE; SV Fort +2, Ref +2, Will +11; Abilities Str 10, Dex 10, Con 10, Int 16, Wis 13, Cha 5

Skills and Feats: Alchemy +15, Concentration +10, Craft (glassblowing) +6, Knowledge (arcana) +13, Knowledge (poisons) +12, Profession (herbalist) +6, Scry +8, Spellcraft +13, Wilderness Lore +9; Alertness, Brew Magical Poison, Brew Poison, Brew Potion, Craft Wand, Iron Will, Scribe Scroll, Silent Spell, Simple Weapon Proficiency, Toughness

Possessions: Outfit (peasant's), +1 ring of protection, familiar (raven), wand of dispel magic, +1 dagger, sling, bullets (sling/10)

Spells: Wizard: (5/3) 0 – arcane mark, dancing lights, daze, detect magic, detect open/close, prestidigitation, ray of frost, read magic, resistance 1st – burning hands, charm person, chill touch, comprehend languages, detect undead, endure elements, enlarge, grease, identify, mage armor, magic missile, obscuring mist, shield, summon monster I, true strike, unseen servant.

Canthartisan: (3/4/3/1) 0 – create water, cure minor wounds, detect magic, ghost sound, guidance, light, mending, purify food and drink, read magic 1st – detect chaos, detect evil, detect good, detect law, protection from chaos, protection from evil, protection from good, protection from law, sleep 2nd – cat's grace, cure moderate wounds, delay poison, invisibility, see invisibility, web.

Darkenmore, male raven (familiar) CR 1/2; Size: T; Type Animal; HD (1d8); hp 16; Init +2 (Dex); Speed 10 ft., fly 40 ft.; AC 15 (flatfooted 13, touch 14); SA empathic link, improved evasion, share spells, low-light vision; AL N; SV Fort +2, Ref +4, Will +10; Abilities Str 1, Dex 15, Con 10, Int 6, Wis 14, Cha 6

Weapons: Claws (natural/primary) +4 melee Damage: 1d2–5, Critical: 20/x2

Skills and Feats: Listen +6, Spot +6; Alertness, Weapon Finesse (claws)

Appearance

The bulbous nose: That's what you first notice to lay eyes upon The Witch of Wyrmswood – and from there your eyes cannot help traversing the weathered skin of her face to the unsightly mole that protrudes from her pointy chin, where three wiry gray hairs stand at attention within its center. Homely is too kind a word. Cynara is just plain repulsive. Dull pale yellow hair lies unkempt around her thick meaty shoulders. Her stout body she hides within the folds of long woolen dresses or robes. Each thick finger is adorned with large, shiny, jeweled rings that seem at least two sizes too small.

Personality/Tactics

Cynara is a master poisoner. She takes a perverse pleasure in the reaction her appearance brings about in others, but she enjoys even more her enemies' looks of helplessness as they fight to draw their last breath. In her ramshackle hut hidden in a tangle of forest, she has the ingredients to make a bewildering array of poisons. Pots bubble their noxious fumes as she and her kobold assistant, Squat, carefully extract the poison gland from some unidentifiable creature. Strewn about the place are drying plants, dessicated body parts, and containers holding toxic death. Even the rushes on her floor are said to be from poisonous plants. Cynara and her familiar, and to a lesser extent Squat, have developed immunities to most of the toxins she works with, so the contents of her house hold little danger for her. Anyone else in the place must be especially careful. Hidden somewhere about the place is a clockwork stirge; this tiny "creature" carries a full reservoir of poison, and attacks anyone who threatens Cynara.

High-Level Advancement

Female human Wizard 2/Canthartisan 10; CR 11; Medium-sized humanoid (5' 9" tall); HD 2d4+10d6+3; hp 44; Init +0; Speed 30 ft.; AC 12 (flatfooted 12, touch 12); Atk +7/+2 melee, +7/+2 ranged (10 ft.) (1d4+1/19–20, +1 dagger) or +6/+1 ranged (50 ft.) (1d4/20, sling); SA Poisons, spells; AL NE; SV Fort +5, Ref +5, Will +11; Abilities Str 10, Dex 11, Con 10, Int 16, Wis 13, Cha 5

Skills and Feats: Alchemy +15, Concentration +10, Craft (glassblowing) +6, Knowledge (arcana) +13, Knowledge (poisons) +12, Profession (herbalist) +6, Scry +8, Spellcraft +13, Wilderness Lore +9; Alertness, Brew Magical Poison, Brew Poison, Brew Potion, Craft Wand, Iron Will, Scribe Scroll, Silent Spell, Simple Weapon Proficiency, Toughness

Possessions: Outfit (peasant's), +2 ring of protection, familiar (raven), wand of dispel magic, +1 dagger, sling, bullets (sling/10), wand of detect magic, wand of fear, wand of charm person, cloak of resistance +2.

Spells: Wizard: (5/3) 0 – arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance 1st – burning hands, charm person, chill touch, comprehend languages, detect undead, endure elements, enlarge, grease, identify, mage armor, magic missile, obscuring mist, shield, summon monster I, true strike, unseen servant

Canthartisan: (3/4/4/3/0) 0 – create water, cure minor wounds, detect magic, ghost sound, guidance, light, mending, purify food and drink, read magic 1st – detect chaos, detect evil, detect good, detect law, protection from chaos, protection from evil, protection from good, protection from law, sleep 2nd – cat's grace, cure moderate wounds,



delay poison, invisibility, see invisibility, web 3rd – contagion, continual flame, cure serious wounds, lightning bolt, neutralize poison, tongues

Ultra-High Level

Female human Wizard 6/Canthartisan 10; CR 15; Medium-sized humanoid (5' 9" tall); HD 6d4+10d6+3; hp 54; Init +0; Speed 30 ft.; AC 15 (flatfooted 15, touch 15); Atk +12/+7 melee, +12/+7 ranged (10 ft.) (1d4+4/17–20, +4 *keen shocking burst dagger*) or +8/+3 ranged (50 ft.) (1d4/20, sling); SA Poisons, spells; AL NE; SV Fort +10, Ref +10, Will +20; Abilities Str 10, Dex 11, Con 10, Int 17, Wis 13, Cha 5.

Skills and Feats: Alchemy +22, Concentration +15, Craft (glassblowing) +6, Knowledge (arcana) +22, Knowledge (poison) +18, Profession (herbalist) +9, Scry +13, Spellcraft +22, Wilderness Lore +9; Alertness, Brew Magical Poison, Brew Poison, Brew Potion, Craft Wand, Craft Wondrous Item, Enlarge Spell, Extend Spell, Iron Will, Scribe Scroll, Silent Spell, Simple Weapon Proficiency, Still Spell, Toughness

Possessions: Outfit (peasant's), +5 *ring of protection*, familiar (raven), *wand of dispel magic*, +1 *dagger*, sling, bullets (sling/10), *wand of detect magic*, *wand of fear*, *wand of charm person*, *cloak of resistance* +2, *staff of fire*, *crystal ball*, *orb of storms*, +4 *keen shocking burst dagger*.

Spells: Wizard: (4/4/4/3) 0 – *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance 1st – burning hands, charm person, chill touch, comprehend languages, detect undead, endure elements, enlarge, grease, identify, mage armor, magic missile, obscuring mist, shield, summon monster I, true strike, unseen servant*; 2nd – *arcane lock, blindness/deafness, blur, darkvision, detect thoughts, endurance, fog cloud, locate object, Melf's acid arrow, scare, spectral hand, summon swarm*; 3rd – *dispel magic, explosive runes, fireball, haste, hold person, nondetection, shrink item, wind wall*

Canthartisan: (3/4/4/3/0) 0 – *create water, cure minor wounds, detect magic, ghost sound, guidance, light, mending, purify food and drink, read magic 1st – detect chaos, detect evil, detect good, detect law, protection from chaos, protection from evil, protection from good, protection from law, sleep* 2nd – *cat's grace, cure moderate wounds, delay poison, invisibility, see invisibility, web 3rd – contagion, continual flame, cure serious wounds, lightning bolt, neutralize poison, tongues*

Darkenmore, male raven (familiar) CR 2; Size: T; Type: Animal; HD (3d8); hp 27; Init +2 (Dex); Speed 10 ft., fly 40 ft.; AC 17 (flatfooted 15, touch 16); SA empathic link, improved evasion, share spells, speak with master, touch; low-light vision; AL Neutral; SV Fort +5, Ref +7, Will +14; Abilities Str 1, Dex 15, Con 10, Int 8, Wis 14, Cha 6

Weapons: Claws +4 melee; Damage: 1d2–5, Critical: 20/x2

Skills and Feats: Listen +6, Spot +6; Alertness, Weapon Finesse (Claws)

Dorren Bloodblade

Male human Psion (Shaper) 2/Rogue 2; CR 4; Medium-sized humanoid (6' 0" tall); HD 2d4+2d6+8; hp 25; Init +8; Speed 30 ft.; AC 14 (flatfooted 10, touch 14); Atk +5 melee (1d4+3/20/x3, punching dagger or +5 melee (1d6+3/19–20, shortsword or +5 melee or +6 ranged (10 ft.), 1d4+3/19–20, dagger); SA Psionics, sneak attack +1d6; SQ Evasion; AL CN; SV Fort +2, Ref +7, Will +5; Abilities Str 16, Dex 18, Con 15, Int 17, Wis 14, Cha 11.

Skills and Feats: Autohypnosis +5, Balance +7, Climb +5, Concentration +12, Escape Artist +6, Gather Information +2, Hide +8, Knowledge (architecture and engineering) +4, Knowledge (psionics) +6, Listen +4, Move Silently +7, Psicraft +9, Remote View +5, Sense Motive +4, Spot +4, Stabilize Self +3; Combat Manifestation, Improved Initiative, Inertial Armor.

Possessions: Punching dagger, masterwork shortsword, dagger, potion of *neutralize poison*.

Powers: Psion: 3/0 0-lvl – far hand, elfsight, catfall; 1 – astral construct I (psionic), firefall (psionic)

Attack Modes: ego whip, mind blast.

Defense Modes: intellect fortress, mental barrier, thought shield.

Power Points: 4.

Appearance

Although Dorren has the vitality that goes with youth, he seems to carry with him a sense of mournful anguish. His keen blue eyes are constantly scanning his surroundings. His dark brown hair is shoulder-length and usually unkempt, and he wears a trim beard. His tanned body is almost boyishly lean but amply muscled.

His wardrobe usually consists of soft leather boots, brown trousers, dun-colored tunic, dark-colored vest and a black cloak. He wears a shortsword at his side and a few pieces of unassuming jewelry adorn his fingers, wrist, ear, and neck.

Personality/Tactics

Although confident in his abilities, Dorren is uneasy about using them out in the open. He is weary of being hunted by spellcasters, who are often threatened by his psionic abilities. So he masks their use whenever possible and uses them in clever, subtle ways that enhance his effectiveness as a rogue and assassin. The latter profession he performs out of necessity in order to retain his cover within the guild, from which

he gains comfort, security, and a sense of belonging.

He is light-hearted and generous to those he befriends, not the usual traits of a killer. He loathes unneeded bloodshed or suffering, especially from the innocent. However, Dorren has a very practical side and can be as cold and deliberate as any machine. He may regret it later, but once his mind is set upon a task he will do whatever (within reason) it takes to see it through completion.

Mid-Level Advancement

Male human Psion (Shaper) 5/Rogue3; CR 8; Medium-size humanoid (6'0" tall); HD 5d4+3d6+16; hp 48; Init +8; Speed 30 ft.; AC 17 (flatfooted 13, touch 14/17 vs. incorporeal foes); Atk +8 melee or +9 ranged (10 ft.) (1d4+3/19-20, masterwork dagger) or +9 melee (1d6+5/19-20, +2 *keen shortsword*); SA Psionics, sneak attack +2d6; SQ Evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +6, Ref +8, Will +7; Abilities Str 16, Dex 18, Con 15, Int 18, Wis 14, Cha 11.

Skills and Feats: Alchemy +6, Autohypnosis +6, Balance +7, Climb +5, Concentration +17, Escape Artist +10, Gather Information +2, Heal +4, Hide +10, Jump +5, Knowledge (architecture and engineering) +5, Knowledge (psionics) +9, Listen +5, Move Silently +9, Perform +1, Psicraft +12, Remote View +6, Sense Motive +5, Speak Language +1, Spot +4, Stabilize Self +4, Swim +4; Combat Manifestation, Great Fortitude, Improved Initiative, Inertial Armor.

Possessions: Potion of *neutralize poison*, 4 masterwork daggers, +2 *keen shortsword* +2, *cloak of displacement* (minor), *bracers of armor* +3, *psicrystal* (singleminded), *dorje* (biocurrent).

Powers: Psion (4/3/2) 0-lvl – *far hand*, *elfsight*, *catfall*, *lesser natural armor*; 1 – *astral construct I*, *firefall*, *lesser concussion*; 2 – *sudden minor creation*, *body adjustment*.

Attack Modes: ego whip, id insinuation, mind blast.

Defense Modes: empty mind, intellect fortress, mental barrier, thought shield.

Power Points: 15.

High-Level Advancement

Male human Psion (Shaper) 8/Rogue 4 CR 12; Medium-size humanoid (6'0" tall); HD 8d4+4d6+24; hp 70; Init +8; Speed 30 ft.; AC 17 (flatfooted 13, touch 14/17 vs. incorporeal foes); Atk +11/+6 melee or +12/+7 ranged (10 ft.) (1d4+3/19-20, masterwork dagger) or +12/+12/+7 melee (1d6+5/19-20, +2 *ghost touch keen shortsword of speed*) or +12 ranged (30 ft.) (1d4+1 plus fire damage/19-20, +1 *flaming burst hand crossbow*); SA Psionics, sneak attack +2d6; SQ Evasion, uncanny dodge (Dex bonus to AC) AL CN; SV Fort +7, Ref +12, Will +9; Abilities Str 16, Dex 19, Con 15, Int 18, Wis 14, Cha 11.

Skills and Feats: Alchemy +8, Autohypnosis +7, Balance +8, Climb +7, Concentration +19, Escape Artist +12, Gather Information +2, Heal +5, Hide +12, Jump +7, Knowledge (architecture and engineering) +6, Knowledge (psionics) +14, Listen +6, Move Silently +11, Perform +1, Psicraft +16, Read Lips +6, Remote View +6, Sense Motive +5, Speak Language +3, Spot +6, Stabilize Self +4, Swim +4; Combat Manifestation, Deflect Arrows, Great Fortitude, Improved Initiative, Inertial Armor, Lightning Reflexes, Psychic Bastion.

Possessions: potion of *neutralize poison*, 4 masterwork daggers, *cloak of displacement* (minor), *bracers of armor* +3, *psicrystal* (singleminded), *dorje* (biocurrent),

gloves of arrow snaring,

amulet of proof against detection and location, *boots of skating*, *hat of disguise*, +1 *flaming burst hand crossbow*, +2 *ghost touch keen shortsword of speed*.

Powers: Psion (6/4/3/2/1) 0-lvl – *far hand*, *elfsight*,



catfall, lesser natural armor, know direction, bolt; 1 – astral construct I, firefall, lesser concussion, matter agitation; 2 – sudden minor creation, body adjustment, darkvision; 3 – whitefire, claws of the vampire; 4 – astral construct IV.

Attack Modes: ego whip, id insinuation, mind blast, mind thrust.

Defense Modes: empty mind, intellect fortress, mental barrier, thought shield.

Power Points: 34.

D'sade

"The Hound of Bacchus"

Male half-orc Fighter 4/Rogue 4/Bondsman 5; CR: 13; Medium-sized humanoid (6' 6" tall); HD 9d10+4d6+29; hp 90; Init +5; Speed 30 ft.; AC 17 (flatfooted 16, touch 13); Atk +18/+13/+8 melee (1d8+6/17–20, +3 *keen icy burst longsword*) or +17/+12/+7 melee (1d4+5/19–20, +2 *brilliant energy dagger*) or +15 ranged (80 ft.) (1d8+2/19–20, +2 *light crossbow of wounding*); SA Sneak Attack +2d6, poison use; SQ Damage reduction 3/–, darkvision, evasion, uncanny dodge (Dex bonus to AC), SR 11; AL LN; SV Fort +4, Ref +10, Will +4; Abilities Str 16, Dex 13, Con 14, Int 15, Wis 12, Cha 10.

Skills and Feats: Balance +9, Climb +8, Diplomacy +3, Forgery +4, Gather Information +10, Handle Animal +3, Hide +5, Intimidate +11, Intuit Direction +4, Jump +8, Listen +9, Move Silently +19, Ride +5, Search +6, Sense Motive +4, Spot +4, Swim +2, Wilderness Lore +6; Blind-Fight, Cleave, Exotic Weapon Proficiency (x3), Great Cleave, Improved Initiative, Point Blank Shot, Power Attack, Skill Bonus (Intimidate), Sunder, Toughness, Track

Possessions: +2 *silent moves leather*, outfit (explorer's), +3 *keen icy burst longsword* +3, +2 *brilliant energy dagger*, +2 *light crossbow of wounding*, boots of elvenkind, ring of freedom of movement, ring of force shield, eye of the hunter.

Appearance

D'sade is a large, stalwart fellow, his grayish skin darkened by years of travel. His long, jet-black hair is usually unkempt and stringy. His prominent orc teeth are yellowed from years of abuse and his eyes are so dark that they almost seem to be nothing but black holes in his face. D'sade is never seen in public without wearing his magical eye patch. Its sister crystal is mounted on his light crossbow.

Generally, he wears leather armor, hard black-leather boots, studded leather gloves, and a wolfskin cape. He is usually adorned with a number of daggers, hand axes, and his light crossbow.

Personality/Tactics

Being the truest stereotype of a bondsman, D'sade is a half-orc that lives for the job. He is all business and even between jobs he rarely, if ever, shows any real emotion. Once on a trail, he is single-minded and focused as he doggedly pursues his prey, which explains, of course, his nickname: "the Hound."

Despite the usual shortcomings of his heritage, D'sade is quite intelligent and cautious. He stands patient, observing those around him and assessing those that might cause him trouble. He prefers heavy-handed tactics, but will occasionally resort to more devious and subtle means if his quarry seems powerful enough to give him a hard time.

Ultra-High Level Advancement

Male half-orc Fighter 4/Rogue 4/Bondsman 10; CR: 18; Medium-sized humanoid (6' 6" tall); HD 14d10+4d6+39; hp 106; Init +5; Speed 30 ft.; AC 19 (flatfooted 18, touch 15); Atk +23/+18/+13/+8 melee (1d8+6/17–20, +3 *keen icy burst longsword*) or +22/+17/+12/+7 melee (1d4+5/19–20, +2 *brilliant energy dagger*) or +20 ranged (80 ft.) (1d8+2/19–20, +2 *light crossbow of wounding*); SA Sneak Attack +3d6, poison use; SQ Damage reduction 5/–, darkvision, evasion, uncanny dodge (Dex bonus to AC), SR 15; AL LN; SV Fort +7, Ref +13, Will +6; Abilities Str 17, Dex 13, Con 14, Int 15, Wis 12, Cha 10

Skills and Feats: Balance +15, Climb +12, Diplomacy +5, Forgery +4, Gather Information +15, Handle Animal +8, Hide +15, Intimidate +13, Intuit Direction +4, Jump +8, Listen +9, Move Silently +19, Ride +5, Search +6, Sense Motive +4, Spot +4, Swim +2, Wilderness Lore +6; Blind-Fight, Cleave, Exotic Weapon Proficiency (x4), Great Cleave, Improved Initiative, Point Blank Shot, Power Attack, Precise Shot, Skill Bonus (Diplomacy), Skill Bonus (Intimidate) (x2), Sunder, Toughness, Track

Possessions: +4 *silent moves leather*, outfit (explorer's), +3 *keen icy burst longsword* +3, +2 *brilliant energy dagger*, +2 *light crossbow of wounding*, boots of elvenkind, ring of freedom of movement, ring of force shield, eye of the hunter, bag of holding (type II).

Esu Sharyn

Male faust Conjurer 6; CR: 10; Medium-sized humanoid (goblinoid) (5' 5" tall); HD 10d10+6d4+32; hp 102; Init +6; Speed 40 ft.; AC 22 (flatfooted 16, touch 16); Atk +14/+9 melee or +17/+12 ranged (10 ft.) (1d4+4/19–20, +1 *dagger of venom*) or +16 melee (1d8+3/20, 2 claws) and +14 melee (2d4+1/20, bite); SA Sneak attack +2d6, spells; SQ Darkvision, scent; AL LE; SV Fort +9, Ref +15, Will +16; Abilities Str 16, Dex 23, Con 14, Int 15, Wis 14, Cha 8.

Skills and Feats: Alchemy +6, Climb +4, Concentration +7, Hide +10, Knowledge (arcana) +8, Knowledge (poison) +8, Listen +7, Move Silently +10, Scry +6, Spellcraft +8, Spot +4, Wilderness Lore +6; Brew Potion, Craft Wondrous Item, Iron Will, Multiattack, Scribe Scroll, Spell Penetration, Track, Weapon Finesse (claws).

Possessions: Ring of invisibility, +1 dagger of venom, robe of blending, amulet of proof against detection and location, wand of poison, wand of neutralize poison, wand of knock, wand of magic missile (5th level caster), wand of summon monster IV, scroll of change self, scroll of cloudkill, scroll of detect secret doors, scroll of disintegrate, scroll of reduce.

Spells: Wizard:
(4+1/4+1/3+1/2+1) 0 – arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance 1st – cause fear, charm person, comprehend languages, detect undead, endure elements, grease, identify, mage armor, magic missile, mount, obscuring mist, ray of enfeeblement, summon monster I, unseen servant 2nd – daylight, fog cloud, glitterdust, Melf's acid arrow, spectral hand, summon monster II, summon swarm, web 3rd – fireball, flame arrow, lightning bolt, phantom steed, sepia snake sigil, sleet storm, stinking cloud, summon monster III.



Appearance

Esu has the typical slight and bony frame common to his species but has unusually light skin, more grayish than black. His facial features are also not quite so sharp and fiendish as most of his people. He tends not to snarl or glare, always attempting to appear as non-threatening as possible.

He wears only a short, billowing rust-colored robe to hide his thin frame and to secret away any number of small items (wands, scrolls, weapons, and the like). Esu never uses any sort of footwear, although he usually wears an ankle bracelet or two. He also wears an odd assortment of jewelry – some magical, some mundane. Hidden up his sleeves are utility bracers (see Equipment chapter) that contain a spring sheath (also found in this book) for his +1 dagger of venom, vials containing various potions and poisons, a hidden garrote, and a few key spell components.

Personality/Tactics

Showing an interest and natural skill for magic, Esu traveled to the nearest sizable city to become an apprentice to whatever wizard or sorcerer was willing to teach him. Quickly grasping the basics of spellcasting and more, Esu wanted to elevate his position and power even further. He got his wish when his mentor “unexpectedly” died at the apparent hands of a local gang. From that point on Esu has been doing “under-the-table” work for the crime lords of the city. The arrangement works out wonderfully for Esu because he is afforded some level of protection and he does love his work.

Not very good at physical confrontations, not to mention being a coward at heart, Esu uses his magic and ring of invisibility to get with range of his quarry. Then he casts one or more *summon monster* spells and has those creatures attack the target. Once the target is dispatched Esu slips quietly away unseen. If found and confronted, he will first deny any involvement. If that isn't working he will plead for mercy or try to bribe his way out. If he ever sees an opportunity to lash out with his dagger or cast a quick spell he'll take it rather than face imprisonment or execution. Even the hands of the local crime lords can only reach so far.

High-Level Advancement

Male faust Conjurer 8; CR: 12; Medium-sized humanoid (goblinoid) (5' 5" tall); HD 10d10+8d4+36; hp 111; Init +6; Speed 40 ft.; AC 22 (flatfooted 16, touch 16); Atk +15/+10/+5 melee or +18/+13/+8 ranged (10 ft.) (1d4+4/19–20, +1 dagger of venom) or +17 melee (1d8+3/20, 2 claws) and +15 melee (2d4+1/20, bite); SA Sneak attack +2d6, spells; SQ Darkvision, scent; AL LE; SV Fort +9, Ref +15, Will +17; Abilities Str 16, Dex 23, Con 14, Int 16, Wis 14, Cha 8.

Skills and Feats: Alchemy +10, Concentration +10, Knowledge (arcana) +9, Knowledge (poison) +9, Scry +7, Spellcraft +12; Brew Potion, Craft Wondrous Item, Iron Will, Multiattack, Scribe Scroll, Spell Penetration, Track, Weapon Finesse (claws).

Possessions: Ring of invisibility, +1 dagger of venom, robe of blending, amulet of proof against detection and location, wand of poison, wand of neutralize poison, wand of

knock, wand of magic missile (5th level caster), wand of summon monster IV, scroll of change self, scroll of cloudkill, scroll of detect secret doors, scroll of disintegrate, scroll of reduce, scroll of blade barrier, minor circlet of blasting.

Spells: Wizard: (4+1/5+1/4+1/3+1/2+1) 0 – arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance 1st – cause fear, charm person, comprehend languages, detect undead, endure elements, grease, identify, mage armor, magic missile, mount, obscuring mist, ray of enfeeblement, summon monster I, unseen servant 2nd – daylight, fog cloud, glitterdust, acid arrow, spectral hand, summon monster II, summon swarm, web 3rd – fireball, flame arrow, lightning bolt, phantom steed, sepia snake sigil, sleet storm, stinking cloud, summon monster III 4th – black tentacles, fear, improved invisibility, secure shelter, minor creation, solid fog, summon monster IV, wall of fire, wall of ice.

Ultra-High Level

Male faust Conjurer 12; CR: 16; Medium-sized humanoid (goblinoid) (5' 5" tall); HD 10d10+12d4+44; hp 129; Init +6; Speed 40 ft.; AC 22 (flatfooted 16, touch 16); Atk +17/+12/+7 melee or +20/+15/+10 ranged (10 ft.) (1d4+4/19–20, +1 dagger of venom) or +18/+13/+8 melee (1d6+5/20, staff of power) or +20/+15/+10 melee or +23/+18/+13 ranged (10 ft.) (1d4+6/19–20, +4 shocking burst dagger of wounding) or +19 melee (1d8+3/20, 2 claws) and +17 melee (2d4+1/20, bite); SA Sneak attack +2d6, spells; SQ Darkvision, scent; AL LE; SV Fort +9, Ref +17, Will +19; Abilities Str 16, Dex 23, Con 14, Int 18, Wis 14, Cha 8.

Skills and Feats: Alchemy +18, Concentration +17, Knowledge (arcana) +18, Knowledge (poison) +15, Scry +13, Spellcraft +22; Brew Magical Poison, Brew Poison, Brew Potion, Craft Wondrous Item, Empower Spell, Iron Will, Multiattack, Quicken Spell, Scribe Scroll, Silent Spell, Spell Penetration, Weapon Finesse (claws).

Possessions: Ring of invisibility, +1 dagger of venom, robe of blending, amulet of proof against detection and location, wand of poison, wand of neutralize poison, wand of knock, wand of magic missile (5th level caster), wand of summon monster IV, scroll of change self, scroll of cloudkill, scroll of detect secret doors, scroll of disintegrate, scroll of reduce, scroll of blade barrier, minor circlet of blasting, ring of elemental (cold) resistance (major), major cloak of displacement, staff of power, rod of the viper, bag of holding (type IV), bead of force, cube of force, +4 shocking burst dagger of wounding.

Spells: Wizard: (4/4+1/5+1/5+1/5+1/4+1/4+1/3+1) 0 – arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, prestidigitation, ray of frost, read magic, resistance 1st –

cause fear, charm person, comprehend languages, detect undead, endure elements, grease, identify, mage armor, magic missile, mount, obscuring mist, ray of enfeeblement, summon monster I, unseen servant 2nd – daylight, fog cloud, glitterdust, acid arrow, spectral hand, summon monster II, summon swarm, web 3rd – fireball, flame arrow, lightning bolt, phantom steed, sepia snake sigil, sleet storm, stinking cloud, summon monster III 4th – black tentacles, fear, improved invisibility, secure shelter, minor creation, solid fog, summon monster IV, wall of fire, wall of ice 5th – cloudkill, cone of cold, secret chest, lesser planar binding, faithful hound, summon monster V, wall of iron, wall of stone 6th – acid fog, chain lightning, planar binding, summon monster VI.

Gibryn Bandimir

"The Foeshadow"

Male sync Fighter 2; CR: 9; Medium-sized shapechanger (5' 11" tall); HD 8d8+2d10+30; hp 81; Init +6; Speed 30 ft.; AC 17 (flat-footed 15, touch 14); Atk +13/+8 melee (1d8+4/19–20, +2 longsword) or +10/+5 ranged (80 ft.) (1d8/19–20, repeating light crossbow); SA Sync; SQ Fast healing 5, SR 20; AL LE; SV Fort +12, Ref +8, Will +9; Abilities Str 14, Dex 14, Con 16, Int 15, Wis 17, Cha 12

Skills and Feats: Disguise +10, Hide +12, Jump +10, Listen +14, Move Silently +12, Search +10, Spot +13, Swim +5, Tumble +7; Dodge, Expertise, Improved Initiative, Mobility, Power Attack, Quick Draw, Spring Attack, Weapon Focus (Longsword)

Possessions: Ring of protection +2, 2 beads of force, +2 longsword, +1 leather, cloak of resistance +1, repeating crossbow.

Appearance

Gibryn is an oddity to most people he encounters, just as is the rest of his race. Faceless and mute, his presence is unsettling at best to those around him. His choice of clothing, on the other hand, is nothing out of the ordinary: soft, black leather boots, black woolen breeches, a wide, studded leather belt, a dark purple vest (shirtless) and plain leather bracers. He also wears a red, cotton poncho that he will fling open or all the way off when challenging an opponent. Not only does he use this for dramatic effect, but the poncho also serves to conceal most of his weapons until he is ready to fight.

Personality/Tactics

Gibryn has spent many years studying all types of martial art forms and has a reputation of mimicking (and mocking) his opponent's fighting style. In addition, he will usually wield the same type of weapon(s) that his intended target is carrying at the



time he chooses to engage them. His moniker of "Foeshadow" comes from this very practice.

Gibryn Bandimir acts as an assassin, bodyguard, enforcer, and duelist in the employ of the local crime lord. His very presence in public causes most to flee or hide, praying to whatever god they worship that they are not the reason for his presence. When sent to duel on the behalf of his employer, he either brings along a signed document or a lowly rogue-type to speak for him, informing the target of his intentions.

As like many of his race, Gibryn's one true love and reason for living is the "dance of death." Fighting an opponent tests his skill and luck and pushing that threshold, to Gibryn, *is* living. To that end, he will fight fairly and honorably, not wanting to lower himself to the level of common thugs and cutthroats but instead to elevate himself to a level of martial perfection.

High-Level Advancement

Male sync Fighter 4; CR: 11; Medium-sized shapechanger (5' 11" tall); HD 8d8+4d10+36; hp 97; Init +6; Speed 30 ft.; AC 18 (flat-footed 16, touch 14); Atk +15/+10 melee (1d8+4/19-20, +2 *longsword*) or +10/+5 ranged (80 ft.) (1d8/19-20, repeating light crossbow); SA Sync; SQ Fast healing 5, SR 20; AL LE; SV Fort +13, Ref +9, Will +10; Abilities Str 14, Dex 14, Con 16, Int 15, Wis 17, Cha 13.

Skills and Feats: Climb +6, Disguise +10, Hide +12, Jump +12, Listen +14, Move Silently +12, Search +12, Spot +13, Swim +5, Tumble +7; Dodge, Expertise, Improved Disarm, Improved Initiative, Mobility, Power Attack, Quick Draw, Spring Attack, Weapon Focus (*Longsword*).

Possessions: Ring of protection +2, 2 beads of force, +2 *longsword*, +2 leather, cloak of resistance +1, repeating crossbow.

Ultra-High Level

Male sync Fighter 4/ Assassin 9; CR: 20; Medium-sized shapechanger (5' 11" tall); HD 8d8+4d10+9d6+63; hp 138; Init +6; Speed 30 ft.; AC 18 (flat-footed 16, touch 14); Atk +23/+18/+13/+8 melee (1d8+6/19-20, +4 *longsword*) or +18/+13/+8/+3 ranged (80 ft.) (1d8/19-20, repeating light crossbow); SA Death attack, sneak attack +5d6, sync; SQ Fast healing 5, SR 20, +5 to Fortitude saves vs. poison, uncanny dodge (Dex bonus to AC, can't be flanked); AL LE; SV Fort +16, Ref +15, Will +13; Abilities Str 14, Dex 14, Con 17, Int 15, Wis 17, Cha 13.

Skills and Feats: Balance +10, Climb +16, Disable Device +12, Disguise +10, Gather Information +11, Hide +12, Intuit Direction +8, Jump +12, Listen +14, Move Silently +12, Open Lock +8, Search +12, Spot +13, Swim +5, Tumble +7, Use Magic Device +6; Dodge, Expertise, Improved Disarm, Improved Initiative, Mobility, Power Attack, Quick Draw, Spring Attack, Weapon Focus (Longsword).

Possessions: Ring of protection +2, 2 beads of force, +4 longsword, +2 leather, cloak of resistance +1, iron bands of Bilarro, ring of freedom of movement, repeating crossbow.

Is'awen Cal'edien

Female elf Fighter 5/Wizard 2/Arcane Archer 1; CR 8; Medium-sized humanoid (5' 3" tall); HD 5d10+2d4+1d8; hp 53; Init +4; Speed 30 ft.; AC 16 (flatfooted 12, touch 14); Atk +15/+10 ranged (165 ft.) (1d8+5/20/x3, mighty +2 longbow and +1 arrows) or +10/+5 melee (1d8+2/19-20, masterwork longsword); SA Enchant arrow +1, spells; SQ Immunity to sleep, save +2 vs. enchantment spells, low-light vision; AL NE; SV Fort +6, Ref +7, Will +4; Abilities Str 14, Dex 19, Con 10, Int 14, Wis 11, Cha 13

Skills and Feats: Climb +7, Concentration +4, Handle Animal +5, Jump +8, Listen +5, Move Silently +17, Ride +11, Scry +4, Spellcraft +4, Swim +2; Far Shot, Point Blank Shot, Precise Shot, Scribe Scroll, Weapon Focus (Longbow), Weapon Specialization (Longbow).

Possessions: Masterwork leather, masterwork longsword, +2 longbow, boots of elvenkind, cloak of elvenkind, wand of Melf's acid arrow.

Spells: Wizard: (4/3) 0 – arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance; 1st – burning hands, shocking grasp, obscuring mist, sleep.

Appearance

Is'awen's frame is lean and well-muscled, a result of her family's military heritage. Her skin is slightly darker than is normal for elves. Her hair is dusky blonde and very long, although no one knows this because she always has it braided and wrapped up in a practical warrior style. Her eyes are a deep, dark emerald-green. Her steely gaze always seems locked in on whatever she is looking at, as if she is constantly focusing in on a newly acquired target.

Although no longer part of the military, Is'awen still wears the leather armor she was issued, immaculately preserved and beautifully adorned with elven artistry. Soft, black leather boots and green cloak complete her usual outfit. Often she will wear a wide-brimmed hat, to help keep the sun out of her eyes.

Personality/Tactics

Is'awen was a highly regarded archer with a promising career in the elven military. Her family name, known for its long tradition of adept and talented soldiers, and her natural skill with a bow had placed her on the fast track to the top of the military hierarchy. Unfortunately, that wasn't good enough for Is'awen. She wanted more and felt that she could get it by sleeping her way to the top. The result was a devastating scandal that shamed Is'awen, forcing her to resign from military service. Now, bitter and resentful towards the military in general, she uses her abilities and training for financial gain. And although she will take up a contract against anyone that presents her with a challenge, she takes a certain pleasure in hunting military targets.

Having fought her way through the pain and shame of the past, Is'awen has lost all of the frivolity and carelessness that many elves share. She now only finds enjoyment in the challenge of her career, the touch of an occasional lover, and material objects that are of purely elven origin and design. She has a hard-nosed, aggressive attitude and holds nothing back.

High-Level Advancement

Female elf Fighter 5/Wizard 2/Arcane Archer 4/Sniper 1; CR 12; Medium-sized humanoid (5' 3" tall); HD 5d10+2d4+4d8+1d6; hp 78; Init +4; Speed 30 ft.; AC 20 (flatfooted 15, touch 15); Atk +21/+16+11 ranged (220 ft.) (1d8+8/20/x3, mighty +4 longbow of distance and +2 arrows) or +16/+11/+6 melee (1d8+4/19-20, +2 longsword: nine lives stealer); SA Enchant arrow +2, imbue arrow, seeker arrow, spells; SQ Immunity to sleep, save +2 vs. enchantment spells, low-light vision; AL NE; SV Fort +10, Ref +9, Will +5; Abilities Str 14, Dex 19, Con 10, Int 14, Wis 11, Cha 13

Skills and Feats: Climb +7, Concentration +4, Handle Animal +5, Hide +19, Intuit Direction +2, Jump +8, Listen +12, Move Silently +22, Ride +12, Scry +4, Spellcraft +4, Spot +10, Swim +2, Use Rope +7, Wilderness Lore +3; Alertness, Combat Casting, Far Shot, Point Blank Shot, Precise Shot, Scribe Scroll, Weapon Focus (Longbow), Weapon Specialization (Longbow), Firearms Proficiency, Poison Use.

Possessions: +3 power resistant (PR 13) leather, +2 longsword: nine lives' stealer, +2 longbow of distance, boots of elvenkind, cloak of elvenkind, wand of Melf's acid arrow.

Spells: Wizard: (4/3) 0 – arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance; 1st – burning hands, feather fall, grease, magic weapon, spider climb, true strike, shocking grasp, obscuring mist, sleep.

Ultra High-Level

Female elf Fighter 5/Wizard 2/Arcane Archer 6/Sniper 5; CR 18; Medium-sized humanoid (5' 3" tall); HD 5d10+2d4+6d8+5d6; hp 109; Init +5; Speed 30 ft.; AC 20 (flatfooted 15, touch 15); Atk +32/+27/+22/+17 ranged (220 ft.) (1d8+8/20/x3, mighty +4 longbow of distance and +3 arrows) or +21/+16/+11/+6 melee (1d8+4/19-20, +2 longsword: *nine lives stealer*); SA Enchant arrow +3, imbue arrow, seeker arrow, phase arrow, ranged sneak attack +1d6, spells; SQ Immunity to sleep, save +2 vs. enchantment spells, low-light vision; AL NE; SV Fort +13, Ref +14, Will +8; Abilities Str 14, Dex 20, Con 10, Int 14, Wis 12, Cha 13.

Skills and Feats: Balance +10, Climb +9, Concentration +10, Escape Artist +8, Handle Animal +5, Hide +21, Intuit Direction +3, Jump +8, Listen +15, Move Silently +27, Ride +12, Scry +4, Search +5, Spellcraft +4, Spot +18, Swim +1, Use Rope +7, Wilderness Lore +6; Alertness, Combat Casting, Far Shot, Improved Critical (Longbow), Lightning Reflexes, Point Blank Shot, Precise Shot, Scribe Scroll, Weapon Focus (Longbow), Weapon Specialization (Longbow), Steady Hand, Sight Quarry, Camouflage, Envenom Blade.

Possessions: +3 power resistant (PR 13) leather, +2 longsword: *nine lives' stealer*, +2 longbow of distance, boots of elvenkind, cloak of elvenkind, wand of Melf's acid arrow, potion of gaseous form, potion of water breathing, ring of elemental (fire) resistance (major), scroll of confusion, bracers of archery..

Spells: Wizard: (4/3) 0 – arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance; 1st – burning hands, feather fall, grease, magic weapon, spider climb, true strike, shocking grasp, obscuring mist, sleep.

Marcus and Mirra Su'Nyhm

Marcus Su'Nyhm, Male human vampire Expert (artisan) 4/Rogue 3; CR 8; Medium-sized undead (5'8" tall); HD 4d12+3d12; hp 45; Init +9; Speed 30 ft.; AC 23 (flatfooted 23, touch 15/17 vs. incorporeal foes); Atk +11 melee or +12 ranged (20 ft.) (1d4+6/19-20, +2 throwing dagger of distance) or +10 ranged (30 ft.) (1d4/19-20, hand crossbow) or +9 melee (1d6+4/20, slam); SA Sneak attack +2d6, vampire abilities; SQ Vampire abilities, undead abilities, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +11, Will +7; Abilities Str 19, Dex 20, Con —, Int 19, Wis 15, Cha 20.

Skills and Feats: Appraise +7, Balance +13, Bluff +16, Climb +9, Decipher Script +8, Diplomacy +17, Disable Device +10, Disguise +10, Escape Artist +10, Forgery +7, Gather Information +12, Hide +18, Innuendo +5, Intimidate +9, Jump +8, Knowledge (nobility and royalty) +9, Listen +16, Move Silently +17, Open

Lock +11, Profession (farmer) +4, Search +16, Sense Motive +15, Speak Language +5, Spot +15, Use Magic Device +8; Alertness, Combat Reflexes, Dodge, Expertise, Improved Initiative, Lightning Reflexes, Mobility, Point Blank Shot, Spring Attack.

Possessions: Bracers of armor +2, ring of invisibility, +2 throwing dagger of distance, hand crossbow and 10 bolts, masterwork thieves' tools, outfit (artisan's).

High-Level Advancement

Male human vampire Expert (artisan) 4/Rogue 6; CR 11; Medium-sized undead (5'8" tall); HD 4d12+6d12; hp 65; Init +9; Speed 30 ft.; AC 25 (flat-footed 25, touch 15/19 vs. incorporeal foes); Atk +14/+9 melee or +15/+10 ranged (20 ft.) (1d4+6/19-20, +2 throwing dagger of distance) or +14 ranged (60 ft.) (1d4+2 plus cold/19-20, +2 hand crossbow of frost and distance) or +11 melee (1d6+4 plus energy drain/20, slam); SA Sneak attack +3d6, vampire abilities; SQ Vampire abilities, undead abilities, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +3, Ref +13, Will +9; Abilities Str 19, Dex 20, Con —, Int 19, Wis 16, Cha 22.

Skills and Feats: Appraise +9, Balance +16, Bluff +19, Climb +10, Decipher Script +8, Diplomacy +23, Disable Device +11, Disguise +16, Escape Artist +15, Forgery +9, Gather Information +13, Hide +18, Innuendo +8, Intimidate +13, Intuit Direction +4, Jump +9, Knowledge (nobility and royalty) +11, Listen +18, Move Silently +18, Open Lock +12, Profession (farmer) +5, Search +17, Sense Motive +16, Speak Language +5, Spot +18, Use Magic Device +9; Alertness, Combat Reflexes, Dodge, Expertise, Improved Initiative, Lightning Reflexes, Mobility, Point Blank Shot, Spring Attack, Weapon Focus (Dagger).

Possessions: Bracers of armor +4, ring of invisibility, +2 throwing dagger of distance, +2 hand crossbow of frost and distance and 10 bolts, cloak of charisma +2, masterwork thieves' tools, outfit (artisan's).

Ultra-High Level

Male human vampire Expert (artisan) 4/Rogue 12; CR 17; Medium-sized undead (5'8" tall); HD 4d12+12d12; hp 104; Init +9; Speed 30 ft.; AC 29 (flat-footed 29, touch 19/23 vs. incorporeal foes); Atk +20/+15/+19 melee or +20/+15/+10 ranged (20 ft.) (1d4+7/19-20, +2 throwing dagger of distance) or +22/+17/+12 melee or +22/+17/+12 ranged (10 ft.) (1d4+9 plus electricity/17-20, +4 keen brilliant energy shocking burst dagger) or +19 ranged (60 ft.) (1d4+2 plus cold/19-20, +2 hand crossbow of frost and distance) or +17 melee (1d6+5 plus energy drain/20, slam); SA Sneak attack +6d6, vampire abilities; SQ Vampire abilities, undead abilities, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +5, Ref +16, Will +11; Abilities Str 20, Dex 20, Con —, Int 120, Wis

16, Cha 24.

Skills and Feats: Appraise +10, Balance +19, Bluff +25, Climb +15, Decipher Script +10, Diplomacy +29, Disable Device +12, Disguise +22, Escape Artist +15, Forgery +10, Gather Information +17, Hide +23, Innuendo +15, Intimidate +19, Intuit Direction +13, Jump +15, Knowledge (nobility and royalty) +12, Listen +23, Move Silently +24, Open Lock +12, Perform +13, Profession (farmer) +5, Search +22, Sense Motive +21, Speak Language +5, Spot +18, Use Magic Device +10, Use Rope +7; Alertness, Combat Reflexes, Dodge, Expertise, Improved Initiative, Lightning Reflexes, Mobility, Point Blank Shot, Spring Attack, Weapon Finesse (Dagger), Weapon Focus (Dagger), Whirlwind Attack.

Possessions: Bracers of armor +4, ring of invisibility, +2 throwing dagger of distance, +2 hand crossbow of frost and distance and 10 bolts, cloak of charisma +4, ring of protection +4, +4 keen brilliant energy shocking burst dagger, wand of knock, masterwork thieves' tools, outfit (artisan's).

Mirra Su'Nyhm, Female Human
Adept 7/Beguiler 1; CR 7; Medium-size humanoid (5' 4" tall); HD 8d6; hp 30; Init +6; Speed 30 ft.; AC 14 (flatfooted 12, touch 14); Atk +6/+6 melee or +8 ranged (10 ft.) (1d4+2/19-20, or +5 melee (1d3, silvered stiletto); SA Poison use, stunning looks; AL NE; SV Fort +2, Ref +4, Will +8; Abilities Str 11, Dex 14, Con 11, Int 15, Wis 13, Cha 20.

Skills and Feats: Alchemy +7, Concentration +5, Diplomacy +10, Gather Information +10, Heal +4, Innuendo +6, Knowledge (arcana) +7, Knowledge (nobility and royalty) +4, Knowledge (poisons) +3, Listen +2, Move Silently +2; Alertness, Improved Initiative, Quick Draw, Weapon Focus (Dagger).

Possessions: Outfit (noble's), ring of protection +2, +2 dagger of speed, cloak of charisma +2.

Spells: Adept: (3/4/2) 0 – create water, cure minor

wounds, detect magic, ghost sound, guidance, light, mending, purify food and drink, read magic; 1st – bless, burning hands, cause fear, command, comprehend languages, cure light wounds, detect chaos, detect evil, detect good, detect law, endure elements, obscuring mist, protection from chaos, protection from evil, protection from good, protection from law, sleep; 2nd – aid, bull's strength, cat's grace, cure moderate wounds, darkness, delay poison, endurance, invisibility, mirror image, resist elements, see invisibility, web.

High-Level Advancement

Female Human Adept 7/Beguiler 5; CR 11; Medium-size humanoid (5' 4" tall); HD 12d6; hp 44; Init +6; Speed 30 ft.; AC 14 (flatfooted 12, touch 14); Atk +8/+8 melee or +10 ranged (10 ft.) (1d4+2/19-20, +2 dagger of speed) or +7 melee (1d3, silvered stiletto); SA Alluring gaze, detect thoughts, magnetic presence, poison use, sneak attack +1d6, stunning looks; AL NE; SV Fort +2, Ref +4, Will +8; Abilities Str 11, Dex 14, Con 11, Int 15, Wis 13, Cha 20.

Skills and Feats: Alchemy +7, Bluff +10, Concentration +5, Diplomacy +15, Disguise +10, Escape Artist +5, Forgery +4, Gather Information +13, Heal +4, Innuendo +6, Knowledge (arcana) +7, Knowledge (nobility and royalty) +7, Knowledge (poisons) +3, Listen +2, Move Silently +2, Perform +9, Sense Motive +3, Use Rope +7; Alertness, Dodge, Endurance, Improved Initiative, Mobility, Quick Draw, Skill Bonus (Perform), Skill Bonus (Use Rope), Weapon Focus (Dagger).

Possessions: Outfit (noble's), ring of protection +2, +2 dagger of speed, cloak of charisma +2, potion of haste, wand of charm person.

Spells: Adept: (3/4/2) 0 – create water, cure minor

wounds, detect magic, ghost sound, guidance, light, mending, purify food and drink, read magic; 1st – bless, burning hands, cause fear, command, comprehend languages, cure light wounds, detect chaos, detect evil, detect good, detect law, endure elements, obscuring mist, protection from chaos, protection from evil, protection from good, protection from law, sleep; 2nd – aid, bull's strength,

cat's grace, cure moderate wounds, darkness, delay poison, endurance, invisibility, mirror image, resist elements, see invisibility, web.

Ultra-High Level

Female Human Adept 7/Beguiler 10; CR 16; Medium-size humanoid (5' 4" tall); HD 17d6; hp 61; Init +6; Speed 30 ft.; AC 14 (flatfooted 12, touch 14); Atk +8/+8 melee or +10 ranged (10 ft.) (1d4+2/19-20, +2 *dagger of speed*) or +7 melee (1d3, silvered stiletto); SA Alluring gaze, detect thoughts, forgotten kiss, gaze of dominion, magnetic presence, outburst, passion's death, poison use, seduction's embrace, sneak attack +3d6, stunning looks; AL NE; SV Fort +5, Ref +7, Will +13; Abilities Str 11, Dex 16, Con 11, Int 16, Wis 13, Cha 20.

Skills and Feats: Alchemy +7, Bluff +15, Concentration +10, Decipher Script +5, Diplomacy +17, Disguise +15, Escape Artist +9, Forgery +5, Gather Information +16, Heal +4, Innuendo +6, Knowledge (arcana) +8, Knowledge (nobility and royalty) +11, Knowledge (poisons) +4, Listen +6, Move Silently +7, Perform +13, Search +8, Sense Motive +5, Use Rope +10; Alertness, Dodge, Endurance, Improved Initiative, Mobility, Quick Draw, Skill Bonus (Diplomacy), Skill Bonus (Perform) (x2), Skill Bonus (Use Rope) (x2), Weapon Focus (Dagger).

Possessions: Outfit (noble's), ring of protection +2, +2 *dagger of speed*, cloak of charisma +2, potion of haste, wand of charm person.

Spells: Adept: (3/4/2) 0 – create water, cure minor wounds, detect magic, ghost sound, guidance, light, mending, purify food and drink, read magic; 1st – bless, burning hands, cause fear, command, comprehend languages, cure light wounds, detect chaos, detect evil, detect good, detect law, endure elements, obscuring mist, protection from chaos, protection from evil, protection from good, protection from law, sleep; 2nd – aid, bull's strength, cat's grace, cure moderate wounds, darkness, delay poison, endurance, invisibility, mirror image, resist elements, see invisibility, web.

Appearance

The sister, alluring – exotic. Long waves of cascading ebony tresses flow like liquid shadows across the flawless ivory skin of her shoulder blades. Luminescent pale green eyes only hint at the intelligence and cunning manipulation that works to ensure her brother's success and survival. Her petite 5'4" frame is always draped voluptuously in silk, satin, or lace that graciously conceals a slim silver stiletto – an elegant weapon of choice. Even the most hardened of men find it hard to ignore the gentle sway of her hips or the demure beckoning of her gaze – dangerously bewitching and enticingly innocent all

in the same breathlessly whispered moment.

The brother, elusive – mysterious. Most only catch a fleeting glimpse of the young man, often only the briefest glimmer of the opulent green of his eyes from under the cowl of the long black woolen cloak he favors. His movements are slow, sinuous, and graceful. A persistent cough gives him cause to pause often, the dry viciousness of it wracking his body in spasmodic waves of pain. His grayish cold skin and gaunt frame only adds to his apparent ailing condition. His sister always fusses over him like a mother hen. Those lucky enough to catch a momentary look at this mystifying man are in awe of his physical beauty – easily matching his sister's, the resemblance eerily breathtaking. His hair as dark as a raven's wing, falling just to his shoulders, lazy waves of ebony flame licking at his defined cheekbones. The deep husky baritone of his voice and the penetrating gaze of his pale green eyes have haunted more than a few barmaids as they slept after only the briefest of pleasantries exchanged the night before.

Personality/Tactics

Their background is far from opulent: poor children of a peasant farmer who were put to work in the fields at the tender age of six to earn their keep. No siblings could have been closer then they, forming a sort of empathic link to each other – knowing instinctively what the other is feeling or thinking – not so surprising since they were born twins, Marcus older only by a few minutes. Life was often rough and harsh on their family, but somehow they made it through, until that one fateful night when the stranger came and took from them all that they held dear. Only the two of them survived...well, only Mirra really. She found her beloved brother saturated with his own blood, alive but not. Bloodied lips murmuring his love for her as he thought himself to be dying, yet his words needed no breath. It took only a few nights to realize what he had become, the creature within rising to the surface, nearly killing her. But she vowed to protect him, to keep him safe and hidden from the numerous dangers that could befall him.

And now they travel from town to town under the veil of night, shadows often masking their approach and departure. Mirra learned quickly to use her sharp intellect and stunning looks to lure men, or women, into the seclusion of their rooms or home. Promises of pleasure beyond their wildest imaginations sealed the fate of many unsuspecting victims. Often too late, they realized their reckless abandon had come at a terrible price, as her brother joins her in her chambers....

Rhillyn So'Quor

Male Drow Ranger 7/Shadowdancer 3; CR 11; Medium-sized humanoid (5'7" tall); HD 7d10+3d8+10; hp 79; Init +4; Speed 30 ft.; AC 22 (flatfooted 18, touch 17); Atk +14/+9 melee (1d8+5/19-20, +2 *longsword*) or +13/+8 melee (1d4+3/20/x3, masterwork punching dagger); SA Spell-like abilities, favored enemies (fey, magical beast), shadow illusion, summon shadow; SQ Evasion, hide in plain sight, elf immunities, light blindness; AL CE; SV Fort +7, Ref +9, Will +3; Abilities Str 16, Dex 18, Con 13, Int 15, Wis 11, Cha 12.

Skills and Feats: Climb +5, Concentration +7, Heal +3, Hide +12, Intuit Direction +1, Jump +3, Listen +4, Move Silently +10, Perform +6, Search +5, Spot +3, Wilderness Lore +2; Ambidexterity, Combat Reflexes, Dodge, Mobility, Leadership, Track, Two-Weapon Fighting.

Possessions: *Ring of protection* +3, elven chainmail, masterwork punching dagger, +2 *longsword*.

Spells: Ranger: 1/ 1st – *entangle*.

Appearance

Rhillyn is somewhat stocky for a dark elf, weighting in around 135 pounds, but his weight doesn't slow him down in the least. He wears his stark white hair just below his shoulders and has one or two thin braids hanging down over his ear. Often as the mood strikes him, Rhillyn will put brightly colored streaks through his thick mane.

Having lost much of his original drow armor, weapons and items, he has bought a number of masterwork items to replace those he lost. Some of these are enchanted as well. Of these, his most prized possession is his +3 *ring of protection*, which has saved his skin on more than a few occasions.

Rhillyn wears dark red leather armor with a blackened chainmail shirt over it. Black leather boots, fingerless black leather gloves, bracers, and a wide leather belt complete his look. He also wears a few

pieces of jewelry, mostly magical, and a few beads and fetishes hang from his braids.

Personality/Tactics

Rhillyn So'Quor is the youngest male of seven surviving siblings of a minor noble house. As such, he was destined never to gain any real power or respect and would most likely be killed in some political fiasco. So as soon as he was able to scrape together enough wealth, he stole away into the shadows to lands far from native home.

Now he has either worked his way into a powerful crime syndicate or he has gathered his own personal entourage and works as a freelance assassin.

Some day, perhaps soon, he wishes to secure his own power structure and gain rule over as much as he can get his hands on.

Ambitious is the single word that best describes Rhillyn So'Quor. His thirst for power can never be sated; perhaps it's a subconscious desire to spite his family. For whatever reason, Rhillyn pulls no punches and offers no quarter to those that stand in his way. He is as ruthless, cruel, and wicked as they come.

High-Level

Advancement

Male Drow Ranger 9/Shadowdancer 6; CR 16; Medium-sized humanoid (5'7" tall); HD 9d10+6d8+15; hp 117; Init +9; Speed 30 ft.; AC 22 (flatfooted 18, touch 17); Atk +18/+13/+8 melee (1d8+5/19-20, +2 *longsword*) or +19/+14/+9 melee (1d4+3/20/x3, +3 *punching dagger*);

SA Spell-like abilities, favored enemies (fey, magical beast), shadow illusion, summon shadow (x2); SQ Evasion, hide in plain sight, elf immunities, light blindness, defensive roll, shadow jump (40 ft.); AL CE; SV Fort +9, Ref +13, Will +7; Abilities Str 16, Dex 20, Con 13, Int 16, Wis 11, Cha 12.

Skills and Feats: Balance +8, Bluff +6, Climb +9, Con-



centration +7, Escape Artist +7, Heal +5, Hide +16, Intuit Direction +1, Jump +16, Listen +9, Move Silently +15, Perform +6, Pick Pocket +10, Search +10, Spot +7, Swim +2, Tumble +9, Use Rope +9, Wilderness Lore +5; Ambidexterity, Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Track, Two-Weapon Fighting.

Possessions: Ring of protection +3, elven chainmail, +3 punching dagger, +2 longsword, gloves of dexterity, wand of wall of fire, ring of mind shielding, wand of Melf's acid arrow, boots of striding and springing, potion of cure serious wounds.

Spells: Ranger: 1/0 1st – entangle.

Ultra-High Level

Male Drow Ranger 9/Shadowdancer 9; CR 19; Medium-sized humanoid (5'7" tall); HD 9d10+9d8+36; hp 159; Init +9; Speed 30 ft.; AC 22 (flatfooted 18, touch 17); Atk +20/+20/+15/+10 melee (1d8+5/19–20, +2 longsword of speed) or +21/+16/+11 melee (1d4+3/20/x3, +3 punching dagger); SA Spell-like abilities, favored enemies (fey, magical beast), shadow illusion, summon shadow (x3); SQ Evasion, hide in plain sight, elf immunities, light blindness, defensive roll, shadow jump (80 ft.); AL CE; SV Fort +9, Ref +13, Will +7; Abilities Str 16, Dex 20, Con 14, Int 16, Wis 11, Cha 12.

Skills and Feats: Balance +8, Bluff +6, Climb +9, Concentration +8, Decipher Script +8, Escape Artist +13, Heal +5, Hide +16, Intuit Direction +1, Jump +19, Listen +11, Move Silently +18, Perform +8, Pick Pocket +12, Search +12, Spot +9, Swim +2, Tumble +9, Use Rope +9, Wilderness Lore +5; Ambidexterity, Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Mobility, Track, Two-Weapon Fighting

Possessions: Ring of protection +3, elven chainmail, +3 punching dagger, +2 longsword of speed, gloves of dexterity, wand of wall of fire, ring of mind shielding, wand of Melf's acid arrow, boots of striding and springing, potion of cure serious wounds, potion of bull's strength, scroll of Evard's black tentacles, scroll of see invisibility.

Spells: Ranger: 1/0 1st – entangle.

Siran Tul Ranuk

Male Human Aristocrat 2/Monk 6; CR 7; Medium-sized humanoid (5'8" tall); HD 2d8+6d8+24; hp 65; Init +7; Speed 50 ft.; AC 19 (flatfooted 16, touch 16); Atk +7 melee (+5/+5 with flurry of blows) (1d8+2/20, unarmed strike); SA Flurry of blows, stunning attack 6/day (DC 16); SQ Evasion, purity of body, still mind, slow fall (30 ft.); AL LN; SV Fort +8, Ref +11, Will +13; Abilities Str 14, Dex 16, Con 17, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +7, Bluff +9, Diplomacy +5, Escape Artist +5, Forgery +3, Gather Information

+8, Heal +4, Innuendo +3, Jump +6, Knowledge (Physiology: Humanoid) +4, Listen +7, Move Silently +13, Perform +7, Read Lips +4, Sense Motive +6, Spot +5, Swim +4, Tumble +2; Deflect Arrows, Improved Initiative, Improved Trip, Iron Will, Lightning Reflexes, Paralyzing Strike.

Possessions: Amulet of natural armor +3.

Appearance

The juxtaposition in Siran's appearance is uncanny. His weathered skin and tired gray eyes make him appear quite harmless—just a broken old man who always seems to find his way into the most elite political and social functions. Siran's physical traits and mannerisms are pathetic at best. He takes little time to shave, rough salt-and-pepper stubble always gracing the leathery skin of his face. His gray, course hair always kept short, albeit a bit uneven as he likes to trim it himself—his distrust of others being to the point of paranoia. The musky scent of age and antiquities always seems to linger around him, which could be due to his clothing. Once a member of the most influential circles of politics; once wealthy beyond what any man should be—he has kept all his silken tunics, all the imported supple leather breeches, all the inlaid gold- and silver-threaded cloaks, waistcoats and banded belts with their jeweled ornate clasps. All of it now is faded and threadbare, worn well beyond the glorious days of his young promising career. His 5'8" stature now usually hunched over a cheap mug of ale as he mutters inanely about the past. In short, he is an unassuming, frail, bitter old man—or is he?

Personality/Tactics

Siran Tul Ranuk is a name that once meant power and wealth. A man that once held the fate of many within his golden grasp; that once whispered and schemed with rulers and clergy; that once lay with princesses and queens as their fathers and husbands slept. That was before his political manipulations caught the attention of those more prominent than he. He fell from favor almost overnight, scandal and rumors of treason and betrayal toppling his once grand personal empire. From that day forward he vowed his revenge against the hierarchy—to bring all those he deems as undeserving to their knees. He dropped out of sight for many years, time blotting from memory the crimes of which he was once accused. A few remember him—vaguely remembering the power once attached to it; this he uses to his advantage to gain entrance into the lairs of his prey. Elitist debutants, influential men from political and religious circles—these are whom he targets. He often metes out his own personal justice, but on occasion, he accepts contracts from others if he finds them

interesting challenges. He rarely arouses suspicion because he seems much too weak and feeble to threaten anyone.

Mid-level Advancement

Male Human Aristocrat 2/Monk 6/ Rogue 2; CR 9; Medium-sized humanoid (5'8" tall); HD 2d8+6d8+2d6+30; hp 80; Init +7; Speed 50 ft.; AC 19 (flatfooted 16, touch 16); Atk +8/+3 melee (+6/+6/+1 with flurry of blows) (1d8+2/20, unarmed strike) or +11/+6 ranged (10 ft.) (1+2/19-20, +2 *keen shuriken*); SA Flurry of blows, stunning attack 6/day (DC 16), sneak attack +1d6; SQ Evasion, purity of body, still mind, slow fall (30 ft.); AL LN; SV Fort +8, Ref +14, Will +13; Abilities Str 14, Dex 16, Con 17, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +9, Bluff +10, Climb +4, Diplomacy +10, Escape Artist +9, Forgery +5, Gather Information +8, Heal +4, Innuendo +3, Jump +8, Knowledge (Physiology: Humanoid) +4, Listen +10, Move Silently +15, Perform +7, Read Lips +4, Sense Motive +8, Spot +8, Swim +6, Tumble +4; Alertness, Deflect Arrows, Improved Initiative, Iron Will, Lightning Reflexes, Paralyzing Strike.

Possessions: Amulet of natural armor +3, monk's belt, slippers of spider climbing, potion of cure moderate wounds, potion of gaseous form, potion of fire breath, five +2 *keen shuriken*.

High Level Advancement

Male Human Aristocrat 2/Monk 10/ Rogue 2; CR 13; Medium-sized humanoid (5'8" tall); HD 2d8+10d8+2d6+56; hp 126; Init +7; Speed 50 ft.; AC 20 (flatfooted 17, touch 17); Atk +11/+6 melee (+9/+9/+4 with flurry of blows) (1d8+2/20, unarmed strike) or +15/+10 melee (1d6+6/20, +4 *dancing ghost touch nunchaku*) or +14/+9 ranged (10 ft.) (1+2/19-20, +2 *keen shuriken*); SA Flurry of blows, stunning attack 10/day (DC 18), sneak attack +1d6, ki strike (+1); SQ Evasion, purity of body, still mind, slow fall (50 ft.), leap of the clouds, wholeness of body, improved evasion; AL LN; SV Fort +10, Ref +15, Will +14; Abilities Str 14, Dex 16, Con 18, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +11, Bluff +10, Climb +7, Diplomacy +10, Escape Artist +12, Forgery +5, Gather Information +8, Heal +4, Hide +9, Innuendo +3, Jump +13, Knowledge (Physiology: Humanoid), Listen +10, Move Silently +15, Perform +10, Read Lips +4, Sense Motive +8, Spot +8, Swim +6, Tumble +8; Alertness, Combat Reflexes, Deflect Arrows, Improved Initiative, Iron Will, Lightning Reflexes, Paralyzing Strike.

Possessions: Amulet of natural armor +3, monk's belt, slippers of spider climbing, potion of cure moderate wounds, potion of gaseous form, potion of fire breath, five +2 *keen shuriken*, wand of mirror image, ring of freedom of move-

ment, +4 *dancing ghost touch nunchaku*.

Warwick Droon

Male Halfling Warrior 3/Rogue 2; CR 4; Small humanoid (3'1" tall); HD 3d8+2d6+10; hp 32; Init +8; Speed: 20 ft.; AC 20 (flatfooted 16, touch 16); Atk +9 ranged (30 ft.) (1d4/19-20, hand crossbow) or +6 melee (1d6/20, masterwork light mace); SA +1 to hit with thrown weapons, sneak attack +1d6; SQ Evasion, halfling abilities; AL CE; SV Fort +6, Ref +11, Will +2; Abilities Str 11, Dex 19, Con 14, Int 12, Wis 10, Cha 15.

Skills and Feats: Balance +7, Bluff +7, Climb +7, Escape Artist +5, Gather Information +3, Hide +12, Innuendo +2, Intimidate +10, Jump +6, Listen +4, Move Silently +8, Open Lock +7, Pick Pocket +9, Read Lips +2, Sense Motive +3, Speak Language +1, Spot +1, Tumble +5, Use Rope +5; Improved Initiative, Lightning Reflexes.

Possessions: Chain shirt, hand crossbow and 20 bolts, masterwork light mace, ring of protection +1.

Appearance

Warwick is of average height and weight for his race. His frame is lean and wiry. He has lightly tanned skin and deep brown, soulless eyes. His glare has made more than one human or half-orc pause and think about dealing with this small but fierce halfling. He keeps his head shaved, except for a black, shoulder-length ponytail. On his right cheek is a small, star-shaped tattoo.

Warwick wears an oversized chain shirt that covers his entire torso and his upper arms and legs. Leather trousers, soft leather boots and leather bracers complete his look. He wears a few daggers and darts out in the open, but most of his weapons are secreted away in hidden flaps and pockets throughout his wardrobe.

Personality/Tactics

While most small folk (halfling, gnomes, and the like) don't seem to have a problem dealing with the larger races, Warwick absolutely hates being looked down on (both literally and figuratively) by anyone. This

has given him a nasty disposition. He has seriously injured many a barkeep for politely referring to him as “little master” or the “small fellow.” This quirk has also lent to an annoying habit of standing on chairs, tables, barrels, or whatever is nearby that can elevate him to the eye level of his peers.

Despite his malicious attitude, or maybe because of it, Warwick has many friends in the criminal underworld. Most of which have personally experienced his wrath and now hold this feisty halfling in high regard. As such, Warwick is very well connected and often employed by the city’s criminal overlords. Although quite adept at assassination, he is usually employed as a heavy-handed “leaner” or extortionist. When doing so Warwick usually has a group of 4 to 9 “heavies” (henchman; see NPC class description) as backup.

Mid-level Advancement

Male Halfling Warrior 5/Rogue 4/ Assassin 1; CR 9; Small humanoid (3’1" tall); HD 5d8+4d6+1d6+20; hp 60; Init +8; Speed: 20 ft.; AC 20 (flatfooted 16, touch 16); Atk +13/+8 ranged (30 ft.) (1d4/19–20, hand crossbow) or +12/+7 melee (1d6+1/20, masterwork light mace) or +12/+7 melee or +16/+11 ranged (10 ft.) (1d4+3/19–20, +2 *assassin’s dagger*); SA +1 to hit with thrown weapons, sneak attack +3d6, poison use, death attack (DC 13); SQ Evasion, halfling abilities, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +8, Ref +12, Will +3; Abilities Str 12, Dex 19, Con 14, Int 12, Wis 10, Cha 15.

Skills and Feats: Balance +2, Bluff +8, Climb +4, Disguise +6, Escape Artist +2, Gather Information +4, Hide +12, Innuendo +2, Intimidate +12, Jump +2, Listen +6, Move Silently +9, Open Lock +7, Pick Pocket +4, Read Lips +4, Sense Motive +4, Speak Language +1, Spot +2, Tumble +0, Use Magic Device +3; Dodge, Improved Initiative, Lightning Reflexes, Weapon Focus (Light Mace).

Possessions: Chain shirt, hand crossbow and 20 bolts, masterwork light mace, *ring of protection* +3, +2 *assassin’s dagger*, *ring of invisibility*, *boots of levitation*.

High-level Advancement

Male Halfling Warrior 7/Rogue 4/ Assassin 5; CR 15; Small humanoid (3’1" tall); HD 7d8+4d6+5d6+32; hp 99; Init +8; Speed: 20 ft.; AC 23 (flatfooted 19, touch 19); Atk +21/+16/+11 ranged (30 ft.) (1d4+3 plus electricity/19–20, +3 *shocking burst hand crossbow*) or +18/+13/+8 melee (1d6+4/20, +3 *chaotic light mace*) or +17/+12/+7 melee or +21/+16/+11 ranged (10 ft.) (1d4+3/19–20, +2 *assassin’s dagger*); SA +1 to hit with thrown weapons, sneak attack +5d6, poison use, death attack (DC 17); SQ Evasion, halfling abilities, uncanny dodge (Dex bonus to AC, can’t be flanked), +2 bonus

on Fortitude saves vs. poison; AL CE; SV Fort +12, Ref +17, Will +5; Abilities Str 12, Dex 19, Con 14, Int 13, Wis 11, Cha 15.

Skills and Feats: Balance +7, Bluff +9, Climb +10, Disguise +6, Escape Artist +5, Gather Information +5, Heal +2, Hide +21, Innuendo +2, Intimidate +14, Jump +7, Listen +7, Move Silently +17, Open Lock +8, Pick Pocket +12, Read Lips +4, Sense Motive +7, Speak Language +1, Spot +5, Tumble +7, Use Rope +6; Alertness, Combat Casting, Deflect Arrows, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Weapon Focus (Light Mace).

Possessions: Mithral shirt, +3 *shocking burst hand crossbow* and 20 bolts, +3 *chaotic light mace*, *ring of protection* +4, +2 *assassin’s dagger*, *ring of invisibility*, *boots of levitation*, *brooch of shielding*, *gloves of arrow snaring*, 3 potions of *cure serious wounds*.

Pale Rider (PR)

A pale rider can be a fearsome sight to behold, striking fear into the hearts of the bravest of men. Cloaked in blackest robes over armor and astride steeds from Hell, they are the trackers and bloodhounds for evil overlords. They are relentless in seeking out their quarry and will follow their master’s directives without fail or hesitation. Pale riders are often found in the company of the most powerful and vile of rulers, serving as personal assassins who travel to the ends of the world to locate and dispatch anyone who has had a death sentence pronounced upon them. To see a pale rider is enough to frighten anyone, but to see a pale rider charging upon his mount in your direction, his blade dripping with black venom may easily foretell your doom. Evil barbarians, fighters and rangers are typical classes who become pale riders.

Hit Dice: d8

Requirements

To qualify to become a pale rider, a character must fulfill the following criteria.

Alignment: Any evil

Base Attack Bonus: +6

Feats: Mounted Combat

Ride: 5 ranks

Class Skills

The pale rider class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), and Wilderness Lore (Wis).

Skill points at each level: 4 + Int modifier

Class Features

All of the following are class features of the pale rider prestige class.

Armor and Weapon Proficiency: Pale riders are proficient with all simple and martial weapons, all types of armor and shields. Armor check penalties do apply for armor heavier than leather for all relevant skill checks.

Fear Aura (Su): At 1st level, a pale rider emanates an aura of fear for a radius of 10 feet per pale rider level. This is a continuous effect and if dispelled requires only a free action to reestablish. Any living being within range of this power must make a successful Will save (DC = 10 + the pale rider's class level + Cha modifier) or be subjected to the same effects as the spell *fear*.

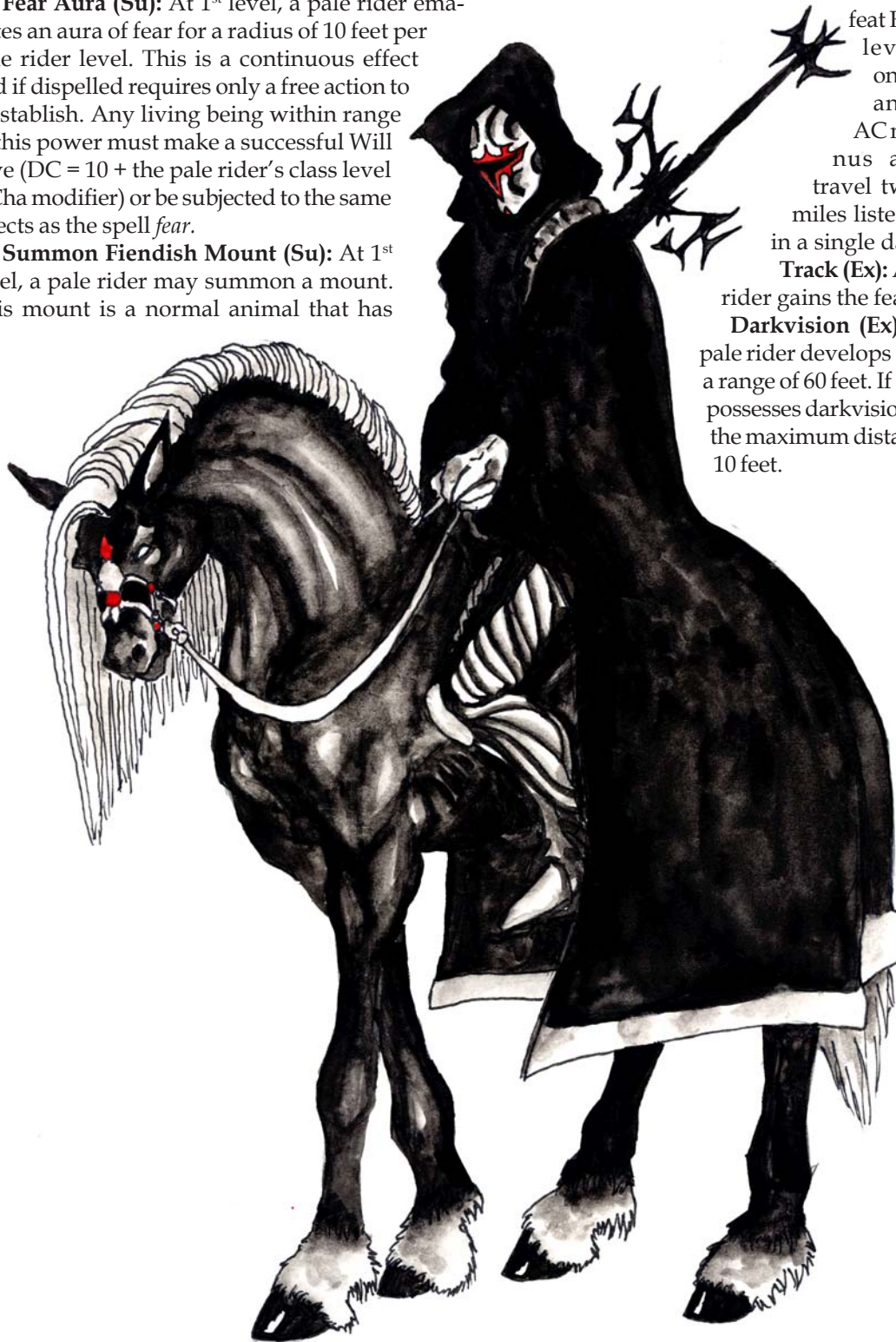
Summon Fiendish Mount (Su): At 1st level, a pale rider may summon a mount. This mount is a normal animal that has

had the fiendish template applied to it (see Core Rulebook III). The mount must qualify as a land creature capable of serving as a mount (such as a horse, pony, or riding dog) and is an exceptional member of its species with the maximum possible hit points. Should the mount die, the pale rider must wait one year and a day before summoning a new mount.

At 3rd level, the mount gains a +1 natural armor bonus to its AC and the feat Endurance. At 5th level, the mount once again receives an additional +1 AC natural armor bonus and may now travel twice the normal miles listed for the terrain in a single day.

Track (Ex): At 1st level, a pale rider gains the feat Track

Darkvision (Ex): At 2nd level, a pale rider develops darkvision up to a range of 60 feet. If the rider already possesses darkvision due to his race, the maximum distance increases by 10 feet.



Pale Rider

Detect Invisibility (Su): At 2nd level, a pale rider is capable of detecting invisible creatures at will (as the spell *see invisibility*) within 60 feet as a free action.

Envenom Blade (Sp): At 2nd level, a pale rider may cause his weapon to drip with poison as the spell *envenom blade*. This ability may be used a number of times per day equal to the pale rider's class level.

Empathic Link (Su): At 3rd level, the pale rider has an empathic link with his mount out to a distance of up to one mile. The rider cannot see through the mount's eyes, but they can communicate telepathically. Even intelligent mounts see the world differently from humans, so misunderstandings are always possible. Because of the empathic link between the mount and the pale rider, he has the same connection to an item or place that the mount does, just as a master and his familiar.

Ride-By Attack (Ex): At 3rd level, a pale rider gains the feat Ride-By Attack.

Scent (Ex): At 3rd level, a pale rider may now detect approaching enemies, sniff out hidden foes, and track by sense of smell. He can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The rider detects another creature's presence but not its specific location. Noting the direction of the scent is a standard action. If he moves within 5 feet of the scent's source, the black rider can pinpoint that source.

The pale rider can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures such as sharks, however, have the

scent ability and can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Wilderness Lore DC to track becomes 20 rather than 10.

Darkness (Sp): At 4th level, a pale rider may cast *darkness* (as the spell) three times per day at a level equal to his total character level.

Obscuring Mist (Sp): At 4th level, a pale rider may cast *obscuring mist* (as the spell) three times per day at a level equal to his total character level.

Enervation (Su): At 5th level, a pale rider gains the ability to use negative energy to kill his target. This ability mimics that of the spell *enervation* cast at 12th level. The pale rider may use this ability twice within a 24-hour period.

Improved Evasion (Ex): If the rider's mount is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Campaign Use Suggestions

Fantasy: Pale riders make perfect minions for any evil lord or villain. They may hunt an individual or even terrorize an entire thorp. Low to mid-level players should find that going up against a member of this class is quite challenging and easily lethal.

Modern: While not having a typical live mount, pale riders in a modern setting may have a fiendish motorcycle possessed with supernatural energy that grants the same abilities. In a non-magical setting, the same abilities of the motorcycle may be duplicated with computer technology, making it a hi-tech bike. They may work for organized crime or be part of a gang that doesn't subscribe to the same laws as the common man does.

Oathbound: Pale riders may be found in many domains, often in the employ of a bloodlord or person of power. It is not uncommon to see them riding in groups of four in Arena, leaving a trail of death behind them.

Pale Rider Progression Table

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Fear aura, summon fiendish mount, Track
2	+2	+3	+0	+0	Darkvision, detect invisibility, envenom blade
3	+3	+3	+1	+1	Empathic link, Ride-By Attack, Scent
4	+4	+4	+1	+1	Darkness — 3/day, obscuring mist — 3/day
5	+5	+4	+1	+1	Enervation — 2/day, improved evasion (Mount only)



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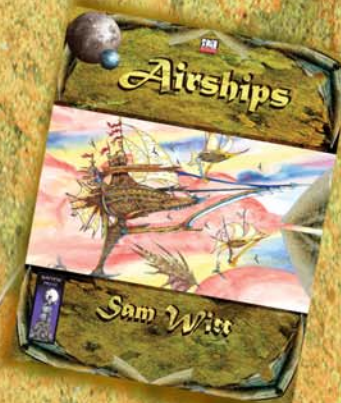
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Table of Contents

Introduction	2	Feats	61
The Poison Chain	2	Monster Feats	63
Adding A Twist	3	Monsters	64
Poisons In Your Campaign	4	Bloody Tears	64
Poisons: A Comprehensive Look	5	Briarose	64
Definitions and Formulas	5	Carnifex	65
Variant Damage (Optional):	5	Clockwork Stirge	66
Poisons	6	Fang Golem	67
New Poisons	28	Hymele	67
Alchemical Poisons	28	Iron Cobra	68
Magical Poisons	34	Oasisbane	68
Planar Poison	35	Reservoir Beetle	69
Mineral Poisons	36	Scorpion Vine	69
Multi-stage Poisons	36	Vile Shambler Template	70
Natural Poisons	37	Spells	72
Drugs	43	Alternate Assassin Spell List	77
Drug Characteristics	43	Prestige Classes	78
Alchemical Processes & Products	46	Acolyte (Ac)	78
Poison Modifications	46	Anarchist (An)	79
Equipment & Weapons	48	Beguiler (Bg)	81
Weapons	54	Bondsman (Bnd)	83
Traps	55	Infiltrator (Inf)	85
Magic Items	56	Mage Hunter (MH)	86
Armor Quality	56	Psi-Slayer (PsS)	87
Specific Armor	56	Nightstalker (NSt)	88
Weapon Qualities	56	Sniper (SnP)	90
Specific Weapon	57	Trapmaster	92
Miscellaneous Magic	57	Arc Classes	94
		The Canthartisan	94
		The Henchman	95

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Poisons

Aboleth mucus: The dark mucus from this monster may cause anyone who ingests it to lose the ability to breathe air for the next 3 hours. An affected individual will suffocate in 2d6 minutes unless fully submerged in water. The gland that produces this viscous fluid is located next to the reproductive organs. *Harvest DC: 47.*

Achaierai black cloud vapor: This toxic black vapor is acidic in nature and causes 2d6 hp damage in addition to the *insanity* effect (as the spell cast by a 16th-level sorcerer) for 3 hours. The glands that release this vapor are located just below the wings on the main body, one on each side. *Harvest DC: 40.*

Acid shambler ichor: The “blood” of this undead creature is highly corrosive and inflicts 1d6 hp per round of contact. *Harvest DC: 15.*

Adder’s kiss: This toxin is milky white in color and causes vomiting, dizziness, shortness of breath, and wheezing. Symptoms include swelling around the lips and tongue. *Craft DC: 27.*

Alcohol (moderate and severe): This commonly used liquid acts as a depressant and deadens the chemical responses between the brain and the rest of the body. As the toxin builds up in an individual’s system, a loss of coordination usually occurs followed by possible nausea, vomiting, and loss of consciousness from increased levels of alcohol poisoning.

Allevar: A highly deadly poison used by assassins who have contact with their victims over an extended time, allevar slowly builds up in the system and does not cause any outward effects until the poison reaches critical mass. At this point, the victim often dies. A total of ten doses administered over the course of a month are

necessary to affect the subject. Each time the subject consumes food tainted with allevar, he must make a Fortitude save or the poison remains in his system. After ten failed saves over a 30-day period the poison takes effect. The victim sustains 4d6 temporary Con damage 4d4 hours after the tenth dose, which is fatal if his Constitution drops to 0 or lower. *Craft DC: 25.*

Amanita: These mushrooms are found in temperate and sub-arctic climates, typically alone or in clusters among mixed hardwood and conifer forests. The entire mushroom is toxic; symptoms appear within a few hours of ingestion. Subjects experience severe abdominal pain, vomiting, and diarrhea that last for 6 to 9 hours. After the initial onset, there is a delay of up to a day before the individual begins to experience secondary symptoms. This lag period is dangerous since it may lull the victim into a false sense of security. However, during this symptom-less period, the amanita toxins destroy the liver, leading to internal bleeding and death within 7 days after eating. *Craft DC: 15.*

Angel kiss: Angel kiss provides its victims with a peaceful and quiet death. Regardless of when the poison is administered, it does not take effect until ten minutes after the victim falls asleep. Because the victim dies quietly in the night and the poison does not disfigure the body, death is assumed to be the result of natural causes. *Craft DC: 17.*

Ankheg acid: The digestive enzymes from this creature does 1d4 hp of damage per round to any organic material

More than 200+ poisons are waiting for a living host in Pale Designs...

Table 2: Poison Summary Table

Poison	Type	DC	Toxicity	Init. Dam.	Sec. Dam.	Var. Dam.	GP Value
Aboleth mucus	Ing	19	3	Suffocation	None	6	900
Achaierai black	Con/Inh	15	5	2d6 hp	<i>Insanity</i>	10	500
Acid shambler ichor	Con	11	2	1d6 hp	1d6 hp	4	100
Adder’s kiss poison	Inj	24	16	1d4 Str.	3d4 Con.	32	800
Alcohol (moderate)	Ing	11	9	1d2 Dex	1 Dex	18	10
Alcohol (severe)	Ing	14	16	1d4 Dex/Con	KO + 1d6 Con	32	20
Allevar	Ing	20	16	4d6 Con.	See entry	32	1100
Amanita poison	Ing	11	12	2d6 Con	2d6 Con	24	180
Angel kiss poison	Inj	19	14	2d6 Con	2d6 Con	28	1600
Ankheg acid	Con	12	2	1d4 hp	1d4 hp	4	200
Aranea venom	Inj	13	12	1d6 Str	2d6 Str	24	300
Arsenic	Ing	13	12	1 Con	1d8 Con	24	120
Asaath venom	Inj	14	2	Toxic Shock	None	4	400
Athach venom	Inj	22	15	1d6 Str	2d6 Str	30	1200
Bagskin poison	Inh	15	19	1 Cha*	1d6 Cha*	38	1500
Bane cloud poison	Inh	14	10	1d6 hp	1d2 Con/Dex	20	400
Belladonna poison	Con/Ing	15	3	Nausea	1d8 hp	6	5
Berserker wasp poison	Inj	17	8		2 Dex	None	16

New Poisons

In addition to the comprehensive lists of poisons derived from previously published adventures, sourcebooks, and supplements, we have also developed many new poisons, both magical and mundane, that may be used against characters or NPCs. These come in the form of brewed alchemical poisons, naturally occurring plant and mineral poisons, and magical poisons. Table 8 provides a quick reference to these new poisons while their full descriptions may be found below.

Alchemical Poisons

Poisons of this nature require being processed at some level. Concoction of any of these poisons requires the Alchemy skill. The DC of the skill check needed to make these poisons is listed at the end of each entry (Craft DC).

Best in the house: Throughout the lands few races are better known for their love of the simple pleasures and open hospitality than the halfling race. This reputation seems to extend to every endeavor...even poisoning.

The best in the house is a mediocre red wine made from thorned gravevine grapes. Though the wine these grapes produce is average at best, their juice is slightly toxic, conferring this property to any drink made from it. Due to the nature of this weak poison, it takes a significant amount to affect a drinker, usually 2 full glasses. Upon finishing a second glass the drinker must make a Fortitude save (DC 18) or be affected by an initial 1d4 Con damage. A minute later, the same save must be made, failure resulting in unconsciousness.

Halfling hosts have long made use of best in the house to deal with rowdy or unwanted guests. Nearly all halfling inns or taverns are sure to have several bottles on hand, graciously giving free drinks to their most obnoxious patrons. Guests forced into unconsciousness by the wine are often removed from the premises or made the butt of intricate pranks. The use of this poisoned wine and the subsequent embarrassment has led to the well-dispersed advice: "When in the care of halflings, never drink more than your host."

Type: Ingested DC 18; *Toxicity:* 6; *Initial Damage:* 1d4 Con; *Secondary Damage:* Unconsciousness; *Variant Damage:* 12; *Price:* 110 gp per bottle (6 doses); *Craft DC:* 12.

Black-hour poison: The poison of the black hour is a frighteningly potent, but slow-working form of negatively energized arsenic. A dose appears as a coagulated pulp of black paste that is affective either upon injury or when ingested. Once one is affected, the poison moves sluggishly, spreading its black rot through the body until it is resisted, or more likely, overwhelms its victim with an organ-rotting death.

The greatest blessing of the black-hour poison is also its greatest curse, as it takes 1 full hour before its secondary damage takes effect. From the moment it is contracted to end of the hour, a victim of the poison (whether they make their initial save or not) can feel the toxin ooze through them as if it had a life of its own, forcing them to suffer a -1 penalty to all rolls due to the sickeningly disconcerting feeling. After the hour comes to a close this feeling ends with the save versus the potentially lethal secondary damage. The benefit however, is that a poisoned creature

Continued in Pale Designs...

Table 8: New Poisons

Alchemical	Type	DC	Toxicity	Initial Damage	Secondary Damage	Variant	GP
Best in the house	Ing	18	6	1d4 Con	Unconsciousness	12	110
Black-hour poison	Ing/Inj	20	17	1d8 Con	2d8 Con	34	2,800
Cerebral strike	Ing/Inh	17	6	1d4 Int	KO	12	850
Courtesan's kiss	Con	12	11	1d4 Str	2d6 Con	22	1,500
Cryptbane	Con	16	8	2d12 hp	None	n/a	450
Death smoke	Inhaled	16	20	1 Str*	1 Con*	40	2,800
Dwarves' blight	Ingested	20	2	KO + hair loss	None	4	300
Fevered visions	Inj	15	5	See description	See entry	10	500
Grease	Con	16	12	1d4 Wis	1d4 Wis	24	250
Heartbloom	Inj	16/20	12/13	1d6 Str	1d6 Str	24/26	200
Infernal wounds	Ing	15	5	See entry	See entry	10	500
Maggot itch	Con	12	7	See description	1d6 Str	14	600
Mind candy	Ingested	15	22	2d6 Wisdom	1d6 Wis + 1 Con*	44	750
Mind fog	Con	14	11	1d6 Intelligence	1d6 Wis	22	330
Quagmire	Inh/Inj	17	11	KO	Death	22	1,700
Skinaway	Ing	20	5	1d4 hp	See entry	10	200
Sorcerer's bane	Injury	20	14	1d6 Cha	2d6 Cha	28	2,000
Spellsteal	Con	14	9	See description	See entry	18	4,000

Equipment & Weapons

The proper equipment or weapon is absolutely essential if an assassin style character expects to remain alive for any length of time. Tables 10 and 11, along with the following descriptions, provide characters with new tools that provide valuable assistance in making their “jobs” easier. In addition to the new material, equipment and weapons listed in the tables are derived from the core rulebooks and from *Arms & Armor* by Bastion Press. You should refer to these books for detailed descriptions of the equipment and weapons.

The items listed below are nonmagical tools for canthartisans and assassins alike. While some can be purchased in any open market, others cannot. Many of these items are illegal in most civilized areas and can only be purchased through a “underground” or “black” market or through a rogue’s or assassin’s guild. Usually members can purchase these items at the listed cost while nonmembers might have to pay as much as three times the listed cost. If you are found in possession of any of these items it will usually lead to incarceration or, in extreme cases, execution. For this reason use of these items are usually restricted to covert operations or adventuring.

Blade spring: The blade spring is a small spring-loaded device that, when triggered instantly projects a stiletto blade or a sharp spike, or it can hurl a dart. These mechanisms can be built into most weapons and armor or even into most hand-held objects such as scepters, holy symbols, and spellbooks.

Bolt, glass-bulb: The glass-bulb device, filled with liquid or powder, can be installed on any crossbow bolt (even hand crossbows) or arrow. These items can accurately deliver a dose of poison, holy water, or whatever you like to the target, but the missile’s range increment is decreased by one half and it loses any possible critical hit damage.

Bracer, utility: The utility bracer is a single, thin leather bracer that can be easily concealed under any loose-fitting sleeve. Each bracer is custom-made and can be fitted with up to three different options, as listed below. (Note: these bracers do not affect AC, spellcasting or any Dexterity-based feats or skills.)

Option	Cost
Garrote, hidden	1sp
Spring blade (dagger)	4gp
Spring blade (dart)	4gp
Launcher, needle	7gp
Lock picks, hidden	15gp
Quick-draw sheath (dagger)	5gp
Vial sheaths (3)	1gp

Caltrops, poisoned: Caltrops are great to use when being pursued, but they are more use to an assassin when they are poisoned. By wearing gloves and strategically placing them in front of doors, on a step, at a corner – anywhere that a pursuer couldn’t easily see them – they

Table 10: Equipment

Equipment	Cost	Weight
Blade spring	4 gp	1 lb.
Bolt, glass-bulb	1 gp	—
Bracer, utility	1 gp + options	2 lb.
Candle, dispersion	5 gp + poison costs	
—		
Canthartisan’s lab	400 gp	30 lb.
Canthartisan’s lab,		650 gp
40 lb.		
	masterwork	
Caltrops, poisoned		25 gp
2 lb.		
Cloak, dueling	15 gp	3 lb.
Clock, poison	2000 gp	200 lb.
Colorclear	200 gp	—
Cup, death	100 gp	1 lb.
Duster device	5 gp	3 lb.
Duster device,	20 gp	3 lb.
	masterwork	
Gas jet, poison	750 gp + poison	4 lb.
Gloves, greeter’s folly		100 gp
.5 lb.		
Gloves, tainted	50 gp + poison costs	.5 lb.
Hairpin, jade	60 gp	—
Launcher, flask	50 gp	8 lb.
Launcher, needle	7 gp	.5 lb.
Lock, bladder	250 gp	—
Pen, poisoned	170 gp	2 lb.
Poison well, portable		5 gp
.3 lb.		
Poisonreaver’s kit	30 gp	1 lb.
Poisonreaver’s kit,	100 gp	2 lb.
	masterwork	
Ring, poisoner’s pearl		10 gp
—		
Ring, spy’s	5 gp	—
Ring, wash-away	See description	—

serve as a means of delaying or channelling an enemy. In addition to the damage done by the caltrops, including their slowing effect, the poison they bear serves to weaken further an enemy.

Candle, dispersion: These candles are made by combining molten wax with a dose of ingestion type poison and a binding agent like fat or egg albumen. When lit, the poison they contain slowly disperses into the air, filling a 10-foot radius area around the candle, turning the ingestion poison into a gas. This poison gas is invisible and generally odorless.

A multitude of weapons
and equipment await you
in Pale Designs...

Spells

Assassin Spells

1st Level

Hide Poison: Prevents a single dose of poison from being detected.

2nd Level

Envenom Blade: Coats a blade or a number of arrows with deadly poison.

3rd Level

Fascinate: Draws the undivided attention of the target.

Venomous Step: Creates poisoned caltrops within a specific area.

4th Level

Aura of Spelldoom: Enclose a single target within an aura of anti-magic.

Poison Motes: You create a number of greenish motes that you can hurl at foes.

Bard Spells

1st Level

Poison Resistance: Allows you to ignore the first 3 points of ability damage and gain a +2 bonus to poison saves.

2nd Level

Envenom Blade: Coats a blade or a number of arrows with deadly poison.

4th Level

Aura of Spelldoom: Enclose a single target within an aura of anti-magic.

Bloodletting: Causes target's wounds to bleed profusely, nullifies regeneration.

Poison Motes: You create a number of greenish motes that you can hurl at foes.

5th Level

Benign Intent: All within 30 ft. of you gain a false sense of safety and ease.

Dissension: All within 30 ft. of you experience negative emotions and distrust.

6th Level

Confidant: Target believes you to be a trusted friend.

Smitten: Same as *fascinate*, however, target becomes obsessed.

Blackguard Spells

1st Level

Poison Resistance: Allows you to ignore the first 3 points of ability damage and gain a +2 bonus to poison saves.

2nd Level

Envenom Blade: Coats a blade or a number of arrows with deadly poison.

Phantom Strangler: A pair of ghostly hands and cord chokes the target.

4th Level

Venomous Step: Creates poisoned caltrops within a specific area.

Cleric Spells

1st Level

Poison Resistance: Allows you to ignore the first 3 points of ability damage and gain a +2 bonus to poison saves.

2nd Level

Envenom Blade: Coats a blade or a number of arrows with deadly poison.

Phantom Strangler: A pair of ghostly hands and cord chokes the target.

3rd Level

Cobrakiss: You can spit a stream of venom.

Fascinate: Draws the undivided attention of the target.

5th Level

Aura of Spelldoom: Enclose a single target within an aura of anti-magic.

Benign Intent: All within 30 ft. of you gain a false sense of safety and ease.

Call Poisonous Creatures: You summon venomous creatures to serve you.

Dissension: All within 30 ft. of you experience negative emotions and distrust.

6th Level

Axeman's Touch: A plane of force decapitates the target.

Poison Motes: You create a number of greenish motes that you can hurl at foes.

Smitten: Same as *fascinate*, however, target becomes obsessed.

7th Level

Heart in Hand: Causes extreme pain to the point of crushing the victim's heart.

Tainted Body: Your blood and saliva become deadly poison to all but you.

8th Level

Confidant: Target believes you to be a trusted friend.

Mists of Ecstasy: All creatures within helplessly revel in pleasure.

Poison Susceptibility: Nullifies target's own poison resistance or immunity.

9th Level

Toxic Storm: Sticky droplets of poison rain down on a large area.

Druid Spells

1st Level

Poison Resistance: Allows you to ignore the first 3 points of ability damage and gain a +2 bonus to

poison saves.

2nd Level

Cobrakiss: You can spit a stream of venom.

4th Level

Call Poisonous Creatures: You summon venomous creatures to serve you.

Sorcerer/Wizard Spells

0-Level

Hide Poison: Prevents a single dose of poison from being detected.

2nd Level

Envenom Blade: Coats a blade or a number of arrows with deadly poison.

Phantom Strangler: A pair of ghostly hands and cord chokes the target.

Venomous Step: Creates poisoned caltrops within a specific area.

3rd Level

Cobrakiss: You can spit a stream of venom.

4th Level

Bloodletting: Causes target's wounds to bleed profusely, nullifies regeneration.

5th Level

Transmute Liquid to Crystal: Transforms liquid into a crystalline form.

6th Level

Aura of Spelldoom: Enclose a single target within an aura of anti-magic.

Axeman's Touch: A plane of force decapitates the target.

Poison Motes: You create a number of greenish motes that you can hurl at foes.

7th Level

Heart in Hand: Causes extreme pain to the point of crushing the victim's heart.

Tainted Body: Your blood and saliva become deadly poison to all but you.

8th Level

Confidant: Target believes you to be a trusted friend.

Domains

The power of each deity is reflected by the spells that occupy the different domains that make up a deity's portfolio. Some domains are accessible by nearly every god and his clerics. The more common domains of Chaos, Evil, Good, and Law represent the fundamental forces that help define the characteristic behaviors of the gods. Other domains are more restricted to certain deities. The two domains presented here are meant to fall into the latter and should be restricted to only those deities whose background and mythology reflects their use. Any spell listed in the domains that is noted with an asterisk (*) is new and will be detailed among the new spells.

Murder Domain Spells

Granted Power: *Coup de grace* may be delivered as a standard action instead of a full round action.

1. *True Strike*. Adds +20 bonus to your next attack roll.
2. *Phantom Strangler**. A pair of ghostly hands and cord chokes the target.
3. *Hold Person*. Holds one person helpless; 1 round/level.
4. *Bloodletting**. Causes target's wounds to bleed profusely, nullifies regeneration.
5. *Benign Intent**. All within 30ft. of you gain a false sense of safety and ease.
6. *Axeman's Touch**. A plane of force decapitates the target.
7. *Heart in Hand**. Causes extreme pain to the point of crushing the victim's heart.
8. *Confidant**. Target believes you to be a trusted friend.
9. *Weird*. As *phantasmal killer*, but affects all within 30ft.

Poison Domain Spells

Granted Power: Knowledge (poison) is a class skill and you gain a +4 competence bonus to all skill checks when using poison.

1. *Poison Resistance* *. Allows you to ignore the first 3 points of ability damage and gain a +2 bonus to poison saves.
2. *Envenom Blade* *. Coats a blade or a number of arrows with deadly poison.
3. *Cobrakiss**. You can spit a stream of venom.
4. *Poison*. Touch deals 1d10 Con damage, repeats in one minute.
5. *Call Poisonous Creatures* *. You summon venomous creatures to serve you.
6. *Poison Motes* *. You create a number of greenish motes that you can hurl at foes.
7. *Tainted Body**. Your blood and saliva become deadly poison to all but you.
8. *Poison Susceptibility**. Nullifies target's own poison resistance or immunity.
9. *Toxic Storm**. Sticky droplets of poison rain down on a large area.

All of these spells are detailed in *Pale Designs*...



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